

whether the player has pressed one of the payline-selection buttons **460**, in which case at block **476** data corresponding to the number of paylines selected by the player may be stored in the memory of the main controller **100**. At block **478**, the routine may determine whether the player has pressed one of the bet-selection buttons **462**, in which case at block **480** data corresponding to the amount bet per payline may be stored in the memory of the main controller **100**. At block **482**, the routine may determine whether the player has pressed the “Max Bet” button **466**, in which case at block **484** bet data (which may include both payline data and bet-per-payline data) corresponding to the maximum allowable bet may be stored in the memory of the main controller **100**.

[**0083**] If the “Spin” button **464** has been activated by the player as determined at block **486**, at block **488** the routine may cause the slot machine reel images **452** to begin “spinning” so as to simulate the appearance of a plurality of spinning mechanical slot machine reels. At block **490**, the routine may determine the positions at which the slot machine reel images will stop, or the particular symbol images **454** that will be displayed when the reel images **452** stop spinning. At block **492**, the routine may stop the reel images **452** from spinning by displaying stationary reel images **452** and images of three symbols **454** for each stopped reel image **452**. The virtual reels may be stopped from left to right, from the perspective of the player, or in any other manner or sequence.

[**0084**] The routine **230** may provide for the possibility of a bonus game or round if certain conditions are met, such as the display in the stopped reel images **452** of a particular symbol **454**. If there is such a bonus condition as determined at block **494**, the routine may proceed to block **496** where a bonus round may be played. The bonus round may be a different game than slots, and many other types of bonus games could be provided. If the player wins the bonus round, or receives additional credits or points in the bonus round, a bonus value may be determined at block **498**. A payout value corresponding to outcome of the slots game and/or the bonus round may be determined at block **500**. At block **502**, the player’s cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the slot game and/or bonus round was a winner, the payout value determined at block **500**.

[**0085**] Although the above routine has been described as a virtual slot machine routine in which slot machine reels are represented as images on the primary display unit **84**, actual slot machine reels that are capable of being spun may be utilized instead.

Video Keno

[**0086**] **FIG. 11** is an exemplary display **520** that may be shown on the primary display unit **84** during performance of the video keno routine **240** shown schematically in **FIG. 4**. Referring to **FIG. 11**, the display **520** may include a video image **522** of a plurality of numbers that were selected by the player prior to the start of a keno game and a video image **524** of a plurality of numbers randomly selected during the keno game. The randomly selected numbers may be displayed in a grid pattern.

[**0087**] To allow the player to control the play of the keno game, a plurality of player-selectable buttons may be dis-

played. The buttons may include a “Cash Out” button **526**, a “See Pays” button **528**, a “Bet One Credit” button **530**, a “Bet Max Credits” button **532**, a “Select Ticket” button **534**, a “Select Number” button **536**, and a “Play” button **538**. The display **520** may also include an area **540** in which the number of remaining credits or value is displayed. If the display unit **70** is provided with a touch-sensitive screen, the buttons may form part of the video display **520**. Alternatively, one or more of those buttons may be provided as part of a control panel that is provided separately from the display unit **70**.

[**0088**] **FIG. 13** is a flowchart of the video keno routine **240** shown schematically in **FIG. 4**. The keno routine **240** may be utilized in connection with a single gaming unit **20** where a single player is playing a keno game, or the keno routine **240** may be utilized in connection with multiple gaming units **20** where multiple players are playing a single keno game. In the latter case, one or more of the acts described below may be performed either by the main controller **100** in each gaming unit or by one of the network computer **22, 32** to which multiple gaming units **20** are operatively connected.

[**0089**] Referring to **FIG. 13**, at block **550**, the routine may determine whether the player has requested payout information, such as by activating the “See Pays” button **528**, in which case at block **552** the routine may cause one or more pay tables to be displayed on the primary display unit **84**. At block **554**, the routine may determine whether the player has made a bet, such as by having pressed the “Bet One Credit” button **530** or the “Bet Max Credits” button **532**, in which case at block **556** bet data corresponding to the bet made by the player may be stored in the memory of the main controller **100**. After the player has made a wager, at block **558** the player may select a keno ticket, and at block **560** the ticket may be displayed on the display **520**. At block **562**, the player may select one or more game numbers, which may be within a range set by the casino. After being selected, the player’s game numbers may be stored in the memory of the main controller **100** at block **564** and may be included in the image **522** on the display **520** at block **566**. After a certain amount of time, the keno game may be closed to additional players (where a number of players are playing a single keno game using multiple gambling units **20**).

[**0090**] If play of the keno game is to begin as determined at block **568**, at block **570** a game number within a range set by the casino may be randomly selected either by the main controller **100** or a central computer operatively connected to the controller, such as one of the network computers **22, 32**. At block **572**, the randomly selected game number may be displayed on the primary display unit **84** and the display units **70** of other gaming units **20** (if any) which are involved in the same keno game. At block **574**, the main controller **100** (or the central computer noted above) may increment a count which keeps track of how many game numbers have been selected at block **570**.

[**0091**] At block **576**, the main controller **100** (or one of the network computers **22, 32**) may determine whether a maximum number of game numbers within the range have been randomly selected. If not, another game number may be randomly selected at block **570**. If the maximum number of game numbers has been selected, at block **578** the main controller **100** (or a central computer) may determine