

operable games of chance is a tournament game of chance conducted over the network with the gaming device and at least some of the plurality of other linked gaming devices.

9. (Amended) The gaming machine of claim 8, wherein the gaming device is configured for mutually concurrent play of the tournament game of chance conducted over the network and at least one other game of chance of the plurality of differing and independently operable games of chance.

10. The gaming machine of claim 7, wherein the gaming device is configured for play of at least one of the plurality of differing and independently operable games of chance playable on said gaming device while mutually concurrently displaying play of at least one remotely played game of chance played by a player at a linked gaming location remote to the gaming device.

11. The gaming machine of claim 10, wherein the play of the at least one remotely played game of chance differs from play of the at least one of the plurality of differing and independently operable games of chance.

12. The gaming machine of claim 10, wherein the gaming device is configured for player input thereat to the at least one remotely played game of chance.

13. The gaming machine of claim 10, wherein the gaming device is configured to accept wagers for play of the at least one remotely played game of chance.

14. The gaming machine of claim 7, wherein the gaming device is configured to communicatively connect by an email protocol to a second gaming device linked to the gaming device.

15. The gaming machine of claim 7, wherein the gaming device is configured to interactively and mutually concurrently display at least one of a Sports Book event and a Race Book event while displaying play of at least one of the plurality of differing and independently operable games of chance.

16. The gaming machine of claim 7, wherein the gaming device is further configured to receive wagers on the at least one of a Sport Book event and Race Book event.

17. (Amended) The gaming machine of claim 7, further comprising at least one informational window displayable on the single display screen, the at least one informational window linkable to a networked device, the at least one informational window configured to receive casino-related information from the networked device, the gaming device configured for mutually concurrently displaying the at least one informational window while displaying at least one of the plurality of differing and independently operable games of chance.

18. The gaming machine of claim 1, wherein the gaming device is configured for mutually concurrent play by two or more players of a plurality of independently operable games of chance displayable on the single display screen, and further comprising two or more independently operable sets of player input controls for playing respective games of chance of the plurality of independently operable games of chance.

19. The gaming machine of claim 18, wherein the gaming device is configured for mutually concurrent play by two or more players of a plurality of differing and independently operable games of chance, each of the plurality of differing and independently operable games of chance displayable on the single display screen.

20. The gaming machine of claim 18, wherein the gaming device is configured for play of a gaming tournament between the two or more players.

21. The gaming machine of claim 18, wherein the gaming device is configured for play of one or more linked tournament games of chance by at least one of the two or more players, each of the one or more tournament games of chance displayable on the single display screen.

22. The gaming machine of claim 1, wherein the gaming device further comprises a master start player input element for simultaneously activating at least some of the plurality of differing and independently operable games of chance displayable on the single display screen.

23. (Amended) The gaming machine of claim 1, wherein the gaming device is configurable for activating at least some of the plurality of differing and independently operable games of chance randomly, or according to predetermined activation intervals.

24. (Amended) The gaming machine of claim 22, wherein the master player input element is configured for activating at least one of the plurality of differing and independently operable games of chance simultaneously with a mutually concurrently displayed tournament game of chance.

25. (Amended) The gaming machine of claim 22, wherein the master player input element is configured for activating the at least some of the plurality of differing and independently operable games of chance in an order correlatable with at least some previous game outcomes of the at least some of the plurality of differing and independently operable games of chance.

26. (Amended) The gaming machine of claim 1, wherein the gaming device is configured to sequentially display game outcomes from simultaneous play of at least some of the plurality of differing and independently operable games of chance.

27. A gaming machine configured for playing a plurality of differing games of chance, comprising:

a single display screen configured for mutually concurrent display of a plurality of gaming windows;

each of the plurality of gaming windows configured for displaying an independently operable game of chance, the independently operable game of chance selectable from a plurality of differing games of chance playable on the gaming machine;

at least one of the plurality of gaming windows configured for displaying at least one independently operable game of chance which differs from an independently operable game of chance displayable in at least one other gaming window of the plurality of gaming windows; and

at least one microprocessor in electrical communication with the plurality of gaming windows, the at least one microprocessor configured for concurrent play of at least some of the plurality of differing games of chance displayable on the single display screen.

28. The gaming machine of claim 27, further comprising a web server embedded in a portion of the gaming machine, the web server in electrical communication with the at least one microprocessor and linkable to a network.

29. The gaming machine of claim 28, wherein the web server is configured to facilitate remote access to at least one