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(54) **ELECTRONIC GAMING MACHINE AND SYSTEM HAVING VISUAL PERSISTENCE ELEMENT AND ELIGIBILITY CRITERION WITH INCREASING HEIGHT SUBSTITUTED REELS AND MULTIPLIERS**

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(71) Applicant: **Aristocrat Technologies Australia Pty Limited**, North Ryde (AU)

(72) Inventors: **Claudia Rae**, Waitara (AU); **Dinh Toan Tran**, Wetherill Park (AU); **Xin Liu**, Denistone West (AU); **Antoon Visser**, Coogee (AU); **Harender Singh**, Plumpton (AU); **Igor Suslik**, Westleigh (AU)

(57) **ABSTRACT**

An electronic gaming device comprises a display and a game controller. The game controller sets a count limit for each reel bearing special symbols, the special symbols being borne by up to $m-1$ reels of a first set of reels. For each base game round, the game controller selects a plurality of symbols. For each occurrence of the special symbol within the displayed symbols, for the reel on which the special symbol appears, control the display to display an increment of a counter up to the count limit for the reel, wherein the count persists for the base game rounds. For a feature game round, the game controller further performs a wild reel substitution for each reel where the reel count satisfies an eligibility criterion to provide a second set of reels. A visual indicator of increased opportunities to win may be displayed for each established extended wild reel eligibility.

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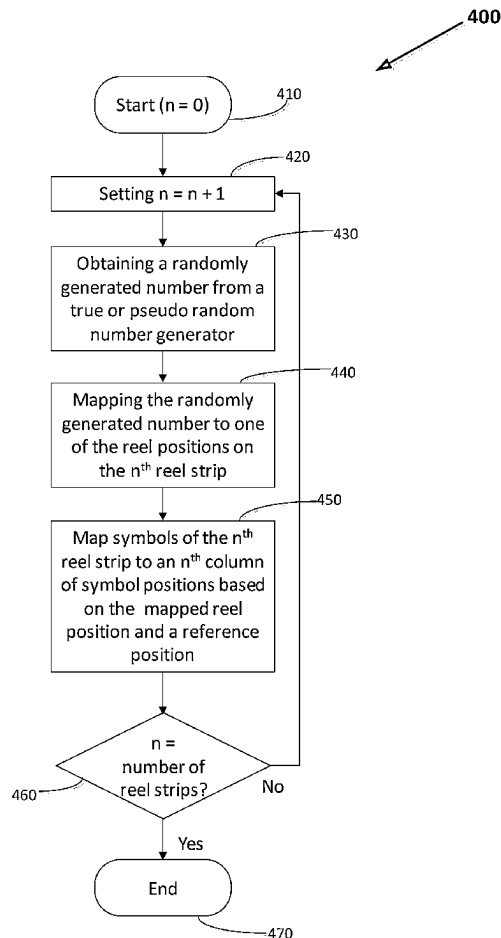
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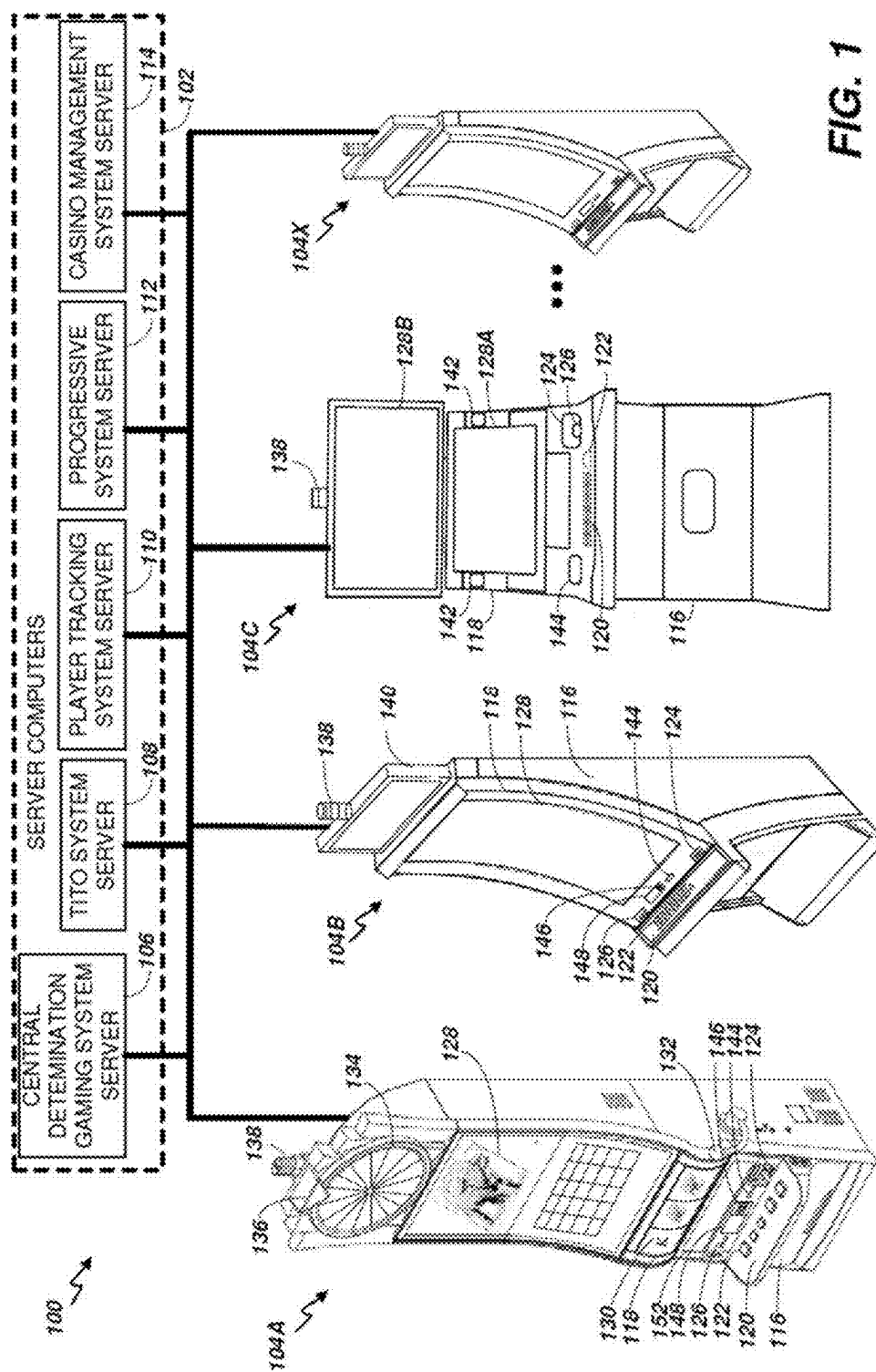
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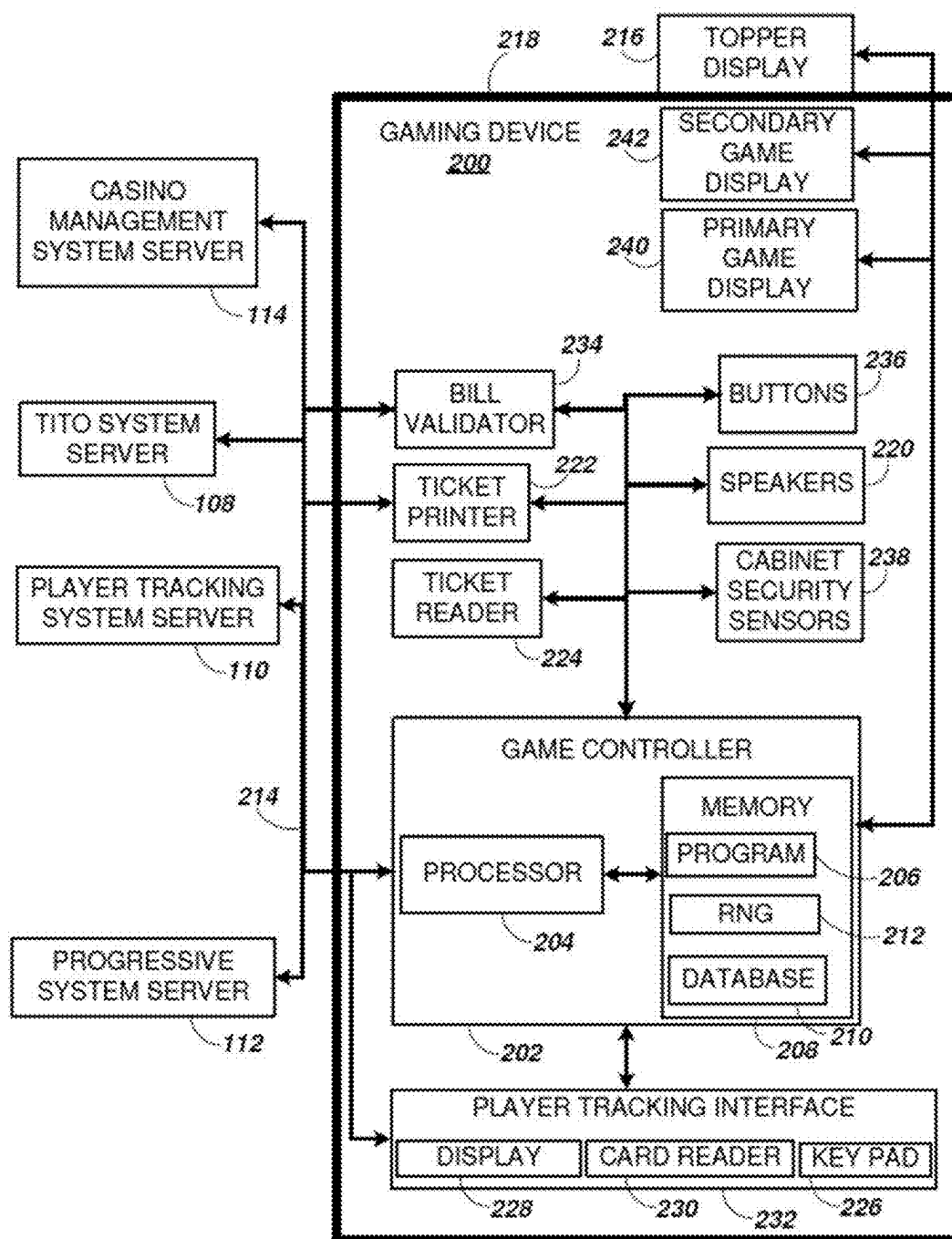


