

GAMING MACHINE, SYSTEM AND METHOD FOR PLAYING A FEATURE GAME

ABSTRACT

A gaming machine, system and method includes a housing having a user interface, display means, preferably a lower display and an upper display, and a controller preferably mounted in the housing and in communication with the display means. The controller enables standard game play mode until the occurrence of a predetermined event, such as the appearance of preferably three scatter symbols. Upon occurrence of the predetermined event, the controller enables feature game play mode where display means presents a plurality of feature game symbols, and a symbol selection pointer, and optionally presents a landscape including at least some of the feature game symbols. At least one of the feature game symbols is a switchable symbol having a first state and a second state, and at least one is a switching symbol that changes the state of the switchable symbol. The controller causes the symbol selection pointer to randomly select one of the feature game symbols. There are two ways to change the state of the switchable symbol. Selecting the switchable symbol changes its state. Selecting the switching symbol causes the switchable symbol to also change its state.

[Figure 1b]