by remote users through communication links known in the art. Preferably, [web server]web server **124** is contained within the exterior housing **74** of gaming machine **70** (see **FIG. 2**). Of course, [webserver]web server **124** may be assigned a unique "address" on the intranet, WAN, and/or Web, such as a Uniform Resource locator (URL) address.

[**0050**] With reference to **FIGS. 2 and 3**, digital microprocessor **110** is in electrical communication with a CRT **126** of single display screen **72**, player input devices **76** (such as game selection buttons **77**, play buttons **78**, wagering buttons **79**, keyboard **81**, and wagering input components **82**), ROM **112**, RAM **114**, graphics memory **115**, and storage medium **118**. For simplicity and ease of reference, the term Agaming device@ may be used herein from time to time to designate some or all of the other components, elements and features of a gaming machine **70** other than single display screen **72**.

[**0051**] Again referring to **FIGS. 2 and 3**, a player initiates operation of gaming [device]machine **70** by input of a recognized form of currency in one of wagering input components **82**. Using one or more of game selection buttons **77**, a player may choose to play one or more games of chance of the same type and/of a varying type or class, with the number of available games primarily dependent upon the amount of credits owing to the player. For example, a player may choose to mutually concurrently play one instance of a reel slot machine game, one instance of a video poker game, one instance of a keno game and one instance of a blackjack game by selecting those games using player input [controls]devices **76** on console **75** or touch screen locations of single display screen **72**. As a second example, a player may use the available player input controls to choose to play one or more instances of the same game type or class (e.g., a player may select several reel slot machine games having the same or varying payline configurations).

[**0052**] Upon selection of the games, a video representation (image) of the various games preferably appears, with each image appearing in an individual game window **88** (**FIG. 2**) on single display screen **72**. Preferably, the video representation of the selected games may be a full (rather than, for example, merely icons or text symbolic of a given game) image representation of the particular game. Thus, the games in individual game windows **88** on single display screen **72** appear to the player in a conventional game form. In other words, the game images of the present invention may be recognized by the player as conventional game images of various games of chance. Therefore, various numbers of slot reels with indicia may be displayed in [a]an individual game window **88** for a video slot machine game, a deck of cards or one or more dealt cards may be displayed for a video blackjack game, the appropriate "boards" may be displayed for video bingo and keno, etc.[.]

[**0053**] As used herein, the term "game window" or "gaming window" refers to an individual area on single display screen **72** which contains an electronic image of a single game of chance supported by gaming machine **70**. Such gaming windows may be of differing sizes[,] and bordered or unbordered to define a traditional ["window".]"window."

[**0054**] Preferably, each individual game window **88** is capable of being controlled and operated independently of other individual game windows **88**. As such, each individual game window **88** can be generally referred to as independently operable and graphically distinct from game portions of each other individual game window **88**. By "graphically distinct" it is meant that the games within the individual game windows **88** may be visually distinguished from one another by, for example, varying degrees of screen illumination intensity. Various interactions between the individual game windows **88** are contemplated, however, by exemplary embodiments described in detail below. A conventional CRT screen may be employed to display a multiplicity of games on single display screen **72** by actuation of digital microprocessor **110** to conduct the games in rapid sequence and then cause the visually perceptible manifestations of the games to raster scan on single display screen **72**. For some games, such as card games, game action is in part dependent upon a hand or partial hand dealt by microprocessor **110** and in part on discards and replacement cards dealt responsive to player input. Therefore, a number of concurrently played card games may be in a virtual state of partially played suspension while a player focuses on a particular game requiring his or her input. However, with the high speed of state of the art microprocessors and memory, transitioning from one game to another appears virtually instantaneous to a player, and playing different types of games (i.e., card, reel type and board type games) in a perceptibly mutually concurrent manner is easily effected.

[**0055**] One alternative employing CRT technology is a so-called "picture in picture" CRT display, wherein a smaller and independently-driven picture is caused to appear within the larger display. By using picture in picture technology, the game requiring player interaction is caused to appear on the smaller, picture in picture display while other games not requiring player interaction or which are in a partially played, suspended state are displayed on the major portion of the screen. As a specific example, one portion of a picture in picture screen may be used to display an image generated locally at the gaming machine with which the display is physically associated, while the other portion may be used to stream a video feed, for example, from a remote location such as a "Sports Book" event.

[**0056**] Another alternative game display with multiple windows or display segments may be provided using a flat panel display with discrete, [separately-controlled sub-arrays]separately controlled subarrays fabricated on a semiconductor substrate or a plurality of arrayed semiconductor substrates, employing, for example, technology developed by Micron Technology, Inc. of Boise, Id. By incorporating multiple windows or display segments in a single display through [sub-arrays]subarrays at predetermined locations, each of the different [sub-arrays]subarrays may be activated simultaneously using different signals for each individual gaming window **88**. This approach allows gaming machine **70** to display multiple distinct images responsive to distinct signals on a single display, to easily integrate images from multiple sources, and to manipulate one or more of those images without affecting the others.

[**0057**] Preferably, each individual game window **88** is arranged on the screen so as to occupy a predetermined area, wherein the displayed games may proportionally span across the substantial majority of single display screen **72** in a [non-overlapping]nonoverlapping array fashion, as shown in **FIG. 4A**. In the situation of a single game selected for play, the single game image may occupy a relatively large portion of single display screen **72**. If multiple games are