

including only the selected playing card symbol when determining whether a winning pattern can be formed, in part, from the selected area.

16. A method of providing a wagering game, the method comprising:

providing B bingo cards to each of a first plurality of players;

randomly selecting N bingo numbers;

indicating hits in areas of the bingo cards, the areas corresponding to at least one of the N bingo numbers; and

determining whether a winning pattern can be formed by combining hits in areas of more than one of the player's bingo cards.

17. The method of claim 16, wherein the determining step comprises determining whether a 3-dimensional pattern is formed by combining hits on a plurality of the bingo cards.

18. The method of claim 16, wherein the indicating step comprises displaying a playing card in each area of the bingo cards where there is a hit.

19. The method of claim 16, further comprising the step of presenting the winning pattern when it is determined that the winning pattern can be formed by combining hits in areas of more than one of the player's bingo cards.

20. The method of claim 16, wherein the winning pattern is one of an interim win pattern and a game-winning pattern.

21. The method of claim 16, wherein at least one selected area of a bingo card corresponds with more than one bingo number.

22. The method of claim 16, further comprising the step of providing less than B bingo cards to each of a second plurality of players.

23. The method of claim 16, further comprising the step of randomly selecting additional numbers until the determining step determines that a game-winning pattern has been formed by combining hits from at least two of a player's bingo cards.

24. The method of claim 16, further comprising the step of randomly selecting additional numbers until a game-winning pattern is formed by combining hits from more than one of a player's bingo cards.

25. The method of claim 16, wherein the bingo cards are provided on a display of a gaming machine.

26. The method of claim 16, wherein the bingo cards are provided on a display of a gaming machine and wherein the indicating step comprises displaying the areas that form the winning pattern in a manner that is distinct from areas that do not form the winning pattern.

27. The method of claim 16, wherein the step of determining whether a winning pattern can be formed comprises combining hits in a single corresponding area of more than one of the player's bingo cards.

28. The method of claim 16, wherein the step of determining whether a winning pattern can be formed comprises combining hits along a single corresponding line of more than one of the player's bingo cards.

29. The method of claim 18, wherein the bingo cards are provided on a display of a gaming machine and wherein the presenting step comprises:

making a simulation of dealing playing cards corresponding to the areas that form the winning pattern; and

forming a playing card hand display from dealt playing cards.

30. The method of claim 21, wherein the determining step comprises including a selected area in a pattern only when there is a hit on all of the bingo numbers in the selected area.

31. The method of claim 22, further comprising receiving a first wager from each of the first plurality of players and a second wager from each of the second plurality of players, the first wager being greater than the second wager.

32. A method of providing a wagering game, the method comprising:

allowing each of a plurality of players to select a desired number of bingo cards;

displaying the selected bingo cards to each player;

providing each player with an option of combining hits in areas of more than one of the player's selected bingo cards to form a winning pattern; and

determining whether each player has chosen the option.

33. The method of claim 32, further comprising:

randomly selecting N bingo numbers;

indicating hits in areas of the bingo cards, the areas having numbers corresponding to any of the N bingo numbers; and

determining, when a player has selected the option, whether an interim win pattern can be formed by combining hits in areas of more than one of the player's bingo cards.

34. The method of claim 32, wherein the bingo cards are displayed on a gaming machine.

35. The method of claim 33, further comprising the step of presenting the interim win pattern when it is determined that the interim win pattern can be formed by combining hits in areas of more than one of the player's bingo cards.

36. The method of claim 33, wherein the indicating step comprises displaying a playing card in each area of the bingo cards where there is a hit.

37. The method of claim 33, wherein the step of determining whether an interim win pattern can be formed comprises combining hits in a single corresponding area of more than one of the player's bingo cards.

38. The method of claim 33, wherein the step of determining whether an interim win pattern can be formed comprises combining hits along a single corresponding line of more than one of the player's bingo cards.

39. The method of claim 33, wherein the determining step comprises determining whether a 3-dimensional pattern is formed by combining hits on a plurality of the bingo cards.

40. The method of claim 35, wherein the presenting step comprises displaying the interim win pattern as a hand of playing cards.

41. The method of claim 35, wherein the presenting step comprises displaying the areas that form the interim win pattern in a manner that is distinct from areas that do not form the interim win pattern.

42. Computer software embodied in at least one machine-readable medium, the computer software including instructions for controlling devices in a gaming network to perform the following steps: