

whether there are a sufficient number of matches between the game numbers selected by the player and the game numbers selected at block 570 to cause the player to win. The number of matches may depend on how many numbers the player selected and the particular keno rules being used.

[0092] If there are a sufficient number of matches, a payout may be determined at block 580 to compensate the player for winning the game. The payout may depend on the number of matches between the game numbers selected by the player and the game numbers randomly selected at block 570. At block 582, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the keno game was won, the payout value determined at block 580. The cumulative value or number of credits may also be displayed in the display area 540 (FIG. 11).

Video Bingo

[0093] FIG. 14 is an exemplary display 600 that may be shown on the primary display unit 84 during performance of the video bingo routine 250 shown schematically in FIG. 4. Referring to FIG. 14, the display 600 may include one or more video images 602 of a bingo card and images of the bingo numbers selected during the game. The bingo card images 602 may have a grid pattern.

[0094] To allow the player to control the play of the bingo game, a plurality of player-selectable buttons may be displayed. The buttons may include a "Cash Out" button 604, a "See Pays" button 606, a "Bet One Credit" button 608, a "Bet Max Credits" button 610, a "Select Card" button 612, and a "Play" button 614. The display 600 may also include an area 616 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 600. 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.

[0095] FIG. 15 is a flowchart of the video bingo routine 250 shown schematically in FIG. 4. The bingo routine 250 may be utilized in connection with a single gaming unit 20 where a single player is playing a bingo game, or the bingo routine 250 may be utilized in connection with multiple gaming units 20 where multiple players are playing a single bingo 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 20 or by one of the network computers 22, 32 to which multiple gaming units 20 are operatively connected.

[0096] Referring to FIG. 15, at block 620, the routine may determine whether the player has requested payout information, such as by activating the "See Pays" button 606, in which case at block 622 the routine may cause one or more pay tables to be displayed on the primary display unit 84. At block 624, the routine may determine whether the player has made a bet, such as by having pressed the "Bet One Credit" button 608 or the "Bet Max Credits" button 610, in which case at block 626 bet data corresponding to the bet made by the player may be stored in the memory of the main controller 100.

[0097] After the player has made a wager, at block 628 the player may select a bingo card, which may be generated

randomly. The player may select more than one bingo card, and there may be a maximum number of bingo cards that a player may select. After play is to commence as determined at block 632, at block 634 a bingo number may be randomly generated by the main controller 100 or a central computer such as one of the network computers 22, 32. At block 636, the bingo number may be displayed on the primary display unit 84 and the display units 70 of any other gaming units 20 involved in the bingo game.

[0098] At block 638, the main controller 100 (or a central computer) may determine whether any player has won the bingo game. If no player has won, another bingo number may be randomly selected at block 634. If any player has bingo as determined at block 638, the routine may determine at block 640 whether the player playing that gaming unit 20 was the winner. If so, at block 642 a payout for the player may be determined. The payout may depend on the number of random numbers that were drawn before there was a winner, the total number of winners (if there was more than one player), and the amount of money that was wagered on the game. At block 644, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the bingo game was won, the payout value determined at block 642. The cumulative value or number of credits may also be displayed in the display area 616 (FIG. 14).

Secondary Display Unit

[0099] FIG. 16 illustrates a side view of one embodiment of the secondary display unit 88 shown schematically in FIGS. 2B and 3. The secondary display unit 88 may include a viewing window 704, a mirror 708, and objects 712 and 716. The mirror 708 may comprise a mirror that partly transmits and partly reflects light (e.g., transmits approximately 50% and reflects approximately 50%). For example, the mirror 708 may comprise a 50%—silvered mirror or the like. The mirror 708 may be positioned such that an image of the first object 712 and an image of the second object 716 are visible through the viewing window 704. For example, in the embodiment illustrated in FIG. 16, a reflection of the object 712 (reflected by the mirror 708) is visible through the viewing window 704 as indicated by lines 720a and 720b. Additionally, the object 716 is visible through the viewing window 704 and through the mirror 708 as indicated by lines 724a and 724b. In the embodiment illustrated in FIG. 16, the mirror 708 is positioned at approximately a 45 degree angle with the viewing window 704 as viewed from the side. In one embodiment, an image of the object 712 is transposed on an image of the object 716 as viewed through the viewing window 704.

[0100] The object 716 may be coupled to a movable member 732 which may be moved by a motor 736. In one embodiment, the movable member 732 may comprise a shaft extending through the motor 736, where the shaft can be moved by the motor in the directions of the shaft's longitudinal axis. The motor 736 may comprise a stepper motor or any other suitable motor for moving the movable member 732. In the embodiment shown in FIG. 16, the motor 736 may move the shaft 732, along the shaft's longitudinal axis, toward and away from the viewing window 704. Thus, the motor 736 may move the object 716 toward and away from the viewing window 704. The secondary display controller 114 may control the motor 736.