FIG. 2

300

321 322 323 324 325

	Reel position	Reel 1	Reel 2	Reel 3	Reel 4	Reel 5
301→	1	Pic 1	10	Pic 3	Q	Pic 1
302→	2	Wild	Q	K	A	10
303→	3	J	K	10	10	A
304→	4	Q	A	Q	Pic 2	Pic 2
305→	5	10	Pic 2	K	J	A
306→	6	A	9	Pic 1	Wild	Q
307→	7	Pic 2	Wild	J	9	K
308→	8	A	Pic 3	K	10	Pic 2
309→	9	Q	Q	9	A	9
310→	10	K	10	Q	Q	Wild
311→	11	J	A	10	J	9
312→	12	10	Wild	Wild	K	Q
313→	13	Pic 3	K	A	Wild	10
314→	14	Wild	J	A	Pic 3	Wild
315→	15	9	10	Wild	Pic 1	A

331

343 342 341

FIG. 3

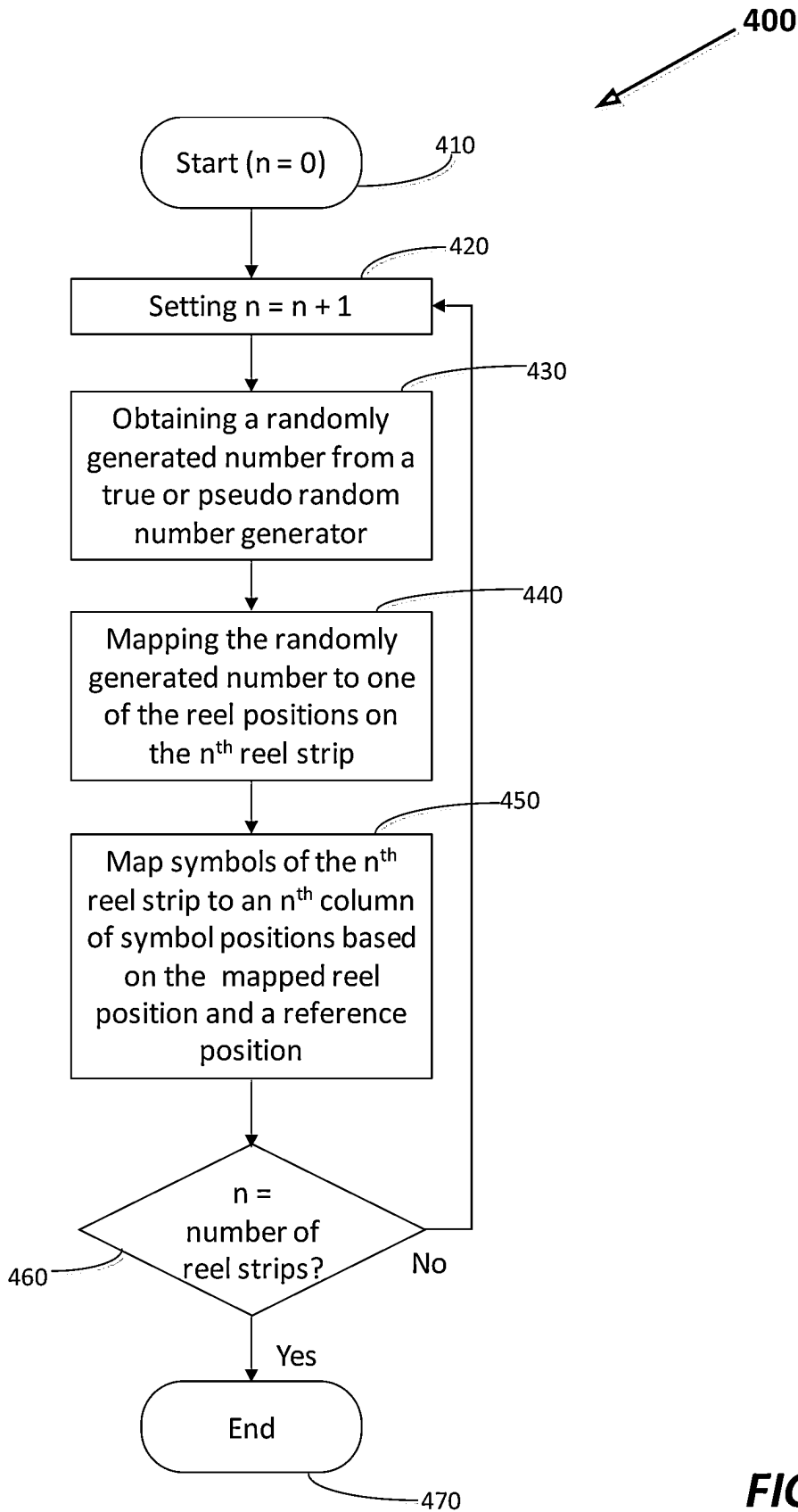


FIG. 4

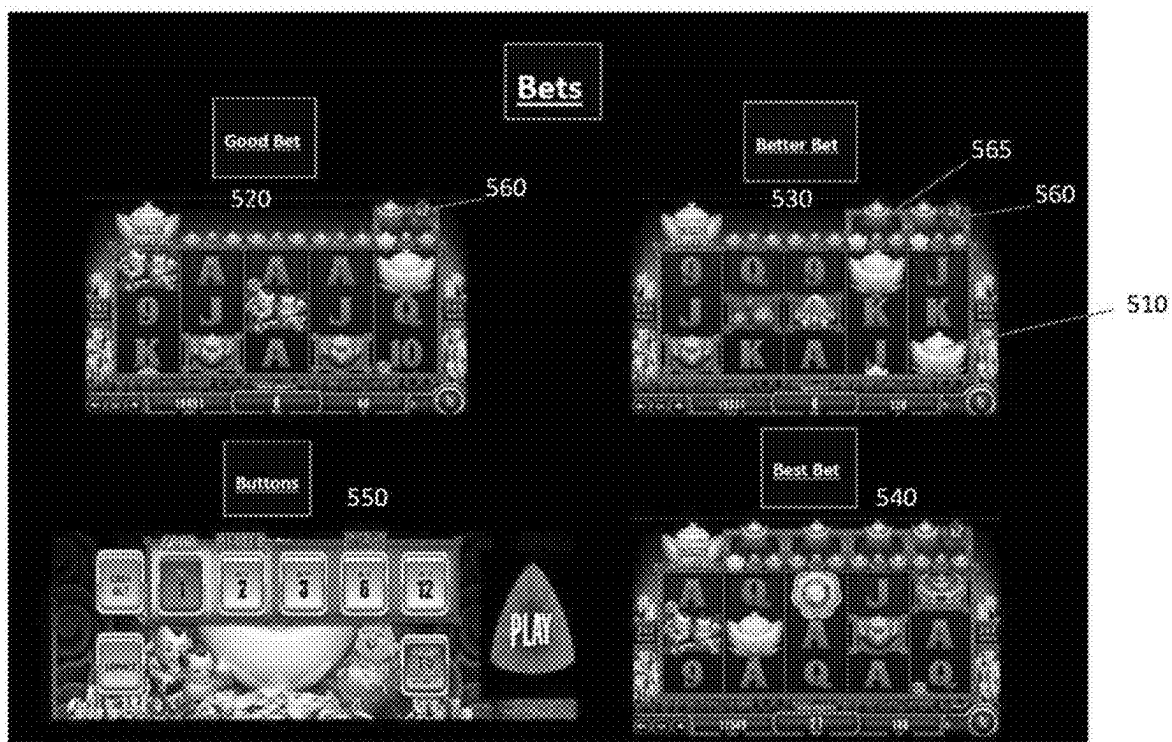


FIG. 5



FIG. 6A



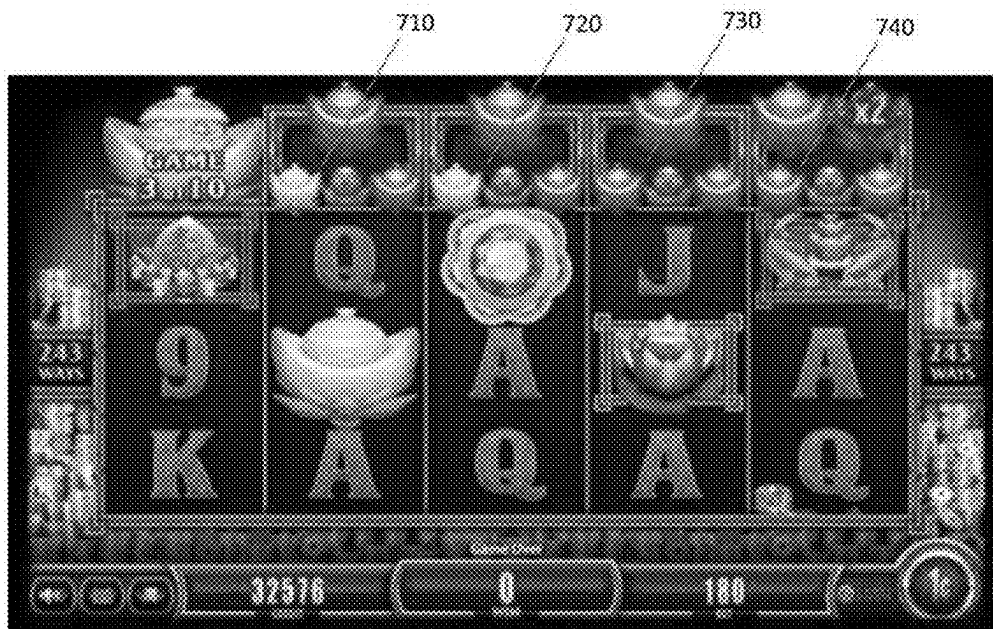


FIG. 7

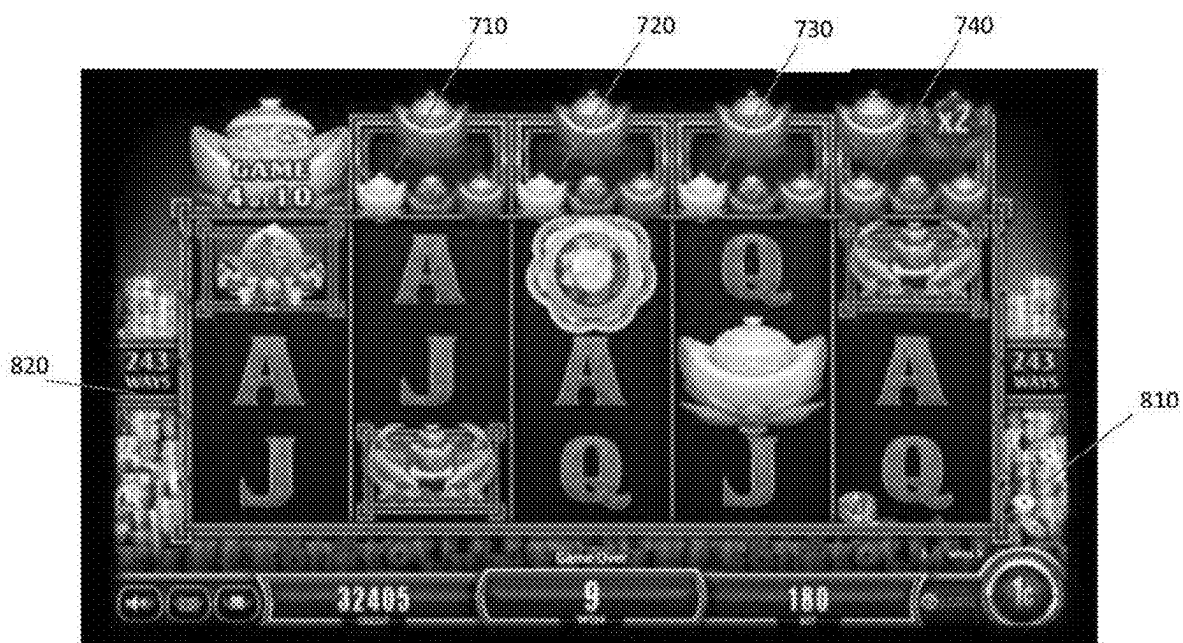


FIG. 8



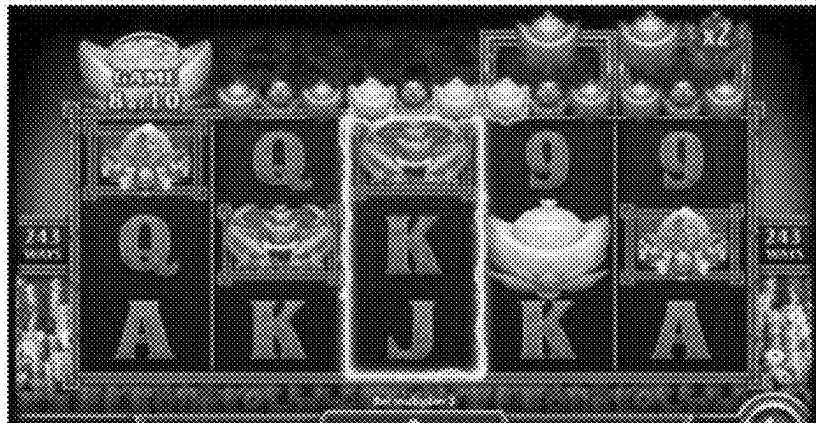


FIG. 11



FIG. 12

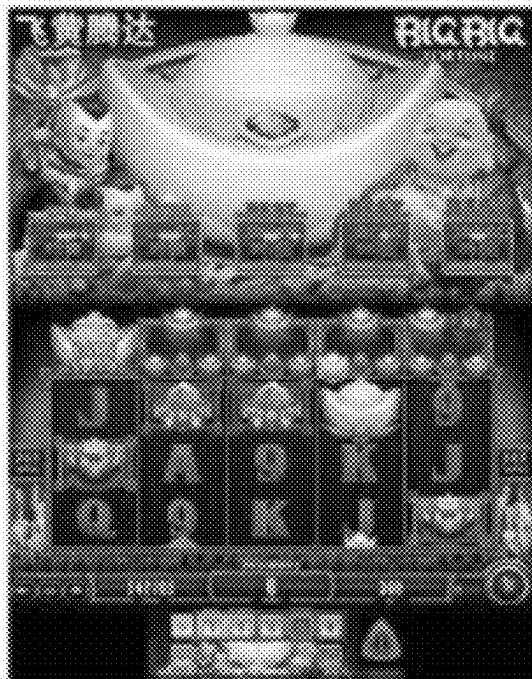


FIG. 13



FIG. 14

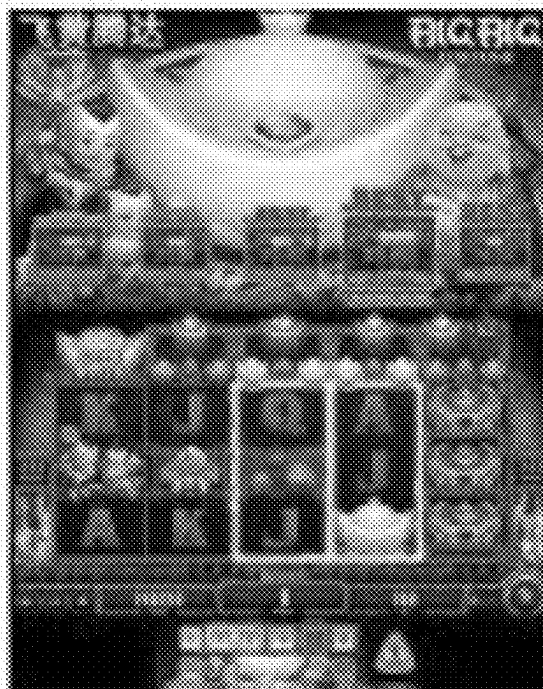


FIG. 15

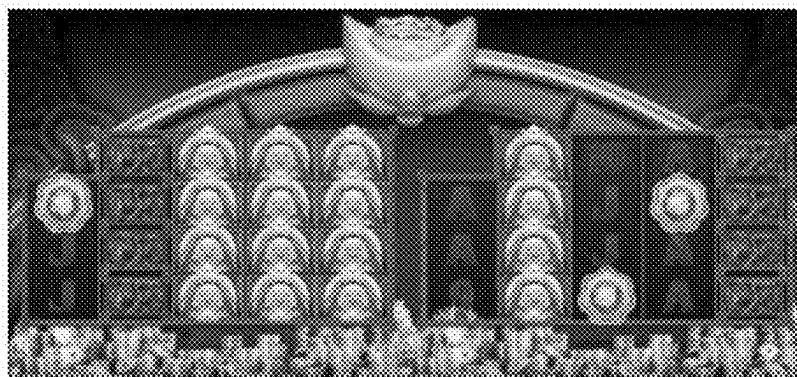


FIG. 16

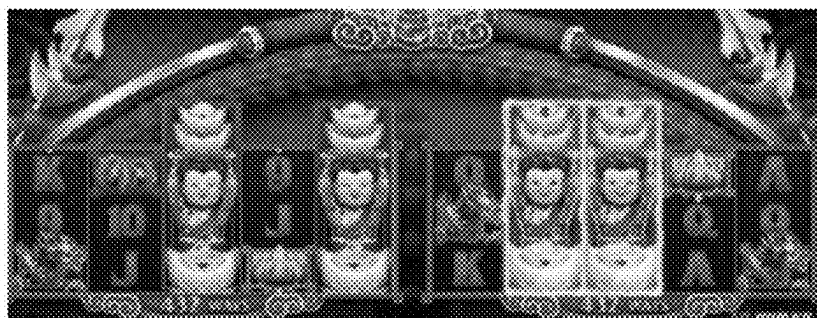


FIG. 17

**ELECTRONIC GAMING MACHINE AND
SYSTEM HAVING VISUAL PERSISTENCE
ELEMENT AND ELIGIBILITY CRITERION
WITH INCREASING HEIGHT SUBSTITUTED
REELS AND MULTIPLIERS**

RELATED APPLICATIONS

[0001] This application is a continuation of U.S. patent application Ser. No. 17/953,013 filed on Sep. 26, 2022, which claimed priority to Australian Patent Application No. AU 2021240258 filed on Sep. 30, 2021, the disclosures of which are hereby incorporated by reference in their entirety.

BACKGROUND

[0002] Electronic gaming machines (“EGMs”) or gaming devices provide a variety of wagering games such as slot games, video poker games, video blackjack games, roulette games, video bingo games, keno games and other types of games that are frequently offered at casinos and other locations. Play on EGMs typically involves a player establishing a credit balance by inputting money, or another form of monetary credit, and placing a monetary wager (from the credit balance) on one or more outcomes of an