

bar-coded tickets **20** used as cashless instruments and devices used for player tracking such as display **22** and card reader **24**. A secondary display **44**, which may also include a touch screen, is mounted in the top box. The secondary display **44** may also be used to operate game service interfaces.

[0058] Typically, the thin light-emitting interface displays of the present invention are mounted to an exterior surface of the gaming machine viewable by the player and within easy reach of the player when they are facing the front of the gaming machine. Generally, the exterior surfaces satisfying these criteria are proximate to the display **34** although the present invention is not limited to these areas. The exterior surfaces where the interface displays are mounted may be orientated in a horizontal, vertical or angles in between horizontal and vertical, relative to the player's view. Further, the exterior surfaces where the interface displays are mounted may be flat, curved with a varying topology and combinations thereof. In one embodiment, a single thin interface display may be "wrapped" across two surfaces that are angle to one another. For example, the thin light-emitting interface display constructed on a flexible substrate may extend from the area **50** that borders the display **34** across the corner to the area **51** that is nearly perpendicular to area **50**.

[0059] An interface display may be mounted around the player tracking devices **22** and **24**. Embodiments of the thin light-emitting interface displays of the present invention that may be used with player tracking units are described with respect to **FIGS. 3A and 3B**. An interface display may be mounted to the nearly horizontal area where the input buttons **32** are located. Embodiments of a dynamically configurable interface display of the present invention that may be used to provide game inputs is described with respect to **FIGS. 4A and 4B**. An interface display for providing game services may be mounted to an available exterior surface on the gaming machine such as the information panel **36**. Further, the interface display may be integrated into the available exterior surface such as the information panel **36**. An embodiment of an interface display for providing game services is described with respect to **FIG. 5**.

[0060] The player tracking unit mounted within the top box **6** may include a touch screen display **22** for entering player tracking information, displaying player tracking information and displaying game service interfaces. The touch screen display **22** may be part of a thin light emitting display of present invention (see **FIG. 3B**). The player tracking unit also includes a card reader **24** for entering a magnetic striped card containing player tracking information and a speaker/microphone **42** for projecting sounds and inputting voice data. In addition, the player tracking unit may include additional peripheral interface devices such as biometric input devices (not shown).

[0061] Understand that gaming machine **2** is but one example from a wide range of gaming machine designs on which the present invention may be implemented. For example, not all suitable gaming machines have top boxes or player tracking features. Further, some gaming machines have two or more game displays - mechanical and/or video. And, some gaming machines are designed for bar tables and have displays that face upwards. Still further, some

machines may be designed entirely for cashless systems. Such machines may not include such features as bill validators, coin acceptors and coin trays. Instead, they may have only ticket readers, card readers and ticket dispensers. As another example, a game may be generated on a host computer and may be displayed on a remote terminal or a remote computer. The remote computer may be connected to the host computer via a network of some type such as the Internet. Those of skill in the art will understand that the present invention, as described below, can be deployed on most any gaming machine now available or hereafter developed.

[0062] Returning to the example of **FIG. 2**, when a user wishes to play the gaming machine **2**, he or she inserts cash through the coin acceptor **28** or bill validator **30**. In addition, the player may use a cashless instrument of some type to register credits on the gaming machine **2**. For example, the bill validator **30** may accept a printed ticket voucher, including **20**, as an indicia of credit. As another example, the card reader **24** may accept a debit card or a smart card containing cash or credit information that may be used to register credits on the gaming machine.

[0063] Prior to beginning a game play session on the gaming machine **2**, a player may insert a player tracking card into the card reader **24** to initiate a player tracking session. In some embodiments, after inserting their card, the player may be visually prompted on the display screen **22** or aurally prompted using the speaker to enter identification information such as a PIN code using a light emitting interface display of the present invention. Typically, the player tracking card may remain in the card reader **24** during the game play session. As another example, the gaming machine may transfer player tracking information from portable wireless device worn by the player via a wireless interface device (not shown) on the gaming machine **2**. An advantage of using a portable wireless device is that the transfer of player tracking information is automatic and the player does not have to remember to correctly insert a player tracking card into the gaming machine.

[0064] In a player tracking session on the gaming machine, features of the player's game play during a game play session on the gaming machine, such as an amount wagered during the game play session, may be converted to player tracking points and stored in the player's player tracking account on a player tracking server. Later, accumulated player tracking points may be redeemed for rewards or for "comps" for the player such as free meals or free rooms. Usually, the player tracking card inserted into the card reader contains at least player tracking account information. When the card is inserted correctly into the card reader **24**, the information stored on the card, such as the player's account information, may be read by the card reader and transferred by a logic device on the player tracking unit to a player tracking server. The player tracking account information allows the player tracking server to store player tracking points accumulated during the game play session to the appropriate account. When player tracking information is not provided by the player, for instance, when the player tracking card has been inserted incorrectly into the card reader **24** or the player is not a member of a player tracking program, player tracking points are not accumulated.

[0065] During the course of a game, a player may be required to make a number of decisions, which affect the