

GAMING MACHINE HAVING SETS OF REELS

ABSTRACT

A gaming machine operable under control of a processor includes a processor for controlling the gaming machine, an interface in electronic communication with the processor and at least one set of primary reels displayed at the interface, the set of primary reels having a plurality of symbols. The gaming machine also includes at least one set of secondary reels displayed on the interface. The secondary reel has a plurality of symbols and an intersecting region. The intersecting region intersects a portion of the at least one set of primary reels. Preferably the gaming machine has four sets of primary reels having corners and a single set of secondary reels that overlaps at least one corner of each of the sets of primary reels. The sets of reels can include physical, electronic or otherwise simulated sets of reels.

(Fig. 1)