instance (or single play) of a primary or base game. In many games, a player may qualify for secondary games or bonus rounds by attaining a certain winning combination or triggering event in the base game. Secondary games provide an opportunity to win additional game instances, credits, awards, jackpots, progressives, etc. Awards from any winning outcomes are typically added back to the credit balance and can be provided to the player upon completion of a gaming session or when the player wants to “cash out.”

[0003] “Slot” type games are often displayed to the player in the form of various symbols arrayed in a row-by-column grid or matrix. Specific matching combinations of symbols along predetermined paths (or paylines) through the matrix indicate the outcome of the game. The display typically highlights winning combinations/outcomes for ready identification by the player. Matching combinations and their corresponding awards are usually shown in a “pay-table” which is available to the player for reference. Often, the player may vary his/her wager to include differing numbers of paylines and/or the amount bet on each line. By varying the wager, the player may sometimes alter the frequency or number of winning combinations, frequency or number of secondary games, and/or the amount awarded.

[0004] Typical games use a random number generator (RNG) to randomly determine the outcome of each game. The game is designed to return a certain percentage of the amount wagered back to the player (RTP=return to player) over the course of many plays or instances of the game. The RTP and randomness of the RNG are critical to ensuring the fairness of the games and are therefore highly regulated. Upon initiation of play, the RNG randomly determines a game outcome and symbols are then selected which correspond to that outcome. Notably, some games may include an element of skill on the part of the player and are therefore not entirely random.

