Claims

1. A gaming system comprising:

at least one input device;

at least one display 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 input device and the at least one display device to:

(a) enable a player to individually place a wager on each of a plurality of different individual starting positions,

(b) generate:

(i) a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions, wherein the predetermined output direction is compatible with at least one of a plurality of different input directions and is incompatible with at least another one of the plurality of different input directions, and

(ii) a plurality of directional symbols at a plurality of symbol display positions, each directional symbol having at least one of the plurality of different input directions and at least one of a plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions,

(c) display each of the generated directional symbols, and

(d) for each wagered on starting position:

(i) determine a quantity of any adjacent compatible directional symbols in any sets of symbols associated with the wagered on starting position, the determination of the quantity being based, at least in part, on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols,

(ii) if a designated quantity of any adjacent compatible directional symbols is determined associated with the wagered on starting position, provide the player an award associated with the designated quantity, wherein a first award is associated with a first quantity of adjacent compatible directional symbols and a second, different award is associated with a second, different quantity of adjacent compatible directional symbols, and

(iii) if no designated quantity of any adjacent compatible directional symbols is determined associated with the wagered on starting position, provide no award to the player in association with said wagered on starting position.

2. The gaming system of claim 1, wherein a determination of if at least two adjacent directional symbols are compatible is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

3. The gaming system of claim 1, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

4. The gaming system of claim 1, wherein at least one of the directional symbols is associated with a modifier.

5. The gaming system of claim 4, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to modify the determined quantity of any adjacent compatible directional symbols if at least one of the adjacent compatible directional symbols is associated with at least one modifier.

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 randomly

generate a plurality of the directional symbols at a plurality of the symbol display positions.

7. A method of operating a gaming system, the method comprising:

(a) enabling a player to individually place a wager on each of a plurality of different individual starting positions,

(b) causing at least one processor to execute a plurality of instructions to generate:

(i) a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions, wherein the predetermined output direction is compatible with at least one of a plurality of different input directions and is incompatible with at least another one of the plurality of different input directions, and

(ii) a plurality of directional symbols at a plurality of symbol display positions, each directional symbol having at least one of the plurality of different input directions and at least one of a the plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions,

(c) causing at least one display device to display each of the generated directional symbols, and

(d) for each wagered on starting position:

(i) causing the at least one processor to execute the plurality of instructions to determine a quantity of any adjacent compatible directional symbols in any sets of symbols associated with the wagered on starting position, the determination of the quantity being based, at least in part, on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols,

(ii) if a designated quantity of any adjacent compatible directional symbols is determined associated with the wagered on starting position, providing the player an award associated with the designated quantity, wherein a first award is associated with a first quantity of adjacent compatible directional symbols and a

second, different award is associated with a second, different quantity of adjacent compatible directional symbols, and

(iii) if no designated quantity of any adjacent compatible directional symbols is determined associated with the wagered on starting position, causing the at least one processor to execute the plurality of instructions to provide no award to the player in association with said wagered on starting position.

8. The method of claim 7, wherein a determination of if at least two adjacent directional symbols are compatible is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

9. The method of claim 7, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

10. The method of claim 7, wherein at least one of the directional symbols is associated with a modifier.

11. The method of claim 10, which includes causing the at least one processor to execute the plurality of instructions to modify the determined quantity of any adjacent compatible directional symbols if at least one of the compatible directional symbols is associated with at least one modifier.

12. The method of claim 7, which includes causing the at least one processor to execute the plurality of instructions to randomly generate a plurality of the directional symbols at a plurality of the symbol display positions.

13. The method of claim 7, which is provided through a data network.

14. The method of claim 13, wherein the data network is an internet.

15. A non-transitory computer readable medium including a plurality of instructions, which when executed by at least one processor, cause the at least one processor to:

(a) enable a player to individually place a wager on each of a plurality of different individual starting positions,

(b) generate:

(i) a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions, wherein the predetermined output direction is compatible with at least one of a plurality of different input directions and is incompatible with at least another one of the plurality of different input directions, and

(ii) a plurality of directional symbols at a plurality of symbol display positions, each directional symbol having at least one of the plurality of different input directions and at least one of a plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions,

(c) cause at least one display device to display each of the generated directional symbols, and

(d) for each wagered on starting position:

(i) determine a quantity of any adjacent compatible directional symbols in any sets of symbols associated with the wagered on starting position, the determination of the quantity being based, at least in part, on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols,

(ii) if a designated quantity of any adjacent compatible directional symbols is determined associated with the wagered on starting position, provide the player an award associated with the designated quantity, wherein a first award is associated with a first quantity of adjacent compatible directional symbols and a

second, different award is associated with a second, different quantity of adjacent compatible directional symbols, and

(iii) if no designated quantity of any adjacent compatible directional symbols is determined associated with the wagered on starting position, provide no award to the player in association with said wagered on starting position.

