

30. The method of claim 26, wherein said wagering game includes a progression of events.

31. The method of claim 26, wherein said identifying information includes a personal identifier of said player.

32. The method of claim 26, wherein said network is a casino player-tracking network for monitoring the wagering-game usage associated with said player card.

33. The method of claim 26, wherein said player card lacks information related to said paused state of said wagering game.

34. The method of claim 26, wherein said player card includes monetary information allowing for cashless gaming.

35. The method of claim 34, wherein said monetary information identifies a fund source located remotely from said gaming machine, said receiving a wager including accessing said fund source.

36. A method of conducting a wagering game, comprising:

storing information associated with a player-tracking card in a database for a casino player-tracking network, said database being remote from and linked to said plurality of gaming machines, said casino player-tracking network for monitoring the wagering-game usage associated with said player card;

receiving a wager from a player at a first one of said plurality of gaming machines;

initiating a wagering game at said first one of said plurality of gaming machines;

pausing said wagering game;

developing status information corresponding to a paused state of said wagering game;

receiving, from said player at said first one of said plurality of gaming machines, a player-tracking card having identifying information;

in response to receiving said player card, locating a record in said database for said player-tracking network corresponding to said identifying information;

storing said status information in said database for said player-tracking network in a memory location associated with said record;

receiving, from said player at a second one of said plurality of gaming machines, said player-tracking card;

retrieving said status information of said paused state of said wagering game from said database for said player-tracking network; and

continuing play of said wagering game at said second one of said plurality of gaming machines beginning from a point of said paused state of said wagering game.

37. The method of claim 36, wherein said plurality of gaming machines are connected to said central database through a wireless communication network.

38. The method of claim 36, wherein said plurality of gaming machines are connected to said central database through a wide-area communication network.

39. The method of claim 36, wherein said wagering game includes a continuing performance.

40. The method of claim 36, wherein said wagering game includes a progression of events.

41. The method of claim 36, further including receiving another wager from said player at said second one of said plurality of gaming machines.

42. A method of conducting a wagering game on a network having a central database linked to a plurality of gaming machines, said central database being remote from said plurality of gaming machines, comprising:

receiving a wager from a player at a first one of said plurality of gaming machines;

initiating a wagering game at said first one of said plurality of gaming machines;

pausing said wagering game;

developing status information corresponding to a paused state of said wagering game;

receiving, from said player at said first one of said plurality of gaming machines, a personal identifier;

in response to receiving said personal identifier at said first one of said plurality of gaming machines, storing said status information in said central database; and

subsequent to the previous steps, in response to receiving said personal identifier at any of said plurality of gaming machines, retrieving said status information of said paused state of said wagering game from said central database and continuing play of said wagering game at said paused state.

43. The method of claim 42, wherein said receiving said personal identifier is provided using a card, a keypad, a touch screen, or a biometric measurement.

44. The method of claim 42, wherein said wagering game includes a continuing performance.

45. The method of claim 42, wherein said wagering game includes a progression of events.

46. The method of claim 42, wherein said personal identifier identifies said player.

* * * * *