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(54) **WAGERING APPARATUS**

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(57) **ABSTRACT**

A wagering apparatus having an input at which a user can make at least one wager on the outcome of first and second different events, each with different outcomes equated to value. A processor causes the outcomes to be identified in response to the making of a wager through the input. Information relating to the events is visually observable on a display screen. The information includes at least information relating to the outcomes of the events. The information relating to the first and second outcomes is independently identifiable upon the display screen by a user.

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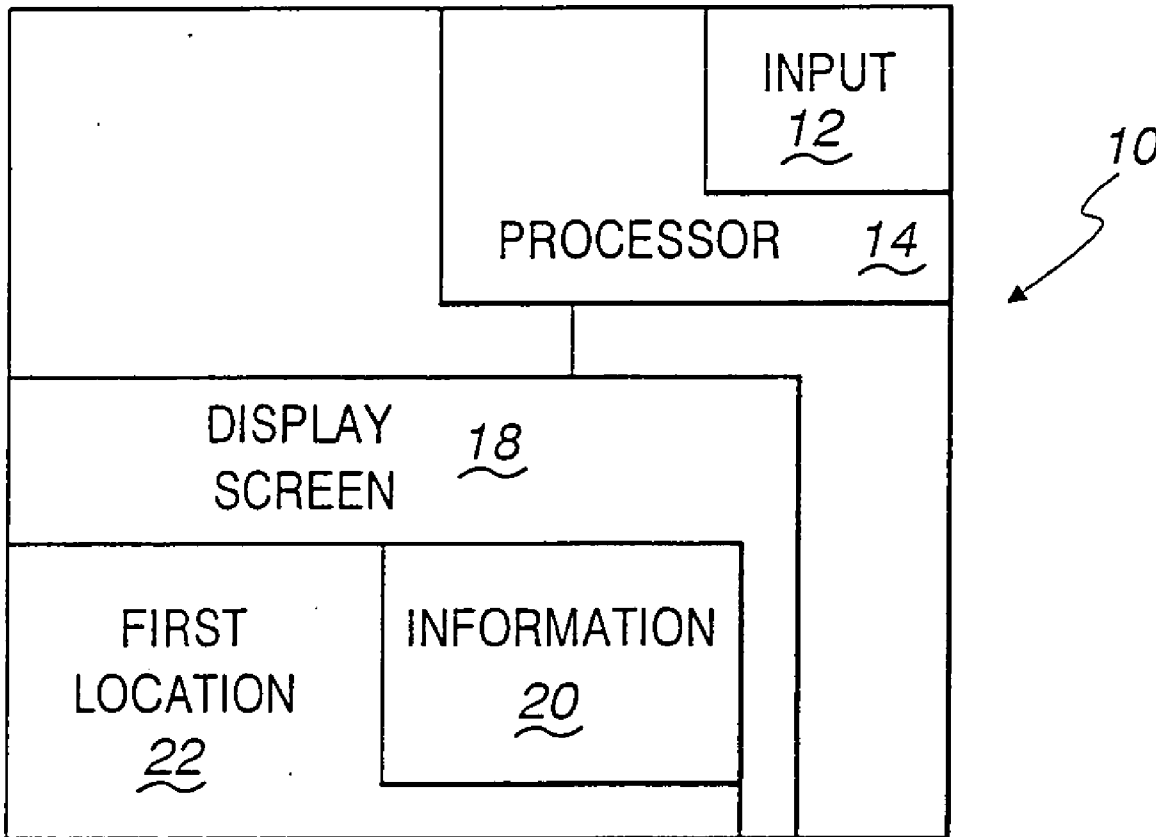


