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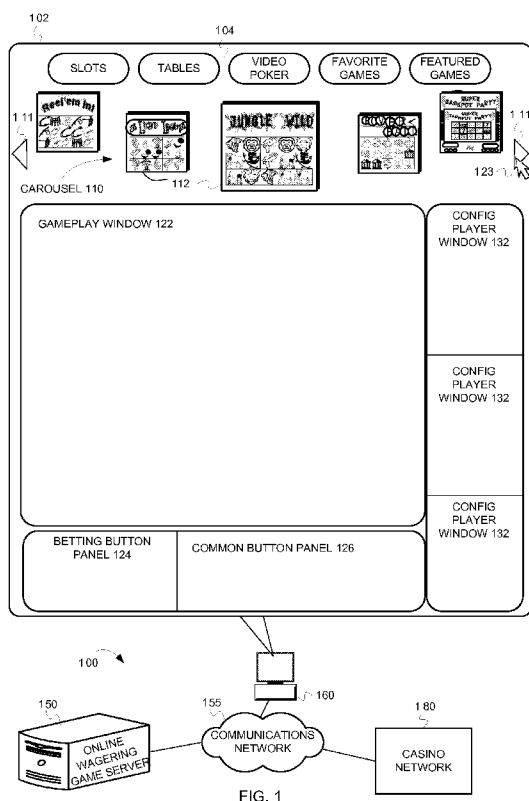
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(54) Title: MULTIPLAY WAGERING GAME MECHANISM



(57) Abstract: A wagering game system and its operations are described. The operations can include presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel. The operations can also include detecting a selection of a first wagering game icon associated with a first wagering game; presenting media representing the first wagering game within the gameplay window; detecting a selection of a second wagering game icon associated with a second wagering game; presenting media representing the second wagering game within the gameplay window; and scaling the first and second wagering games to fit within the gameplay window. The operations can further include detecting input of bet information for the first and second wagering games via the bet panel, and initiating the first and second wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.



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MULTIPLAY WAGERING GAME MECHANISM**RELATED APPLICATIONS**

[0001] This application claims the priority benefit of U.S. Provisional Application Serial No. 61/114,206 filed Nov 13, 2008.

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FIELD

[0003] Embodiments of the inventive subject matter relate generally to wagering game systems, and more particularly to a multiplay mechanism for wagering game systems.

BACKGROUND

[0004] Wagering game machines, such as slot machines, video poker machines and the like, have been a cornerstone of the gaming industry for several years. Generally, the popularity of such machines depends on the likelihood (or perceived likelihood) of winning money at the machine and the intrinsic entertainment value of the machine relative to other available gaming options. Where the available gaming options include a number of competing wagering game machines and the expectation of winning at each machine is roughly the same (or believed to be the same), players are likely to be attracted to the most entertaining and exciting machines. Shrewd operators consequently strive to employ the most entertaining and exciting machines, features, and enhancements available because such machines attract frequent play and hence increase profitability to the operator. Therefore, there is a continuing need for wagering game machine manufacturers to continuously develop new games and gaming enhancements that will attract frequent play.

[0005] Traditionally, wagering game machines have been confined to physical buildings, like casinos (e.g., major casinos, road-side casinos, etc.). The casinos are located in specific geographic locations that are authorized to present wagering games to casino patrons. However,

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with the proliferation of interest and use of the Internet, some wagering game manufacturers have recognized that a global public network, such as the Internet, can reach to various locations of the world that have been authorized to present wagering games. Consequently, some wagering game manufacturers have created wagering games that can be processed by personal computing devices and offered via online casino websites ("online casinos").

SUMMARY

[0006] In some embodiments, a computer-implemented method comprises presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel; detecting a selection of a first wagering game icon associated with a first wagering game; presenting media representing the first wagering game within the gameplay window; detecting a selection of a second wagering game icon associated with a second wagering game; presenting media representing the second wagering game within the gameplay window; scaling the first and second wagering games to fit within the gameplay window; detecting input of bet information for the first and second wagering games via the bet panel; and initiating the first and second wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.

[0007] In some embodiments, said detecting input of bet information for the first and second wagering games comprises highlighting the first wagering game and the bet panel in response to detecting a selection of the first wagering game in the gameplay window; detecting input of bet information for the first wagering game via the bet panel; highlighting the second wagering game and the bet panel in response to detecting a selection of the second wagering game in the gameplay window; and detecting input of bet information for the second wagering game via the bet panel.

[0008] In some embodiments, said highlighting the bet panel comprises changing a background of the bet panel to match a theme of a background of the selected wagering game in the gameplay window.

[0009] In some embodiments, the method further comprises highlighting the start panel in response to detecting input of bet information for the first and second wagering games.

[0010] In some embodiments, said detecting the selection of the first wagering game icon comprises detecting a drag and drop input associated with the first wagering game icon, and said detecting the selection of the second wagering game icon comprises detecting a drag and drop input associated with the second wagering game icon.

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[0011] In some embodiments, the wagering game interface further comprises a plurality of configurable player windows, wherein the method further comprises detecting a selection of one of the configurable player windows of the wagering game interface; presenting a plurality of configuration options for the selected configurable player window; detecting a selection of one of the configuration options; and configuring the selected configurable player window based on the selected configuration option.

[0012] In some embodiments, the plurality of configuration options include one or more of a game-related chat room, a player profile, a social networking service, an Internet website, and a listing of wagering game jackpot rankings.

[0013] In some embodiments, the method further comprises detecting a selection of an auto play trigger in the start panel; detecting input of an upper credit threshold and a lower credit threshold associated with a credit balance associated with a player account; and initiating the first and second wagering games continuously until the credit balance is greater than the upper credit threshold or the credit balance is less than the lower credit threshold.

[0014] In some embodiments, the method further comprises detecting a trigger event for a bonus game associated with at least one of the wagering games in the gameplay window, and presenting the bonus game in response to detecting the trigger event for the bonus game.

[0015] In some embodiments, the wagering game interface further comprises a game carousel for displaying the plurality of wagering game icons.

[0016] In some embodiments, the method further comprises, in response to detecting a plurality of selections of a wagering game icon, presenting a plurality of instances of the wagering game associated with the wagering game icon within the gameplay window.

[0017] In some embodiments, the wagering game interface is presented in a browser of an online wagering game device via the Internet.

[0018] In some embodiments, the wagering game interface is presented in a wagering game machine via a network within a casino.

[0019] In some embodiments, a wagering game server comprises a wagering game controller configured to present a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel. The wagering game server is further configured to detect a selection of a first wagering game icon associated with a first wagering game and a second wagering game icon associated with a second wagering game; present the first and second wagering games within the gameplay window; detect input of bet information for the first and second wagering games via the bet panel; initiate the first and second wagering

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games simultaneously in response to detecting a selection of a start trigger in the start panel. The wagering game server also includes a bonus game controller configured to detect a trigger event for a bonus game associated with at least one of the wagering games in the gameplay window, and configured to present the bonus game in response to detecting the trigger event for the bonus game.

[0020] In some embodiments, the wagering game interface further comprises a plurality of configurable player windows, wherein the wagering game controller is further configured to detect a selection of one of the configurable player windows of the wagering game interface; present a plurality of gaming-related services as configuration options for the selected configurable player window; detect a selection of one of the plurality of gaming-related services; and present the selected gaming-related service within the selected configurable player window.

[0021] In some embodiments, the bonus game controller is further configured to determine that the bonus game comprises player interactivity; pause the first and second wagering games if the bonus game comprises player interactivity; initiate the bonus game within the gameplay window after pausing the first and second wagering games; resume the first and second wagering games after presenting results of the bonus game.

[0022] In some embodiments, the wagering game server is an online wagering game server configured to present the wagering game interface in a browser of an online wagering game device via the Internet.

[0023] In some embodiments, the wagering game server is a casino floor wagering game server configured to present the wagering game interface in a wagering game machine via a casino network.

