CLAIMS

The invention is claimed as follows:

1. A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) accumulate a quantity of bonus game feature units in association with a player;

(b) enable ~~a~~ the player to selectively redeem at least one of the accumulated quantity of bonus game feature units; and

(c) if the player selectively redeems at least one of the accumulated quantity of bonus game feature units, for a play of a bonus game:

(i) enable the player to select a quantity of at least one bonus game feature of a plurality of different bonus game features to activate,

(ii) activate each selected bonus game feature,

(iii) determine and display a bonus game outcome, said determined bonus game outcome being based, at least in part, on the activated at least one bonus game feature,

(iv) determine and display a bonus game award associated with the determined bonus game outcome,

(v) determine and display a bonus game supplemental award, said determined bonus game supplemental award being

based on an average expected bonus game supplemental award value associated with the activated at least one bonus game feature, and

(vi) provide the player a total bonus game award including the displayed bonus game award and the displayed bonus game supplemental award.

2. The gaming system of Claim 1, wherein regardless of which at least one bonus game feature the player selected to activate, an average expected value of the total bonus game award is the same per bonus game feature unit redeemed.

3. The gaming system of Claim 1, wherein the quantity of bonus game features selected to activate is based on the quantity of accumulated bonus game feature units.

4. The gaming system of Claim 1, wherein:

a first bonus game feature is associated with a first average expected bonus game award value, a first average expected bonus game supplemental award value, and a first total bonus game award average expected value, and

a second, different bonus game feature is associated with a second, different average expected bonus game award value, a second, different average expected bonus game supplemental award value, and the first total bonus game award average expected value.

5. The gaming system of Claim 1, wherein:

a first combination of a first quantity of bonus game features is associated with a first average expected bonus game award value, a first average expected bonus game supplemental award value, and a first total bonus game award average expected value, and

a second, different combination of the first quantity of bonus game features is associated with a second, different average expected bonus game award value, a second, different average expected bonus game supplemental award value, and the first total bonus game award average expected value.

6. The gaming system of Claim 1, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to determine the bonus game supplemental award based on a random selection of a value from a weighted value table, said weighted value table associated with an average expected value substantially equal to the average expected bonus game supplemental award value associated with the activated at least one bonus game feature.

7. The gaming system of Claim 1, wherein the play of the bonus game includes at least one free activation of a plurality of reels to generate a plurality of symbols.

~~8. A gaming system comprising:~~

~~at least one display device;~~

~~at least one input device;~~

~~at least one processor; and~~

~~at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:~~

~~(a) maintain normalization data including:~~

~~(i) for each of a plurality of different individual bonus game features:~~

~~(A) an average expected bonus game award value,~~

(B) an average expected bonus game supplemental award value, said average expected bonus game supplemental award value being based on said average expected bonus game award value and an accumulated bonus game feature unit average expected value, wherein a sum of the average expected bonus game award value and the average expected bonus game supplemental award value substantially equals the accumulated bonus game feature unit average expected value, and

(C) a weighting of at least one value of a weighted value table, wherein the weighted value table is associated with an average expected value substantially equal to the average expected bonus game supplemental award value, and

(ii) for each of a plurality of different combination of bonus game features:

(A) an average expected bonus game award value,

(B) an average expected bonus game supplemental award value, said average expected bonus game supplemental award value being based on said average expected bonus game award value, said accumulated bonus game feature unit average expected value and a quantity of bonus game feature units associated with said combination of bonus game features, wherein a sum of the average expected bonus game award value and the average expected bonus game supplemental award value substantially equals a product of the accumulated bonus game feature unit average expected value and the quantity of bonus game feature units associated with said combination of game feature units, and

(C) a weighting of at least one value of a weighted value table, wherein the weighted value table is associated with

~~an average expected value substantially equal to the average expected bonus game supplemental award value; and~~

~~(b) if a player selectively redeems at least one accumulated bonus game feature unit to play a bonus game with at least one of the different bonus game features activated:~~

~~(i) determine and display a bonus game award,~~

~~(ii) determine and display a bonus game supplemental award, said bonus game supplemental award determined based on a random selection of a value from the weighted value table associated with the bonus game feature activated, and~~

~~(iii) provide the player a total bonus game award including the displayed bonus game award and the displayed bonus game supplemental award.~~

~~9. The gaming system of Claim 8, wherein a quantity of bonus game features selected to activate is based on a quantity of accumulated bonus game feature units.~~

~~10. The gaming system of Claim 8, wherein the play of the bonus game includes at least one free activation of a plurality of reels to generate a plurality of symbols.~~

~~11~~8. A method of operating a gaming system, said method comprising:

(a) accumulating a quantity of bonus game feature units in association with a player;

(b) enabling ~~a~~ the player to selectively redeem at least one of the accumulated quantity of bonus game feature units; and

(c) if the player selectively redeems at least one of the accumulated quantity of bonus game feature units, for a play of a bonus game:

(i) enabling the player to select a quantity of at least one bonus game feature of a plurality of different bonus game features to activate,