Fig. 1

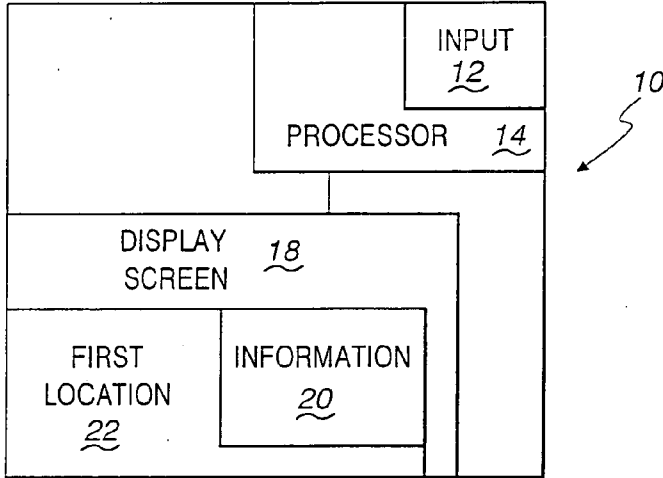


Fig. 2

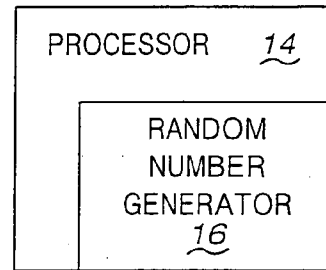


Fig. 3

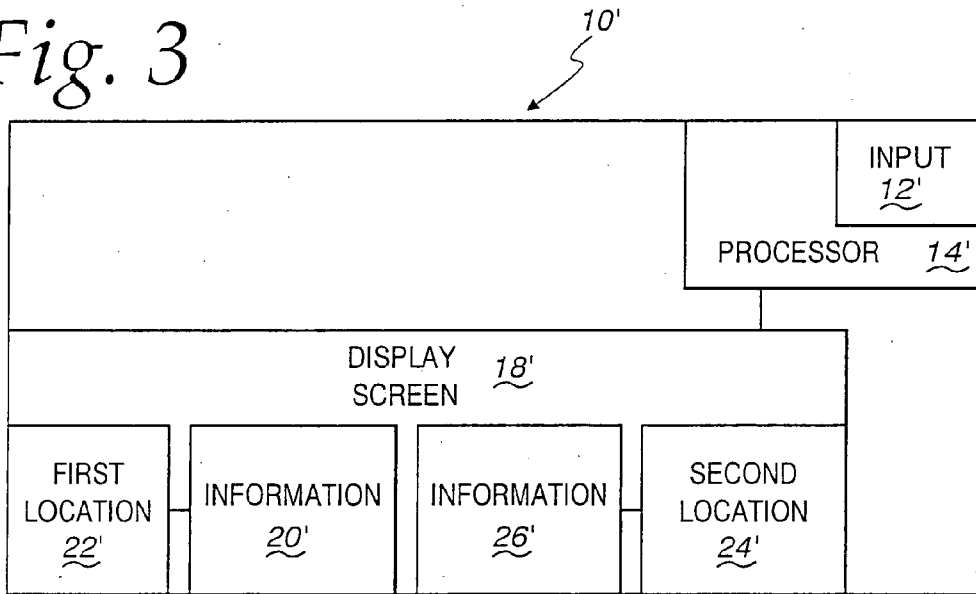


Fig. 4

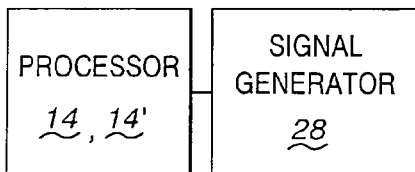


Fig. 5

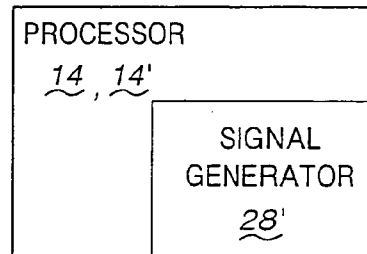


Fig. 6

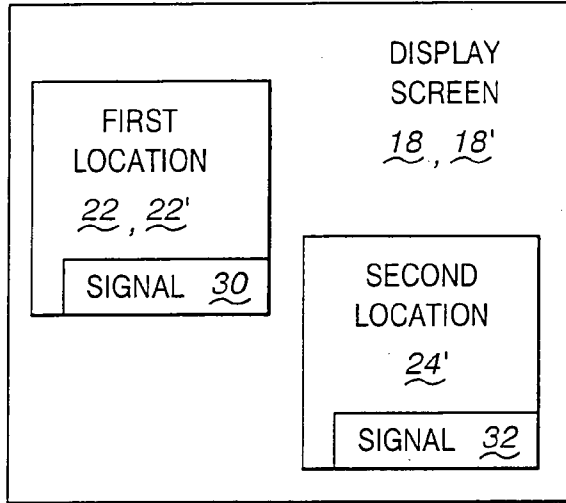


Fig. 7

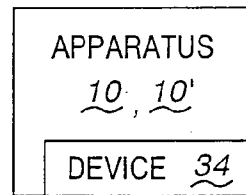


Fig. 8

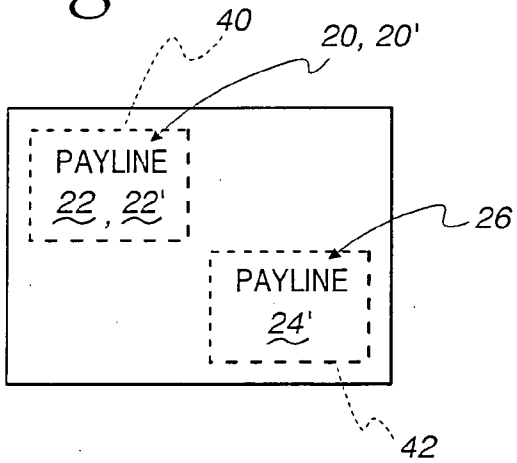


Fig. 9

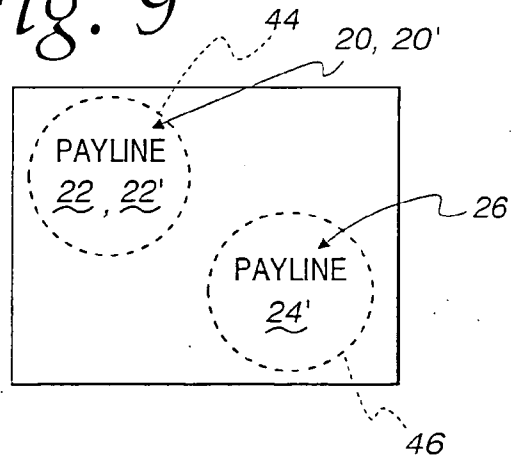


Fig. 10

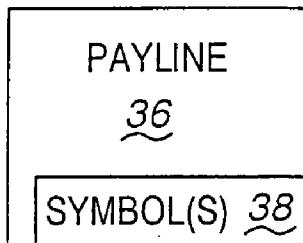
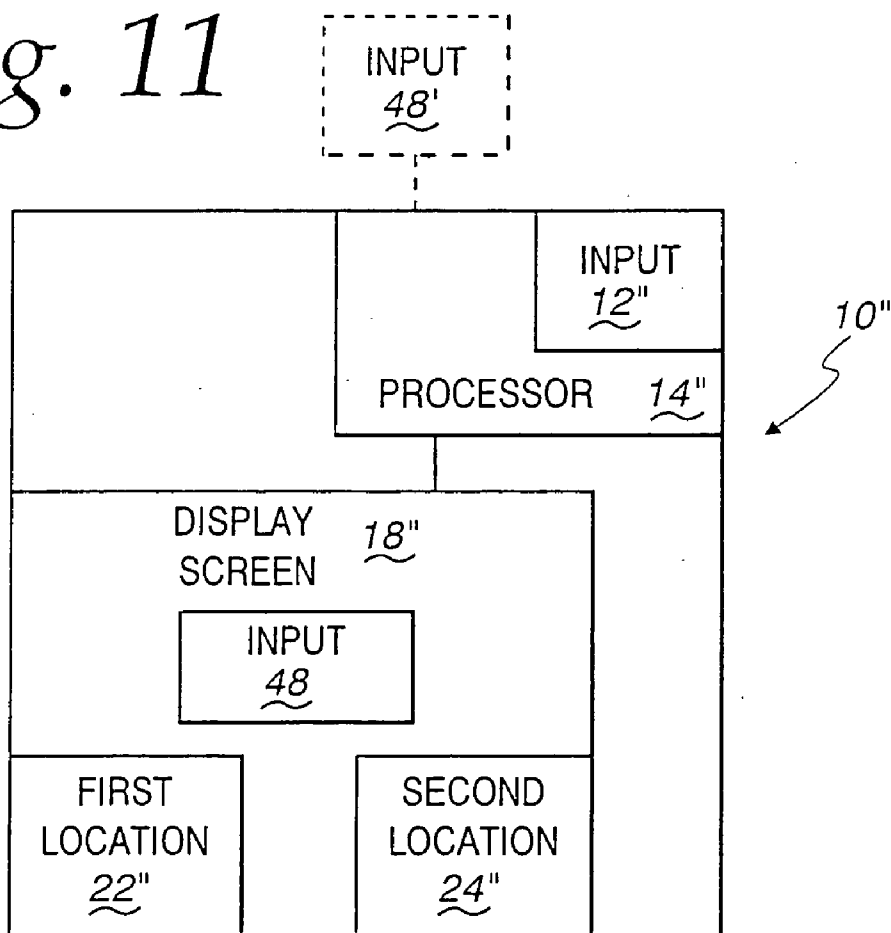