16. The non-transitory computer readable medium of claim 15, wherein a determination of if at least two adjacent directional symbols are compatible is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

17. The non-transitory computer readable medium of claim 15, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

18. The non-transitory computer readable medium of claim 15, wherein at least one of the directional symbols is associated with a modifier.

19. The non-transitory computer readable medium of claim 18, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to modify the determined quantity of any adjacent compatible directional symbols if at least one of the adjacent compatible directional symbols is associated with at least one modifier.

20. The non-transitory computer readable medium of claim 15, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to randomly generate a plurality of the directional symbols at a plurality of the symbol display positions.

Claims

1. A gaming system comprising:

at least one input device;

at least one display 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 input device and the at least one display device to:

(a) enable a player to place a wager on each of a plurality of different starting positions,

(b) generate a plurality of directional symbols, each directional symbol having at least one of a plurality of different input directions and at least one of a plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions,

(c) display each of the generated directional symbols, and

(d) for each wagered on starting position:

(i) determine if a set of at least two compatible directional symbols is formed, the determination based on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols, and

(ii) if the set of at least two compatible directional symbols is formed:

(A) determine an award associated with the formed set of at least two compatible directional symbols, the award based, at least in part, on a quantity of compatible directional symbols of the formed set,

(B) display the determined award, and

(C) provide the displayed award to the player.

2. The gaming system of Claim 1, wherein at least one determination of if any sets of at least two compatible directional symbols are formed is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

3. The gaming system of Claim 1, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

4. The gaming system of Claim 3, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to cause one formed set of at least two compatible directional symbols to split into two formed sets of at least two compatible directional symbols if one of the directional symbols of the one formed set of at least two compatible directional symbols has two different output directions.

5. The gaming system of Claim 3, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to cause two formed sets of at least two compatible directional symbols to combine into one formed set of at least two compatible directional symbols if one of the directional symbols of the two formed sets of at least two compatible directional symbols has two different input directions.

6. The gaming system of Claim 1, wherein at least one of the directional symbols is associated with a modifier.

7. The gaming system of Claim 6, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to modify the quantity of compatible directional symbols of the formed set if at least one of the directional symbols of the formed set of at least two compatible directional symbols includes any directional symbols associated with any modifiers.

8. The gaming system of Claim 1, wherein a first award is associated with a first formed set including a first quantity of compatible directional symbols and second, different award is associated with a second, different formed set including a second, different quantity of compatible directional symbols.

9. 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 randomly generate a plurality of the directional symbols at a plurality of the symbol display positions.

10. The gaming system of Claim 9, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to generate a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions.

11. A method of operating a gaming system, the method comprising:

(a) enabling a player to place a wager on each of a plurality of different starting positions;

(b) causing at least one processor to execute a plurality of instructions to generate a plurality of directional symbols, each directional symbol having at least one of a plurality of different input directions and at least one of a plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions;

(c) causing at least one display device to display each of the generated directional symbols; and

(d) for each wagered on starting position:

(i) causing the at least one processor to execute the plurality of instructions to determine if a set of at least two compatible directional symbols is formed, the determination based on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols, and

(ii) if the set of at least two compatible directional symbols is formed:

(A) causing the at least one processor to execute the plurality of instructions to determine an award associated with the formed set of at least two compatible directional symbols, the award based, at least in part, on a quantity of compatible directional symbols of the formed set,

(B) causing the at least one display device to display the determined award, and

(C) providing the displayed award to the player.

12. The method of Claim 11, wherein at least one determination of if any sets of at least two compatible directional symbols are formed is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

13. The method of Claim 11, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

14. The method of Claim 13, which includes causing the at least one processor to execute the plurality of instructions to cause one formed set of at least two compatible directional symbols to split into two formed sets of at least two compatible directional symbols if one of the directional symbols of the one formed set of at least two compatible directional symbols has two different output directions.

15. The method of Claim 13, which includes causing the at least one processor to execute the plurality of instructions to cause the at least one processor to cause two formed sets of at least two compatible directional symbols to combine into one formed set of at least two compatible directional symbols if one of the directional symbols of the two formed sets of at least two compatible directional symbols has two different input directions.

