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(54) **METHOD AND APPARATUS DISPLAYS
SELECTED PREFERENCES**

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(57) **ABSTRACT**

A casino game is visible to the player and others in the casino. A place thereon displays information about a plural-

ity of player selected personal preferences. Controls accessible to the player allow selection of preferences. A computer connects to the controls to present the preference selected by the player on the place. The computer allows the player to personalize the gaming experience so that others become spectators. Audio, video and/or illumination connect to the computer and controls so color appears on the place as a personal preference. The controls select choices about the player's mood during play if the control couples to the computer as input for showing the player's mood. The place has a video screen, light emitting diodes, liquid crystal or plasma panel located in a top box visible to the player and others. A method for presenting preferences on the place visible to the player and others has steps including allowing the player to select at least one of the plurality of preferences for presentation and changing the preferences for personal choice of the gaming experience. The step of presenting includes audio and/or video display of what the player has selected. The step of allowing the player to change the selection includes presenting the change of the selection including aroma or massage by vibrating the player's chair.

