CLAIMS

1. A gaming machine operable under control of a processor, comprising:

a processor for controlling the gaming machine;

an interface in electronic communication with the processor;

at least one set of primary reels displayed by the interface, the at least one set of primary reels having a plurality of symbols, and

at least one set of secondary reels displayed by the interface, the at least one set of secondary reels having a plurality of symbols, wherein the at least one set of secondary reels is configured to operate independently from the at least one set of primary reels,

wherein the at least one set of primary reels and the at least one set of secondary reels comprise an intersecting region wherein at least a portion of the at least one set of primary reels and a portion of the at least one set of secondary reels intersect each other to form a super column and to define a horizontal payline across the set of primary reels and the set of secondary reels.

2. The gaming machine as set forth in claim 1, wherein the interface displays multiple sets of primary reels, and one set of secondary reels, the set of secondary reels overlaps a portion of each of the sets of primary reels.

3. The gaming machine as set forth in claim 1, wherein the gaming machine has four sets of primary reels positioned on the interface, and one set of secondary reels positioned on the interface, the set of secondary reels having intersecting regions that overlap one of the plurality of symbols of each of the four sets of primary reels, respectively.

4. The gaming machine as set forth in claim 2, wherein the gaming machine has two sets of primary reels that align horizontally, wherein the set of secondary reels interconnects the horizontally aligned sets of primary reels to define the horizontal payline between the horizontally aligned sets of primary reels,

wherein the horizontal payline includes symbols provided by the set of secondary reels and the horizontally aligned sets of primary reels.

5. The gaming machine as set forth in claim 2, wherein two of the sets of primary reels align vertically, wherein the set of secondary reels intersects at least a portion of the vertically aligned sets of primary reels.

6. The gaming machine as set forth in claim 3, wherein each set of the primary reels has a corner and the set of secondary reels has four corners, wherein each of the four corners of the set of secondary reels overlaps the corner of each of the sets of primary reels, respectively.

7. The gaming machine as set forth in claim 1, wherein the gaming machine includes a kiosk having a housing that holds the interface.

8. A gaming machine, comprising:

an electronic device for controlling a slot-machine game;

an interface mounted on the electronic device;

at least one set of primary reels displayed the interface, the set of primary reels having a plurality of symbols; and

at least one set of secondary reels displayed on the interface and having a plurality of symbols, the at least one set of secondary reels being configured to operate independently from the at least one set of primary reels and having an intersecting region which intersects a portion of the at least one set of primary reels;

wherein the intersecting region links the at least one set of primary reels and the at least one set of secondary reels set to form a super column and to define a payline across the at least one set of primary reels and the at least one set of secondary reels.

9. The gaming machine as set forth in claim 8, wherein the interface displays multiple sets of primary reels and one set of secondary reels, the intersecting region of the one set of secondary reels overlaps a portion of each of the sets of primary reels.

10. The gaming machine as set forth in claim 9, wherein the gaming machine has four sets of primary reels positioned on the interface, wherein the intersecting region of the set of secondary reels intersects one symbol of each of the sets of primary reels.

11. The gaming machine as set forth in claim 9, wherein the gaming machine has two sets of primary reels that align horizontally, wherein the set of secondary reels interconnects the horizontally aligned primary reels to define the payline between the horizontally aligned sets of primary reels, wherein the payline includes symbols provided by the set of secondary reels and the horizontally aligned sets of primary reels.

12. The gaming machine as set forth in claim 9, wherein two of the sets of primary reels align vertically, wherein the set of secondary reels interconnects the vertically aligned sets of primary reels to define a payline between the two vertically aligned primary reels, wherein the payline includes symbols provided by the set of secondary reels and by the vertically aligned sets of primary reels.

13. The gaming machine as set forth in claim 8, wherein each set of the primary reels forms a 3x4 matrix of symbols displayed by the interface.