[0024] In some embodiments, an apparatus, comprises means for presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel; means for detecting a selection of one or more wagering game icons associated with one or more wagering games; means for presenting the one or more wagering games within the gameplay window; means for scaling the one or more wagering games to fit within the gameplay window; means for detecting input of bet information for the one or more wagering games via the bet panel; means for initiating the one or more wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.

[0025] In some embodiments, the apparatus further comprises means for detecting a selection of one of a plurality of configurable player windows of the wagering game interface; means for presenting a plurality of gaming-related services as configuration options for the selected

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configurable player window; means for detecting a selection of one of the plurality of gaming-related services; and means for presenting the selected gaming-related service within the selected configurable player window.

[0026] In some embodiments, a computer-implemented method comprises presenting a wagering game interface including a gameplay window; presenting media representing a plurality of wagering games within the gameplay window; scaling the plurality of wagering games to fit within the gameplay window; initiating the plurality of wagering games simultaneously within the gameplay window; detecting a trigger event for a bonus game associated with at least one of the plurality of wagering games; pausing the plurality of wagering games if the bonus game comprises player interactivity; initiating the bonus game within the gameplay window; resuming the plurality of wagering games after presenting results of the bonus game.

[0027] In some embodiments, if the bonus game does not comprise player interactivity, the method further comprises presenting an indication associated with the bonus game within the wagering game interface; detecting a selection of the indication associated with the bonus game; initiating the bonus game within the gameplay window in response to detecting the selection of the indication associated with the bonus game.

[0028] In some embodiments, said initiating the bonus game within the gameplay window comprises superimposing media representing the bonus game over the plurality of wagering games on the gameplay window.

[0029] In some embodiments, one or more machine-readable media having instructions stored thereon, which when executed by a set of one or more processors causes the set of one or more processors to perform operations comprising presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel; detecting a selection of a first wagering game icon associated with a first wagering game; presenting media representing the first wagering game within the gameplay window; detecting a selection of a second wagering game icon associated with a second wagering game; presenting media representing the second wagering game within the gameplay window; scaling the first and second wagering games to fit within the gameplay window; detecting input of bet information for the first and second wagering games via the bet panel; and initiating the first and second wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.

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[0030] In some embodiments, the machine-readable medium also causes the set of one or more processor units to perform additional operations that comprise: detecting a trigger event for a bonus game associated with at least one of the first and second wagering games; determining that the bonus game comprises player interactivity; pausing the first and second wagering games when the bonus game comprises player interactivity; initiating the bonus game within the gameplay window; and resuming the first and second wagering games after presenting results of the bonus game.

BRIEF DESCRIPTION OF THE FIGURES

[0031] Embodiments of the invention are illustrated in the Figures of the accompanying drawings in which:

[0032] **Figure 1** is a conceptual diagram illustrating an example of presenting a multiplay wagering game interface in a wagering game system, according to some embodiments;

[0033] **Figure 2** is a conceptual diagram illustrating an example of dragging and dropping an instance of a wagering game into the gameplay window of the multiplay wagering game interface, according to some embodiments;

[0034] **Figure 3** is a conceptual diagram illustrating an example of presenting multiple wagering games on the multiplay wagering game interface, according to some embodiments;

[0035] **Figure 4** is a conceptual diagram that illustrates an example of a wagering game system architecture, according to some embodiments;

[0036] **Figure 5** is a flow diagram illustrating operations for presenting a plurality of wagering games on a multiplay wagering game interface, according to some embodiments;

[0037] **Figure 6** is a flow diagram illustrating operations for managing a plurality of wagering games on the multiplay wagering game interface, according to some embodiments;

[0038] **Figure 7** is a flow diagram illustrating operations for presenting bonus games in the multiplay wagering game interface, according to some embodiments;

[0039] **Figure 8** is a conceptual diagram that illustrates an example of a wagering game machine architecture, according to some embodiments; and

[0040] **Figure 9** is an illustration of a mobile wagering game machine, according to some embodiments.

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DESCRIPTION OF THE EMBODIMENTS

[0041] This description of the embodiments is divided into six sections. The first section provides an introduction to embodiments of the inventive subject matter, while the second section describes an example multiplayer wagering game interface. The third section describes example network and machine architectures and the fourth section presents operations performed by some embodiments. The fifth section describes additional example operating environments. The sixth section presents some general comments.

Introduction

[0042] This section provides an introduction to some embodiments of the invention.

[0043] Wagering game systems offer wagering game players (“players”) entertainment value and the opportunity to win monetary value. In some implementations, wagering game systems can try to enhance the gaming experience by offering a multiplayer wagering game interface that allows players to play multiple wagering games simultaneously. The multiplayer wagering game interface can increase the entertainment value by offering players a variety of wagering game options and player interactivity features involving multiple games. The multiplayer wagering game interface can increase the amount of monetary value a player can win per spin and can increase the odds of winning per spin.

[0044] The multiplayer wagering game interface can be implemented in both online wagering game systems and casino floor wagering game systems. In one embodiment, an online wagering game system can comprise an online wagering game server presenting the multiplayer wagering game interface to a player via a browser on the player’s online wagering game device. In another embodiment, a casino floor wagering game system may comprise a casino wagering game server presenting the multiplayer wagering game interface on a plurality of wagering game machines on the casino floor.

[0045] Although the above paragraphs describe some embodiments, the following sections describe many other features and embodiments.

Multiplay Wagering Game Interface

[0046] This section presents a multiplayer wagering game interface included in some embodiments of the inventive subject matter. Additionally, this section will describe various functionalities made available by the multiplayer wagering game interface.

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[0047] **Figure 1** is a conceptual diagram illustrating an example of presenting a multiplayer wagering game interface in a wagering game system, according to some embodiments. In the example shown in Figure 1, the wagering game system (“system”) 100 includes an online wagering game server 150 connected to an online wagering game device (“gaming device”) 160 via a communications network 155. As illustrated, the online wagering game server 150 can present the multiplayer wagering game interface 102 on the gaming device 160 via a browser of the gaming device 160. The online wagering game server 150 can connect to a casino network 180, including one or more casino network devices, such as wagering game servers, account servers, wagering game machines, or other devices (not shown). In some implementations, the wagering game servers in the casino network 180 can also present the multiplayer wagering game interface 102 on the wagering game machines in the casino network 180.

[0048] As illustrated, in one example, the multiplayer wagering game interface 102 includes a game carousel 110 for presenting a plurality of wagering game icons 112. The game carousel 110 displays a subset of the available wagering game icons 112. One of the wagering game icons is displayed in a center position, two wagering game icons are displayed to the left of the center position, and two wagering games icons are displayed to the right of the center position. The wagering game icons to the left and right of the center position are staggered to simulate a virtual carousel that disappears into the screen. A player can scroll through all the available wagering game icons 112 by clicking on the arrows 111 of the game carousel 110. When the player clicks on the left arrow 111, the game carousel 110 rotates the wagering game icons 112 by one position to the left, and when the player clicks on the right arrow 111, the game carousel 110 rotates the wagering game icons 112 by one position to the right. In one example, if a player clicks and holds one of the arrows 111, the game carousel 110 rotates in the corresponding direction until the player releases the arrow.

[0049] In some embodiments, players can rotate the game carousel 110, select wagering game icons 112, and otherwise interact with the multiplayer wagering game interface 102 using a pointer 123. The pointer 123 can be controlled by various mechanisms, e.g., a mouse, a joystick, a touch sensor pad, etc. It is noted, however, that in some implementations players can interact with the multiplayer wagering game interface 102 by various other input mechanisms, e.g., a touch screen or voice control.

[0050] It is noted that in other embodiments the multiplayer wagering game interface 102 may present the available wagering games to players by other mechanisms. For example, instead of the carousel 110, the interface 102 can display all the available wagering game icons in columns

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and rows above the gameplay window 122. In another example, the interface 102 can display the title of the available wagering games for selection by the user, e.g., via a drop down list on a menu bar.