[0005] Gaming systems or devices may allow players to win awards. The awards may be determined based on predefined volatility criteria or return-to-player. Yet technical problems exist involving how a gaming device may satisfy a designated game return-to-player that either com-

plies with applicable regulations for certain game features or is set to achieve a certain game volatility, where the gaming device involves expanding a quantity of symbol positions, employing wild symbols and multipliers, awarding multiple game rounds, influencing a likelihood of occurrence of special symbols, featuring multiple game windows and/or changing reel sizes or multipliers based on random outcomes, and increasing the numbers of ways to win based on bet sizes. For example, expanding a base game matrix having a number of display positions while adjusting a likelihood of occurrence of special symbols to a feature game having an additional number of display positions may present a number of technical challenges. One such technical challenge may include increasing the odds of awarding a payout more than a designated RTP or less than a targeted volatility intended. To meet or satisfy a target volatility criterion or designated RTP, the random nature of a game determination may, in a such multi-round game configuration with changing reel-size and multipliers, in turn and for example, drive a game device to over process and generate numerous game outcomes in the background before determining and displaying a game outcome to a player that satisfies the target volatility criterion or designated RTP for the designated jurisdiction.

[0006] Repeated determination of whether each of the numerous game outcomes yields the designated volatility each time the game is played may be an inefficient, and time and resource consuming process. Additionally, the confined screen size of many gaming devices creates challenges as to how game changes and related information are effectively communicated to the viewer.

[0007] Further limitations and disadvantages of conventional and traditional approaches will become apparent to one of skill in the art, through comparison of such systems and devices with some aspects of the present disclosure as set forth in the remainder of the present application with reference to the drawings.

SUMMARY

[0008] Embodiments of the present invention provide a spinning reel game with a persistence element and potential reel height increase feature. An optional multiplier may also be included. Elements influencing the potential win in a feature game are based on the persistence element of the base game.

[0009] An aspect provides a game controller configured to, in response to input of a wager, execute n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds, using symbol data defining a set of a plurality of symbols for each of m reels wherein for up to m-1 reels, the plurality of symbols includes one or more special symbols, wherein for each base game round the game controller selects a plurality of symbols from the sets defining the m reels for display in a set of symbols positions as a game outcome and for each occurrence of the special symbol, for the reel on which the special symbol appears, increment a counter up to a count limit for the reel based on the wager, wherein the count persists for the base game rounds; and for each feature game round: perform a wild reel substitution for each reel where the reel count satisfies an eligibility criterion, and select a plurality of symbols for the non-wild substituted reels; and determine an award of credits based on winning combinations of symbols in the selected symbols.

[0010] Another aspect provides a method of gaming executed by a game controller using a random number generator, and symbol data defining a set of a plurality of symbols for each of m reels wherein for up to $m-1$ reels, the plurality of symbols includes one or more special symbols, the method comprising: in response to input of a wager, setting a count limit for each reel based on the wager; executing n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds, for each base game round: selecting, by the game controller, a plurality of symbols from the sets defining the m reels and displaying the selected symbols in a set of symbols positions as a game outcome; and incrementing a counter up to a count limit for each occurrence of the special symbol, for the reel on which the special symbol appears, wherein the count persists for the base game rounds; for each feature game round: performing a wild reel substitution for each reel where the reel count satisfies an eligibility criterion, and selecting a plurality of symbols for the non-wild substituted reels; and determine an award of credits based on winning combinations of symbols in the selected symbols.

[0011] Another aspect provides a gaming machine comprising: a display; a credit input mechanism operable to establish credits on the gaming machine, the credit input mechanism including at least one of a coin input chute, a bill collector, a card reader and a ticket reader; meters configured for monitoring credits established via the credit input mechanism and changes to the established credits due to play of the gaming machine, the meters including a credit meter to which credit input via the credit input mechanism is added and a win meter; a random number generator; a game play mechanism including a plurality of buttons configured for operation by a player to input a wager from the established credits and to initiate a play of a game; and a game controller comprising a processor and memory storing (i) instructions or game program code, and (ii) symbol data defining m reels, and wherein the game controller is operable to assign prize values to combinations of symbols as required during play of the game, the game controller executing the instructions or game program code stored in the memory and responsive to initiation of the play of the game with the game play mechanism to: execute n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds; in response to a wager placed to play the base game rounds, set a count limit for each reel bearing special symbols, the special symbols being borne by up to $m-1$ reels of a first set of reels; and for each base game round: select a plurality of symbols from a first set of reels using the random number generator, wherein at least one of the first set of reels includes one or more special symbols; control the display to display the selected symbols in a plurality of columns of display positions during play of a base game; for each occurrence of the special symbol within the displayed symbols, for the reel on which the special symbol appears, increment a counter up to the count limit for the reel, wherein the count persists for the base game rounds; evaluate the displayed symbols to determine any occurrence of winning symbol combinations and prize payable; and for each feature game round: perform a wild reel substitution for each reel where the reel count satisfies an eligibility criterion to provide a second set of reels; select a plurality of symbols from the second set of reels using the random number

generator; control the display to display the selected symbols in a plurality of columns of display positions; evaluate the displayed symbols to determine any occurrence of winning symbol combinations and prize payable; make an award of credits to the win meter or the credit meter based on a total of prize values assigned to combinations of symbols.

BRIEF DESCRIPTION OF THE DRAWINGS

- [0012] FIG. 1 is an exemplary diagram showing several EGMs networked with various gaming related servers.
- [0013] FIG. 2 is a block diagram showing various functional elements of an exemplary EGM.
- [0014] FIG. 3 illustrates an example reel strip layout.
- [0015] FIG. 4 is a flow chart of a symbol selection method.
- [0016] FIG. 5 illustrates an example bet options for an embodiment of an EGM.
- [0017] FIG. 6A to 6C illustrate examples of displayed game outcomes for different bet categories.
- [0018] FIG. 7 illustrates an example of a game outcome for a base game round.
- [0019] FIG. 8 illustrates an example of a game outcome for further base game round, showing persistence of special symbol count.
- [0020] FIG. 9 illustrates an example of a game outcome for a further base game round, showing persistence of special symbol count and highlighting of eligibility for feature game elements, including wild reel substitution and multiplier.
- [0021] FIG. 10 illustrates an example of a game outcome for a feature game round.
- [0022] FIG. 11 illustrates an example of a game outcome for a base game round showing an initial visual indication of potential feature game wins, in the form of coin piles beside the reels.
- [0023] FIG. 12 illustrates an example of an attraction screen which may be displayed by an idle gaming machine.
- [0024] FIG. 13 illustrates an example of an attraction screen showing different bet options.
- [0025] FIG. 14 illustrates an example of an attraction screen highlighting a Better Bet option.
- [0026] FIG. 15 illustrates an example of an example of an attraction screen highlighting a Best Bet option.
- [0027] FIG. 16 illustrates an example of an example of a further feature game embodiment utilizing dual reel windows.
- [0028] FIG. 17 illustrates an example of an example of a further feature game embodiment utilizing dual reel windows.

DETAILED DESCRIPTION

[0029] When a number of special symbols have been accumulated or counted in one or more reels to one or more thresholds associated with the one or more reels during a series of base game rounds, a series of feature game rounds may be provided based on one or more player selections or wagers. The player selections may affect the thresholds, expansions of reels, likelihood of occurrence of special symbols in each of the reels, or multipliers available. The one or more reels may have same or different thresholds. Each of the counts may persist through the series of the base game rounds. The series of feature game rounds may include one or more of an expansion of some or all of the one or

more reels, a substitution of symbols in the one or more reels with wild symbols, an animation of awardable piles in different states, and a visual increment of a number of ways available in a pay table to win,

[0030] Implementations of the present disclosure represent a technical improvement in the art of gaming technology. Specifically, the implementations illustrated address the technical problem of controlling volatilities to meet one or more target thresholds that may include a designated or target RTP, a target game outcome, a target game payout, a target game volatility, a target win liability, a target maximum win liability, and the like, in an electronic gaming device with multi-game rounds, including base and feature game rounds, that employ a persistence element across the base game rounds, where the potential win outcomes are based on the persistence element of the base game and where the potential win outcomes may also be varied by increasing bet amounts, which permits increased ways of a winning outcome.

[0031] Implementations disclosed herein drive a game controller to generate game outcomes across multiple game rounds by controlling, among other things: the number of base and feature game rounds; the number of reels (e.g., reels 2 to 5) that may include special symbols that are persistent throughout the base games; and the number of occurrences of such persistent special symbols that need to be counted during the base game rounds, which are set to a count limit and that may be affected based on a wager amount. By way of example, in some implementations, a set number of game rounds are played (e.g., 10 rounds) where persistent special symbols are counted in the base rounds (e.g., 9 rounds). By employing the persistent special symbol count from a set number of base game rounds, one or more features in feature game rounds (i.e. round 10) can be triggered based on the persistent special symbol as an eligibility criterion and still meet a target return-to-player when using: a wild reel substitution, reel height increase to increase the win opportunity and/or multipliers. By employing such a configuration, the technique can control game volatility and/or maximum win liability for such a multi-game round, threshold-based, and reel expansion configuration while still maintaining RTP and enhancing player engagement.

[0032] Further, the incorporation of visual indicators, sometimes animated, visually transforms the displayed reels with special symbols that overlay one or more of the reels. The visual indicators provide an improved electronic game machine display in a confined game display size or space such that the player may better appreciate the persistent special symbols being displayed and the differently overlaid reels, may simplify otherwise complex game presentations for the player that avoids or reduces the need for understanding overly complicated calculations or repeated reference to game rules, and/or may improve player engagement during the game rounds. The graphical user interface employing the illustrated implementations can improve the usability of electronic gaming devices. For example, additional display positions with different optional thresholds associated with one or more of the reels may be animated on top of the one or more of the reels. In some cases, in addition to different optional thresholds and multipliers on top of the reels, an occurrence of special symbols may be counted toward the thresholds and counts of the special symbols may persist and also be displayed on top of the one or more of the

reels. The presence of the thresholds and multipliers also control any animation of reel substitutions in one or more of the reels.