Fig. 11



WAGERING APPARATUS

BACKGROUND OF THE INVENTION

[0001] 1. Field of the Invention

[0002] This invention relates to a wagering apparatus of the type wherein a user can make a wager on the outcome of at least two different events and wherein the outcomes are viewable on a display screen.

[0003] 2. Background Art

[0004] Slot machines are a staple in many different gambling environments. The earliest form of, and most basic, slot machine is purely mechanical in nature, consisting of three or four reels, each with multiple images thereon. A user inserts a coin or token and thereafter actuates the mechanism through a pivoting arm, whereupon the reels spin and ultimately stop with a series of images aligned in a "pay line". The payout, if any, is determined by the particular combination of images in the pay line.

[0005] The basic slot machine has a number of appealing characteristics. First of all, it is capable of being simply operated by a user. Second, it has significant visual appeal. Third, it offers user intrigue by reason of the serially stopping of the reels. The user can get caught up in the anticipation of a possible winner as he/she watches the reels stop, one by one, as the wagering process progresses to conclusion, at which point a winner is instantaneously recognizable by the user.

[0006] While the basic slot machine continues to have loyal users, there eventually evolved purely mechanical slot machines that incorporated second and third pay lines.

[0007] The next generation of slot machines married mechanical and electronic technology. In some designs, the operating components are electronic in nature with the pay lines on visual depictions of reels, that are not functional in nature. The final arrangement of the reels is instead determined by the system electronics. In essence, the depiction of reels is for show and appeals to those that continue to enjoy the feel of old slot machine designs.

[0008] As the systems evolved further, more pay lines were added. These variations are limited by reason of their expense, typically on the order of \$0.25 per line. Notwithstanding this, some machines incorporate increasing numbers of pay lines and install a pay table to map out winning combinations. This technology made it increasingly difficult for users to trace results. Ultimately, machines were devised that told a player if he/she won or lost.

[0009] The next generation of slot machine was the "penny" slot. With the penny slot, the number of pay lines exploded. While this has added to user intrigue by making the wagering process more animated and giving more chances of winners, it became more and more difficult for a user to determine on his/her own whether a particular wager had produced a winner.

[0010] Penny slot machines commonly use a video display screen. The stakes are typically 1¢, 2¢ or 5¢ per pay line. A significant majority of users, availing themselves of the modest stake wagers, commonly play 15, 20, 36 or potentially 72 or more separate pay lines. This necessitates an individual geometric formation for each of the different possible winning pay lines.

[0011] One formation commonly used is one imitating the traditional slot machine format of three or four mechanical reels. The reels may extend vertically. A winning pay line may consist of like symbols extending in three or more separate reels and may be set up for a winner that is arranged horizontally three or four across or in a "W", an "M" or a "Z" formation. Other formations are also used.

[0012] Because of the potentially large number of distinct pay lines which might win, it is difficult for the user to easily determine when he/she actually wins. With displays having four or more vertical spaces along with traditional three reels across or potentially four or more, the display screen becomes a visual quagmire. The user will thus typically rely on the machine to give some detectable indication or signal that there has been a winner.

[0013] Pay tables, when used, illustrate the winning formations. However, given the complexity of the displays, winners are often hidden in a multitude of information on a display screen and thus users are generally not able to process winning combinations or formations quickly enough to get the thrill of winning immediately at the conclusion of the processing. What occurs instead is that the machines will project sounds and visuals, such as bells, a clanking credit counter, or flashing alerts, etc., that are indicative of a payout.

[0014] Generally, while these types of machines have enormous entertainment value by reason of their graphics, displays, audible and visual signals, etc., they do not offer the instant winner recognition that has attracted generations to the basic slot machine. More particularly, users tend to acquire a visceral connection with these old machines. Users develop an affinity for these devices and, as a result, tend to be loyal users for this reason, whether or not he/she is winning or losing. Thus, those that market wagering devices are required not only to appeal to a player's desire to win, but also to the comfort level that individuals will have in regularly using a machine of a particular style.

[0015] It appears possible that a trend could develop where users could migrate away from newer machines because the visual experience afforded by basic slot designs is lacking in the newer technology. Bonus Round technology partially remedies this "defect" in the new machines by incorporating a "bonus round" during which players can instantaneously see a prize.

