

I went through different slot machine websites / applications and compacted some core mechanics I saw into eight different categories.

1. Symbol behavior systems

- Wilds (standard, expanding, sticky, walking)
- Scatters
- Special transform/collector symbols

2. Spin resolution systems

- Independent RNG spins
- Cascades (avalanche systems)
- Respins
- Hold-and-win / lock mechanics

3. Gamble / risk systems

- Double-or-nothing mechanics
- Card/wheel gamble features
- Multi-stage risk ladders

4. Bonus state systems

- Free spins
- Bonus rounds (pick games, wheels, etc.)
- Feature buy-ins
- Retrigger conditions

5. Modifier systems

- Multipliers (flat, progressive, per-symbol)
- Random spin modifiers
- Stacked multipliers across systems

6. Grid transformation systems

- Expanding reels/grids
- Symbol upgrades/conversions
- Dynamic symbol replacement
- Reel restructuring

7. Jackpot systems

- Fixed jackpots
- Progressive jackpots
- Tiered jackpots (mini/micro/major/etc.)
- Trigger-based entry systems

8. Trigger logic systems

- Scatter thresholds
- Collection meters
- Random feature triggers
- Multi-condition activation chains