

600 may include one or more video images 602 of a bingo card and images of the bingo numbers selected during the game. The bingo card images 602 may have a grid pattern.

[0113] To allow the player to control the play of the bingo game, a plurality of player-selectable buttons may be displayed. The buttons may include a “Cash Out” button 604, a “See Pays” button 606, a “Bet One Credit” button 608, a “Bet Max Credits” button 610, a “Select Card” button 612, and a “Play” button 614. The display 600 may also include an area 616 in which the number of remaining credits or value is displayed. If the electronic display unit 70 is provided with a touch-sensitive screen, the buttons may form part of the video display 600. Alternatively, one or more of those buttons may be provided as part of a control panel that is provided separately from the electronic display unit 70.

[0114] FIG. 20 is a flowchart of the video bingo routine 250 shown schematically in FIG. 6. The bingo routine 250 may be utilized in connection with a single gaming unit 20 where a single player is playing a bingo game, or the bingo routine 250 may be utilized in connection with multiple gaming units 20 where multiple players are playing a single bingo game. In the latter case, one or more of the acts described below may be performed either by the controller 100 in each gaming unit 20 or by one of the network computers 22, 32 to which multiple gaming units 20 are operatively connected.

[0115] Referring to FIG. 20, at block 620, the routine may determine whether the player has requested payout information, such as by activating the “See Pays” button 606, in which case at block 622 the routine may cause one or more pay tables to be displayed on the electronic display unit 70. At block 624, the routine may determine whether the player has made a bet, such as by having pressed the “Bet One Credit” button 608 or the “Bet Max Credits” button 610, in which case at block 626 bet data corresponding to the bet made by the player may be stored in the memory of the controller 100.

[0116] After the player has made a wager, at block 628 the player may select a bingo card, which may be generated randomly. The player may select more than one bingo card, and there may be a maximum number of bingo cards that a player may select. After play is to commence as determined at block 632, at block 634 a bingo number may be randomly generated by the controller 100 or a central computer such as one of the network computers 22, 32. At block 636, the bingo number may be displayed on the electronic display unit 70 and the display units 70 of any other gaming units 20 involved in the bingo game.

[0117] At block 638, the controller 100 (or a central computer) may determine whether any player has won the bingo game. If no player has won, another bingo number may be randomly selected at block 634. If any player has bingo as determined at block 638, the routine may determine at block 640 whether the player playing that gaming unit 20 was the winner. If so, at block 642 a payout for the player may be determined. The payout may depend on the number of random numbers that were drawn before there was a winner, the total number of winners (if there was more than one player), and the amount of money that was wagered on the game. At block 644, the player’s cumulative value or number of credits may be updated by subtracting the bet

made by the player and adding, if the bingo game was won, the payout value determined at block 642. The cumulative value or number of credits may also be displayed in the display area 616 (FIG. 19).

What is claimed is:

1. A gaming machine comprising:

a housing;

a transparent panel associated with the housing that comprises an outer surface and an inner surface;

a first transparent electronic display unit for displaying images and disposed inside of the transparent panel relative to the housing;

a second electronic display unit for displaying images and disposed inside the first electronic display unit relative to the housing;

a light valve disposed between the inner surface of the first transparent panel and the first electronic display unit, coupled to a power source, adapted to become substantially transparent with a first voltage, and adapted to become substantially opaque with a second voltage, wherein the light valve substantially is configured to block visibility of the first transparent electronic display unit and second electronic display unit to a person proximate to the outer surface of the transparent panel when the light valve receives the second voltage;

a controller comprising a processor and a memory operatively coupled to the processor.

2. The gaming machine of claim 1 wherein the second voltage is applied to the light valve when the gaming machine is in a tilt condition.

3. The gaming machine of claim 2 further comprising a relay device operatively coupled to the light valve and the controller and configured to provide the second voltage to the light valve when the gaming machine is in the tilt condition.

4. The gaming machine of claim 2 wherein the tilt includes a mechanical malfunction in the operation of the gaming apparatus.

5. The gaming machine of claim 2 wherein the tilt includes an electrical malfunction in the operation of the gaming apparatus.

6. The gaming machine of claim 5 wherein the electrical malfunction includes a loss of power to the gaming machine.

7. The gaming machine of claim 1 wherein the second voltage is substantially zero volts.

8. The gaming machine of claim 1 wherein the light valve includes a suspended particle device.

9. The gaming machine of claim 1 wherein the light valve is operatively coupled to the controller.

10. The gaming machine of claim 9 wherein the controller is configured to apply the second voltage when the game is in a bonus mode.

11. A gaming method, comprising:

allowing a person to make a wager on a gaming apparatus for a game associated with a first transparent electronic display unit disposed within the gaming apparatus and associated with a second electronic display unit disposed within the gaming apparatus;