[0051] The multiplay wagering game interface 102 includes game menu buttons 104. The game menu buttons 104 can control the type of games that are displayed in the game carousel 110. The player can also select multiple game menu buttons 104 to display a combination of game types. In one example, the multiplay wagering game interface 102 includes game menu buttons for slot games, table games, video poker, favorite games, and featured games. Activating the favorite games menu button can cause the interface 102 to display wagering games that a particular player has played most (i.e., based on historical information) and/or games that the player has tagged as a favorite wagering game (i.e., customization option). In one example, the player can customize the wagering games that are included in the favorite game menu button by double-clicking on the button. The featured game menu button can display new games, updated games, games with promotional offers, games currently offering the highest jackpots, etc. In one example, casino operators can select which games appear in the featured game menu button.

[0052] The multiplay wagering game interface 102 includes a gameplay window 122, a betting button panel 124, a common button panel 126, and a plurality of configurable player windows 132. The gameplay window 122 is an area within the interface where each instance of a selected game is presented to the player. The betting button panel 124 displays betting options for the selected games. The common button panel 126 displays control buttons common to all of the selected games (e.g., a spin button). The plurality of configurable player windows 132 can be configured by the player to display a variety of casino-related features, such as game-related chat rooms, player profiles, rankings of casino jackpots, casino promotions and other advertisements, etc. The configurable player windows 132 can also be used to display other information, e.g., information from the Internet, such as financial information, news, sports, etc. In some implementations, the configurable player windows 132 can also be used by the wagering game server to display communal games and bonus games.

[0053] During operation, the multiplay wagering game interface 102 can receive a selection of one or more of the wagering game icons 112 from the player. **Figure 2** is a conceptual diagram illustrating dragging and dropping a wagering game icon into the gameplay window 122 of the multiplay wagering game interface 102. In one example, the player may rotate the game carousel 110 until the desired wagering game icon 112 is at the center position. Then, the player

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may drag and drop the selected game from the game carousel 110 to the gameplay window 122, e.g., using the pointer 123. In another example, the player may drag and drop any of the visible game icons 122 regardless of the position within the game carousel 110. It is noted, however, that the wagering game icons 112 can be selected by various other methods. For example, in addition to the drag and drop functionality, the interface 102 can allow the player to select a desired wagering game by double-clicking the corresponding wagering game icon 112.

[0054] In response to receiving a selection of a wagering game icon 112, the multiplayer wagering game interface 102 provides selection information to the wagering game server 150. The gaming device 160 presents media for the selected wagering game within the gameplay window 122 of the interface 102. If the wagering game is the first wagering game within the gameplay window 122, the gaming device 160 scales the wagering game to fit the entire gameplay window 122. If the wagering game is not the first wagering game within the gameplay window 122, the gaming device 160 scales the existing wagering game and the newly selected wagering game to fit all of the wagering games within the gameplay window 122. In one example, the wagering games are automatically scaled when the player selects (e.g., drags and drops) a new wagering game and the new wagering game is presented within the gameplay window 122. Depending on the selection by the player, the interface 102 can present multiple instances of the same wagering game or a single instance of multiple wagering games, or some combination thereof.

[0055] **Figure 3** is a conceptual diagram illustrating an example of presenting multiple wagering games on the multiplayer wagering game interface 102, according to some embodiments. The gaming device 160 presents media for selected wagering games within the gameplay window 122 of the interface 102. In the example illustrated on Figure 3, the gaming device 160 presents four wagering games to the player based on game selections input by the player. Specifically, in this example, the gaming device 160 presents three instances of the “Jungle Wild” wagering game and one instance of the “Power Ball” wagering game.

[0056] The multiplayer wagering game interface 102 displays betting-related buttons within the betting button panel 124 and control buttons within the common button panel 126. For example, the interface 102 can display a “change denom” (change denomination) button, a “change bet” button, and a “change lines” button within the betting button panel 124, and a “spin” button and an “auto play” button within the common button panel 126. It is noted that the buttons within the betting button panel 124 and common button panel 126 can be customized based on the type of games displayed in the gameplay window 122. For example, if the gameplay window

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displays both slots and video poker wagering games, the “spin” button can be changed to a “start” button and additional buttons can be added, e.g., a “fold” button. The interface 102 also displays additional information, such as the total balance, total bet amount, and win amount within the betting button panel 124 or the common button panel 126. In one implementation, to enter a bet for each of the displayed wagering games, the player selects one of the instances of the wagering games. In response to the selection, the gaming device 160 highlights the selected instance of the wagering game and highlights the betting button panel 124 of the interface 102. After the player enters the betting information for some or all of the displayed wagering games, the gaming device 160 highlights the common button panel 126 of the interface 102. The player can then select the spin (or start) button, and in some cases also the auto play button, in the common button panel 126. In response to the player selecting the spin button, the gaming device 160 initiates the wagering games. In some embodiments, the online wagering game server 150 determines results for the wagering games, whereas the gaming device 160 presents the results. However, in other embodiments, the operations for presenting wagering games may be differently divided between the gaming device 160 and online wagering game system 150.

[0057] The wagering game server may also present other casino-related services or other information via the multiplayer wagering game interface 102 based on input from the player. In one example, the player may configure the configurable player windows 132 by double-clicking on the configurable player window (or by clicking on a configuration button on the interface). Then, the player can select from a variety of different configuration options (e.g., player profile, chat room, rankings of casino jackpots, news, etc.) that are presented to the player. In another example, various gaming-related services can be presented to the player as configurations options via the game carousel 110 for the configurable player windows 132. The player can then configure one or more of the configurable player windows 132 by dragging and dropping one or more of the gaming-related services from the game carousel 110 to the configurable player window(s) 132. In one example, the configurable player windows 132 can be used as a single configurable player window, or can be maximized to a desired size to browse the web. In this example, the configurable player windows 132 can also be maximized/minimized, or otherwise changed in size, to increase/decrease the size of the gameplay window 122.

[0058] Although Figures 1-3 describes some embodiments, the following sections describe many other features and embodiments.

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Operating Environment

[0059] This section describes example operating environments and networks and presents structural aspects of some embodiments. More specifically, this section includes discussion about wagering game system architectures.

Wagering Game Machine Architectures

[0060] **Figure 4** is a conceptual diagram that illustrates an example of a wagering game system architecture 400, according to some embodiments. The wagering game system architecture 400 can include an account server 470 configured to control user related accounts accessible via wagering game networks. The account server 470 can manage player financial accounts (e.g., performing funds transfers, deposits, withdrawals, etc.) and player information (e.g., avatars, screen name, account identification numbers, social contacts, financial information, etc.). The account server 470 can also provide auditing capabilities, according to regulatory rules, and track the performance of players, machines, and servers. The account server 470 can include an account controller 471 configured to control information for player accounts. The account server 470 can also include an account store 472 configured to store information for player accounts.

[0061] The wagering game system architecture 400 can include an online wagering game server 450 configured to control wagering game content, provide wagering game results (e.g., random numbers), and communicate wagering game information, account information, and other information to and from a gaming device 460. The online wagering game server 450 can include a content store 452 containing content for presenting game results and other events on the gaming device 460. The online wagering game server 450 can also include an account manager 453 configured to control information related to player accounts. For example, the account manager 453 can provide wager amounts, game results amounts (e.g., win amounts), bonus game amounts, etc., to the account server 470. The online wagering game server 450 can also include a communication unit 454 configured to communicate information from the server's components to the gaming device 460, other systems, devices, and networks (e.g., the casino network 480). For example, the communication unit 454 can exchange information with community wagering game servers, account servers, community servers, social networking servers, file sharing servers, etc.

[0062] The online wagering game server 450 further includes a wagering game controller 455 configured to facilitate presentation of wagering games on the gaming device 460. For example,

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the wagering game controller 451 can generate and provide game results (e.g., random numbers) to the gaming device 460. In some instances, the wagering game controller 455 provides multiple game results so the gaming device 460 can contemporaneously present multiple wagering games, as described further below with reference to Figure 5-6.

[0063] The online wagering game server 450 also includes a bonus game controller 456 configured to manage bonus games. For example, in response to detecting a bonus game trigger event, the bonus game controller 456 can determine bonus game results for presentation on the interface 102 (see discussion of Figure 7).

[0064] The wagering game system architecture 400 can also include the gaming device 460 configured to present wagering games and receive and transmit information to control and present online wagering games. The gaming device 460 can include a content controller 461 configured to manage and control content and presentation of wagering games on the gaming device 460. The gaming device 460 can also include a content store 462 configured to store content to present on the gaming device 460. The gaming device 460 may further include a presentation controller 463 configured to control the presentation of the wagering game and bonus game content on the gaming device 460. The presentation controller 463 can include a web browser, browser plug-ins, and any other software and/or hardware suitable for presenting audio and video content. In some embodiments, the presentation controller 463 presents game results using content stored locally in the content store 462. However, in some instances the presentation controller 463 may receive, from the server 450, content for presenting game results, or the controller 463 may request particular content from other network devices. The gaming device 460 can also include processing components 464 (e.g., microprocessor, memory, bus, etc.) configured to operate in concert with the gaming device's other components.

[0065] The wagering game system architecture 400 can also include a casino network 480 comprising a casino wagering game server 482 and a plurality of wired and/or wireless wagering game machines 484. Similar to the online wagering game server 450, the casino wagering game server 482 can include a content store, an account manager, a communication unit, a wagering game controller, and a bonus game controller to control wagering game content, provide wagering game results (e.g., random numbers), communicate wagering game information, account information, and other information to and from the one or more wagering game machines 484.

[0066] Each component shown in the wagering game system architecture 400 is shown as a separate and distinct element connected via a communications network 444. However, some

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functions performed by one component could be performed by other components. Furthermore, the components shown may all be contained in one device, but some, or all, may be included in, or performed by multiple devices, as in the configurations shown in Figure 4 or other configurations not shown. Furthermore, the wagering game system architecture 400 can be implemented as software, hardware, any combination thereof, or other forms of embodiments not listed. For example, any of the network components (e.g., the wagering game machines, servers, etc.) can include hardware and machine-readable media including instructions for performing the operations described herein. Machine-readable media includes any mechanism that provides (i.e., stores and/or transmits) information in a form readable by a machine (e.g., a wagering game machine, computer, etc.). For example, tangible machine-readable media includes read only memory (ROM), random access memory (RAM), magnetic disk storage media, optical storage media, flash memory machines, etc. Machine-readable media also includes any media suitable for transmitting software over a network.

Example Operations

[0067] This section describes operations associated with some embodiments of the invention. In the discussion below, the flow diagrams will be described with reference to the block diagrams presented above. However, in some embodiments, the operations can be performed by logic not described in the block diagrams.

[0068] In certain embodiments, the operations can be performed by executing instructions residing on machine-readable media (e.g., software), while in other embodiments, the operations can be performed by hardware and/or other logic (e.g., firmware). In some embodiments, the operations can be performed in series, while in other embodiments, one or more of the operations can be performed in parallel. Moreover, some embodiments can perform less than all the operations shown in any flow diagram.

[0069] **Figure 5** is a flow diagram 500 illustrating operations for presenting a plurality of wagering games on a multiplay wagering game interface, according to some embodiments. The flow of 500 will be described with reference to the example multiplay wagering game interface of Figures 1-3, and the example system architecture of Figure 4. The flow diagram begins at block 502.

[0070] At block 502, a gaming device presents a multiplay wagering game interface 102 including a plurality of wagering game icons 112 and a gameplay window 122. For example, in an online casino implementation, a gaming device (e.g., gaming device 460) presents the

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multiplay wagering game interface 102 via a browser. In a casino floor implementation, a wagering game machine (e.g., machine 484) presents the interface 102 on a display device. After block 502, the flow continues at block 504.

[0071] At block 504, the gaming device receives a selection of a wagering game. For example, the player selects one of the wagering game icons 112 displayed in the game carousel 110 of the multiplay wagering game interface 102, e.g., drags and drops the “Jungle Wild” wagering game from the carousel 110 to the gameplay window 122 (shown in Figure 2). In this example, the gaming device provides information about the wagering game selection to the wagering game server. For example, the web browser of the gaming device 460 can send wagering game selection information, that was input using the interface 102, to the online wagering game server 450 via the network 444. In turn, the server 450 can respond with wagering game results and other information, such as media, game control commands, etc.

[0072] At block 506, the gaming device presents an instance of the selected wagering game in the gameplay window 122 of the multiplay wagering game interface 102. Since the wagering game is the first selected wagering game, the game device scales the instance of the wagering game to fit the entire gameplay window 122. After block 506, the flow continues at block 508.

[0073] At block 508, the gaming device determines whether the player selected an additional wagering game. If the gaming device detects that the player selected an additional wagering game, the flow continues at block 510. Otherwise, the flow continues at block 512.

[0074] At block 510, the gaming device scales the existing wagering game(s) on the gameplay window 122 and the newly selected wagering game to fit within the gameplay window 122. For example, if the newly selected wagering game will be the second wagering game on the gameplay window 122, the gaming device scales the existing wagering game and the newly selected wagering game to a size approximately equal to one-half the gameplay window 122. In one example, the gaming device can scale the wagering games such that each instance of the wagering games takes up an equal amount of space within the gameplay window 122. In other examples, the gaming device can scale the wagering games based on the type of wagering game and/or the displayed content associated with the wagering games. For instance, to display some wagering games properly, the wagering games may need a minimum amount of space within the gameplay window 122, e.g., at least one-half or one-fourth of the space within the gameplay window 122. In these cases, the gaming device can scale each wagering games such that the size of the wagering game is greater than or equal to a predetermined minimum size associated with the wagering game. In some examples, the gaming device limits the number of wagering games

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that are presented within the gameplay window 122 to a predetermined number of wagering games, e.g., 6 or 8 wagering games. After block 510, the flow continues at block 506, where the newly selected wagering game is presented in the gameplay window 122.

[0075] At block 512, the gaming device configures one or more of the configurable player windows 132 of the multiplayer wagering game interface 102 based on configuration information input by the player. For example, the gaming device configures one or more of the configurable player windows 132 to display a variety of casino-related features, such as game-related chat rooms, player profiles, rankings of casino jackpots, casino advertisements, and/or information from the Internet, such as financial information, news, and sports scores. To initialize these configurations, the gaming device can subscribe to news feeds and procure other needed information. If the player does not input configuration information, the gaming device may present a default configuration for one or more of the configurable player windows 132. For example, the default configuration may present the rankings of the highest casino jackpots, the player profile, and a game-related chat room (see Figure 3). After block 512, the flow continues at block 514.

[0076] At block 514, the gaming device manages the selected wagering games displayed in the gameplay window 122 of the multiplayer wagering game interface 102. For example, the gaming device receives betting information, spin and other control information from the player via the interface 102, initiates media presentations for the wagering games, controls other wagering game content, and presents wagering game results, e.g., as will be described further below with reference to Figure 6. After block 514, the flow ends.

[0077] In some embodiments, the gaming device or wagering game server can store wagering game configurations that have been created and shared by wagering game players. A player can configure one of the configurable player windows 132 of the multiplayer wagering game interface 102 to display the wagering game configurations. For example, the wagering game configurations can be saved within player profiles and accessed via a casino-related chat room or social networking service. In one example, when the player selects one of the shared wagering game configurations, the gameplay window 122 of the interface 102 is automatically populated with the wagering games specified by the shared wagering game configuration. In some cases, players can create and share wagering game configurations having a combination of wagering games that have a high entertainment value and/or have a relatively high payout of monetary value.

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[0078] In other embodiments, the wagering game server can store historical information associated with a player account. A player can configure one of the configurable player windows 132 of the interface 102 to display the historical information. For example, the configurable player window 132 can display previously used wagering game configurations, previously played wagering games with the highest winnings, previous chat conversations, replays of previous bonus game plays, etc.