[0016] Notwithstanding efforts of modern designers to bring the mystique of the basic mechanical slots to the modernized versions thereof, the modern slots still do not allow the user to pre-look before a result is in, i.e. to where his/her most likely, or more importantly where his/her greatest reward pay line, would be displayed. Further, the user initially cannot differentiate a trivial jackpot from a moderate one or a large one. As a result, the user is now scanning twenty (20), thirty (30), sixty (60), seventy-two (72) or more pay lines to see if he/she has won. Even when the winning pay line is highlighted, the user cannot know how much he/she has won, except perhaps when unique symbols line up signifying the biggest jackpot(s). With the more usual, smaller winning pay lines showing up and being highlighted, the user needs to check the pay table to see what he/she has won. Without the choice of which wagers to contest, the user doesn't know if he/she has won thirty-cents (\$0.30) or three thousand dollars (\$3,000) for a few to many seconds.

SUMMARY OF THE INVENTION

[0017] In one form, the invention consists of a wagering apparatus with an input at which a user can make at least one wager on the outcome of at least first and second different events, each having different potential outcomes that are equated to different values for the user. The input is part of a processor that in response to the making of the wager causes an outcome to be identified for each of the at least first and second different events. Each outcome equates to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value. The apparatus further has a display screen upon which a user can visually observe information

relating to the first and/or second events, including the outcome of the first and/or second events as identified by the processor. The display screen is constructed to permit a user to visually observe the information relating to the outcome of the first event at a first location on the display screen without having to visually observe the information relating to the outcome of the second event at the first location. The display screen and processor are constructed to allow the information relating to the first and/or second events to be displayed on the display screen so as to allow a user to associate a value with the first outcome by observing the display screen at or adjacent the first location.

[0018] In one form, the display screen is constructed to permit a user to visually observe the information relating to the outcome of the second event at a second location on the display screen that is spaced from the first location.

[0019] In one form, the information relating to the outcome of the first event is displayed on a first area at the first location and the information relating to the outcome of the second event is displayed on a second area at a second location, and the first and second areas are independent from each other.

[0020] In one form, the processor is configured to cause a signal to be generated, as an incident of the processor identifying the outcome of the first and second events. The signal can be sensed by a user and identifies one of the first and second locations differently than the other of the first and second locations, in the event that the value of the outcome identified at the one location is greater than the value of the outcome identified at the other location.

[0021] Alternatively, the signal identifies the one of the first and second locations differently than the other of the first and second locations in the event that a potential value of the outcome identified at the one location is greater than a potential value of the outcome identified at the other location.

[0022] In one form, the one of the first and second locations is identified differently than the other of the first and second locations by reason of one of: a) projection of light at the one location and not at the other location; b) projection of a color of light at the one location that is different than a color of a light projected at the other location; c) flashing of light at the one location; d) displaying of at least one symbol at the one location; and e) flashing of a symbol at the one location.

[0023] In one form, the information relating to the outcome of the first event is displayed as a pay line at the first location with at least one symbol thereon.

[0024] In one form, the information relating to the first event further includes information displayed at or adjacent the first location relating to a value for display of the at least one symbol on the pay line.

[0025] In one form, the information relating to the outcome of the first event is displayed as a pay line at the first location with a plurality of symbols thereon.

[0026] In one form, the information relating to the first event further include information displayed at or adjacent to the first location relating to a value for display of the plurality of symbols on the pay line.

[0027] In one form, the display screen and/or processor are constructed to allow the information relating to the first and/or second events to be displayed on the display screen so as to allow a user to identify a specific value associated with the first outcome by observing the display screen at or adjacent the first location.

[0028] In one form, the first value is either: a) zero; or b) a value greater than zero.

[0029] In one form, the processor includes a random number generator.

[0030] In one form, the processor is constructed to cause an outcome to be identified for each of the at least first and second different events that is correlated with an outcome of at least one actual event that is not determined by the processor.

[0031] In one form, the at least one actual event is at least one of: a) a dog race; b) a horse race; and c) a jai alai game.

[0032] In one form, the at least one actual event is a race with multiple participants, and the outcomes identified by the processor are different orders of finishing of the multiple participants in the race.

[0033] In one form, different values are associated with the different orders of finishing of the multiple participants in the race.

[0034] In one form, the first and second areas can be circumscribed by first and second separate squares or circles. The first square/circle does not include information relating to the outcome of the second event.

[0035] In one form, the pay line is defined by a plurality of relatively movable mechanical components.

[0036] In one form, the pay line is defined by an electronic depiction of relatively movable mechanical components.

[0037] In one form, the display screen has movable mechanical components that can be viewed by a user.

[0038] In one form, the display screen has an electronic display that can be viewed by a user.

[0039] In one form, the processor is constructed so that a user can make a specific wager on the first event and not the second event and cause the outcome of the first event to be predictably displayed at the first location, whereby a user can monitor the first location to determine the outcome of the first event identified by the processor.

[0040] In one form, the information relating to the first event allowing a user to associate value with an outcome of the first event, is displayed at or adjacent the first location before the processor identifies the outcome of the first event.

[0041] In one form, the information relating to the outcome of the first event is displayed as a pay line at the first location with a plurality of symbols thereon. The information relating to the first event, allowing a user to associate value with the first event, includes an identification of at least one symbol that corresponds to an outcome with a particular value.

[0042] The invention also contemplates a wagering apparatus having an input at which a user can make at least one wager on the outcome of at least first and second events, each having different potential outcomes that are equated to different values for the user. The input is part of a processor that, in response to the making of the wager, causes an outcome to be identified for each of the at least first and second different events. Each outcome equates to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value. The apparatus further includes a display screen upon which a user can visually observe information relating to the first and/or second events, including the outcome of the first and/or second events as identified by the processor. The display screen may be constructed to permit a user to visually observe: a) the information relating to the outcome of the first event at a first location on the display screen; and b) the information relating to the outcome of the second event at a second location on the display screen. The first locations have first and second areas respectively that can be circumscribed by first and second squares or circles that do not overlap. The processor may be configured to cause a signal to be generated, as an incident of the processor identifying the outcome of the first and second events. The signal can be sensed by a user and identifies one of the first and second locations differently than the other of the first and second locations, in the event that one

of: a) the value of the outcome identified at the one location is greater than the value of the outcome identified at the other location; or b) a potential value of the outcome identified at the one location is greater than a potential value of the outcome identified at the other location.