[0033] Thus, implementations of the present disclosure are not merely new game rules or simply new display patterns. Rather, the implementations provide technologic improvements to gaming technology in the art of electronic gaming devices and software for such electronic gaming devices, and enhanced interactions between players and gaming devices or machines.

[0034] Moreover, the above example is not intended to be limiting, but merely exemplary of technologic improvements provided by some implementations of the present disclosure. Technological improvements of other implementations are readily apparent to those of ordinary skill in the art in light of the present disclosure.

[0035] FIG. 1 illustrates several different models of EGMs which may be networked to various gaming related servers. The present invention can be configured to work as a system 100 in a gaming environment including one or more server computers 102 (e.g., slot servers of a casino) that are in communication, via a communications network, with one or more gaming devices 104A-104X (EGMs, slots, video poker, bingo machines, etc.). The gaming devices 104A-104X may alternatively be portable and/or remote gaming devices such as, but not limited to, a smart phone, a tablet, a laptop, or a game console.

[0036] Communication between the gaming devices 104A-104X and the server computers 102, and among the gaming devices 104A-104X, may be direct or indirect, such as over the Internet through a website maintained by a computer on a remote server or over an online data network including commercial online service providers, Internet service providers, private networks, and the like. In other embodiments, the gaming devices 104A-104X may communicate with one another and/or the server computers 102 over RF, cable TV, satellite links and the like.

[0037] In some embodiments, server computers 102 may not be necessary and/or preferred. For example, the present invention may, in one or more embodiments, be practiced on a stand-alone gaming device such as gaming device 104A, gaming device 104B or any of the other gaming devices 104C-104X. However, it is typical to find multiple EGMs connected to networks implemented with one or more of the different server computers 102 described herein.

[0038] The server computers 102 may include a central determination gaming system server 106, a ticket-in-ticket-out (TITO) system server 108, a player tracking system server 110, a progressive system server 112, and/or a casino management system server 114. Gaming devices 104A-104X may include features to enable operation of any or all servers for use by the player and/or operator (e.g., the casino, resort, gaming establishment, tavern, pub, etc.). For example, game outcomes may be generated on a central determination gaming system server 106 and then transmitted over the network to any of a group of remote terminals or remote gaming devices 104A-104X that utilize the game outcomes and display the results to the players.

[0039] Gaming device 104A is often of a cabinet construction which may be aligned in rows or banks of similar devices for placement and operation on a casino floor. The gaming device 104A often includes a main door 116 which provides access to the interior of the cabinet. Gaming device 104A typically includes a button area or button deck 120

accessible by a player that is configured with input switches or buttons **122**, an access channel for a bill validator **124**, and/or an access channel for a ticket printer **126**.

[0040] In FIG. 1, gaming device **104A** is shown as a Relem XL™ model gaming device manufactured by Aristocrat® Technologies, Inc. As shown, gaming device **104A** is a reel machine having a gaming display area **118** comprising a number (typically 3 or 5) of mechanical reels **130** with various symbols displayed on them. The reels **130** are independently spun and stopped to show a set of symbols within the gaming display area **118** which may be used to determine an outcome to the game. In embodiments where the reels are mechanical, mechanisms can be employed to implement greater functionality. For example, the boundaries of the gaming display area boundaries of the gaming display area **118** may be defined by one or more mechanical shutters controllable by a processor. The mechanical shutters may be controlled to open and close, to correspondingly reveal and conceal more or fewer symbol positions from the mechanical reels **130**. For example, a top boundary of the gaming display area **118** may be raised by moving a corresponding mechanical shutter upwards to reveal an additional row of symbol positions on stopped mechanical reels. Further, a transparent or translucent display panel may be overlaid on the gaming display area **118** and controlled to override or supplement what is displayed on one or more of the mechanical reel(s).

[0041] In many configurations, the gaming machine **104A** may have a main display **128** (e.g., video display monitor) mounted to, or above, the gaming display area **118**. The main display **128** can be a high-resolution LCD, plasma, LED, or OLED panel which may be flat or curved as shown, a cathode ray tube, or other conventional electronically controlled video monitor.

[0042] In some embodiments, the bill validator **124** may also function as a “ticket-in” reader that allows the player to use a casino issued credit ticket to load credits onto the gaming device **104A** (e.g., in a cashless ticket (“TITO”) system). In such cashless embodiments, the gaming device **104A** may also include a “ticket-out” printer **126** for outputting a credit ticket when a “cash out” button is pressed. Cashless TITO systems are well known in the art and are used to generate and track unique bar-codes or other indicators printed on tickets to allow players to avoid the use of bills and coins by loading credits using a ticket reader and cashing out credits using a ticket-out printer **126** on the gaming device **104A**. In some embodiments a ticket reader can be used which is only capable of reading tickets. In some embodiments, a different form of token can be used to store a cash value, such as a magnetic stripe card.

[0043] In some embodiments, a player tracking card reader **144**, a transceiver for wireless communication with a player's smartphone, a keypad **146**, and/or an illuminated display **148** for reading, receiving, entering, and/or displaying player tracking information is provided in EGM **104A**. In such embodiments, a game controller within the gaming device **104A** can communicate with the player tracking server system **110** to send and receive player tracking information.

[0044] Gaming device **104A** may also include a bonus topper wheel **134**. When bonus play is triggered (e.g., by a player achieving a particular outcome or set of outcomes in the primary game), bonus topper wheel **134** is operative to spin and stop with indicator arrow **136** indicating the out-

come of the bonus game. Bonus topper wheel **134** is typically used to play a bonus game, but it could also be incorporated into play of the base or primary game.

[0045] A candle **138** may be mounted on the top of gaming device **104A** and may be activated by a player (e.g., using a switch or one of buttons **122**) to indicate to operations staff that gaming device **104A** has experienced a malfunction or the player requires service. The candle **138** is also often used to indicate a jackpot has been won and to alert staff that a hand payout of an award may be needed.

[0046] There may also be one or more information panels **152** which may be a back-lit, silkscreened glass panel with lettering to indicate general game information including, for example, a game denomination (e.g., \$0.25 or \$1), pay lines, pay tables, and/or various game related graphics. In some embodiments, the information panel(s) **152** may be implemented as an additional video display.

[0047] Gaming devices **104A** have traditionally also included a handle **132** typically mounted to the side of main cabinet **116** which may be used to initiate game play.

[0048] Many or all the above described components can be controlled by circuitry (e.g., a gaming controller) housed inside the main cabinet **116** of the gaming device **104A**, the details of which are shown in FIG. 2.

[0049] Note that not all gaming devices suitable for implementing embodiments of the present invention necessarily include top wheels, top boxes, information panels, cashless ticket systems, and/or player tracking systems. Further, some suitable gaming devices have only a single game display that includes only a mechanical set of reels and/or a video display, while others are designed for bar counters or table tops and have displays that face upwards.

[0050] An alternative example gaming device **104B** illustrated in FIG. 1 is the Arc™ model gaming device manufactured by Aristocrat® Technologies, Inc. Note that where possible, reference numerals identifying similar features of the gaming device **104A** embodiment are also identified in the gaming device **104B** embodiment using the same reference numbers. Gaming device **104B** does not include physical reels and instead shows game play functions on main display **128**. An optional topper screen **140** may be used as a secondary game display for bonus play, to show game features or attraction activities while a game is not in play, or any other information or media desired by the game designer or operator. In some embodiments, topper screen **140** may also or alternatively be used to display progressive jackpot prizes available to a player during play of gaming device **104B**.

[0051] Example gaming device **104B** includes a main cabinet **116** including a main door **118** which opens to provide access to the interior of the gaming device **104B**. The main or service door **118** is typically used by service personnel to refill the ticket-out printer **126** and collect bills and tickets inserted into the bill validator **124**. The door **118** may also be accessed to reset the machine, verify and/or upgrade the software, and for general maintenance operations.

[0052] Another example gaming device **104C** shown is the Helix™ model gaming device manufactured by Aristocrat® Technologies, Inc. Gaming device **104C** includes a main display **128A** that is in a landscape orientation. Although not illustrated by the front view provided, the landscape display **128A** may have a curvature radius from top to bottom, or alternatively from side to side. In some embodiments, dis-

play **128A** is a flat panel display. Main display **128A** is typically used for primary game play while secondary display **128B** is typically used for bonus game play, to show game features or attraction activities while the game is not in play or any other information or media desired by the game designer or operator.

[0053] Many different types of games, including mechanical slot games, video slot games, video poker, video black jack, video pachinko, keno, bingo, and lottery, may be provided with or implemented within the depicted gaming devices **104A-104C** and other similar gaming devices. Each gaming device may also be operable to provide many different games. Games may be differentiated according to themes, sounds, graphics, type of game (e.g., slot game vs. card game vs. game with aspects of skill), denomination, number of paylines, maximum jackpot, progressive or non-progressive, bonus games, and may be deployed for operation in Class 2 or Class 3, etc.

[0054] FIG. 2 is a block diagram depicting exemplary internal electronic components of a gaming device **200** connected to various external systems. All or parts of the example gaming device **200** shown could be used to implement any one of the example gaming devices **104A-X** depicted in FIG. 1. The games available for play on the gaming device **200** are controlled by a game controller **202** that includes one or more processors **204** and a game that may be stored as game software or a program **206** in a memory **208** coupled to the processor **204**. The memory **208** may include one or more mass storage devices or media that are housed within gaming device **200**. Within the mass storage devices and/or memory **208**, one or more databases **210** may be provided for use by the program **206**. A random number generator (RNG) **212** that can be implemented in hardware and/or software is typically used to generate random numbers that are used in the operation of game play to ensure that game play outcomes are random and meet regulations for a game of chance. In some embodiments, the random number generator **212** is a pseudo-random number generator.

[0055] Alternatively, a game instance (i.e. a play or round of the game) may be generated on a remote gaming device such as a central determination gaming system server **106** (not shown in FIG. 2 but see FIG. 1). The game instance is communicated to gaming device **200** via the network **214** and then displayed on gaming device **200**. Gaming device **200** may execute game software, such as but not limited to video streaming software that allows the game to be displayed on gaming device **200**. When a game is stored on gaming device **200**, it may be loaded from a memory **208** (e.g., from a read only memory (ROM)) or from the central determination gaming system server **106** to memory **208**. The memory **208** may include RAM, ROM or another form of storage media that stores instructions for execution by the processor **204**.