[0079] In various embodiments, the wagering game server can offer personalized casino chat rooms to create custom (and private) gaming experiences for players. For example, players can select (e.g., drag and drop) a chat room icon from the game carousel 110 into the gameplay window 122 of the interface 102 to present a personalized casino chat room. Players can also configure one or more of the configurable player windows 132 to present a personalized casino chat room.

[0080] In one example, players can drag and drop desired wagering games from the game carousel 110 into the personalized casino chat room to create a private casino room experience. The chat room can be customized with a combination of different base games (e.g., slots, video poker, table games, etc.) and different bonus games. In one example, players can invite friends into the personalized casino chat rooms, e.g., by dragging and dropping player profiles into the chat room. Furthermore, players can define parameters with respect to the wagering games, e.g., the number of virtual reels of each game, the theme of the wagering games, the audio settings of the wagering games, place limits on the number of spins each player gets, etc. In another example, the players can create their own slot tournaments, progressives, and community-style games within their personalized casino chat room.

[0081] **Figure 6** is a flow diagram 600 illustrating operations for managing a plurality of wagering games on the multiplay wagering game interface 102, according to some embodiments. The flow of 600 will be described with reference to the example multiplay wagering game interface of Figures 1-3, and the example system architecture of Figure 4. The flow diagram begins at block 602.

[0082] At block 602, the gaming device presents one or more instances of one or more wagering games in the gameplay window 122 of the multiplay wagering game interface 102. For example, the multiplay wagering game controller of the gaming device scales and presents the wagering games selected by the player, e.g., as was described above with reference to Figure 5. After block 602, the flow continues at block 604.

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[0083] At block 604, the gaming device receives a selection of one of the wagering games displayed in the gameplay window 122. For example, the gaming device receives selection information from the interface 102 (or the web browser associated with the interface 102) when the player clicks on one of the displayed wagering games. After block 604, the flow continues at block 606.

[0084] At block 606, the gaming device highlights the selected wagering game and the betting button panel 124 of the multiplay wagering game interface 102. For example, the gaming device increases the brightness of the colors of the selected wagering game and the betting button panel 124. In another example, the gaming device highlights the selected wagering game and the betting button panel 124 and grays out the rest of the content on the interface 102. In yet another example, the gaming device highlights the selected wagering game and changes the theme of the background of the betting button panel 124 to match the theme of the selected wagering game. For example, if the Jungle Wild wagering game (shown in Figure 3) is selected, the theme of the betting button panel 124 changes to a jungle theme. It is noted, however, that the content on the interface 102 can be highlighted by other methods, e.g., the gaming device can cause the betting buttons to start blinking. After block 606, the flow continues at block 608.

[0085] At block 608, the gaming device receives betting information for the selected wagering game via the betting button panel 124. For example, the gaming device receives betting information in response to the player clicking on the “change bets” button of the betting button panel 124 and entering the desired bet for the selected wagering game. The gaming device can transmit the betting information to the wagering game server. After block 608, the flow continues at block 610.

[0086] At block 610, the gaming device determines whether another wagering game displayed on the gameplay window 122 is selected. If the gaming device determines that the player selected another wagering game displayed in the gameplay window 122, the flow loops back to block 606, where the process for obtaining betting information for the selected wagering game is repeated. Otherwise, the flow continues at block 612. As the player enters betting information for the displayed wagering games, the total bet display in the common button panel 126 updates to show the total bet amount. In some embodiments, if the player has not entered betting information for all of the displayed wagering games, the gaming device causes the interface 102 to display a notification message to the player. For example, the interface 102 displays a notification message indicating that the gaming device has not received betting information for all of the displayed wagering games.

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[0087] At block 612, the gaming device highlights the common button panel 126 of the multiplayer wagering game interface 102. For example, the gaming device highlights the common button pane 126 when the player enters betting information for all of the wagering games displayed in the gameplay window 122. The gaming device can highlight the common button panel 126 by similar techniques as described above for the betting button panel 124. After block 612, the flow continues at block 614.

[0088] At block 614, the gaming device detects selection of the spin button in the common button panel 126. The gaming device can forward this information to the wagering game server, which can determine results for the wagering game(s). After block 614, the flow continues at block 616.

[0089] At block 616, the gaming device simultaneously initiates media presentations for the one or more wagering games displayed in the gameplay window 122 for which the server received betting information. For instance, in the example shown in Figure 3, the gaming device simultaneously presents media for the three instances of Jungle Wild and the one instance of Power Ball. In some embodiments, the media presentations reveal final or intermediate results received from the wagering game server. As part of the media presentation, the gaming device may present results on the win display of the common button panel 126. After block 614, the flow ends.

[0090] In some implementations, when the player selects the auto play button in the common button panel 126 of the multiplayer wagering game interface 102, the gaming device initiates an auto play mode for the wagering games in the gameplay window 122. During the auto play mode, the gaming device continuously initiates the wagering games in the gameplay window 122 until the credit balance meter (e.g., shown in the betting panel 124 of Figure 3) reaches an upper credit threshold or a lower credit threshold. In one implementation, when the player selects the auto play button, the gaming device can prompt the player to enter the auto play upper and lower credit threshold values for stopping the auto play mode. For example, if the player currently has 35,000 credits (e.g., having a certain monetary value), the player may specify to stop the auto play mode when the credit balance reaches 50,000 credits or 30,000 credits.

[0091] Within the auto play mode, the gaming device can offer the player various other features and control options. In one implementation, the gaming device can offer the player a mechanism to control how a wager amount is distributed between the wagering games in the gameplay window 122. For example, the player can specify a wager amount of \$100 for an auto play session, and specify the percentage distribution of the \$100 among the wagering games,

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e.g., 30% to each of the three Jungle Wild wagering games and 10% to the Power Ball game (shown in Figure 3). In another implementation, the wagering game server can allow the player to control the speed at which the wagering games are played.

[0092] Figure 7 is a flow diagram 700 illustrating operations for presenting bonus games in the multiplay wagering game interface 102, according to some embodiments. The flow of 700 will be described with reference to the example multiplay wagering game interface of Figures 1-3, and the example system architecture of Figure 4. The flow diagram begins at block 702.

[0093] At block 702, the gaming device simultaneously initiates media presentations for one or more wagering games displayed in the gameplay window 122 of the multiplay wagering game interface 102. For example, for slots wagering games (e.g., the wagering games shown in Figure 3), the gaming device initiates media presentations of spinning virtual reels. After block 702, the flow continues at block 704.

[0094] At block 704, the gaming device determines whether a trigger event for a bonus game is detected. In various implementations, trigger events are game events, e.g., game results, which trigger the presentation of a bonus game. For example, in video poker wagering games, some trigger events may be a royal flush, a full house, and a straight. In slots wagering games, certain combinations of reel results can be trigger events. In some embodiments, the gaming device can provide trigger event information to the wagering game server. The wagering game server can provide bonus game results to the gaming device. If the gaming device detects a trigger event, the flow continues at block 706. Otherwise, the flow continues at block 720.

[0095] At block 706, when a trigger event for a bonus game is detected, the gaming device determines whether the bonus game requires player interactivity. For example, certain bonus games require the player to interact with the bonus game via the multiplay wagering game interface 102 to select one of a plurality of options presented during the bonus game. In one specific example, a picking game requires the player to select one or more of a plurality of graphics presented to the player to reveal the prize or calculate the result of the bonus game (or to move to a next stage of the bonus game). If the bonus game requires player interactivity, the flow continues at block 708. Otherwise, the flow continues at block 714.

[0096] At block 708, if the bonus game requires player interactivity, the gaming device pauses the wagering games in the gameplay window 122. After block 708, the flow continues at block 710.

[0097] At block 710, the gaming device initiates media presentations for the bonus game. In one example, the presentation controller of the gaming device presents the bonus game by

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superimposing the bonus game over the existing wagering games in the gameplay window 122. In another example, the gaming device scales the existing wagering games in the gameplay window 122 and the bonus game such that the existing wagering games and the bonus game fit within the gameplay window 122, or scales the bonus game to fit within one of the configurable player windows 132. In this example, the gaming device may not pause the existing wagering games, or may only temporarily pause the existing wagering games until the game(s) are scaled properly. In some examples, the gaming device can initiate the bonus game and obtain input from the player during game play. After block 710, the flow continues at block 712.