[0043] In one form, the one of the first and second locations is identified differently than the other of the first and second locations by reason of one of: a) projection of light at the one location and not at the other location; b) projection of a color of light at the one location that is different than a color of a light projected at the other location; c) flashing of light at the one location; d) displaying of at least one symbol at the one location; and e) flashing of a symbol at the one location.

[0044] In one form, the information relating to the outcome of the first event is displayed as a pay line at the first location with at least one symbol thereon.

[0045] In one form, the information relating to the first event further includes information displayed at or adjacent the first location relating to a value for display of the at least one symbol on the pay line.

[0046] In another form, a wagering apparatus is provided having an input at which a user can make at least one wager on the outcome of at least first and second events each having different potential outcomes that are equated to different values for the use. The input is part of a processor that, in response to the making of the wager, causes an outcome to be identified for each of the at least first and second different events. Each outcome equates to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value. The apparatus further includes a display screen upon which a user can visually observe information relating to the first and/or second events, including the outcome of the first and/or second events as identified by the processor. The display screen may be constructed to permit a user to visually observe: a) the information relating to the outcome of the first event at a first location on the display screen; and b) the information relating to the outcome of the second event at a second location. The processor may be configured so that a user can make first and second different wagers that can be simultaneously processed by the processor, which identifies an outcome for the first event in response to the first wager and an outcome for the second event in response to the second wager. The information relating to the outcome of the first event may be displayed consistently at the first location in a predetermined manner with the information relating to the outcome of the second event displayed consistently at the second location in a predetermined manner. A user can selectively monitor: a) the first location to observe information relating to the outcome of the first event caused by the making of the first wager; and b) the second location to observe information relating to the outcome of the second event caused by the second wager.

[0047] In one form, the information relating to the outcome of the first event is displayed as a pay line at the first location with at least one symbol thereon.

[0048] In one form, the information relating to the first event further includes information displayed at or adjacent the first location relating to a value for display of the at least one symbol on the pay line.

[0049] In one form, the at least first and second events include at least one race with multiple participants and the outcomes identified by the processor are different orders of finishing of the multiple participants in the race.

[0050] In one form, the outcomes identified by the processor as different orders of finishing of the multiple participants participating in the race are at least one of: a) a winner; and b) an order of finishing of at least two participants in the race.

[0051] In one form, the display screen and processor are constructed to allow the information relating to the first event to be displayed on the display screen so as to allow a user to associate a value with the first outcome by observing the display screen at or adjacent the first location.

[0052] In one form, the information includes odds for the first event.

[0053] In yet another form, a wagering apparatus is provided having an input at which a user can make at least one wager on the outcome of at least first and second different events, each having different potential outcomes that are equated to different values for the user. The input is part of a processor that, in response to the making of the wager, causes an outcome to be identified for each of the at least first and second different events. Each outcome equates to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value. The apparatus includes a display screen upon which a user can visually observe information relating to the first and/or second events, including the outcome of the first and/or second events as identified by the processor. The wagering apparatus may be configured so that a user can at least one of: a) change a wager; or b) add a wager on the outcome of at least one of: i) the first and/or second event; or ii) a third event, after the user makes the at least one wager and before the processor causes an outcome to be identified.

[0054] In one form, the display screen has a touch location at which a user can change and/or add a wager.

BRIEF DESCRIPTION OF THE DRAWINGS

[0055] FIG. 1 is a schematic representation of one form of wagering apparatus, according to the present invention and including an input for a wager on the outcome of at least first and second different events, a processor, that in response to the making of the wager causes an outcome to be identified for the separate events, and a display screen upon which a user can visually observe information relating to the events, including the outcome thereof;

[0056] FIG. 2 is a schematic representation of the processor on the apparatus in FIG. 1, including a random number generator for causing the outcomes to be identified;

[0057] FIG. 3 is a schematic representation, as in FIG. 1, of a modified form of wagering apparatus showing two separate locations at which information relating to first and second events is displayed;

[0058] FIG. 4 is a schematic representation of the processor on the apparatus in FIGS. 1 and 3 and showing an associated signal generator for causing a signal to be developed in response to the processor identifying an outcome;

[0059] FIG. 5 is a schematic representation of a processor as in FIG. 4 wherein the signal generator is integrated into the processor;

[0060] FIG. 6 is a schematic representation of the display screen on the apparatus in FIGS. 1 and 3 and showing first and second independent locations at which information relating to first and second different events is displayed;

[0061] FIG. 7 is a schematic representation of the apparatus in FIGS. 1 and 3 and showing a device for generating signals as shown in FIGS. 4 and 5;

[0062] FIG. 8 is a schematic representation of a display showing one format of displaying information relating to first and second different events;

[0063] FIG. 9 is a view similar to that in FIG. 8 with a different display format;

[0064] FIG. 10 is a schematic representation of a pay line that displays an event outcome; and

[0065] FIG. 11 is a schematic representation, as in FIGS. 1 and 3, of yet another type of wagering apparatus and having an input for changing a wager after processing of an initial wager is begun.

DETAILED DESCRIPTION OF THE DRAWINGS

[0066] In FIG. 1, one form of wagering apparatus, according to the present invention, is shown at 10. In FIGS. 1-11, the wagering apparatus 10, and its various components, are depicted in schematic form, since they are all capable of being made in a multitude of different forms. The wagering apparatus 10 consists of an input 12 at which a user can make at least one wager on the outcome of at least first and second events, each having different potential outcomes that are equated to different values for the user. The input 12 may be operable as by insertion of a coin or token, pushing of a button, contacting a touch screen, etc. Each outcome equates to one of: a) a first value to a user; or b) a second value to a user that is greater than the first value. The first value may be either zero or a value greater than zero. The events may be nothing more than processing using electronic or mechanical components to cause two different outcomes to be randomly generated through a processor 14 that, as shown in FIG. 2, may include a random number generator 16. The probability of the different potential outcomes may be the same or different, as programmed in the processor 14.