(ii) causing at least one processor to execute a plurality of instructions to activate each selected bonus game feature,

(iii) causing the at least one processor to execute the plurality of instructions to determine a bonus game outcome, said determined bonus game outcome being based, at least in part, on the activated at least one bonus game feature,

(iv) causing the at least one processor to execute the plurality of instructions to determine a bonus game award associated with the determined bonus game outcome,

(v) causing at least one display device to display the determined bonus game award,

(vi) causing the at least one processor to execute the plurality of instructions to determine a bonus game supplemental award, said determined bonus game supplemental award being based on an average expected bonus game supplemental award value associated with the activated at least one bonus game feature,

(vii) causing the at least one display device to display the determined bonus game supplemental award, and

(viii) providing the player a total bonus game award including the displayed bonus game award and the displayed bonus game supplemental award.

~~12~~9. The method of Claim ~~11~~ 8, wherein regardless of which at least one bonus game feature the player selected to activate, an average expected value of the total bonus game award is the same per bonus game feature unit redeemed.

~~13~~10. The method of Claim ~~11~~ 8, wherein the quantity of bonus game features selected to activate is based on the quantity of accumulated bonus game feature units.

~~14~~11. The method of Claim ~~11~~ 8, wherein:

a first bonus game feature is associated with a first average expected bonus game award value, a first average expected bonus game supplemental award value, and a first total bonus game award average expected value, and

a second, different bonus game feature is associated with a second, different average expected bonus game award value, a second, different average expected bonus game supplemental award value, and the first total bonus game award average expected value.

~~15~~12. The method of Claim ~~11~~ 8, wherein:

a first combination of a first quantity of bonus game features is associated with a first average expected bonus game award value, a first average expected bonus game supplemental award value, and a first total bonus game award average expected value, and

a second, different combination of the first quantity of bonus game features is associated with a second, different average expected bonus game award value, a second, different average expected bonus game supplemental award value, and the first total bonus game award average expected value.

~~16~~13. The method of Claim ~~11~~ 8, which includes causing the at least one processor to execute the plurality of instructions to determine the bonus game supplemental award based on a random selection of a value from a weighted value table, said weighted value table associated with an average expected value substantially equal to the average expected bonus game supplemental award value associated with the activated at least one bonus game feature.

~~17~~14. The method of Claim ~~11~~ 8, wherein the play of the bonus game includes at least one free activation of a plurality of reels to generate a plurality of symbols.

~~18~~15. The method of Claim ~~11~~ 8, which is operated through a data network.

~~19~~16. The method of Claim ~~18~~ 15, wherein the data network is an internet.

~~20. A method of operating a gaming system, said method comprising:~~

~~(a) causing at least one processor to execute a plurality of instructions to operate with at least one memory device to maintain normalization data including:~~

~~(i) for each of a plurality of different individual bonus game features:~~

~~(A) an average expected bonus game award value,~~

~~(B) an average expected bonus game supplemental award value, said average expected bonus game supplemental award value being based on said average expected bonus game award value and an accumulated bonus game feature unit average expected value, wherein a sum of the average expected bonus game award value and the average expected bonus game supplemental award value substantially equals the accumulated bonus game feature unit average expected value, and~~

~~(C) a weighting of at least one value of a weighted value table, wherein the weighted value table is associated with an average expected value substantially equal to the average expected bonus game supplemental award value, and~~

(ii) for each of a plurality of different combination of bonus game features:

(A) an average expected bonus game award value,

(B) an average expected bonus game supplemental award value, said average expected bonus game supplemental award value being based on said average expected bonus game award value, said accumulated bonus game feature unit average expected value and a quantity of bonus game feature units associated with said combination of bonus game features, wherein a sum of the average expected bonus game award value and the average expected bonus game supplemental award value substantially equals a product of the accumulated bonus game feature unit average expected value and the quantity of bonus game feature units associated with said combination of game feature units, and

(C) a weighting of at least one value of a weighted value table, wherein the weighted value table is associated with an average expected value substantially equal to the average expected bonus game supplemental award value; and

(b) if a player selectively redeems at least one accumulated bonus game feature unit to play a bonus game with at least one of the different bonus game features activated:

(i) causing the at least one processor to execute the plurality of instructions to determine a bonus game award,

(ii) causing at least one display device to display the determined bonus game award,

(iii) causing the at least one processor to execute the plurality of instructions to determine a bonus game supplemental award, said bonus game supplemental award determined based on a random

~~selection of a value from the weighted value table associated with the bonus game feature activated;~~

~~(iv) causing the at least one display device to display the determined bonus game supplemental award; and~~

~~(v) providing the player a total bonus game award including the displayed bonus game award and the displayed bonus game supplemental award.~~

~~21. The method of Claim 20, wherein a quantity of bonus game features selected to activate is based on a quantity of accumulated bonus game feature units.~~

~~22. The method of Claim 20, wherein the play of the bonus game includes at least one free activation of a plurality of reels to generate a plurality of symbols.~~

~~23. The method of Claim 20, which is operated through a data network.~~

~~24. The method of Claim 23, wherein the data network is an internet.~~