CLAIMS

What is claimed is:

1. A gaming machine having standard and bonus game play mode, comprising:

a slot machine including a housing, an interface, a controller, a currency acceptor and a card reader in operative communication to enable slot machine game play;

the interface attaches to the housing;

the currency acceptor and card reader are enabled to receive payments to initiate slot machine game play;

a computer in operative communication with the interface, the computer having a memory and a processor, the memory stores game play instructions and a set of symbols including game symbols, scatter symbols and wild symbols, the computer operates the controller, the currency acceptor and the card reader;

the game play instructions include instructions for a standard game play mode and bonus game play mode;

during standard game play mode, the interface displays a matrix of symbols representing sets of reels, and the computer calculates payouts based on the symbols, which are randomly arranged within the matrix;

when a predetermined number of scatter symbols appear in the matrix of symbols in standard game play mode, bonus game play commences and at least one of the scatter symbols is transformed into a wild symbol during bonus game play; and

during bonus game play mode the wild symbol remains stationary while the matrix of symbols change, and after the matrix of symbols stop changing the wild symbol moves to a random location in the matrix of symbols.

2. A gaming machine as set forth in claim 1, wherein the random location in the matrix of symbols excludes matrix locations previously occupied by a wild symbol during a previous reel spin during bonus game play.

3. A gaming machine as set forth in claim 2, wherein at least one of the wild symbols occupies more than one position in the matrix of symbols.

4. A gaming machine as set forth in claim 2, wherein the maximum number of wild symbols displayed in any matrix column is one.

5. A gaming machine as set forth in claim 2, wherein the bonus game play mode lasts for ten reel spins.

6. A gaming machine as set forth in claim 2, wherein bonus game play commences when four scatter symbols appear.

7. A gaming machine as set forth in claim 2, wherein bonus game play commences when five scatter symbols appear.

8. A gaming machine as set forth in claim 2, wherein the matrix of symbols is a four by five matrix having twenty symbols.

9. A gaming machine as set forth in claim 2, wherein during bonus game play, the computer determines mode paylines and payouts after each reel spin, upon completion of bonus game play mode, the computer credits the sum of any payouts to the standard game play, the gaming machine further includes a card reader and a ticket reader that reads and prints tickets.

10. A gaming machine having standard and bonus game play mode, comprising:

a slot machine including a housing, an interface, a controller, a currency acceptor and a card reader in operative communication to enable slot machine game play;

the interface attaches to the housing;

the currency acceptor and card reader are enabled to receive payments to initiate slot machine game play;

a computer in operative communication with the interface, the computer having a memory and a processor, the memory stores a set of symbols including game symbols, and wild symbols, the computer further includes a controller means for operating the currency acceptor and the card reader;

during standard game play mode, the interface displays a matrix of symbols representing sets of reels, and the computer calculates payouts based on the game symbols, which are randomly arranged within the matrix;

when at least two wild symbols appear in the matrix of symbols, bonus game play commences and the wild symbols partially cover game symbols that underlie the wild symbols during bonus game play, and

the wild symbols presented at commencement of bonus game play mode remain stationary during each reel spin and move after each reel spin to a random location in the matrix of symbols.

11. A gaming machine as set forth in claim 10, wherein at least one of the wild symbols occupies more than one position in the matrix of symbols.

12. A gaming machine as set forth in claim 11, wherein the maximum number of wild symbols displayed in any matrix column is one.

13. A gaming machine as set forth in claim 11, wherein the bonus game play mode lasts for ten reel spins.

14. A gaming machine as set forth in claim 11, wherein bonus game play commences when four scatter symbols appear.

15. A gaming machine as set forth in claim 11, wherein bonus game play commences when five scatter symbols appear.

16. A gaming machine as set forth in claim 11, wherein the matrix of symbols is a four by five matrix having twenty symbols.

17. A gaming machine as set forth in claim 11, wherein during bonus game play, the computer determines mode paylines and payouts after each reel spin, upon completion of bonus game play mode, the computer credits the sum of any payouts to the standard game play.

18. A gaming machine having standard and bonus game play mode, comprising:

a slot machine including a housing, an interface, a controller, a currency acceptor and a card reader in operative communication to enable slot machine game play;

the interface attaches to the housing;

the currency acceptor and card reader are enabled to receive payments to initiate slot machine game play;

a computer in operative communication with the interface, the computer having a memory and a processor, the memory stores game play instructions and a set of symbols including game symbols, scatter symbols and wild symbols, the computer operates the controller, which controlls the the currency acceptor and the card reader;

the game play instructions include instructions for a standard game play mode and bonus game play mode;

during standard game play mode, the interface displays a matrix of symbols representing an arrangement of reels, and the computer calculates payouts based on the symbols, within the matrix;

when a predetermined number of scatter symbols appear in the matrix of symbols in standard game play mode, bonus game play commences and at least some of the scatter symbols are transformed into wild symbols during bonus game play, and

bonus game play mode includes multiple reel spins, the wild symbols presented during bonus game play mode occupy more than one location in the matrix of symbols and move during each reel spin, as the game symbols slow and stop, to a random location in the matrix of symbols,

wherein, the random location in the matrix of symbols excludes matrix locations previously occupied by a wild symbol during an immediately previous reel spin during bonus game play.

19. A gaming machine as set forth in claim 18, wherein at least some of the wild symbols presented during bonus game play occupy two matrix locations.

20. A gaming machine as set forth in claim 18, wherein the matrix of symbols has columns and rows, the wild symbols presented during bonus game play occupy two matrix locations in a single column.