[0056] The gaming device **200** may include a topper display **216** or another form of a top box (e.g., a topper wheel, a topper screen, etc.) which sits above main cabinet **218**. The gaming cabinet **218** or topper display **216** may also house a number of other components which may be used to add features to a game being played on gaming device **200**, including speakers **220**, a ticket printer **222** which prints bar-coded tickets or other media or mechanisms for storing or indicating a player's credit value, a ticket reader **224** which reads bar-coded tickets or other media or mechanisms

for storing or indicating a player's credit value, and a player tracking interface **232**. The player tracking interface **232** may include a keypad **226** for entering information, a player tracking display **228** for displaying information (e.g., an illuminated or video display), a card reader **230** for receiving data and/or communicating information to and from media or a device such as a smart phone enabling player tracking. Ticket printer **222** may be used to print tickets for a TITO system server **108**. The gaming device **200** may further include a bill validator **234**, buttons **236** for player input, cabinet security sensors **238** to detect unauthorized opening of the cabinet **218**, a primary game display **240**, and a secondary game display **242**, each coupled to and operable under the control of game controller **202**.

[0057] Gaming device **200** may be connected over network **214** to player tracking system server **110**. Player tracking system server **110** may be, for example, an OASIS® system manufactured by Aristocrat® Technologies, Inc. Player tracking system server **110** is used to track play (e.g. amount wagered, games played, time of play and/or other quantitative or qualitative measures) for individual players so that an operator may reward players in a loyalty program. The player may use the player tracking interface **232** to access his/her account information, activate free play, and/or request various information. Player tracking or loyalty programs seek to reward players for their play and help build brand loyalty to the gaming establishment. The rewards typically correspond to the player's level of patronage (e.g., to the player's playing frequency and/or total amount of game plays at a given casino). Player tracking rewards may be complimentary and/or discounted meals, lodging, entertainment and/or additional play. Player tracking information may be combined with other information that is now readily obtainable by a casino management system.

[0058] Gaming devices, such as gaming devices **104A-104X**, **200**, are highly regulated to ensure fairness and, in many cases, gaming devices **104A-104X**, **200** are operable to award monetary awards (e.g., typically dispensed in the form of a redeemable voucher). Therefore, to satisfy security and regulatory requirements in a gaming environment, hardware and software architectures are implemented in gaming devices **104A-104X**, **200** that differ significantly from those of general-purpose computers. Adapting general purpose computers to function as gaming devices **200** is not simple or straightforward because of: 1) the regulatory requirements for gaming devices **200**, 2) the harsh environment in which gaming devices **200** operate, 3) security requirements, 4) fault tolerance requirements, and 5) the requirement for additional special purpose componentry enabling functionality of an EGM. These differences require substantial engineering effort with respect to game design implementation, hardware components and software.

[0059] When a player wishes to play the gaming device **200**, he/she can insert cash or a ticket voucher through a coin acceptor (not shown) or bill validator **234** to establish a credit balance on the game machine. The credit balance is used by the player to place wagers on instances of the game and to receive credit awards based on the outcome of winning instances. The credit balance is decreased by the amount of each wager and increased upon a win. The player can add additional credits to the balance at any time. The player may also optionally insert a loyalty club card into the card reader **230**. During the game, the player views the game

outcome on the game displays **240**, **242**. Other game and prize information may also be displayed.

[0060] When the player is done, he/she cashes out the credit balance (typically by pressing a cash out button to receive a ticket from the ticket printer **222**). The ticket may be “cashed-in” for money or inserted into another machine to establish a credit balance for play.

[0061] FIG. 3 illustrates an example of a set **300** of five reel strips **321**, **322**, **323**, **324**, **325**. In the example, each reel strip has fifteen reel strip positions **301-315**. In other examples, each reel strip has more or less strip positions. Each reel strip position of each reel has a symbol. For example, a “WILD” symbol **331** occupies the sixth strip position of the fourth reel **324**. Other reel strips to those illustrated in FIG. 3 can be used, for example, reel strips where two or more WILD symbols are placed at consecutive reel strip positions of a reel strip. In other examples, the reel strips could have between **30** and **100** reel strip positions. The actual lengths of the game reel strips depend on factors such as the number of wild symbols (in general, the more wilds there are, the longer the reel strip needs to be to maintain the target RTP), and volatility (in general, the higher the prize value is, the longer the reel strip needs to be to lower the hit rate to maintain the target RTP).

[0062] FIG. 4 is a flow chart of a method **400** carried out by the processor **204** to select symbols from reel strips. At step **410**, the processor **204** starts the process of selecting symbols with a counter (n) set at zero as symbols have not yet been selected from any reel strips. At step **420**, the processor **204** increments the counter. In the first iteration, the counter is set to 1 to reflect that symbols are to be selected from a first reel strip. At step **430**, the processor obtains a randomly generated number from a true or pseudo random number generator **212**. At step **440** the processor maps the generated number to one of the reel positions of the nth reel strip. In the first iteration, this is the first reel strip. To map the generated number to one of the reel positions, the possible values that can be returned from the RNG **212** are divided into ranges and associated with specific ones of the reel positions in memory **208**. In one example, these ranges are stored as a look-up table. In one example, the ranges are each the same size so that each of the reel strip positions has the same chance of been selected. In other examples, the ranges may be arranged to weight the relative chances of selecting specific reel strip positions. The reel strips may be of different lengths.

[0063] At step **450**, the processor **204** maps symbols of the nth reel strip to and nth column of symbol display positions based on the mapped reel position and a reference position. In an example, the reference position is the bottom position of the symbol positions of each column of symbol positions. In this example, the selected reel position (and hence the symbol at this position) is mapped to the bottom symbol position of the column. In an example, there are two other symbol positions in the column of symbol positions and hence symbols at two neighboring reel strip positions are also mapped to the symbol positions of the column. Referring to the example reel strips of FIG. 3, if the value returned by the RNG **212** is mapped to reel position **313**, then for the first reel strip **321**, “Pic 3” symbol **343** is mapped to a bottom symbol position, “10” symbol **342** is mapped to a middle symbol position, and “J” symbol **341** is mapped to a top symbol position.

[0064] At step **460**, the processor **460** determines whether symbols have been selected for all of the reel strips, and if not the processor **204** reverts to step **420** and iterates through steps **430**, **440** and **450** until it is determined at step **460** that symbols have been selected from all n reel strips and mapped to all n columns of symbol positions after which the symbol selection process ends **470**. Different numbers of symbols may be mapped to different numbers of symbol positions.

[0065] After the symbols of all reel strips have been mapped to symbol position, the processor **204** controls display **240** to display them at the symbol positions.

[0066] Embodiments of the present invention provide a spinning reel game with a persistence element and potential reel height increase feature. Elements influencing the potential win in a feature game are based on the persistence element of the base game. The game controller is configured to play at least one, preferably a plurality, of base game rounds, followed by at least one feature game round. During play of the base spinning reel game, some reels will include special symbols. Occurrences of the special symbols are counted during the base game play for each reel. Based on the count accumulated during the base game rounds, reels may be substituted for wild reels, this may also include an increase in reel height. In some embodiments, a multiplier may also be applied for one or more reels in the feature game. The eligibility for these wild reels and multiplier elements is based on the number of special symbols counted, and amount wagered. The amount wagered, or bet amount, is used to set limits on the maximum special symbol count for each reel. An example is illustrated in FIG. 5.

[0067] FIG. 5 illustrates different bet options and associated eligible feature game element based on the bet. Based on the bet amount, count limits for each reel are set, which reflect the eligible feature elements. In the example of FIG. 5, the game is a spinning reel game having 5 reels with reels 2 to 5 including special symbols (in this example ingots) **510** occurrence of which are counted during the game rounds. FIG. 5 shows the feature game options available for each bet. This embodiment uses 3×5 Reel Power™ reel configuration enabling up to **243** ways to win in the base game. Feature game options include higher wild reels where a reel can be extended by an extra symbol position, increasing the ways to win in addition to the WILD symbol, the number of reels that may be extended is based on the wagered amount. This embodiment also enables a ×2 multiplier on reel 5.

[0068] As is shown in FIG. 5, a “Good Bet” **520** enables possible extension of reel 5 **560**, increasing the number of ways to win to **324**, if this extension is awarded. A “Better Bet” **530** enables possible extension of reels 4 **565** and 5 **560**, increasing the number of ways to win to **432**, and “Best Bet” **540** enables possible extension to all of reels 2 to 5, increasing the number of ways to win to **768**. Buttons **550**, which may be virtual (touch screen buttons) or physical buttons may be displayed to enable a player to choose their bet level. Table 1 provides an example of set bets and ways to win.

TABLE 1

Wager amount	Bet Category	Min ways	Max ways
60 Credits	Good Bet	243	324
120 Credits	Better Bet	243	432

TABLE 1-continued

Wager amount	Bet Category	Min ways	Max ways
180 Credits	Best Bet	243	768
360 Credits	Best Bet	243	768
720 Credits	Best Bet	243	768

[0069] Bet amounts may be set for each level. Alternatively, each of these categories of bet may be based on a threshold number of credits wagered. In an embodiment, increasing the bet amount (i.e. number of credits wagered per round) above the “Best Bet” threshold will not increase the number of reel extensions, but may alter the amount payable for winning combinations based on the wager amount. Increasing the amount bet for a “Best Bet” may also influence the number of special symbols included in the reels to increase the likelihood of occurrence of the feature game elements.

[0070] The game controller is configured to execute fixed number of game rounds, comprising base game rounds, followed by at least one feature game round. In the base game round, special symbols are accumulated which influence the reel configuration and optionally multipliers which are applied in the feature round. The eligibility criterion for wild or extended wild reels is based on the number of special symbols counted on each reel during the base game rounds, or is limited based on the amount bet. It should be appreciated that actions such as adjusting the reel configuration and adding a multiplier to a reel alters the probability for winning outcomes and therefore potential payouts in the feature game. Such features can increase the volatility in payouts while maintaining regulated return to player for the gaming machine.