16. The method of Claim 11, wherein at least one of the directional symbols is associated with a modifier.

17. The method of Claim 16, which includes causing the at least one processor to execute the plurality of instructions to modify the quantity of compatible directional symbols of the formed set if at least one of the directional symbols of the formed set of at least two compatible directional symbols includes any directional symbols associated with any modifiers.

18. The method of Claim 11, wherein a first award is associated with a first formed set including a first quantity of compatible directional symbols and second, different award is associated with a second, different formed set including a second, different quantity of compatible directional symbols.

19. The method of Claim 11, which includes causing the at least one processor to execute the plurality of instructions to randomly generate a plurality of the directional symbols at a plurality of the symbol display positions.

20. The method of Claim 19, which includes causing the at least one processor to execute the plurality of instructions to generate a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions.

21. The method of Claim 11, which is provided through a data network.

22. The method of Claim 21, wherein the data network is the internet.

23. A gaming system comprising:

at least one input device;

at least one display 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 input device and the at least one display device to:

(a) enable a player to place a wager on each of a plurality of different starting positions,

(b) generate a plurality of directional symbols, each directional symbol having at least one of a plurality of different input directions and at least one of a plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions,

(c) display each of the generated directional symbols, and

(d) for each wagered on starting position:

(i) determine a quantity of any adjacent compatible directional symbols in any sets of symbols associated with the wagered on starting position, the determination of the quantity being based, at least in part, on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols, and

(ii) if a designated quantity of any adjacent compatible directional symbols is determined, provide the player an award associated with the designated quantity.

24. The gaming system of Claim 23, wherein a determination of if at least two adjacent directional symbols are compatible is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

25. The gaming system of Claim 23, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

26. The gaming system of Claim 23, wherein at least one of the directional symbols is associated with a modifier.

27. The gaming system of Claim 26, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to modify the determined quantity of any adjacent compatible directional symbols if at least one of the adjacent compatible directional symbols is associated with at least one modifier.

28. The gaming system of Claim 23, wherein a first award is associated with a first quantity of adjacent compatible directional symbols and second, different award is associated with a second, different quantity of adjacent compatible directional symbols.

29. The gaming system of Claim 23, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to randomly generate a plurality of the directional symbols at a plurality of the symbol display positions.

30. The gaming system of Claim 29, wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to generate a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions.

31. A method of operating a gaming system, the method comprising:

(a) enabling a player to place a wager on each of a plurality of different starting positions,

(b) causing at least one processor to execute a plurality of instructions to generate a plurality of directional symbols, each directional symbol having at least one of a plurality of different input directions and at least one of a plurality of different output directions, wherein at least one of the input directions is compatible with at least one of the output directions and at least one of the input directions is incompatible with at least one of the output directions,

(c) causing at least one display device to display each of the generated directional symbols, and

(d) for each wagered on starting position:

(i) causing the at least one processor to execute the plurality of instructions to determine a quantity of any adjacent compatible directional symbols in any sets of symbols associated with the wagered on starting position, the determination of the quantity being based, at least in part, on if at least one input direction of at least one of the displayed directional symbols is compatible with at least one output direction of at least another one of the displayed directional symbols, and

(ii) if a designated quantity of any adjacent compatible directional symbols is determined, providing the player an award associated with the designated quantity.

32. The method of Claim 31, wherein a determination of if at least two adjacent directional symbols are compatible is based on whether the output direction of a first directional symbol generated at a first symbol display position is compatible with the input direction of a second directional symbol generated at a second symbol display position, the second symbol display position being adjacent to the first symbol display position and indicated by the output direction of the first directional symbol.

33. The method of Claim 31, wherein at least one of the directional symbols has at least one of: a plurality of the different input directions and a plurality of the different output directions.

34. The method of Claim 31, wherein at least one of the directional symbols is associated with a modifier.

35. The method of Claim 34, which includes causing the at least one processor to execute the plurality of instructions to modify the determined quantity of any adjacent compatible directional symbols if at least one of the compatible directional symbols is associated with at least one modifier.

36. The method of Claim 31, wherein a first award is associated with a first quantity of adjacent compatible directional symbols and second, different award is associated with a second, different quantity of adjacent compatible directional symbols.

37. The method of Claim 31, which includes causing the at least one processor to execute the plurality of instructions to randomly generate a plurality of the directional symbols at a plurality of the symbol display positions.

38. The method of Claim 37, which includes causing the at least one processor to execute the plurality of instructions to generate a predetermined directional symbol having a predetermined output direction at each of the plurality of different starting positions.

39. The method of Claim 31, which is provided through a data network.

40. The method of Claim 39, wherein the data network is the internet.