

gaming device **200** by a player. At least one additional symbol **338**, referred to herein as a non-array symbol, is also on the display screen and may move thereabout. One or more paylines **342** (shown in broken lines) may also be associated with the plurality of array symbols **332A-3320** to indicate potential payouts.

[0049] In the embodiment shown in FIGS. 4A-4C, the interactive symbol is the non-array symbol **338**. The interactive symbol **338** may appear in response to various triggering events, such as, for example, the display of a specified symbol, the placement of a predetermined wager, or some other triggering event. The interactive symbol **338** may perceptibly move across the display screen **210** until it interacts with another symbol **332A-3320**. For example, the interactive symbol may be an asteroid (as shown) which may perceptibly move across the screen until it "collides" with a specified type of array symbol **332A-3320** such as the planet as is shown in FIG. 4B. Upon such interaction, the array symbol **332G** may become a new type of array symbol **332G'** (e.g., a different planet, or any other available symbol) as seen in FIG. 4C, thus altering the outcome of any paylines **342** with which that particular array symbol **332G'** is associated.

[0050] Alternatively, upon interaction of the interactive symbol **338** with a particular array symbol **332G**, each array symbol located on a payline **342** associated with the particular array symbol **332G** may be altered and changed to a new array symbol. Thus, as seen in FIG. 4D, array symbols **332A'**, **332C'**, **332F'-332J'**, **332K'** and **332M'** would be replaced with new array symbols altering the payout on the associated paylines **342A-342C** and providing a new game outcome **330''**.

[0051] The particular array symbol chosen for interaction with the interactive symbol **338** (in this case array symbol **332G**) may be selected at random. Alternatively, the particular array symbol (i.e., **332G**) may be selected by player choice, or may be initially random with player influence factoring into the ultimate selection. For example, in a combination of the embodiments of FIGS. 3A-3D and FIGS. 4A-4D, the rocket ship shown as array symbol **332G** may also be interactive such that a player may "steer" the asteroid (i.e., interactive symbol **338**) in a particular direction by shooting at it and causing a course adjustment. Upon contact with an array symbol selected by the player, a secondary weapon may be fired to cause interaction between the asteroid **338** and the selected array symbol with results similar to those described above. Further, symbols such as planets might perceptibly exhibit a "gravitational effect" on the asteroid **338** to further combine randomness with the player control.

[0052] Referring now to FIGS. 5A through 5D, another embodiment of the present invention is disclosed. FIG. 5A shows a game outcome **430** on a display screen **210** which includes a plurality of array symbols **432A-432O** which may be arranged in one or more rows **434A-434C** and one or more columns or reels **436A-436E**. The array symbols **432A-432O** are randomly selected and positioned upon placement of a wager and activation of the gaming device **200** by a player. One or more paylines **442** (shown in broken lines) may also be associated with the plurality of array symbols **432A-432O** to indicate potential payouts. One of the array symbols **432A-432O** serves as an interactive symbol **432H**.

[0053] Upon the appearance of the interactive symbol **432H** at a specified location, or alternatively at any location on the array of the game outcome **430**, each of the other array symbols **432A-432G** and **432I-432O** then change to become new symbols **432A'-432G'** and **432I'-432O'** as seen in FIG. 5B. The changing of each array symbol, less the interactive symbol **432H**, has the effect of changing the payout associated with each payline **442** effectively creating a new game outcome **430'**. After the new game outcome **430'** is displayed, the interactive symbol may interact with one of the new array symbols **432A'-432G'** and **432I'-432O'** either through random selection, or by player selection such as, for example, by a player touching the desired array symbol on a touch screen or otherwise initiating interaction.

[0054] Using array symbol **432A'** as an example, upon selection of a particular array symbol **432A'** the interactive symbol **432H** perceptibly interacts with the selected array symbol **432A'** as is seen in FIG. 5C. The perceived interaction between the interactive symbol **432H** and the selected array symbol **432A'** results in the transformation of the selected array symbol **432A'** to a new array symbol **432A''** as seen in FIG. 5D. The new symbol thus creates a new outcome with respect to any paylines **442A** and **442B** with which it is associated. Thus, looking at the example shown in FIG. 5D, paylines **442A** and **442B** are affected by the transformation and appearance of the new array symbol **432A''** thus creating another new game outcome **430''**.

[0055] If so desired, a player might be provided with the opportunity of choosing whether to keep an original or intermediate game outcome **430** and **430'**, or to proceed to the final game outcome **430''**. In such a scenario, a player may view the first game outcome **430** of FIG. 5A and then choose whether the payouts associated therewith were satisfactory. If such payouts were satisfactory, the player could then collect such payouts. Alternatively, if the payouts were not deemed satisfactory to the player, the player may choose to proceed in having all array symbols replaced, less the interactive symbol **432H**, as was described with reference to the intermediate game outcome **430'** of FIG. 5B. Similarly, once the intermediate game outcome **430'** was displayed, the player might again have the opportunity to choose whether that game outcome **430'** was satisfactory, or whether to proceed with the transformation with one of the array symbols through perceived interaction with the interactive gaming symbol **432H**.

[0056] A variation of the embodiment disclosed in FIGS. 5A through 5D may be seen with reference to FIGS. 5E through 5G. In this variation, upon the appearance of the interactive symbol **432H** (such as in FIG. 5A), all of the other array symbols **432A-432G** and **432I-432O** disappear and a predetermined number of new array symbols **432A'''**, **432E'''**, **432F'''**, **432J'''**, **432K'''** and **432O'''** appear in predetermined locations as shown in FIG. 5E. It is noted that the number of new symbols and the locations thereof as shown in FIG. 5E is exemplary and other configurations may be utilized. Upon the appearance of the new array symbols, a player may select one for perceived interaction with the interactive symbol **432H**. Thus, as seen in FIG. 5F, a player may select new array symbol **432A'''** upon which selection the interactive symbol **432H** perceptibly interacts therewith to reveal an award **448** such as a specified number of credits,