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(54) Title: SYSTEMS, METHODS, AND DEVICES FOR PROVIDING INSTANCES OF A SECONDARY GAME

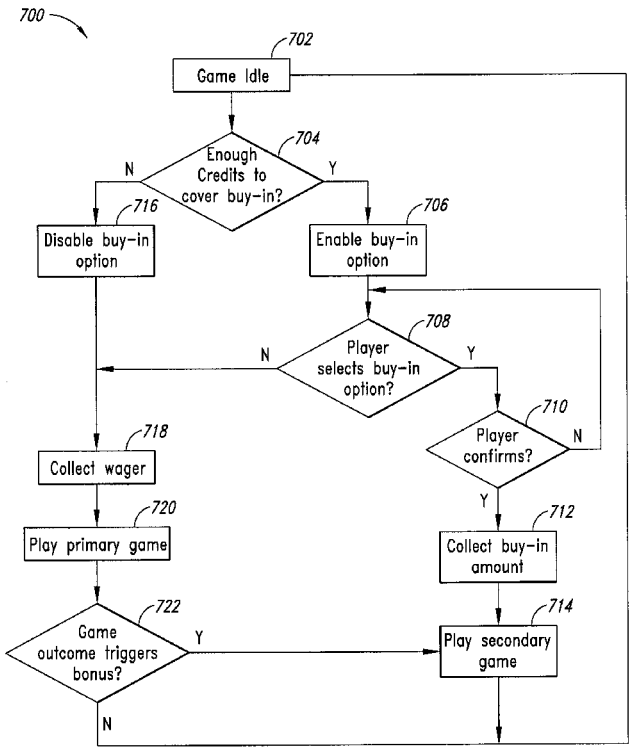


FIG. 7

(57) Abstract: A gaming machine is configured to selectively provide instances of a primary game and instances of a secondary game. Instances of the secondary game may be provided based at least on outcomes of primary games. The gaming machine may provide instances of the secondary game based at least on a number of secondary game credits. The number of secondary game credits may be associated with a player of the gaming machine. The number of secondary game credits may be awarded to a player of the gaming machine based at least on an outcome of the primary game and/or an outcome of the secondary game. The gaming machine may provide instances of the secondary game based at least on a number of available secondary game credits. The number of available secondary game credits may be based at least on a number of secondary game credits and/or a number of other credits.

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