[0067] As an alternative to an integrated processor 14 that does not require programming of any external data, the processor 14 may be constructed to cause an outcome to be identified for each of the at least first and second different events that is correlated with an outcome of at least one actual event that is not determined by the processor. This concept is described more fully in U.S. Pat. Nos. 5,888,136 ("Wagering System and Method of Wagering") and 6,152,822 ("Wagering system and Method of Wagering"), which are incorporated herein by reference.

[0068] For example, the at least one actual event may be at least one of: a) a dog race; b) a horse race; and c) a jai alai game. One actual event may be a race with multiple participants, with the outcomes identified by the processor being a winner or different orders of finishing of multiple participants in the race.

[0069] The input 12 is associated with the processor 14 in such a manner that in response to the making of the wager, the processor causes an outcome to be identified for each of the at least first and second different events.

[0070] The wagering apparatus 10 further consists of a display screen 18 upon which a user can visually observe information relating to the first and/or second events. Included within this potentially broader collection of information is information relating to the outcome of the first and/or second events, as identified by the processor 14. The display screen 18 is constructed to permit a user to visually observe information 20 relating to the outcome of the first event at a first location 22 on the display screen 18 without having to visually observe the information relating to the outcome of the second event at the first location 22.

[0071] As one example, the display screen may be capable of allowing the user to visually observe the information relating to the outcome of each of the first and second events at the same first location. One manner of doing this may be to provide illumination structure through which visual information relating to the outcome of the first event is displayed, with no information displayed relating to the outcome of the second event. Alternatively, the display screen 18 can be illuminated to allow visual observation of information related to the

second event at the same first location without any observable information being generated relating to the first event.

[0072] The information 20 relating to the first and/or second event may include information that allows the user to associate a value with the first outcome by observing the display screen 18 at or adjacent the first location 22. As one example, a pay table may be provided at or adjacent the first location that can be compared to the outcome visually displayed at the first location. The payable may be displayed before or after the wager is made.

[0073] In an alternative form, as shown in FIG. 3, the wagering apparatus 10' has an input 12' that is part of a processor 14'. The wagering apparatus 10' includes a display screen 18'. Rather than permitting a user to visually observe the information relating to the outcome of the first and second events at the same first location, as in FIG. 1, in FIG. 3, there are separate first and second locations 22', 24'. At the second location 24', information 26 relating to the second event, including information relating to the outcome of the second event, may be visually observed by a user.

[0074] The information 20', 26 relating to the first and second events may be displayed at first and second areas at the first and second locations 22', 24' that are independent from each other.

[0075] The processors 14, 14' operate a signal generator 28 that is either a separate component from the processor 14, 14', as shown in FIG. 4, or integrated into the processor 14, 14', as shown for the signal generator 28' in FIG. 5. The processor 14, 14' causes a signal to be developed through the signal generator 28, 28', as an incident of the processor 14, 14' identifying the outcome of the first and second events. The signal can be any sensory signal be it one that is audibly, visually, or tactilely sensed by a user.

[0076] In one form, the generated signal identifies one of the first and second locations 22, 22'; 24' differently than the other of the first and second locations, as in the event that the value of the outcome identified at the one location is greater than the value of the outcome identified at the other location. For example, a user might wish to focus his/her attention on one of the locations based upon there being a greater potential payout at that location. That potential may exist at the time that the wager is initiated. Alternatively, a location may be highlighted with a detectable signal for the user in the event that there are multiple winners and the value of the outcome associated with an outcome is greater at one location than the other. As a further alternative, a location may be highlighted in the event that a winner is displayed thereat.

[0077] As shown in FIG. 6, one of the first and second locations 22, 22'; 24' may be highlighted over the other by the nature of the signal 30, 32 respectively indicative of that location. The signals 30, 32 may be generated on the display screen 18, 18' or elsewhere. In one form, one of the first and second locations is identified differently than the other of the first and second locations by reason of: a) projection of light at the one location and not at the other; b) projection of a color of light at the one location that is different than a color of light projected at the other location; c) flashing of light at the one location; d) displaying of at least one symbol at the one location; and e) flashing of a symbol at the one location.

[0078] As indicated in FIG. 7, the signal 30, 32 could be generated by any part of the apparatus 10, 10' through any appropriate device 34 capable of conveying the signals 30, 32 in a manner detectable by a user.

[0079] As shown in FIGS. 8 and 9, the exemplary information 20, 20', relating to the outcome of the first event, may be displayed as a pay line at the first location, with the informa-

tion 26 related to the outcome of the second event displayed as a pay line at the second location 24'.

[0080] An exemplary, generic pay line 36 in FIG. 10 is shown to include at least one symbol 38, and preferably a plurality of symbols 38, that make up the information relating to the outcome of the first and/or second events at the first location 22, 22' and/or the second location 24'.

[0081] At the exemplary first location 22 on the display screen 18, the information 20 relating to the first event may include information displayed at or adjacent the first location 22 that relates to a value for display of a particular symbol 38 or combination of symbols 38 at the pay line at the first location 22. This information relating to the first event may be displayed so as to allow a user to identify a specific value associated with a first outcome by observing the display screen 18 at or adjacent the first location 22. The same capability may be afforded at the second location.

[0082] The exemplary processor 14 may be constructed so that a user can make a specific wager on the first event and not the second event to cause the outcome of the first event to be predictably displayed at the first location 22. This allows the user to monitor the first location 22 to determine the outcome of the first event identified by the processor 14.

[0083] With this construction, the information relating to the first event that allows the user to associate value with an outcome of the first event can be displayed at or adjacent the first location 22 before the processor 14 identifies the outcome of the first event.

[0084] In one possible format, the information relating to the outcome of the first event may be displayed as a pay line at the first location 22 as a plurality of the aforementioned symbols 38. The information 20 relating to the first event viewable at the first location may allow a user to associate value with the first event by providing an identification of one or more symbols 38 that corresponds to an outcome with a particular value.

