

tively, the punches or outcomes corresponding to the boxing gloves may be randomly determined after the player selects a boxing glove **30**. In one embodiment, all of the hidden punches, defensive moves, and/or punch outcomes may be displayed after the player selects one of the boxing gloves.

[0021] For both the options revealed embodiment and the options hidden embodiment, the upper display **16** presents a score card **42** for ROCKY and a score card **44** for T-BONE. In one embodiment, the score cards **42** and **44** track and illustrate the punch outcomes for the player. In another embodiment, the score cards reflect the energy or power remaining for the player and the opponent. In this embodiment, the game may pause when ROCKY's score card **42** is depleted to zero to allow the player to place a new wager and increase ROCKY's score card. Further, in this embodiment some boxing gloves may be associated with block or dodge moves that allow the player to avoid getting hit and losing energy or power. Using this embodiment, the player may decide whether to play offensively or defensively to arrive at the best outcome. Following the player's selection of a boxing glove and the machine's depiction of the outcome, the boxing match illustrated on the upper display **16** continues allowing the player to select another boxing glove **30**. The punch outcome of the selected boxing gloves **30** is reflected on the score cards **42** and **44**. Thus, the boxing match becomes a continuing gameplay experience in which the player participates. As the gameplay experience continues, a connecting punch may result in a knockdown or a knockout, in which case bonus payoffs may be rewarded in addition to the payoffs for connecting punches.

[0022] In one embodiment of the RINGSIDE CHAMP™ game, the player can be given the option to place wagers on multiple events or achievements within the boxing game. For example, a player may place bets on who will win the bout, the outcome of the bout (for example, a knockout, a TKO, or a decision), the number of punches that are thrown or that land in a bout, and the like. These wagers may be placed at the beginning of the RINGSIDE CHAMP™ game or after the game has begun.

[0023] Further, in addition to being shown on an upper display **16**, the outcomes of selections by a player and the progression of the present invention may be shown via mechanical devices as illustrated in **FIG. 5**. In this embodiment the gaming machine **210** has a stand-up cabinet **212** with a lower display **214** and an upper mechanical display **216**. In the RINGSIDE CHAMP™ embodiment, a mechanical actor representing the player **218** and a mechanical actor representing the opponent **220** provide a physical representation of the outcomes and progression of the game as selected by the player. The mechanical display could further be used in other embodiments, where the mechanical display may depict vehicles, teams, or other objects.

[0024] In another embodiment, the gaming machine **10** is operable to play a game entitled "football" having an American football theme. As shown in **FIGS. 4a and 4b**, the football basic game is similarly implemented on the video displays **14** and **16** as the RINGSIDE CHAMP™ game. As illustrated in **FIG. 4b**, the lower display **14** presents an array of footballs **130**. As illustrated in **FIG. 4a**, the upper display presents an animation of a football game with two teams "Home" **132** and "Visitor" **134**. Generally, game play is initiated by inserting a number of coins or playing a number of

credits, causing the CPU **20** (**FIG. 2**) to activate a number of picks available to the player corresponding to the number of coins or credits played. The lower display **14** illustrates the number of picks **136** or selections available to the player.

[0025] After picks **136** are made available to the player, the lower display **114** informs the player "TOUCH FOOTBALLS TO PICK PLAYS." The CPU **20** uses a random number generator (not shown) to select a play type for each of the displayed footballs **130**. In one embodiment, the play type for each football **130** is written over the football **130** as shown by the "RUN" football **138**. For convenience, this embodiment is called the options revealed embodiment. In another embodiment, the play type or outcome for each football is not revealed until the player selects that football such as the revealed "PASS" football **140**. For convenience, this embodiment is called the options hidden embodiment. For both the options revealed and options hidden embodiments, the player selects one of the footballs **130**. In one embodiment, the lower display **14** is a touch screen to allow the player to press the desired football **130**.

[0026] In the options revealed embodiment, once the player selects one of the footballs **130**, the selected option animates on the upper display **16**. For the example illustrated in **FIGS. 4a and 4b**, the RUN option **138** has been selected and the HOME team executes a run play. The CPU **20** randomly determines a play outcome for the selected RUN option **138**. The play outcome is a result for the executed play having a payoff value, such as a loss of yardage equaling no payoff, no gain equaling no payoff, short gain equaling a small payoff, a long gain equaling a medium payoff, and a touchdown equaling a large payoff. For example, the RUN play may result in the short gain as animated on the upper display **16** in **FIG. 4a** providing a 10 credit payoff to the player. Table 2 illustrates a pay table for the football basic game.

TABLE 2

Pay Table for Options Revealed Embodiment	
PLAY OUTCOME	PAYOFF
LOSS OF YARDAGE	0
NO GAIN	0
SHORT GAIN	10
MEDIUM GAIN	50
LONG GAIN	150
FIELD GOAL	250
TOUCHDOWN	500

[0027] The options hidden embodiment is similar to the options revealed embodiment. Once the player selects one of the footballs **130**, the selected football animates on the lower display **14** revealing the play or play outcome, such as PASS **140** in **FIG. 4b**. In the options hidden embodiment, the plays or play outcomes may be randomly determined by the CPU **20** either before the player selects a football **130** or after the player selects a football **130**. In the current example, the CPU **20** randomly determines a play outcome for the selected PASS option **140**. Alternatively, in the options hidden embodiment, the CPU **20** could randomly choose a play outcome such as "TOUCHDOWN" to correspond to a football **130**. The play outcome is a result for the executed play having a payoff value, such as a loss of yardage equaling no payoff, no gain equaling no payoff, short gain