8B, an embodiment of a resistive touch screen **611** integrated with a display **610** is shown. In a resistive touch screen **611**, a suitable substrate **620**, such as glass or a flexible material, is coated with a clear conductive material **618**. Polyester spacer dots **616** are used to separate a polyester cover sheet **612** from the substrate **620** with the conductive material coating **618**. An inner surface of the polyester cover sheet **612** in contact with the polyester spacer dots **616** is coated with a conductive metal coating **614**. An outer surface of the polyester cover sheet may be covered with a scratch resistant coating (not shown). The substrate **620** and other layers may be integrated into a touch screen assembly that may be mounted over the display **610** using an adhesive epoxy or some other mounting means. In another embodiment, the sensor layers may be directly mounted to the display surface **610**.

[**0126**] A touch screen controller (not shown) is used to apply a small voltage gradient across the x-axis **611** of the substrate **620** and across y-axis **613** of the cover sheet **612** which produces a small current in the panel and the cover sheet. With a voltage applied to the substrate **620** and cover sheet **612**, the layers of the resistive touch screen may be used as a sensor. When a stylus or other implement is used to press the conductive layers, **614** and **618**, together, the current flowing across the substrate **620** and the cover sheet is altered. Based on the change in current, the touch screen controller determines the x and y coordinates of the stylus contact.

[**0127**] In **FIG. 8**C, an embodiment of a capacitive touch screen **630** integrated with a light emitting surface **610** is shown. In a capacitive touch screen **630**, a substrate **136**, such as a glass panel or a flexible material, is coated on both sides with a clear conductive material, **634** and **638**. The inner conductive layer **638** may be primarily used for shielding. The outer surface of the touch screen may be a scratch resistant coating **632**. Electrodes **639** are uniformly distributed around the edge of the touch screen **630** to apply a low-voltage field uniformly across the outer conductive layer **634**. When a finger or a conductive stylus contacts the screen **632**, a capacitive coupling occurs with voltage field which causes a small current to be drawn into the finger or the stylus. The current flow from the corners of the touch screen electrodes **639** are measured. The measured current flow is used by the touch screen controller (not shown) to determine the location of the contact on the screen.

[**0128**] In **FIG. 8**D, an embodiment of a wave touch screen mounted to a light emitting surface **610** is shown. The screen **644** may be an uncoated glass panel or another suitable substrate material. In one type of wave touch screen, transducers **642** in the comers produce ultrasonic waves on the glass panel. The reflectors **645** are used to create a standing wave pattern on the glass panel **644**. When a soft-tipped stylus is touched to the surface of the panel **644**, the transducers detect the attenuation of the wave, which may be used by a touch screen controller to determine the coordinates of the stylus. In an infrared touch screen, light emitting diodes and photoresistors on the edge of the screen are used to create a grid of infrared beams. A stylus or finger may be used to obstruct the beams and the touch screen controller determines the coordinates of the obstruction.

[**0129**] For most embodiments of the present invention, a capacitive based touch screen is preferred but the present invention is not limited to capacitive based touch screens. Capacitive touch screens are very clear, durable and have a high resolution. However, capacitive touch screen are generally more expensive than resistive touch screens. Further, when a finger is used as a stylus on a capacitive touch screen, a small amount of current is drawn into to the finger, which some game players may find annoying. Thus, in some embodiments, other touch screen types, such as a resistive touch screen or a wave touch screen, may be employed with the present invention.

[**0130**] The touch screen controller processes signals from the touch screen sensor and passes touch screen event data to one or more gaming devices that utilize the touch screen event data. For instance, the x and y coordinates of a contact point on the touch screen may be used be a processor on a player tracking unit, a master gaming controller or combinations thereof, to allow a user to navigate through a game service interface (see **FIG. 5**) and to enter gaming information. In general, a logic device in communication with the touch screen, such as the processor on the player tracking unit or the master gaming controller, uses a device driver to receive touch screen event data from the touch screen controller. The touch screen controller may be integrated into the sensor layers as another layer using thin-film circuit technology such as the thin film transistors described with respect to **FIG. 7**.

[**0131**] **FIG. 9** is a block diagram of a player tracking system and a gaming machine with interface displays of the present invention. The player tracking unit **107** may be mounted to gaming machine **2** and may be connected to the player tracking server **120** in player tracking system **500**. The player tracking unit includes a player tracking controller **501**. The player tracking controller **501** may be a logic device, such as a microprocessor that controls the operation of the player tracking unit **107** and communicates with the player tracking server **120** and the master gaming controller **104**.

[**0132**] The player tracking controller **501** may also communicate with other remote devices such as a terminal at a service bar used to receive drink orders. In response to player tracking events detected by the player tracking controller **501**, such as a card inserted incorrectly or an invalid card, the player tracking controller **501** may send commands to an electro-luminescent lamp controller **502** to perform different functions, such as illuminate the "card invalid" lamp on the player tracking interface display **200** as described with the respect to **FIGS. 3A and 3B**.

[**0133**] The lamp controller **502** converts the command into voltages and signal patterns for one or more lamp elements **503** affected by the command. For example, the lamp controller **502** may provide a voltage level for the "card invalid" lamp that varies with time causing the "card invalid" lamp to light up and flash. As another in response to an "attract mode" command by the player tracking controller, the lamp controller may send phased voltage signals to a number of lamp elements **503** in the player tracking interface display causing the lamp elements to flash in sequence.

[**0134**] As described with respect to **FIG. 7**, the lamp controller **502** may control a matrix of electro-luminescent elements on a display screen. In this case, the lamp controller **502** may be used to generate signals as part of video