[0085] The information may be in the form of odds for a particular, random outcome, or odds based upon an event that is programmed into the processor based on external information, such as the aforementioned event in which participants are competing. The odds may remain fixed or may change during the wagering process.

[0086] Referring back to FIGS. 8 and 9, the information 20, 20'; 26 is shown displayed at areas that are mutually exclusive. For example, the display area for the information 20, 20' may be circumscribed by a square 40, with the information 24' residing in an area capable of being circumscribed by a square 42 that does not overlap with the square 40. "Square" as used herein is intended to incorporate four equal sides or a rectangular shape.

[0087] As shown in FIG. 9, the corresponding areas can be circumscribed by circles 44, which do not overlap. The circles may be perfect circles of constant diameter or may have elliptical shape, or another shape.

[0088] The particular depiction of the information relating to the outcome of the first and second events is not critical to the present invention. The use of pay lines with symbols 38 is but one exemplary form. In the event pay lines are utilized, the pay lines may be defined by relatively movable mechanical components. Alternatively, the pay lines may be defined by electronic depictions of relatively movable mechanical components.

[0089] Another variation of the basic wagering apparatus is shown at 10" in FIG. 11. The apparatus 10" includes an input 12" that is part of a processor 14", as described above. The apparatus 10" includes a display screen 18" with first and

second locations 22", 24", corresponding to the first and second locations described in the other embodiments above.

[0090] The apparatus 10" differs from those described above in that an input 48 is incorporated so that a user can at least one of: a) change a wager; or b) add a wager on the outcome of at least one of: i) the first and/or second events; or ii) a third event after the user makes the at least one wager and before the processor 14" causes an outcome to be identified. The input 48 may be anywhere on the display screen 18". The input 48, if intended to alter a wager based on an outcome that will be displayed at the first location 22", can be located at or in the vicinity of the first location 22". This is the same for the second location 24". Alternatively, if a new wager is to be input, the location of the input 48 may be at a third location.

[0091] The input 48 is not limited as to form. In one form, the user may operate the input 48 through touch screen technology, directly upon the display screen 18". As a further alternative, an optional input 48' may be provided in association with the processor 14", as also shown in FIG. 11.

[0092] The foregoing disclosure of specific embodiments is intended to be illustrative of the broad concepts comprehended by the invention.

1. A wagering apparatus comprising:

an input at which a user can make at least one wager on the outcome of at least first and second different events each having different potential outcomes that are equated to different values for the user;

the input part of a processor that in response to the making of the wager causes an outcome to be identified for each of the at least first and second different events,

each outcome equating to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value; and

a display screen upon which a user can visually observe information relating to the first and/or second events including the outcome of the first and/or second events as identified by the processor,

the display screen constructed to permit a user to visually observe the information relating to the outcome of the first event at a first location on the display screen without having to visually observe the information relating to the outcome of the second event at the first location,

the display screen and processor constructed to allow the information relating to the first and/or second events to be displayed on the display screen so as to allow a user to associate a value with the first outcome by observing the display screen at or adjacent the first location.

2. The wagering apparatus according to claim 1 wherein the display screen is constructed to permit a user to visually observe the information relating to the outcome of the second event at a second location on the display screen that is spaced from the first location.

3. The wagering apparatus according to claim 1 wherein the information relating to the outcome of the first event is displayed on a first area at the first location and the information relating to the outcome of the second event is displayed on a second area at a second location and the first and second areas are independent from each other.

4. The wagering apparatus according to claim 2 wherein the processor is configured to cause a signal to be generated, as an incident of the processor identifying the outcome of the first and second events, which signal can be sensed by a user and identifies one of the first and second locations differently than the other of the first and second locations, in the event

that the value of the outcome identified at the one location is greater than the value of the outcome identified at the other location.

5. The wagering apparatus according to claim 4 wherein the processor is configured to cause a signal to be generated, that can be sensed by a user and identifies the one of the first and second locations differently than the other of the first and second locations, in the event that a potential value of the outcome identified at the one location is greater than a potential value of the outcome identified at the other location.

6. The wagering apparatus according to claim 4 wherein the one of the first and second locations is identified differently than the other of the first and second locations by reason of one of: a) projection of light at the one location and not at the other location; b) projection of a color of light at the one location that is different than a color of a light projected at the other location; c) flashing of light at the one location; d) displaying of at least one symbol at the one location; and e) flashing of a symbol at the one location.

7. The wagering apparatus according to claim 1 wherein the information relating to the outcome of the first event is displayed as a payline at the first location with at least one symbol thereon.

8. The wagering apparatus according to claim 7 wherein the information relating to the first event further comprises information displayed at or adjacent the first location relating to a value for display of the at least one symbol on the payline.

9. The wagering apparatus according to claim 1 wherein the information relating to the outcome of the first event is displayed as a payline at the first location with a plurality of symbols thereon.

10. The wagering apparatus according to claim 9 wherein the information relating to the first event further comprises information displayed at or adjacent to the first location relating to a value for display of the plurality of symbols on the payline.

11. The wagering apparatus according to claim 1 wherein the display screen and/or processor are constructed to allow the information relating to the first and/or second events to be displayed on the display screen so as to allow a user to identify a specific value associated with the first outcome by observing the display screen at or adjacent the first location.

12. The wagering apparatus according to claim 1 wherein the first value is either: a) zero; or b) a value greater than zero.

13. The wagering apparatus according to claim 1 wherein the processor comprises a random number generator.

14. The wagering apparatus according to claim 1 wherein the processor is constructed to cause an outcome to be identified for each of the at least first and second different events that is correlated with an outcome of at least one actual event that is not determined by the processor.

15. The wagering apparatus according to claim 14 wherein the at least one actual event comprises at least one of: a) a dog race; b) a horse race; and c) a jai alai game.

16. The wagering apparatus according to claim 14 wherein the at least one actual event comprises a race with multiple participants, and the outcomes identified by the processor comprise different orders of finishing of the multiple participants in the race.

17. The wagering apparatus according to claim 16 wherein different values are associated with the different orders of finishing of the multiple participants in the race.