[0071] In the following example, the game is played using a 3×5 reel configuration and the game comprises ten rounds, these being nine base game rounds followed by one feature game round. Special symbol count limits are set based on the wagered amount. For example, in the embodiment illustrated in FIGS. 6A-6C, for a “Good Bet” up to 2 special symbols may be counted on reels 2, 3 and 4, and up to 4 special symbols on reel 5. For a “Better Bet” up to 2 special symbols may be counted for reels 2 and 3, up to 3 special symbols for reel 4 and up to 4 special symbols for reel 5. For a “Best Bet” up to 3 special symbols may be counted for reels 2, 3, and 4 and up to 4 special symbols may be counted for reel 5. In this example, a count of 2 special symbols for a reel, is a criterion for the reel to be substituted for a wild reel. A count of 3 special symbols is a criterion for the reel to be substituted for a higher wild reel, increasing the reel height by one as well as substituting wild symbols. A count of 4 special symbols is a criterion for the higher wild reel substitution with a multiplier applied.

[0072] The count limits can be visually indicated on the displayed game outcome. For example, FIGS. 6A-C each shows a game outcome for round 1 of 10, for a different bet, with FIG. 6A being for Good Bet, FIG. 6B being for Better Bet, and 6C being for Best Bet. In this example, referring to FIG. 6A, and looking at reel 5, the special symbols are ingots 610, and the special symbol count is illustrated as little ingots 615 which change color (i.e. to gold) when the symbol count is incremented, two counted ingots will trigger a wild reel substitution. When three ingots are counted, the larger ingot 620 will be highlighted (i.e. change color from green to gold) to indicate that the higher wild reel substitution

will take place in the feature round and the reel be extended from 3 to 4 positions. The fourth ingot counted will cause the multiplier symbol 630 to be highlighted, indicating the multiplier will be applied in the feature round. In FIG. 6A, only on reel 5 are the larger ingot and multiplier shown, and for reels 2 to 4 only two small ingots are shown, thus illustrating the count limits based on the bet type. FIG. 6B illustrates an example of a Better Bet game outcome, where for both reels 4 and 5 the larger ingot, indicating the possibility of the higher wild reel substitution. Reel 4 indicates a special symbol limit of 3, and reel 5 having the multiplier as well indicates a special symbol limit of 4. FIG. 6C is an example of a game outcome for a Best Bet, showing that all of reels 2 to 5 can potentially be extended to 4 positions, and the count limit of 3 for reels 2 to 4 and count limit of 4 for reel 5.

[0073] The game controller stores the special symbol count at the end of each base game round and the round number. For example, as shown in FIG. 7, a count of one is indicated for both reel 2 710 and reel 3 720 in game round 3, and these counts persist for game round 4 as shown in FIG. 8, where the count on reel 4 730 is incremented in response to the occurrence of a special symbol in the game outcome. The progress through the rounds can be indicated to the player for each base game round. For example, as shown in FIG. 8, the round indication (game 4 of 10) is provided above reel one. However, the round indication may be positioned or communicated in a different manner in other embodiments.

[0074] In some embodiments, as illustrated in the example of FIG. 9, reels may be highlighted when eligibility for wild substitution has been met, and this may indicate which wild substitution applies. For example, as shown in FIG. 9, reel 3 is highlighted to indicate the original 3 position reel is to be substituted for a wild reel, and for reels 4 and 5, the reels are highlighted including the additional 4th position, indicating a higher wild substitution is to occur. The multiplier highlighted indicates this will also be applied in the feature game round. The feature game round is illustrated in FIG. 10, which shows reel 3 substituted for a 3-position wild reel, reels 4 and 5 substituted for 4-position wild reels, and a multiplier also applied for reel 5.

[0075] In some embodiments, information displayed with the game outcome can be arranged to visually communicate to the player increasing win potential for the feature game. For example, as shown in FIGS. 8-10, coin piles 810, 910, 1010 on each side of the main game outcome portion of the display (also referred to as the bevel) get bigger each time there is a wild reel highlight added. For example, when 2 ingots are collected on a reel on games 1-9, there is a highlight around that reel to indicate that reel will be a wild reel on the 10th game. Each time there is a new highlight, the coin pile on both sides of the reel window will grow. In this example, there may be 5 states: initial, 1, 2, 3, and 4 reel highlights—each state can be indicated by display of a different image of an increasingly large pile. The advantage of this feature is visually enhancing the game play experience and provide an instinctively interpretable indication to player of the increasing win potential accumulated through the base games. This helps tell the story that collecting something can build to something more.

[0076] Optionally, the number of ways available to win can also be communicated, as shown in FIGS. 8, 9 and 10, an indicator 820, 920, 1020 may be displayed beside the

main game outcome portion of the display showing the reels, the label indicating the number of ways to win (paylines) that are applicable for the reel configuration in the feature game. As the player becomes eligible for higher wild reel substitutions in the game, the number of ways increases and the label **1020** is updated to display the number of ways.

[0077] It should be appreciated that these indicators of the increasing ways to win being a coin pile and a label are only one option for communicating this information and other variations may be used based on the game there. For example, a garden themed game may use a growing plant rather than a coin pile, other alternatives could be filling an aquarium or cocktail glass, many alternatives could be used within the scope of this feature.

[0078] In some embodiments, while the gaming machine is idle it may display one or more “attraction” displays to advertise the game to prospective players. In some embodiments, this can include information about the game play features described above. For example, this game has a persistence element. Different elements are stored at each bet. By visually displaying this information in the attract display, the player can see what the other bets look like so they are aware of where the different bets are (in terms of game number, how many ingots collected, cost, how many ways they can win up to). This makes it visually obvious, so the player is aware how/where each bet differs. This is even more helpful for the cabinets that have manual buttons, as the information about feature elements made available by each bet type can be demonstrated to players via the attract screen.

[0079] In an embodiment, bet buttons shown on a top screen inform the player what game number out of 10 that bet option is at as well as the cost to play, how many ways they could win up to and how many special symbols can be collected on each reel, and how many special symbols are the maximum that can be collected for each bet option. This display can also let the player know what they are currently playing.

[0080] In an embodiment in the attract mode the gaming machine will display a sequence of screens to display the different bet options. In the accompanying example, FIG. 12 shows an example of an initial attract screen, FIG. 13 shows an example of a subsequent screen displaying the various bet options (good bet, better bet, best bet 1, best bet 2, best bet 3) from which the player can choose to play. FIG. 14 and FIG. 15 show examples of display screens highlighting different bet options, and accumulation of ingots. The player can place their bet by selecting a button for the desired bet. On selection of the desired bet button the player sets the amount they will wager, and the persistence feature options for the selected bet are applied.

[0081] In an alternative embodiment, a dual window version of the game play is provided. This may be provided as an additional feature game, triggered from the initial set of games. In this embodiment 2 reel windows nest to each other. The feature game can involve a plurality of game rounds (for example 5 free games), in each game round, there are plurality of wild reels, which can be allocated randomly between reels 2 to 5 in the two reel windows. For example, at one extreme one set of reels may have 4 wild reels and the other 0, or the wild reels may be distributed evenly or unevenly between the two windows. In the example illustrated in FIG. 16, the baby symbol is the wild symbol, this example shows a reel layout of 2 3x4x4x4x4

windows, and in this example three wild reels have been allocated in the first window and one in the second window. This has advantages in enabling high volatility, while maintaining regulated RTP. For example, this enables some big wins and a variety of wins within the required RTP.

[0082] In an alternative embodiment, and example of which is shown in FIG. 17, the reel layouts in the two windows are 3x5 windows, and the wild reels are 4 positions high. Thus, depending on the number of wild reels appearing on each window the maximum number of ways to win can increase, and be different for each reel. Again, this has volatility advantages.

[0083] In the examples above the game is played using 5 reels, however this may be varied in different embodiments. Similarly, the number of game rounds may vary, and the proportion of base game and feature rounds may also vary. In the example above there are ten game rounds, with nine being base games and one being a feature game. This may be varied, for example eight game rounds with six being base game rounds and two being feature game rounds. As elements for the feature game are accumulated during base game play, typically the number of base game rounds will exceed that of feature games, but this may not be the case in all embodiments.

[0084] As discussed above the game controller configured to, in response to input of a wager, execute n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds, using symbol data defining a set of a plurality of symbols for each of m reels wherein for up to $m-1$ reels, the plurality of symbols includes one or more special symbols.

[0085] For each base game round the game controller selects a plurality of symbols from the sets defining the m reels for display in a set of symbols positions as a game outcome. For each occurrence of the special symbol, for the reel on which the special symbol appears, a counter is incremented up to a count limit for the reel based on the wager. This count persists for the base game rounds.

[0086] For each feature game round the game controller performs a wild reel substitution for each reel where the reel count satisfies an eligibility criterion. The game controller then selects a plurality of symbols for the non-wild substituted reels. Awards are determined based on winning combinations of symbols in the selected symbols.

[0087] During game rounds prize awards for winning combinations of symbols occurring in the game outcomes may be accumulated in a win meter before being transferred to the credit meter at the end of game play. In alternative embodiments, the accumulated award may bypass the win meter and be credited directly to the credit meter.

[0088] Embodiments of the present implementations are set forth in further detail below. In one implementation, a game controller is configured to, in response to input of a wager, execute n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds, using symbol data defining a set of a plurality of symbols for each of m reels wherein for up to $m-1$ reels. The plurality of symbols includes one or more special symbols, wherein for each base game round the game controller selects a plurality of symbols from the sets defining the m reels for display in a set of symbol positions as a game outcome. For each occurrence of the special symbol for the reel on which the special symbol appears, the game controller increments a counter up to a count limit for

the reel based on the wager, wherein the count persists for the base game rounds. For each feature game round, the game controller performs a wild reel substitution for each reel where the reel count satisfies an eligibility criterion, and selects a plurality of symbols for the non-wild substituted reels. Further, the game controller determines an award of credits based on winning combinations of symbols in the selected symbols.

[0089] In other implementations, the game controller further comprises applying a multiplier where the reel count satisfies an eligibility criterion. The game controller may include a wild reel substitution where all symbol positions for the reel are occupied by one or more wild symbols, and an extended wild reel substitution where an additional display position is added for the reel and all symbol positions for the reel are occupied by one or more wild symbols. Count limits may be different for one or more reels. The eligibility criterion for wild reel substitution may be set for each reel.

