

[player]players, and thus be subject to wagering by any player playing gaming machine 170. Players at gaming machine 170 may simultaneously play multiple games of varying mutually concurrently displayed games of chance on single display screen 172, as has been previously described.

[0153] Similarly, the players at a [multi-player]multi-player configuration of gaming machine 170 may “team together” in regular tournament play to simultaneously play side-by-side and/or share in any tournament wins that might result. In this embodiment, the players may enter the tournament separately as individuals[,] or place multiple entries in a tournament as a “single entity” if the tournament permits such multiple entries. In the aspect of the embodiment where the players play side-by-side and share in any tournament wins, gaming machine 170 may be configured to distribute tournament winnings equally to the participating side-by-side players[,] or to apportion more of the winnings, e.g., to the player with more tournament wins. A similar payout scheme may result in an aspect of the present embodiment wherein the players place multiple entries in a tournament as a “single [entity].”entity.”

[0154] It is specifically contemplated that play of the various games offered on a gaming machine according to the present invention may be enabled by wagering the same or different amounts. In other words, one game may be responsive to a fifty cent wager, while another may require a dollar per play. Since wagering in various denominations is facilitated by state of the art bill acceptors and credit, debit and smart card readers, the gaming machine may easily be programmed to permit a player to select a uniform denomination to be wagered on all of the games to be played, or different denominations for different games.

[0155] The various embodiments of the present invention are designed to provide added excitement in gaming machine play in order to increase the enjoyment of players and to serve as an additional attraction to potential casino patrons. Advantages of the present invention from a casino patron’s perspective include: use of the latest screen and microprocessor technologies for large screen[,] high resolution and simultaneous display of a number of differing games on a single display screen; the ergonomic appeal and convenience of having a multiple number of games, which may be the same or different games, mutually concurrently displayed and mutually concurrently playable on a single screen of a single gaming machine; increased opportunities for wagering and winning on a variety of games; new types of games and wagering strategies offered by way of interaction of various game types which may be played simultaneously on a single screen; new tournament and team play possibilities[,] new features for sharing in a gaming experience with a remotely situated companion; and larger jackpots are made practical through the higher odds made possible by simultaneous or sequential outcomes of two or more games mutually concurrently playable on the single display screen.

[0156] Advantages from a casino owner’s perspective include: better space and resource allocation utilization since players wanting to play multiple games can now do so on a single gaming machine; increased wagers from players since wagers may be made on simultaneously played games at a

single gaming machine; and an increased potential to attract players through new playing possibilities and new types of games.

[0157] Although the present invention has been shown and described with respect to preferred embodiments, various additions, deletions and modifications that are obvious to a person skilled in the art to which the invention pertains, even if not shown or specifically described herein, are deemed to lie within the scope of the invention as encompassed by the following claims. For example, the present apparatus and methods of the present invention may be further applied to a variety of electronically simulated games, such as video arcade games or other games of skill or partially involving skill of a participant and, as used herein, the term “game of chance” includes those games which require or invite some element of player skill. One of skill in the art will also recognize that many of the embodiments disclosed herein are subject to implementation with [electro mechanical] electromechanical, rather than electronically implemented with video display, games of chance.

What is claimed is:

1. A gaming machine for playing games of chance, comprising:

a single display screen;

a gaming device configured for mutually concurrent play of a plurality of differing and independently operable games of chance and to cause mutually concurrent display of a plurality of gaming activities on the single display screen.

2. The gaming machine of claim 1, wherein the gaming device is configured for mutually concurrent play of two or more games selected from the group consisting of blackjack games, poker games, reel slot machine games, keno games, bingo games, roulette games, craps, and combinations thereof, and wherein the two or more games are concurrently mutually displayable on the single display screen.

3. The gaming machine of claim 1, further comprising player responsive controls configured for selecting and mutually concurrently playing the plurality of differing and independently operable games of chance.

4. (Amended) The gaming machine of claim 1, wherein the gaming device is configured to effect the mutually concurrent display of at least some of the plurality of differing and independently operable games of chance in a plurality of graphically distinct windows on the single display screen, each of the plurality of graphically distinct windows being in nonoverlapping relationship to another window.

5. The gaming machine of claim 4, further comprising player responsive controls on said gaming device configured for adjusting at least one of size and location on the single display screen of at least one of the plurality of graphically distinct windows.

6. (Amended) The gaming machine of claim 4, wherein the plurality of graphically distinct windows are in fixed locations on the single display screen.

7. The gaming machine of claim 4, wherein the gaming device is configured to be operably linked to a network, the network including a plurality of other linked gaming devices.

8. (Amended) The gaming machine of claim 7, wherein at least one of the plurality of differing and independently