

presentations on top box display **14** at place **24** for enhanced enjoyment and perhaps group awareness and interaction. When, how or what the selection are all within the scope of the claims that follow.

what is claimed:

**1)** An apparatus for a player to wager upon a casino game of chance, the apparatus visible to the player and others in the casino comprising:

a place on the apparatus for presenting to the player and the others in the casino, before and during play of the game, information about selections of the player from a plurality of preferences;

one or more controls on the apparatus accessible to the player for allowing the player to select one of the plurality of personal player preferences about the nature of the gaming experience before or during play of the game, and

a computer in the apparatus responsive to the wager and connected to the one or more controls for presenting the preference selected by the player on the place so that the nature of the player's gaming experience is personalized by the player in accord with the selected preference and so that others may be made aware of the preferences and be involved in the play as spectators.

**2)** The apparatus of claim 1 wherein an audio presentation connects to the one or more controls, the audio presentation emanating from the place for presenting so that sound can be available to the player and others before and/or during the play of the game.

**3)** The apparatus of claim 1 wherein a video presentation connects to the one or more controls, the video presentation appears on the place of the personal preferences selected by the player for presentation.

**4)** The apparatus of claim 1 wherein an illumination presentation connects to the one or more controls, the illumination presentation having color appearing on the place of the personal preference selected by the player for presentation.

**5)** The apparatus of claim 1 wherein the one or more controls are for selecting choices about the player's mood during play including the states of happiness, sadness or awfulness during play and the one or more controls connects to the computer for change by the player during play to reflect moods due for example to wins and losses achieved by the player.

**6)** The apparatus of claim 5 wherein the computer is coupled to the one or more controls to receive input therefrom and show the player's indicated moods on the place.

**7)** The apparatus of claim 1 wherein the place is a video screen located above the casino game of chance in a top box of the apparatus so the video screen is visible to the player and others in the casino.

**8)** The apparatus of claim 1 wherein the place is in a top box of the apparatus and the top box has mounted light emitting diodes therein for transmitting signals concerning the player's selection.

**9)** The apparatus of claim 1 wherein the place shows play personal preference selection or change selected from the group of ambiance, theme, décor, motif, atmosphere, milieu, appearance.

**10)** A method for a player in a casino to present one or more preferences at a place on a casino game of chance visible to the player and others in the casino, the method comprising the steps of presenting comprising:

displaying player preference choices before or during the casino game of chance to the player;

allowing the player to select at least one of the plurality of preference choices for presentation on the place, and

presenting the selected player personal preference so that is visible to the player and others.

**11)** The method of claim 10 with the step of allowing the player to change the at least one of the plurality of personal preferences selected about the nature of the gaming experience on the casino game of chance.

**12)** The method of claim 10 with the step of presenting including providing audio with video of what the player has selected.

**13)** The method of claim 10 with the step of presenting including displaying information on the mood of the player apparent to the others in the casino.

**14)** The method of claim 10 wherein the step of allowing the player to change includes showing the player personal preference selection or change selected from the group of ambiance, theme, décor, motif, atmosphere, milieu, appearance.

**15)** The method of claim 10 wherein the step of allowing the player to select the selection includes providing an aroma.

**16)** The method of claim 10 wherein the step of allowing the player to select includes vibrating a chair for the player.

**17)** The method of claim 10 with the step of displaying including modifying the appearance of the place in a top box based on player selected personal preference.

**18)** The method of claim 10 with the step of displaying including modifying the appearance of the casino game of chance with controls accessible to the player based on player selected personal preference.

**19)** A method for a player in a casino game to modify an external appearance of the casino game based on personal preference so as to be visible to the player and others in the casino, the method comprising the steps of:

displaying to the player information on the casino game about possible preferences for the external appearance of the casino game;

allowing the player to input personal preference for appearance of the casino game from the information, and

modifying the external appearance of the casino game to conform to the player personal preference input selected from the information.

**20)** The method of claim 19 wherein the displaying step includes modifying the external appearance of a top box on the casino game.

**21)** The method of claim 19 wherein the displaying step includes modifying the external appearance of the casino game.