

ABSTRACT

A gaming machine having standard and bonus game play features includes a housing, an interface attached to a housing, and a computer in operative communication with the interface. The computer has 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 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. 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 to a random location in the matrix of symbols. 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.

[Figure 1]