[0098] At block 712, the gaming device presents the results of the bonus game to the player via the multiplayer wagering game interface 102. In one example, the gaming device presents the bonus game results received from the wagering game server. After presenting the results of the bonus game, the gaming device resumes the wagering games in the gameplay window 122 that were paused to present the bonus game. After block 712, the flow loops back to block 704.

[0099] At block 714, if the bonus game does not require player interactivity, the gaming device presents an indication of a pending bonus game. For instance, the gaming device presents an audio and/or visual indication of the pending bonus game to the player via the multiplayer wagering game interface 102. In one specific example, the gaming device presents a flashing message and/or graphic within one of the configurable player windows 132. In another example, the gaming device presents an animated bonus game icon in the center position of the game carousel 110. It is noted, however, that in other examples the gaming device can present an indication of a pending bonus game by various methods, e.g., in a pop-up screen. After block 714, the flow continues at block 716.

[00100] At block 716, the gaming device initiates media presentations for the pending bonus game in response to receiving player input. For example, the presentation controller of the gaming device initiates the bonus game when the player selects (e.g., double-clicks) the visual indication of the pending bonus game via the multiplayer wagering game interface 102. After block 716, the flow continues at block 718.

[00101] At block 718, the gaming device presents the results of the bonus game to the player via the multiplayer wagering game interface 102. After block 718, the flow loops back to block 704.

[00102] At block 720, when a trigger event for a bonus game is not detected, the gaming device determines whether the wagering games in the gameplay window 122 have completed. If the

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wagering games have completed, the flow continues at block 722. Otherwise, the flow loops back to block 704.

[00103] At block 722, the gaming device presents the results of the wagering games in the gameplay window 122. After block 722, the flow ends.

[00104] The discussion of Figures 5-7 describes operations performed by a gaming device. However, in some embodiments, some of those operations can be performed by a wagering game server or other component. Furthermore, embodiments of the gaming device can perform one or more of the operations in response to information received from or determined by a wagering game server.

Additional Example Operating Environments

[00105] This section describes example operating environments, systems and networks, and presents structural aspects of some embodiments.

Wagering Game Machine Architecture

[00106] **Figure 8** is a conceptual diagram that illustrates an example of a wagering game machine architecture 800, according to some embodiments. In **Figure 8**, the wagering game machine architecture 800 includes a wagering game machine 806, which includes a central processing unit (CPU) 826 connected to main memory 828. The CPU 826 can include any suitable processor, such as an Intel® Pentium processor, Intel® Core 2 Duo processor, AMD Opteron™ processor, or UltraSPARC processor. The main memory 828 includes a wagering game unit 832. In some embodiments, the wagering game unit 832 can present wagering games, such as video poker, video black jack, video slots, video lottery, reel slots, etc., in whole or part, e.g., as described above with reference to Figures 1-7.

[00107] The CPU 826 is also connected to an input/output (“I/O”) bus 822, which can include any suitable bus technologies, such as an AGTL+ frontside bus and a PCI backside bus. The I/O bus 822 is connected to a payout mechanism 808, primary display 810, secondary display 812, value input device 814, player input device 816, information reader 818, and storage unit 830. The player input device 816 can include the value input device 814 to the extent the player input device 816 is used to place wagers. The I/O bus 822 is also connected to an external system interface 824, which is connected to external systems (e.g., wagering game networks). The external system interface 824 can include logic for exchanging information over wired and wireless networks (e.g., 802.11g transceiver, Bluetooth transceiver, Ethernet transceiver, etc.)

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[00108] The I/O bus 822 is also connected to a location unit 838. The location unit 838 can create player information that indicates the wagering game machine's location/movements in a casino. In some embodiments, the location unit 838 includes a global positioning system (GPS) receiver that can determine the wagering game machine's location using GPS satellites. In other embodiments, the location unit 838 can include a radio frequency identification (RFID) tag that can determine the wagering game machine's location using RFID readers positioned throughout a casino. Some embodiments can use GPS receiver and RFID tags in combination, while other embodiments can use other suitable methods for determining the wagering game machine's location. Although not shown in Figure 8, in some embodiments, the location unit 838 is not connected to the I/O bus 822.

[00109] In some embodiments, the wagering game machine 806 can include additional peripheral devices and/or more than one of each component shown in Figure 8. For example, in some embodiments, the wagering game machine 806 can include multiple external system interfaces 824 and/or multiple CPUs 826. In some embodiments, any of the components can be integrated or subdivided.

[00110] In some embodiments, the wagering game machine 806 includes an online gaming module 837. The online gaming module 837 can process communications, commands, or other information, where the processing can control and present online wagering games.

[00111] Furthermore, any component of the wagering game machine 806 can include hardware, firmware, and/or machine-readable media including instructions for performing the operations described herein.

Mobile Wagering Game Machine

[00112] **Figure 9** is a conceptual diagram that illustrates an example of a mobile wagering game machine 900, according to some embodiments. In Figure 9, the mobile wagering game machine 900 includes a housing 902 for containing internal hardware and/or software such as that described above vis-à-vis Figure 9. In some embodiments, the housing has a form factor similar to a tablet PC, while other embodiments have different form factors. For example, the mobile wagering game machine 900 can exhibit smaller form factors, similar to those associated with personal digital assistants. In some embodiments, a handle 904 is attached to the housing 902. Additionally, the housing can store a foldout stand 910, which can hold the mobile wagering game machine 900 upright or semi-upright on a table or other flat surface.

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[00113] The mobile wagering game machine 900 includes several input/output devices. In particular, the mobile wagering game machine 900 includes buttons 920, audio jack 908, speaker 914, display 916, biometric device 906, wireless transmission devices (e.g., wireless communication units 912 and 924), microphone 918, and card reader 922. Additionally, the mobile wagering game machine can include tilt, orientation, ambient light, or other environmental sensors.

[00114] In some embodiments, the mobile wagering game machine 900 uses the biometric device 906 for authenticating players, whereas it uses the display 916 and speakers 914 for presenting wagering game results and other information (e.g., credits, progressive jackpots, etc.). The mobile wagering game machine 900 can also present audio through the audio jack 908 or through a wireless link such as Bluetooth.

[00115] In some embodiments, the wireless communication unit 912 can include infrared wireless communications technology for receiving wagering game content while docked in a wager gaming station. The wireless communication unit 924 can include an 802.11G transceiver for connecting to and exchanging information with wireless access points. The wireless communication unit 924 can include a Bluetooth transceiver for exchanging information with other Bluetooth enabled devices.

[00116] In some embodiments, the mobile wagering game machine 900 is constructed from damage resistant materials, such as polymer plastics. Portions of the mobile wagering game machine 900 can be constructed from non-porous plastics which exhibit antimicrobial qualities. Also, the mobile wagering game machine 900 can be liquid resistant for easy cleaning and sanitization.

[00117] In some embodiments, the mobile wagering game machine 900 can also include an input/output ("I/O") port 930 for connecting directly to another device, such as to a peripheral device, a secondary mobile machine, etc. Furthermore, any component of the mobile wagering game machine 900 can include hardware, firmware, and/or machine-readable media including instructions for performing the operations described herein.

[00118] The described embodiments may be provided as a computer program product, or software, that may include a machine-readable medium having stored thereon instructions, which may be used to program a computing device (or other electronic device(s)) to perform a process according to embodiments(s), whether presently described or not, because every conceivable variation is not enumerated herein. A machine readable medium includes any mechanism for storing or transmitting information in a form (e.g., software, processing application) readable by

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a machine (e.g., a computer). The machine-readable medium may include, but is not limited to, magnetic storage medium (e.g., floppy diskette); optical storage medium (e.g., CD-ROM); magneto-optical storage medium; read only memory (ROM); random access memory (RAM); erasable programmable memory (e.g., EPROM and EEPROM); flash memory; or other types of medium suitable for storing electronic instructions. In addition, embodiments may be embodied in an electrical, optical, acoustical or other form of propagated signal (e.g., carrier waves, infrared signals, digital signals, etc.), or wireline, wireless, or other communications medium.

