

of the plurality of gaming windows for play of at least one of the plurality of differing games of chance.

30. The gaming machine of claim 28, wherein the network comprises the World Wide Web.

31. The gaming machine of claim 28, wherein the web server is configured to transmit data related to play on the gaming machine to a remotely situated user.

32. (Amended) The gaming machine of claim 27, further comprising a network interface configured for bidirectional communication with a linked device.

33. (Amended) The gaming machine of claim 32, further comprising software configured for accepting a unique identifier associated with a player, and wherein the gaming machine is further configured for using the player's unique identifier to establish the bidirectional communication between the gaming machine and a linked device operated by a companion of the player.

34. The gaming machine of claim 33, wherein the software comprises a graphical user interface.

35. The gaming machine of claim 27, further comprising a master wagering control configured for wagering a common amount for initiation of play of at least some of the plurality of differing games of chance displayable on the single display screen.

36. The gaming machine of claim 27, further comprising a separate credit meter configured for tracking available credits resulting from play on each of the plurality of gaming windows.

37. (Amended) The gaming machine of claim 27, wherein the at least one microprocessor is configured to randomly select at least some of the plurality of differing games of chance offered for mutually concurrent play.

38. The gaming machine of claim 27, wherein the gaming machine is configured for mutually concurrent play of respective games of chance of the plurality of differing games of chance by at least one remotely linked player and a player directly activating external player controls on the gaming machine.

39. The gaming machine of claim 38, wherein the gaming machine is configured to receive a wager or apply a credit amount to initiate the mutually concurrent play by the at least one remotely linked player.

40. The gaming machine of claim 39, wherein the gaming machine is configured to evenly apportion winnings from winning game outcomes of mutually concurrently played games of chance on the gaming machine to the at least one remotely linked player and the player directly activating external player controls on the gaming machine.

41. The gaming machine of claim 40, wherein the gaming machine is configured for joint play of at least some of the plurality of differing games of chance by the at least one remotely linked player and the player directly activating external player controls on the gaming machine.

42. A method of conducting a wagering activity, comprising:

providing a player with a plurality of differing games of chance mutually concurrently playable on a single screen display associated with a gaming device;

accepting at least one wager for initiating play of at least two of the plurality of differing games of chance via the gaming device; and

enabling mutually concurrent play of the at least two of the plurality of differing games of chance on the single screen display.

43. The method of claim 42, further comprising displaying the mutually concurrent play of each of the at least two of the plurality of differing games of chance in separate, graphically distinct gaming windows on the single screen display.

44. The method of claim 42, further comprising activating at least one bonus game of chance responsive to a specific outcome from the mutually concurrent play of at least one of the at least two of the plurality of differing games of chance.

45. The method of claim 44, wherein activating the at least one bonus game of chance comprises activating the at least one bonus game of chance in response to a combination of specific outcomes of the at least two of the plurality of differing games of chance.

46. (Amended) The method of claim 44, further comprising playing the at least one bonus game of chance mutually concurrently with at least one of the plurality of differing games of chance.

47. The method of claim 46, further comprising correlating an award amount resulting from a winning outcome from play of the at least one bonus game of chance with a wager amount placed on the mutually concurrently played at least one of the plurality of differing games of chance.

48. (Amended) The method of claim 42, further comprising activating at least one bonus game of chance responsive to at least one of a predetermined rate of wagering or a predetermined level of winning resulting from play on the gaming device.

49. (Amended) The method of claim 42, further comprising activating a multiplier configured for multiplying a winning game outcome on the gaming device responsive to a specific outcome from the mutually concurrent play of at least one of the at least two of the plurality of differing games of chance.

50. The method of claim 49, further comprising providing a numerical multiplier in an amount correlating to a number of winning game outcomes resulting from at least one episode of mutually concurrent play of the at least two of the plurality of differing games of chance.

51. (Amended) The method of claim 42, wherein a simultaneous winning outcome from the mutually concurrent play of at least two of the at least two of the plurality of differing games of chance results in a relatively higher award than an award from a corresponding number of winning outcomes achieved nonsimultaneously from independent episodes of mutually concurrent play of at least two of the at least two of the plurality of differing games of chance.

52. The method of claim 42, further comprising automatically qualifying a player for entry into a tournament game of chance tournament upon the player achieving a predetermined number of simultaneous winning outcomes from the mutually concurrent play of at least two of the at least two of the plurality of differing games of chance.

53. The method of claim 52, further comprising playing the tournament game of chance mutually concurrently with at least one of the at least two of the plurality of differing games of chance.

54. (Amended) A method of playing an electronic gaming device, the electronic gaming device configured for playing a plurality of differing games of chance and displaying