

“one embodiment” in this description do not necessarily refer to the same embodiment. However, neither are such embodiments mutually exclusive, unless so stated and except as will be readily apparent to those of ordinary skill in the art. Thus, embodiments of the invention include any variety of combinations and/or integrations of the embodiments described herein. Moreover, in this description, the phrase “exemplary embodiment” means that the embodiment being referred to serves as an example or illustration. Embodiments are also referred to herein as “an example” or “examples.”

[0024] Referring now to **FIG. 1A**, an exemplary gaming machine **2** administers a wagering game. The gaming machine **2** includes a cabinet **4** and a display device **6** that is typically mounted to the cabinet **3**. In an example, the display device **6** includes a liquid crystal display (LCD), plasma screen, a cathode ray tube (CRT), volumetric display, or other type of display. One or more central processing units (CPU's) interact with a memory circuit and data storage to present a wagering game on the display **6**. The gaming device **2** receives input from a player through at least one proximity-sensitive input device **8**, which is typically transparent but is shown with a dotted line for purposes of illustration. An example of a proximity-sensitive input device is available from Binstead Designs Ltd. of Nottingham, England.

[0025] Some gaming device embodiments also include buttons **7**. The gaming device receives payment for game play through one or more payment mechanisms, such as a card slot **10**, a cash slot **12**, or a coin slot **14**. The device provides a payoff in a coin tray **16** or on a card through card slot **10**.

[0026] In an example, a proximity-sensitive input device **8** is mounted in front of the display device **6**. In one example, a portion of the display **6** that corresponds with a gaming-related option is selectable by placing a conductive object such as a finger proximate a region of the proximity sensitive input device that is associated with the option. For example, in **FIG. 1A**, a virtual button **19** on the display device **6** is labeled “Bet One” and is associated with a betting option where a patron makes a one-credit bet. The virtual button **19** is selectable by placing a finger proximate a region **18** of the proximity-sensitive input device. Another virtual button on the display device **6** is labeled “Bet Max”**21** and is associated with a second betting option where a patron makes a maximum bet. The “Bet Max” button is selectable by placing a finger proximate region **20** of the proximity-sensitive input device. In another example, the proximity-sensitive input device **8** is used to position a pointer on the display **6**.

[0027] In another example, a proximity-sensitive input device **22** is located outside the visible playing field defined by the electronic display **6**. In **FIG. 1A**, for example, a proximity-sensitive input device **22** extends over a portion of the front of the cabinet that is marked with the options “Collect” and “Call Attendant.” In an example, the proximity-sensitive input device is behind a sheet of glass **23**. In an example, artwork on the glass includes the “collect” and “call attendant” markings. In an example, the glass **23** is backlit. Portions of the proximity-sensitive input device **22** around the “collect and “call attendant” markings are selectable to collect winnings or call an attendant. The location

and arrangement of these selectable options on the cabinet **4** is merely exemplary, and other locations and arrangements are possible.

[0028] **FIG. 1B** illustrates a proximity-sensitive device **100** and a video display **105** showing an exemplary image **106** from a wagering game. In the example shown in **FIG. 1B**, fifteen items are shown arranged in three rows and five columns. In an example, the display includes virtual buttons including a collect button **110**, a help button **115**, a pay table button **120**, a spin reels button **125**, a max bet button **130**, a change denomination button **135**, a select lines button **140**, and a bet per line button **145**. The proximity-sensitive device receives input based upon placement of an object such as a finger proximate one of the buttons. For example, the proximity-sensitive device can receive an input from a patron to change denomination when the patron places a finger proximate the “change demon” button **135**. In an example, the collect button **110** allows a patron to cash out credits remaining on a credit meter, the help button **115** allows a patron to access a help screen, the pay table button **120** shows the pay table for various bets, the spin reels button **125** spins the reels to play a game, the max bet button **130** inputs a wager for a maximum bet (e.g. bet all lines), the select lines button **140** allows a patron to select the number of lines to play, and the bet per line button **145** allows a patron to enter a bet for lines individually.

[0029] In an example, or more buttons are located outside the field of view of the electronic display. For example, the “Call Attendant” button **150** is located outside the field of view of the display. In an example, the call attendant button **150** includes artwork on a glass. In an example, the artwork is backlit.

[0030] **FIG. 1C** shows a gaming machine **24**. A video display device **26** displays a video image **25** and that includes virtual buttons **27** that are selectable through a proximity-sensitive input device **29**. In an example, the proximity-sensitive input device **29** extends beyond the field of view of the video display, so that a portion **28** of the gaming machine below the video display is selectable through the proximity-sensitive input device **29**. In an example, gaming inputs are selectable through buttons **31** on the lower portion **28**. In an example, the buttons **31** include artwork on a backlit glass.

[0031] Referring now to **FIG. 1D**, another example of a video gaming machine **30** includes a cabinet **32** containing two video displays **34** and **36**. In an example, a first proximity-sensitive input device **38** is mounted in front of video display **34** and a second proximity-sensitive input device **40** is mounted in front of video display **36**. In an example, a proximity-sensitive input device **42** is also mounted over or within a light tower **44**. In an example, the light tower **44** includes a light source and a layer of dielectric material **46** extending around the light source, and the proximity-sensitive input device **42** is positioned between the light source and the layer of dielectric material. A cross-section of an exemplary light tower is shown in **FIG. 10**. In an example, the proximity-sensitive input device **42** on the light tower is coupled to a controller that switches the color of the light in the light tower to communicate a parameter of the game, such as the minimum bet. In an example, the color of the light tower can be changed by an attendant by touching the light tower proximate the input