General

[00119] This detailed description refers to specific examples in the drawings and illustrations. These examples are described in sufficient detail to enable those skilled in the art to practice the inventive subject matter. These examples also serve to illustrate how the inventive subject matter can be applied to various purposes or embodiments. Other embodiments are included within the inventive subject matter, as logical, mechanical, electrical, and other changes can be made to the example embodiments described herein. Features of various embodiments described herein, however essential to the example embodiments in which they are incorporated, do not limit the inventive subject matter as a whole, and any reference to the invention, its elements, operation, and application are not limiting as a whole, but serve only to define these example embodiments. This detailed description does not, therefore, limit embodiments of the invention, which are defined only by the appended claims. Each of the embodiments described herein are contemplated as falling within the inventive subject matter, which is set forth in the following claims.

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CLAIMS

1. A computer-implemented method comprising:
presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel;
detecting a selection of a first wagering game icon associated with a first wagering game;
presenting media representing the first wagering game within the gameplay window;
detecting a selection of a second wagering game icon associated with a second wagering game;
presenting media representing the second wagering game within the gameplay window;
scaling the first and second wagering games to fit within the gameplay window;
detecting input of bet information for the first and second wagering games via the bet panel; and
initiating the first and second wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.
2. The method of claim 1, wherein said detecting input of bet information for the first and second wagering games comprises:
highlighting the first wagering game and the bet panel in response to detecting a selection of the first wagering game in the gameplay window;
detecting input of bet information for the first wagering game via the bet panel;
highlighting the second wagering game and the bet panel in response to detecting a selection of the second wagering game in the gameplay window; and
detecting input of bet information for the second wagering game via the bet panel.
3. The method of claim 2, wherein said highlighting the bet panel comprises changing a background of the bet panel to match a theme of a background of the selected wagering game in the gameplay window.
4. The method of claim 2, further comprising highlighting the start panel in response to detecting input of bet information for the first and second wagering games.
5. The method of claim 1, wherein said detecting the selection of the first wagering game icon comprises detecting a drag and drop input associated with the first wagering game icon, and

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said detecting the selection of the second wagering game icon comprises detecting a drag and drop input associated with the second wagering game icon.

6. The method of claim 1, wherein the wagering game interface further comprises a plurality of configurable player windows, wherein the method further comprises:

detecting a selection of one of the configurable player windows of the wagering game interface;

presenting a plurality of configuration options for the selected configurable player window;

detecting a selection of one of the configuration options; and

configuring the selected configurable player window based on the selected configuration option.

7. The method of claim 6, wherein the plurality of configuration options include one or more of a game-related chat room, a player profile, a social networking service, an Internet website, and a listing of wagering game jackpot rankings.

8. The method of claim 1, further comprising:

detecting a selection of an auto play trigger in the start panel;

detecting input of an upper credit threshold and a lower credit threshold associated with a credit balance associated with a player account; and

initiating the first and second wagering games continuously until the credit balance is greater than the upper credit threshold or the credit balance is less than the lower credit threshold.

9. The method of claim 1, further comprising detecting a trigger event for a bonus game associated with at least one of the wagering games in the gameplay window, and presenting the bonus game in response to detecting the trigger event for the bonus game.

10. The method of claim 1, wherein the wagering game interface further comprises a game carousel for displaying the plurality of wagering game icons.

11. The method of claim 1, further comprising, in response to detecting a plurality of selections of a wagering game icon, presenting a plurality of instances of the wagering game associated with the wagering game icon within the gameplay window.

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12. The method of claim 1, wherein the wagering game interface is presented in a browser of an online wagering game device via the Internet.

13. The method of claim 1, wherein the wagering game interface is presented in a wagering game machine via a network within a casino.

14. A wagering game server comprising:

a wagering game controller configured to present a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel, and configured to

detect a selection of a first wagering game icon associated with a first wagering game and a second wagering game icon associated with a second wagering game;

present the first and second wagering games within the gameplay window;

detect input of bet information for the first and second wagering games via the bet panel;

initiate the first and second wagering games simultaneously in response to detecting a selection of a start trigger in the start panel; and

a bonus game controller configured to detect a trigger event for a bonus game associated with at least one of the wagering games in the gameplay window, and configured to present the bonus game in response to detecting the trigger event for the bonus game.

15. The wagering game server of claim 14, wherein the wagering game interface further comprises a plurality of configurable player windows, wherein the wagering game controller is further configured to:

detect a selection of one of the configurable player windows of the wagering game interface;

present a plurality of gaming-related services as configuration options for the selected configurable player window;

detect a selection of one of the plurality of gaming-related services; and

present the selected gaming-related service within the selected configurable player window.

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16. The wagering game server of claim 14, wherein the bonus game controller is further configured to:

determine that the bonus game comprises player interactivity;

pause the first and second wagering games if the bonus game comprises player interactivity;

initiate the bonus game within the gameplay window after pausing the first and second wagering games;

resume the first and second wagering games after presenting results of the bonus game.

17. The wagering game server of claim 14, wherein the wagering game server is an online wagering game server configured to present the wagering game interface in a browser of an online wagering game device via the Internet.

18. The wagering game server of claim 14, wherein the wagering game server is a casino floor wagering game server configured to present the wagering game interface in a wagering game machine via a casino network.

19. An apparatus, comprising:

means for presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel;

means for detecting a selection of one or more wagering game icons associated with one or more wagering games;

means for presenting the one or more wagering games within the gameplay window;

means for scaling the one or more wagering games to fit within the gameplay window;

means for detecting input of bet information for the one or more wagering games via the bet panel;

means for initiating the one or more wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.

20. The apparatus of claim 19, further comprising:

means for detecting a selection of one of a plurality of configurable player windows of the wagering game interface;

means for presenting a plurality of gaming-related services as configuration options for the selected configurable player window;

means for detecting a selection of one of the plurality of gaming-related services; and

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means for presenting the selected gaming-related service within the selected configurable player window.

21. A computer-implemented method comprising:
 - presenting a wagering game interface including a gameplay window;
 - presenting media representing a plurality of wagering games within the gameplay window;
 - scaling the plurality of wagering games to fit within the gameplay window;
 - initiating the plurality of wagering games simultaneously within the gameplay window;
 - detecting a trigger event for a bonus game associated with at least one of the plurality of wagering games;
 - pausing the plurality of wagering games if the bonus game comprises player interactivity;
 - initiating the bonus game within the gameplay window;
 - resuming the plurality of wagering games after presenting results of the bonus game.
22. The method of claim 21, wherein, if the bonus game does not comprise player interactivity, the method further comprising:
 - presenting an indication associated with the bonus game within the wagering game interface;
 - detecting a selection of the indication associated with the bonus game;
 - initiating the bonus game within the gameplay window in response to detecting the selection of the indication associated with the bonus game.
23. The method of claim 21, wherein said initiating the bonus game within the gameplay window comprises superimposing media representing the bonus game over the plurality of wagering games on the gameplay window.
24. One or more machine-readable media having instructions stored thereon, which when executed by a set of one or more processors causes the set of one or more processors to perform operations comprising:
 - presenting a wagering game interface including a plurality of wagering game icons, a gameplay window, a bet panel, and a start panel;
 - detecting a selection of a first wagering game icon associated with a first wagering game;
 - presenting media representing the first wagering game within the gameplay window;

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detecting a selection of a second wagering game icon associated with a second wagering game;
presenting media representing the second wagering game within the gameplay window;
scaling the first and second wagering games to fit within the gameplay window;
detecting input of bet information for the first and second wagering games via the bet panel; and
initiating the first and second wagering games simultaneously in response to detecting a selection of a start trigger in the start panel.

