restrictions, a description of an award, and any other information that may be necessary or desirable. Different types of ticket vouchers **60** could be used, such as bonus ticket vouchers, cash-redemption ticket vouchers, casino chip ticket vouchers, extra game play ticket vouchers, merchandise ticket vouchers, restaurant ticket vouchers, show ticket vouchers, etc. The ticket vouchers **60** could be printed with an optically readable material such as ink, or data on the ticket vouchers **60** could be magnetically encoded. The ticket reader/printer **56** may be provided with the ability to both read and print ticket vouchers **60**, or it may be provided with the ability to only read or only print or encode ticket vouchers **60**. In the latter case, for example, some of the gaming units **20** may have ticket printers **56** that may be used to print ticket vouchers **60**, which could then be used by a player in other gaming units **20** that have ticket readers **56**.

[**0033**] If provided, the card reader **58** may include any type of card reading device, such as a magnetic card reader or an optical card reader, and may be used to read data from a card offered by a player, such as a credit card or a player tracking card. If provided for player tracking purposes, the card reader **58** may be used to read data from, and/or write data to, player tracking cards that are capable of storing data representing the identity of a player, the identity of a casino, the player's gaming habits, etc.

[**0034**] The gaming unit **20** may include one or more audio speakers **62**, a coin payout tray **64**, an input control panel **66**, and one or more video display units **70** for displaying video images relating to the game or games provided by the gaming unit **20**. The audio speakers **62** may generate audio representing sounds such as the noise of spinning slot machine reels, a dealer's voice, music, announcements or any other audio related to a casino game. The input control panel **66** may be provided with a plurality of pushbuttons or touch-sensitive areas that may be pressed by a player to select games, make wagers, make gaming decisions, etc.

Gaming Unit Display

[**0035**] The video display unit **70** may be a single display that displays video images on a screen (not shown) apportioned into multiple display areas, such as a primary display area **70***a*, a top display area **70***b* and a bottom display area **70***c*. That is, the display areas may represent display panels of a gaming machine such as a primary display, a top panel (i.e., top glass) and a bottom panel (i.e., belly glass), where the video image of each display area is a representation of the contents of each corresponding display panel. The number of display units in a gaming unit **20** and how their video images are apportioned may vary according to overall requirements of the gaming unit, the game routine(s) or the preferences of the manufacturer. For example, the gaming unit **20** may include multiple video display units **70** where one video display unit **70** may also be used to show multiple display areas, whereas a second video display unit **70** may show only a single display area. In addition, the number, shape, placement and dimensions of the display areas **70***a*, **70***b*, **70***c* may be varied anywhere within the screen of the video display unit **70**. The following will describe a gaming apparatus using a single video display unit **70** for multiple display areas. However, as understood by those of ordinary skill in the art, and as described above, more than one video display unit **70** may be used to show one or more of the display areas and the description of the video display unit **70** below may be applicable to any video display unit **70** in the case of multiple display units in a gaming unit **20**.

[**0036**] The video display unit **70** may be a flat display screen having a 16:9 aspect ratio (i.e., width-to-height ratio) that is turned lengthwise on its side (i.e., 9:16 aspect ratio), though other screen proportions may be used as well. The proportions of the video display unit **70** may be dependent on the overall size of the gaming unit **20**, as well as the desired attributes of the display areas **70***a*, **70***b*, **70***c*. As seen in **FIG. 2**, each of the display areas **70***a*, **70***b*, **70***c* may vary in shape, placement and dimensions on the gaming unit **20**. For example, the primary display area **70***a* may be smaller than and set off more to the right than the top display area **70***b*. To use a single video display unit **70** for all three display areas **70***a*, **70***b*, **70***c* may require a video display unit **70** having a screen height at least equal to the distance from the top of the uppermost desired display area **70***b* to the bottom of the bottommost desired display area **70***c*. The width may generally be the widest point between the rightmost and leftmost edges of the display areas, which in **FIG. 2** may be the top display area **70***b*.

[**0037**] The above has been described in terms of the dimensions of the screen of the video display unit **70** for the gaming unit **20**. As can be seen from this disclosure, the disclosed embodiments are applicable to gaming units that may be embodied in a variety of devices ranging from handheld devices such as personal digital assistants (PDA), cellular or standard phones with display screens, computer screens, televisions, large projection screens, or any other device that may include a video display unit. Given that the gaming unit may be embodied in a variety of devices that may range in size, the actual size of the video display unit **70** may also vary widely. The dimensions of the screen of the video display unit **70** may range from approximately 15 inches (approximately 38 cm) to approximately 25 inches (approximately 64 cm) wide, and approximately 27 inches (approximately 69 cm) to approximately 41 inches (approximately 104 cm) in height for an upright gaming unit **20**. However, the dimensions of the display screen may also include any of the following. In one example of a gaming unit **20**, the screen may have dimensions in the range of approximately 14 inches (approximately 36 cm) to approximately 24 inches (approximately 61 cm) in width, and approximately 11 inches (approximately 28 cm) to approximately 18 inches (approximately 46 cm) in height. Alternatively, the gaming unit **20** may have a larger screen with a height in the range of approximately 11 inches (approximately 28 cm) to approximately 27 inches (approximately 69 cm). A gaming unit **20** having these dimensions may include a slant top gaming unit. In another example, the gaming unit **20** may include a screen having a range of dimensions of approximately 14 inches (approximately 36 cm) to approximately 20 inches (approximately 51 cm) in width, and approximately 11 inches (approximately 28 cm) to approximately 14 inches (approximately 36 cm) in height. Such a gaming unit **20** may include a table top or bartop gaming unit.

[**0038**] The depth of the video display unit **70** may range from approximately 3 inches (approximately 8 cm) to approximately 8 inches (approximately 20 cm) for most conventional flat screen technologies, but with the advent of newer display technologies mentioned herein, the depth can