GAMING MACHINE WITH BONUS LINES

ABSTRACT

The present invention relates to a method for determining a win on a gaming machine. The method involves the step of forming, using at least one computational device, a two dimensional (2D) array of icons arranged in rows and ranks. Some of the icons are active icons able to have been irregularly (e.g. randomly) located within the 2D array and the other icons are inactive icons. The method also involves determining the win using a group of active icons which are located in consecutive ranks.

Figure 2