[0090] In still other implementations, the game controller may set all of the $m-1$ reels including the special symbols. For example, when the number of reels (m) is 5, reels 2 to 5 may include the special symbols. In another example, n is a set number of games and the base game rounds is greater than the feature game rounds. An n set number of games may be fixed, e.g., where $n=10$. In one example, there are nine base game rounds ($b=9$) and one feature game round ($f=1$).

[0091] In another implementation, a visual indicator of increasing opportunities to win may be displayed for each extended wild reel eligibility established.

[0092] In a further example, a method of gaming is disclosed. The method executes by a game controller using a random number generator, and symbol data defining a set of a plurality of symbols for each of m reels wherein for up to $m-1$ reels, the plurality of symbols includes one or more special symbols. The method comprises in response to input of a wager, setting a count limit for each reel based on the wager; executing n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds. For each base game round, the game controller selects a plurality of symbols from the sets defining the m reels and displaying the selected symbols in a set of symbol positions as a game outcome; and increments a counter up to a count limit for each occurrence of the special symbol for the reel on which the special symbol appears, wherein the count persists for the base game rounds. For each feature game round, the game controller performs a wild reel substitution for each reel where the reel count satisfies an eligibility criterion; selects a plurality of symbols for the non-wild substituted reels; and determines an award of credits based on winning combinations of symbols in the selected symbols.

[0093] In another example, the method comprises applying a multiplier where the reel count satisfies an eligibility criterion. In various implementations, the wild reel substitution may include a wild reel substitution where all symbol positions for the reel are occupied by one or more wild symbols, and an extended wild reel substitution where an additional display position is added for the reel and all symbol positions for the reel are occupied by one or more wild symbols. The count limits may be different for one or more reels. The eligibility criterion for wild reel substitution may be set for each reel.

[0094] In yet other implementations, the method may include setting all of the $m-1$ reels including the special symbols. For example, the m reels may be equal to 5, where reels 2 to 5 include the special symbols. In another example, n is a set number of games and the base game rounds is greater than the feature game rounds. An n set number of games may be fixed, e.g., where $n=10$. In one example, there are nine base game rounds ($b=9$) and one feature game round ($f=1$). In yet another implementation, a visual indicator of increasing opportunities to win may be displayed for each extended wild reel eligibility established.

[0095] In still other implementations, a game machine is disclosed. The game machine comprises a display; a credit input mechanism operable to establish credits on the gaming machine, the credit input mechanism including at least one of a coin input chute, a bill collector, a card reader and a ticket reader; meters configured for monitoring credits established via the credit input mechanism and changes to the established credits due to play of the gaming machine, the meters including a credit meter to which credit input via the credit input mechanism is added and a win meter; a random number generator; a game play mechanism including a plurality of buttons configured for operation by a player to input a wager from the established credits and to initiate a play of a game; and a game controller. The game controller comprises a processor and memory storing (i) instructions or game program code, and (ii) symbol data defining m reels, and wherein the game controller is operable to assign prize values to combinations of symbols as required during play of the game. The game controller may execute the instructions or game program code stored in the memory and responsive to initiation of the play of the game with the game play mechanism. The game controller executes n game rounds, wherein $n=b+f$ game rounds, where b base game rounds are executed followed by f feature game rounds and in response to a wager placed to play the base game rounds, set a count limit for each reel bearing special symbols, the special symbols being borne by up to $m-1$ reels of a first set of reels. For each base game round, the game controller selects a plurality of symbols from a first set of reels using the random number generator, wherein at least one of the first set of reels includes one or more special symbols; and controls the display to display the selected symbols in a plurality of columns of display positions during play of a base game. For each occurrence of the special symbol within the displayed symbols and for the reel on which the special symbol appears, the game controller increments a counter up to the count limit for the reel, wherein the count persists for the base game rounds and evaluates the displayed symbols to determine any occurrence of winning symbol combinations and prize payable. For each feature game round, the game controller performs a wild reel substitution for each reel where the reel count satisfies an eligibility criterion to provide a second set of reels; selects a plurality of symbols from the second set of reels using the random number generator; controls the display to display the selected symbols in a plurality of columns of display positions; evaluates the displayed symbols to determine any occurrence of winning symbol combinations and prize payable; and makes an award of credits to the win meter or the credit meter based on a total of prize values assigned to combinations of symbols.

[0096] While the invention has been described with respect to the figures, it will be appreciated that many

modifications and changes may be made by those skilled in the art without departing from the spirit of the invention. Any variation and derivation from the above description and figures are included in the scope of the present invention as defined by the claims.

[0097] It is to be understood that, if any prior art publication is referred to herein, such reference does not constitute an admission that the publication forms a part of the common general knowledge in the art, in Australia or any other country.

[0098] In the claims which follow and in the preceding description of the invention, except where the context requires otherwise due to express language or necessary implication, the word “comprise” or variations such as “comprises” or “comprising” is used in an inclusive sense, i.e. to specify the presence of the stated features but not to preclude the presence or addition of further features in various embodiments of the invention.

What is claimed is:

1. An electronic gaming device comprising:
 - a display; and
 - circuitry that is communicatively coupled to the display and is configured to:
 - store, in a memory, data defining a plurality of reels that include different positions;
 - generate random numbers via a random number generator (RNG);
 - map the random numbers to the different positions included in the plurality of reels;
 - detecting a threshold number of special symbols that occur on one or more of the reels; and
 - upon completion of one or more base game rounds, initiating at least one feature game round that involves:
 - animating replacement of the one or more reels with one or more wild reels in response to detecting the threshold number of special symbols;
 - selecting a plurality of symbols assigned to the different positions included in the plurality of reels based at least in part on the random numbers generated by the random number generator;
 - directing the display to display the selected plurality of symbols;
 - directing the display to display an increased number of paylines associated with the selected plurality of symbols; and
 - directing the display to display an award in response to determining that at least one winning symbol combination occurred based at least in part on the increased number of paylines.
2. The electronic gaming device of claim 1, wherein the circuitry is further configured to apply a multiplier to at least one of the reels in response to detecting the threshold number of special symbols.
3. The electronic gaming device of claim 1, wherein the circuitry is further configured to replace all symbols assigned to positions included in one of the reels with one or more wild symbols.
4. The electronic gaming device of claim 1, wherein the circuitry is further configured to direct the display to display a visual indicator animating the number of paylines being increased.

5. The electronic gaming device of claim 1, wherein the circuitry is further configured to limit counts of the special symbols for the reels, the counts of the special symbols varying across the reels.

6. The electronic gaming device of claim 1, wherein the circuitry is further configured to set the threshold number of special symbols to vary across the reels.

7. The electronic gaming device of claim 1, wherein the circuitry causes the special symbols to persist on the one or more reels from the base game rounds to the feature game round.

8. A method comprising:

storing, by circuitry incorporated in an electronic gaming system, data defining a plurality of reels that include different positions in a memory;

generating random numbers by a random number generator (RNG) included in the circuitry;

mapping, by the circuitry, the random numbers to the different positions included in the plurality of reels;

detecting, by the circuitry, a threshold number of special symbols that occur on one or more of the reels; and

initiating, by the circuitry upon completion of one or more base game rounds, at least one feature game round that involves:

animating replacement of the one or more reels with one or more wild reels in response to detecting the threshold number of special symbols;

selecting a plurality of symbols assigned to the different positions included in the plurality of reels based at least in part on the random numbers generated by the random number generator;

directing a display to display the selected plurality of symbols;

directing the display to display an increased number of paylines associated with the selected plurality of symbols; and

directing the display to display an award in response to determining that at least one winning symbol combination occurred based at least in part on the increased number of paylines.

9. The method of claim 8, further comprising applying, by the circuitry, a multiplier to at least one of the reels in response to detecting the threshold number of special symbols.

10. The method of claim 8, further comprising replacing, by the circuitry, all symbols assigned to positions included in one of the reels with one or more wild symbols.

11. The method of claim 8, further comprising directing, by the circuitry, the display to display a visual indicator animating the number of paylines being increased.

12. The method of claim 8, further comprising setting, by the circuitry, the threshold number of special symbols to vary across the reels.

13. The method of claim 8, further comprising causing, by the circuitry, the special symbols to persist on the one or more reels from the base game rounds to the feature game round.

14. A non-transitory computer-readable medium comprising one or more computer-executable instructions that, when executed by circuitry of an electronic gaming system, cause the circuitry to:

store, in a memory, data defining a plurality of reels that include different positions;

generate random numbers via a random number generator (RNG);
map the random numbers to the different positions included in the plurality of reels;
detect a threshold number of special symbols that occur on one or more of the reels; and
initiate, upon completion of one or more base game rounds, at least one feature game round that involves:
animating replacement of the one or more reels with one or more wild reels in response to detecting the threshold number of special symbols;
selecting a plurality of symbols assigned to the different positions included in the plurality of reels based at least in part on the random numbers generated by the random number generator;
directing a display to display the selected plurality of symbols;
directing the display to display an increased number of paylines associated with the selected plurality of symbols; and
directing the display to display an award in response to determining that at least one winning symbol combination occurred based at least in part on the increased number of paylines.

15. The non-transitory computer-readable medium of claim 14, wherein the computer-readable instructions further

cause the circuitry to apply a multiplier to at least one of the reels in response to detecting the threshold number of special symbols.

16. The non-transitory computer-readable medium of claim 14, wherein the computer-readable instructions further cause the circuitry to replace all symbols assigned to positions included in one of the reels with one or more wild symbols.

17. The non-transitory computer-readable medium of claim 14, wherein the computer-readable instructions further cause the circuitry to direct the display to display a visual indicator animating the number of paylines being increased.

18. The non-transitory computer-readable medium of claim 14, wherein the computer-readable instructions further cause the circuitry to limit counts of the special symbols for the reels, the counts of the special symbols varying across the reels.

19. The non-transitory computer-readable medium of claim 14, wherein the computer-readable instructions further cause the circuitry to set the threshold number of special symbols to vary across the reels.

20. The non-transitory computer-readable medium of claim 14, wherein the computer-readable instructions further cause the circuitry to persist the special symbols on the one or more reels from the base game rounds to the feature game round.

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