807 may be similarly patterned and may only be placed over the areas or only may be activated above the areas with active lighting elements.

[**0047**] In **FIG. 1B, a** block diagram of a surface layout for a thin light emitting interface display **80** is described for one embodiment of the present invention. The layers of the interface display may be arranged to form different devices over an interface display area **811**. For example, a plurality of light emitting elements may be arranged in an output display matrix **810** to display alpha-numeric text and graphics. A sensor may be placed on top of the display matrix to provide input capabilities or the output display matrix **810** may simply be used as a display.

[**0048**] The surface layout may include input buttons **808** that are used to enter gaming information. The input buttons may comprise one or more active light elements and an active sensor. In one embodiment, a flexible substrate **802** may be used and the input buttons may be mounted over a raised surface on the exterior of the gaming machine (see **FIG. 7**). In another embodiment, a rigid substrate **802** may be used with raised surfaces and the other layers may be mounted over the raised surfaces to give the buttons a raised feel. The input buttons may also be mounted over indentations in a substrate **802** or over indentations in an exterior surface on the gaming machine. To allow for mounting over curved surfaces, the sensor layer **807** and the light emitting layer **804** may also be constructed on flexible materials.

[**0049**] In one embodiment, the active light elements on the input button may comprise layers of patterned electro-luminescent elements in the form of different symbols. The input button may be an area on the surface of the display with one or more sensors within the area. The sensors are used to detect a selection of the input area. A single electro-luminescent element may be used for a single symbol or a plurality of symbols such as a number of text symbols used to form a word.

[**0050**] The different symbols may be lit to provide a different meaning for the input button. For example, an input button may comprise electro-luminescent element with a "draw/hold" text pattern overlaid with a "play 1 line" text pattern. When the "draw/hold" pattern is lit, the input button may be used for a card game. When the "play 1 line" text pattern is lit, the input button may be used for a slot game. In a similar manner, a function of an input button may be changed by using an array of light emitting elements over the input button. Details of using electro-luminescent lighting elements patterned into different symbols that may be used with the present invention are described in U.S. Pat. No. 6,027,115, by Griswold, et al., issued Feb. 22, 2000 and entitled, "Slot Machine Reels having a luminescent display element," which is incorporated herein in its entirety and for all purposes.

[**0051**] The interface display **800** may include areas **809** with lighting elements arranged in patterns that are used to attract the attention of a player. For example, to attract the attention of a player, an array of lighting elements may flash in one or more different patterns. The interface display **800** may include areas **812** with lighting elements that are arranged to display information symbolically. For instance, when a device has malfunctioned on a gaming machine, a symbol of the device may be lit up on the interface display **800**. As another example, when a player has requested a service, a service light with a service symbol may be lit up on the interface display **800**.

[**0052**] Different portions of the interface display area **811** may be used to perform multiple functions. For example, the output display matrix **810** may be used to display information, input data, display attract graphics and used to display symbolic information. As another example, the symbolic display area **812** may be used to display various attract patterns when it is not being used to display symbolic information.

[**0053**] The sensors in the sensor layer **807** and the light emitting elements in the light emitting layer **804** may be controlled by one or more controller **814**. In one embodiment, an integrated controller may be used to active the lighting elements and interpret signals from the sensors in the sensor layer **807**. In another embodiment, separate controllers may be used for the sensors in the sensor layer **807** and the lighting elements in the lighting emitting layer **804**.

[**0054**] As described with respect to **FIG. 1**A, the thin light-emitting interface displays of the present invention may be mounted to an exterior surface of a gaming machine. In **FIG. 2, a** video gaming machine **2** of the present invention is shown and the exterior surfaces are described. Machine **2** includes a main cabinet **4**, which generally surrounds the machine interior (not shown) and is viewable by users. As described with respect to **FIG. 1**A, the thin light-emitting interface displays of the present invention may also be mounted within the interior of the gaming machine.

[**0055**] The main cabinet includes a main door **8** on the front of the machine, which opens to provide access to the interior of the machine. Attached to the main door are player-input switches or buttons **32**, a coin acceptor **28**, and a bill validator **30**, a coin tray **38**, and a belly glass **40**. Viewable through the main door is a video display monitor **34** and an information panel **36**. The display monitor **34** will typically be a cathode ray tube, high resolution flat-panel LCD, plasma monitor, OLED monitor or other conventional electronically controlled video monitor. A touch screen may be mounted over the display monitor **34** and game service interfaces may be displayed on the touch screen monitor.

[**0056**] The information panel **36** may be a back-lit, silk screened glass panel with lettering to indicate general game information including, for example, the number of coins played. The bill validator **30**, player-input switches **32**, video display monitor **34**, and information panel are devices used to play a game on the game machine **2**. The devices are controlled by a master gaming controller (see **FIGS. 9 and 10**) housed inside the main cabinet **4** of the machine **2**. Many possible games, including traditional slot games, video slot games, video poker, video black jack, video keno, video pachinko, lottery games and other games of chance as well as bonus games may be provided with gaming machines of this invention.

[**0057**] The gaming machine **2** includes a top box **6**, which sits on top of the main cabinet **4**. The top box **6** houses a number of devices, which may be used to add features to a game being played on the gaming machine **2**, including speakers **10**, **12**, **14**, a ticket printer **18** which may print