

as shown in **FIG. 7c**. The microprocessor **130** controls the output of the channel multiplexer, which is connected to an analog buffer **122**. The analog buffer has a gain of -1 , and its output is connected to a analog-to-digital converter **124**.

[**0030**] As shown in **FIG. 7f**, the microprocessor **130** is supported by several I.C.s. The system RAM **132** is an 8 k by 8 in which the boot program is stored. The system program is stored in two different I.C. s, The size of the EPROM is 32 k by 8, however only the first 8 k by 8 bites are used. The main program and calibration data is stored in the FLASH memory I.C. **136**. The watch dog timer I.C. **138** is used to reset the microprocessor **130** if it fails to execute the instructions properly. The interface **140** of the "NET- PLEX" is isolated, and is the present applicant's 960 NET- PLEX Interface. Additional I.C.s **142**, **144** are used for memory decoding, address latching, and signal conditioning.

[**0031**] Operation of the gaming machine **30** otherwise proceeds as is conventionally the case:

We claim:

1. A gaming machine comprising one or more mechanical spinning game reels; a flat transparent panel located in front of the reels and through which the reels can be viewed; touch screen circuitry bonded to the flat panel, and control means for receiving signals from the touch screen circuitry and controlling the play of a game, including spinning of the reels.

2. The gaming machine of claim 1, wherein said touch screen circuitry includes at least one pair of electrodes located at opposed edge margins of said panel, said electrodes being driven to produce an array of discrete regions on said panel defining input points.

3. The gaming machine of claim 2, wherein said touch screen circuitry is applied to the exterior surface of said panel.

4. The gaming machine of claim 3, further comprising a graphical transfer attached to the interior surface of said panel, the transfer permitting a view of said reels.

5. The gaming machine of claim 1, further comprising a cabinet housing said reels and said control means, and wherein said panel forms a component part of the exterior surface of said cabinet.

6. A gaming machine assembly comprising a flat transparent panel and touch screen circuitry applied to a surface of said panel.

7. The gaming machine assembly of claim 6, wherein said touch screen circuitry includes at least one pair of electrodes located at opposed edge margins of said panel, said electrodes being driven to produce an array of discrete regions on said panel defining input points.

8. The gaming machine assembly of claim 7, wherein said touch screen circuitry is applied to the exterior surface of said panel.

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