

outcome of the primary game by placing a new symbol in one or more paylines of the primary game. Alternatively, the symbol may be perceptibly transformed into an indicator of an award multiplier, or an award amount independent of any payout associated with the outcome of the primary game. The gaming unit may then provide or otherwise indicate the payout according to the outcome of the game as is indicated at 624.

[0067] While the invention may be susceptible to various modifications and alternative forms, specific embodiments have been shown by way of example in the drawings and have been described in detail herein. However, it should be understood that the invention is not intended to be limited to the particular forms disclosed. Rather, the invention includes all modifications, equivalents, and alternatives falling within the spirit and scope of the invention as defined by the following appended claims.

What is claimed is:

1. A method of conducting a game comprising:
 - providing a player with an opportunity to place a wager;
 - displaying a randomly generated combination of symbols;
 - displaying at least one interactive symbol;
 - randomly selecting at least one symbol of the combination of symbols; and
 - perceptibly transforming the at least one symbol of the combination of symbols through perceived interaction with the at least one interactive symbol.
2. The method according to claim 1, further comprising enabling the interactive symbol to interact with the at least one symbol upon satisfaction of a predetermined criteria.
3. The method according to claim 1, wherein the perceived transformation of the at least one symbol includes displaying a different symbol.
4. The method according to claim 3, further comprising displaying the randomly generated combination of symbols on at least one payline and altering a payout associated with the at least one payline upon the display of the different symbol.
5. The method according to claim 4, further comprising providing the payout associated with the at least one payline.
6. The method according to claim 4, wherein the altering a payout includes providing an increased payout.
7. The method according to claim 4, wherein the altering a payout includes providing a decreased payout.
8. The method according to claim 1, further comprising perceptibly moving the at least one symbol of the combination of symbols and the at least one interactive symbol relative to each other prior to perceptibly transforming the at least one symbol of the combination of symbols.
9. A method of conducting a game comprising:
 - providing a player with an opportunity to wager;
 - displaying a randomly generated combination of symbols;
 - displaying at least one interactive symbol;
 - providing the player with an opportunity to stimulate perceived interaction between the at least one interactive symbol and at least one symbol of the combination of symbols;

perceptibly transforming the at least one symbol of the combination of symbols through perceived interaction with the at least one interactive symbol.

10. The method according to claim 9, wherein the providing the player with an opportunity to stimulate perceived interaction includes allowing the player to select at least one symbol of the combination of symbols for the perceived transformation.

11. The method according to claim 9, wherein the providing the player with an opportunity to stimulate perceived interaction includes allowing the player to control movement and orientation of the at least one interactive gaming symbol.

12. The method according to claim 9, wherein the providing the player with an opportunity to stimulate perceived interaction includes:

perceptibly chasing the at least one symbol of the combination of symbols with the at least one interactive symbol;

perceptibly catching the at least one symbol of the combination of symbols with the at least one interactive symbol.

13. The method according to claim 12, wherein the perceptibly transforming the at least one symbol of the combination of symbols includes perceptibly transforming the at least one symbol caught by the at least one interactive symbol into a different symbol.

14. The method according to claim 12, wherein the perceptibly transforming the at least one symbol of the combination of symbols includes perceptibly transforming the at least one symbol caught by the at least one interactive symbol into an award symbol.

15. The method according to claim 9, wherein the providing the player with an opportunity to stimulate perceived interaction includes:

allowing the player to select the at least one symbol from the combination of symbols;

perceptibly moving and orienting the at least one interactive symbol relative to the at least one symbol of the combination of symbols; and

perceptibly initiating the perceived interaction between the at least one interactive symbol and the at least one selected symbol from the combination of symbols.

16. The method according to claim 15, wherein the perceptibly transforming the at least one symbol of the combination of symbols includes perceptibly transforming the at least one symbol caught by the at least one interactive symbol into a different symbol.

17. The method according to claim 15, wherein the perceptibly transforming the at least one symbol of the combination of symbols includes perceptibly transforming the at least one symbol caught by the at least one interactive symbol into a n award indicator.

18. The method according to claim 9, further comprising displaying the at least one interactive symbol and a plurality of the combination of symbols in an array, and displaying the at least one symbol of the combination of symbols in a non-arrayed position.

19. The method according to claim 9, further comprising displaying at least the combination of symbols in an array, and displaying the at least one interactive symbol in a non-arrayed position.