18. The wagering apparatus according to claim 1 wherein the first and second areas can be circumscribed by first and

second separate squares or circles, the first square/circle not including information relating to the outcome of the second event.

19. The wagering apparatus according to claim 7 wherein the payline is defined by a plurality of relatively movable mechanical components.

20. The wagering apparatus according to claim 7 wherein the payline is defined by an electronic depiction of relatively movable mechanical components.

21. The wagering apparatus according to claim 1 wherein the display screen comprises movable mechanical components that can be viewed by a user.

22. The wagering apparatus according to claim 1 wherein the display screen comprises an electronic display that can be viewed by a user.

23. The wagering apparatus according to claim 2 wherein the processor is constructed so that a user can make a specific wager on the first event and not the second event and cause the outcome of the first event to be predictably displayed at the first location, whereby a user can monitor the first location to determine the outcome of the first event identified by the processor.

24. The wagering apparatus according to claim 23 wherein the information relating to the first event allowing a user to associate value with an outcome of the first event is displayed at or adjacent the first location before the processor identifies the outcome of the first event.

25. The wagering apparatus according to claim 24 wherein the information relating to the outcome of the first event is displayed as a payline at the first location with a plurality of symbols thereon, the information relating to the first event allowing a user to associate value with the first event comprising an identification of at least one symbol that corresponds to an outcome with a particular value.

26. A wagering apparatus comprising:

an input at which a user can make at least one wager on the outcome of at least first and second events each having different potential outcomes that are equated to different values for the user;

the input part of a processor that in response to the making of the wager causes an outcome to be identified for each of the at least first and second different events,

each outcome equating to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value; and

a display screen upon which a user can visually observe information relating to the first and/or second events including the outcome of the first and/or second events as identified by the processor,

the display screen constructed to permit a user to visually observe: a) the information relating to the outcome of the first event at a first location on the display screen; and b) the information relating to the outcome of the second event at a second location on the display screen,

wherein the first locations have first and second areas respectively that can be circumscribed by first and second squares or circles that do not overlap,

wherein the processor is configured to cause a signal to be generated, as an incident of the processor identifying the outcome of the first and second events, which signal can be sensed by a user and identifies one of the first and second locations differently than the other of the first and second locations, in the event that one of: a) the value of the outcome identified at the one location is greater than

the value of the outcome identified at the other location; or b) a potential value of the outcome identified at the one location is greater than a potential value of the outcome identified at the other location.

27. The wagering apparatus according to claim 26 wherein the one of the first and second locations is identified differently than the other of the first and second locations by reason of one of: a) projection of light at the one location and not at the other location; b) projection of a color of light at the one location that is different than a color of a light projected at the other location; c) flashing of light at the one location; d) displaying of at least one symbol at the one location; and e) flashing of a symbol at the one location.

28. The wagering apparatus according to claim 26 wherein the information relating to the outcome of the first event is displayed as a payline at the first location with at least one symbol thereon.

29. The wagering apparatus according to claim 28 wherein the information relating to the first event further comprises information displayed at or adjacent the first location relating to a value for display of the at least one symbol on the payline.

30. A wagering apparatus comprising:
an input at which a user can make at least one wager on the outcome of at least first and second events each having different potential outcomes that are equated to different values for the user;
the input part of a processor that in response to the making of the wager causes an outcome to be identified for each of the at least first and second different events, each outcome equating to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value; and
a display screen upon which a user can visually observe information relating to the first and/or second events including the outcome of the first and/or second events as identified by the processor,
the display screen constructed to permit a user to visually observe: a) the information relating to the outcome of the first event at a first location on the display screen; and b) the information relating to the outcome of the second event at the second location,
wherein the processor is configured so that a user can make first and second different wagers that can be simultaneously processed by the processor which identifies an outcome for the first event in response to the first wager and an outcome for the second event in response to the second wager,
the information relating to the outcome of the first event displayed consistently at the first location in a predetermined manner with the information relating to the outcome of the second event displayed consistently at the second location in a predetermined manner,
whereby a user can selectively monitor: a) the first location to observe information relating to the outcome of the first event caused by the making of the first wager; and b)

the second location to observe information relating to the outcome of the second event caused by the second wager.

31. The wagering apparatus according to claim 30 wherein the information relating to the outcome of the first event is displayed as a payline at the first location with at least one symbol thereon.

32. The wagering apparatus according to claim 31 wherein the information relating to the first event further comprises information displayed at or adjacent the first location relating to a value for display of the at least one symbol on the payline.

33. The wagering apparatus according to claim 30 wherein the at least first and second events comprise at least one race with multiple participants and the outcomes identified by the processor comprise different orders of finishing of the multiple participants on the race.

34. The wagering apparatus according to claim 33 wherein the outcomes identified by the processor as different orders of finishing of the multiple participants participating in the race comprise at least one of: a) a winner; and b) an order of finishing of at least two participants in the race.

35. The wagering apparatus according to claim 34 wherein the display screen and processor are constructed to allow the information relating to the first event to be displayed on the display screen so as to allow a user to associate a value with the first outcome by observing the display screen at or adjacent the first location.

36. The wagering apparatus according to claim 35 wherein the information comprises odds for the first event.

37. A wagering apparatus comprising:
an input at which a user can make at least one wager on the outcome of at least first and second different events each having different potential outcomes that are equated to different values for the user;
the input part of a processor that in response to the making of the wager causes an outcome to be identified for each of the at least first and second different events, each outcome equating to one of: a) a first value to a user; and b) a second value to a user that is greater than the first value; and
a display screen upon which a user can visually observe information relating to the first and/or second events including the outcome of the first and/or second events as identified by the processor,
the wagering apparatus configured so that a user can at least one of: a) change a wager; or b) add a wager on the outcome of at least one of: i) the first and/or second event; or ii) a third event after the user makes the at least one wager and before the processor causes an outcome to be identified.

38. The wagering apparatus according to claim 37 wherein the display screen has a touch location at which a user can change and/or add a wager.

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