may be used as an interface by casino service personnel to: a) access diagnostic menus, b) display player tracking unit status information and gaming machine status information, c) access gaming machine metering information and d) display player status information. Details of game service interfaces for the game services listed above, such as interface formats, which may be used in the present invention, are described in co-pending U.S. application Ser. No. 09/961,051, filed on Sep. 20, 2001, by Paulsen, et al., and entitled, "Game Service Interfaces For Player Tracking Touch Screen Display" which is incorporated herein in its entirety and for all purposes.

[0106] Some of the input buttons, such as **211**, **212**, **213** and **214** were also used in the player tracking interface display described with respect to **FIGS. 4A and 4B**. One advantage of the GSID **250** in **FIG. 5** is that it does not have to be connected to a player tracking system or used in conjunction with a player tracking system. Thus, the gaming services usually provided through a player tracking system may be provided through the GSID **250** without the use of a player tracking system.

[0107] Another advantage of the GSID **250** is that it may enable an easier installation of the player tracking unit on the gaming machine. With a traditional player tracking unit, mounting brackets, a cabinet and a faceplate are required that allow the devices in the player tracking interface unit, such as key pad, display and card reader to be secured to the gaming machine. Then, a location must be found on exterior surface of the gaming machine for the player tracking unit that is accessible to the player and that may accommodate the interior footprint of the player tracking unit cabinet.

[0108] The size of the interior foot print of the player tracking cabinet limits the location where it may be placed on the gaming machine. Typically, the gaming machine components are tightly packaged to minimize the foot print of the gaming machine on the casino floor. Therefore, on older gaming machines, a top box (see **FIG. 2**) that includes additional space may be added to the gaming machine to allow for the installation of the player tracking unit. The GSID **250** may have a small or no interior footprint. For instance, in one embodiment, it may be mounted to an exterior surface or integrated into the exterior surface of an available area on the gaming machine such as the informational panel **36** (see **FIG. 2**). Since the GSID **250** may be used as a key pad and display for the player tracking unit, the interior footprint of a player tracking unit cabinet may be reduced from a size needed to accommodate the key pad, the display and a card reader to a size needed only to accommodate the card reader. Therefore, with size of the player tracking unit reduced, more locations on the gaming machine may be available that satisfy the interior space requirements needed to install the player tracking unit.

[0109] **FIGS. 6A and 6B** depicts an electro-luminescent portion **400** of the player tracking interface display **200** shown in **FIG. 3A** in greater detail. **FIG. 6A** presents a top view of symbol section **400** with three symbol regions **413**, **415** and **417**. In this embodiment, the individual light elements on the symbol regions of cross section **400** are electro-luminescent elements. Each electro-luminescent element is defined by a capacitor having two "conductive" plates and an electro-luminescent dielectric sandwiched there between. Each electro-luminescent element in symbol section **400** are independently controllable. Thus, separate lines are provided to at least one of the conductive plates of each such element.

[0110] In the embodiment depicted, one plate is provided by a continuous strip of conductive material. This strip includes trace segments **405** connecting individual conductive plates **407**, **409** and **411** in adjacent symbol regions **413**, **415**, and **417**. While not depicted in **FIG. 3A**, traces **405** may connect additional conductive plates distributed along the player tracking interface display **200**.

[0111] To simplify the illustration, electro-luminescent elements are not explicitly depicted in **FIG. 6A**. The electro-luminescent material associated with the symbols in regions **413**, **415**, and **417** define the shape of the symbol items themselves. Thus for example in region **413**, the electro-luminescent dielectric element defines the one-key symbol shown. Similarly, in region **415**, the electro-luminescent dielectric defines a four-key symbol and in region **417**, the electro-luminescent dielectric defines a seven-key symbol.

[0112] The individual electro-luminescent elements in the various symbol regions are independently controlled by separate traces **421**A-C. Each of these traces terminates in a conductive plate associated with the electro-luminescent element it controls. For example, trace **421**A terminates in a conductive plate **423** which controls illumination of the one-key symbol in region **413**. For example, trace **421**A terminates in a conductive plate **423** which controls illumination of the one-key symbol in region **413**, trace **421**B terminates in a conductive plate **426** which controls illumination of the four-key symbol in region **415**, and conductive trace **421**C terminates in a capacitor plate **427** which controls illumination of the seven-key symbol in region **417**. Preferably, the conductive traces **421** and the capacitor plates that they terminate in are made from a conductive yet transparent material. One such material is indium tin oxide.

[0113] **FIG. 6B** presents a cross-sectional view of symbol section **400**. As shown, section **400** includes a polymeric substrate **450** made from a flexible material such as polyester. The total thickness of the cross section may be about 10-50 microns depending on the materials used. A conductive layer such as aluminum is formed on substrate **450**. This layer is patterned to comprise traces **405** and lower capacitor plates such as plate **407**. Next, an isolation layer **455** is formed over substrate **450** including traces **405** and capacitor plate **407**. Isolation layer **455** is then patterned to define electro-luminescent regions. Within these regions, electro-luminescent dielectric elements such as element **453** are formed. On top of this structure, traces **421** and capacitor plates such as plate **423** are formed. Again, this material is preferably a transparent conductor such as indium tin oxide. This layer should be transparent so that light generated from electro-luminescent elements such as element **453** will be visible to the gaming machine player.

[0114] The entire electro-luminescent capacitor structure described until now may be covered with a printed cover strip **457**. This cover strip may be transparent except where inked symbol images have been printed. Preferably, such images are silk screened onto cover strip **457**. In addition, cover strip **457** may be made from a flexible material such as Mylar. The cover strip is an example of a graphics layer **806** described with respect to **FIG. 1A**.

[0115] **FIG. 7** is a block diagram of an Organic Light Emitting Diode (OLED) **450** that may be used with the