25. The machine-readable media of claim 24, wherein the operations further comprise:
detecting a trigger event for a bonus game associated with at least one of the first and second wagering games;
determining that the bonus game comprises player interactivity;
pausing the first and second wagering games when the bonus game comprises player interactivity;
initiating the bonus game within the gameplay window; and
resuming the first and second wagering games after presenting results of the bonus game.

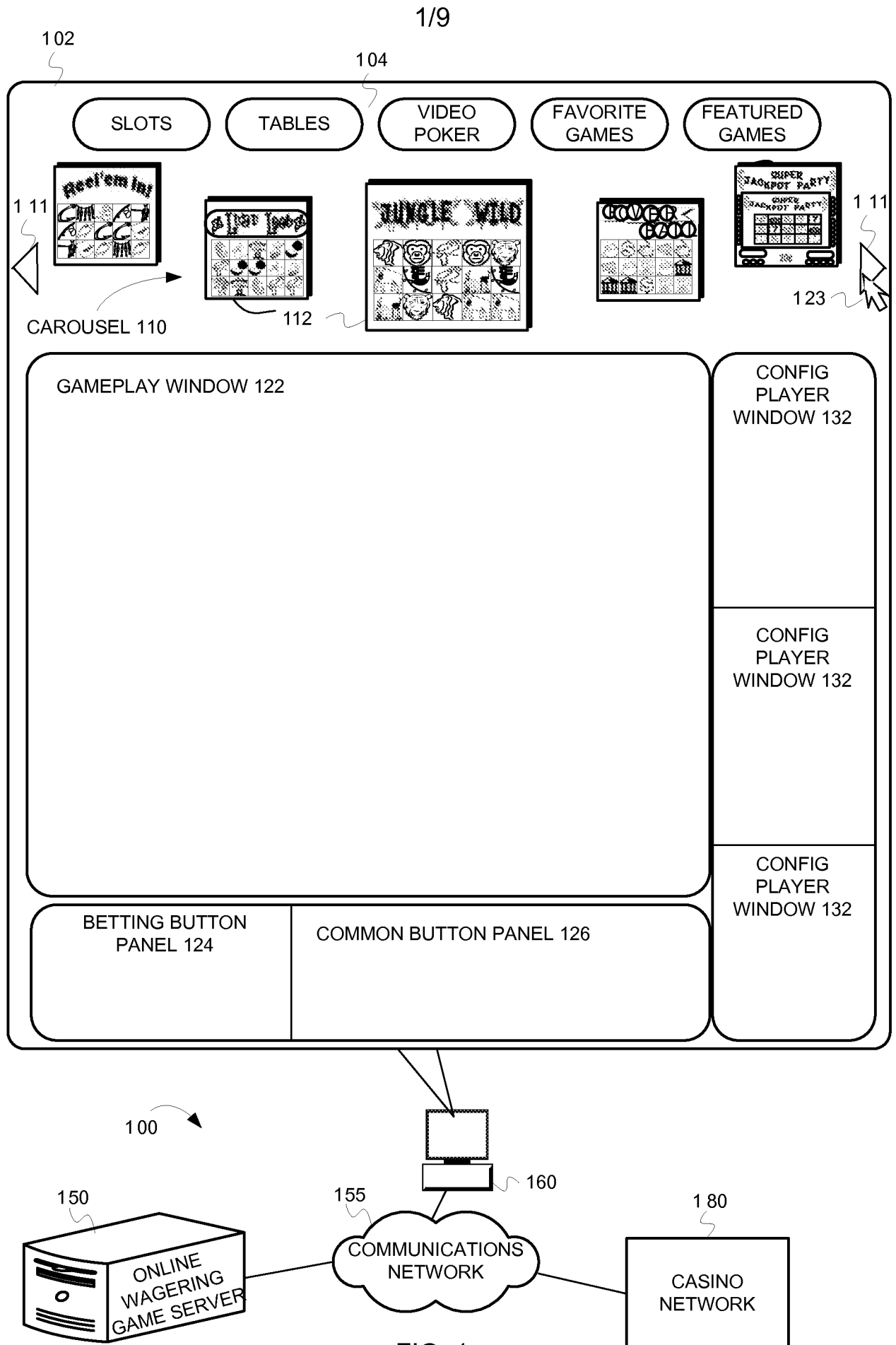


FIG. 1

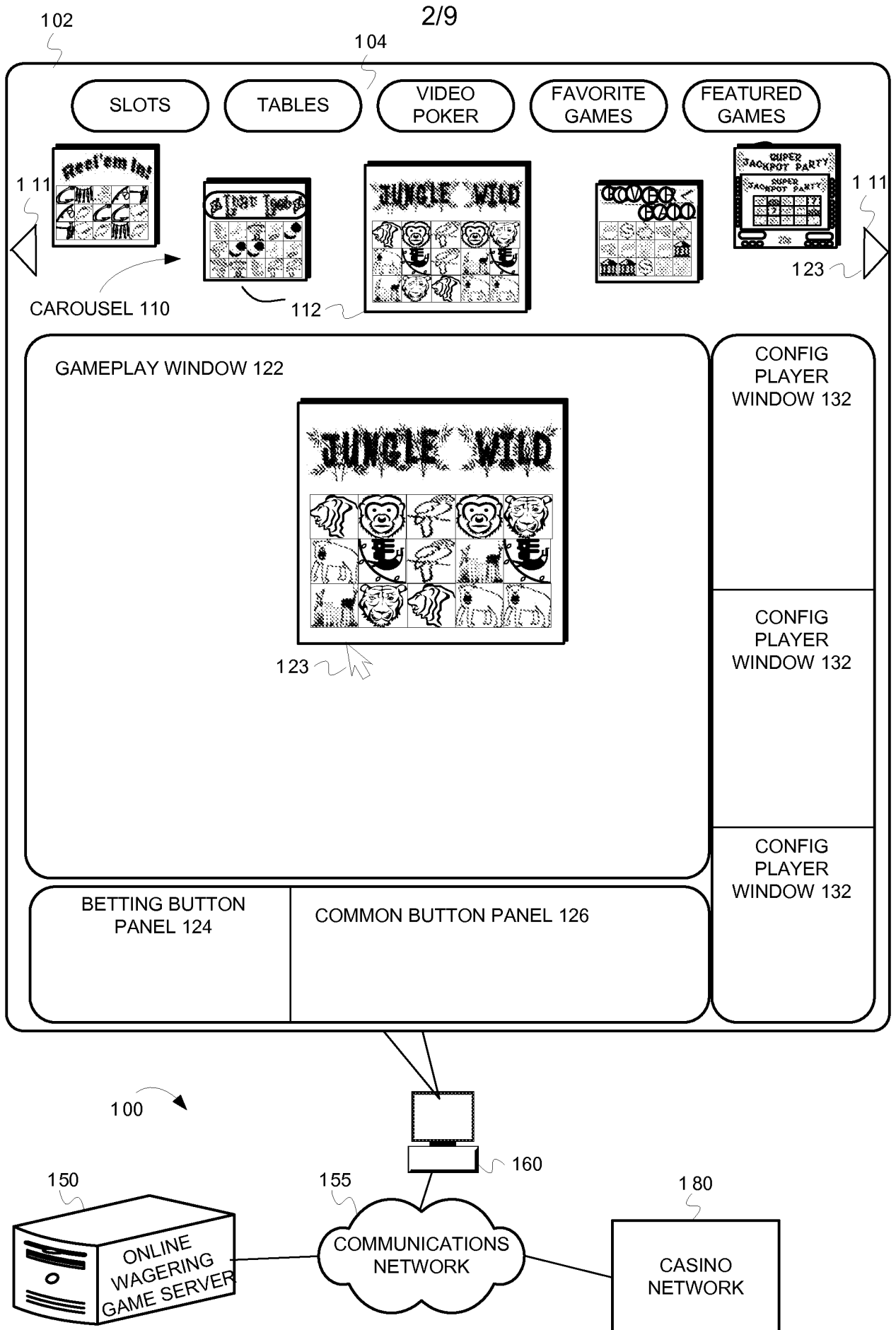


FIG. 2

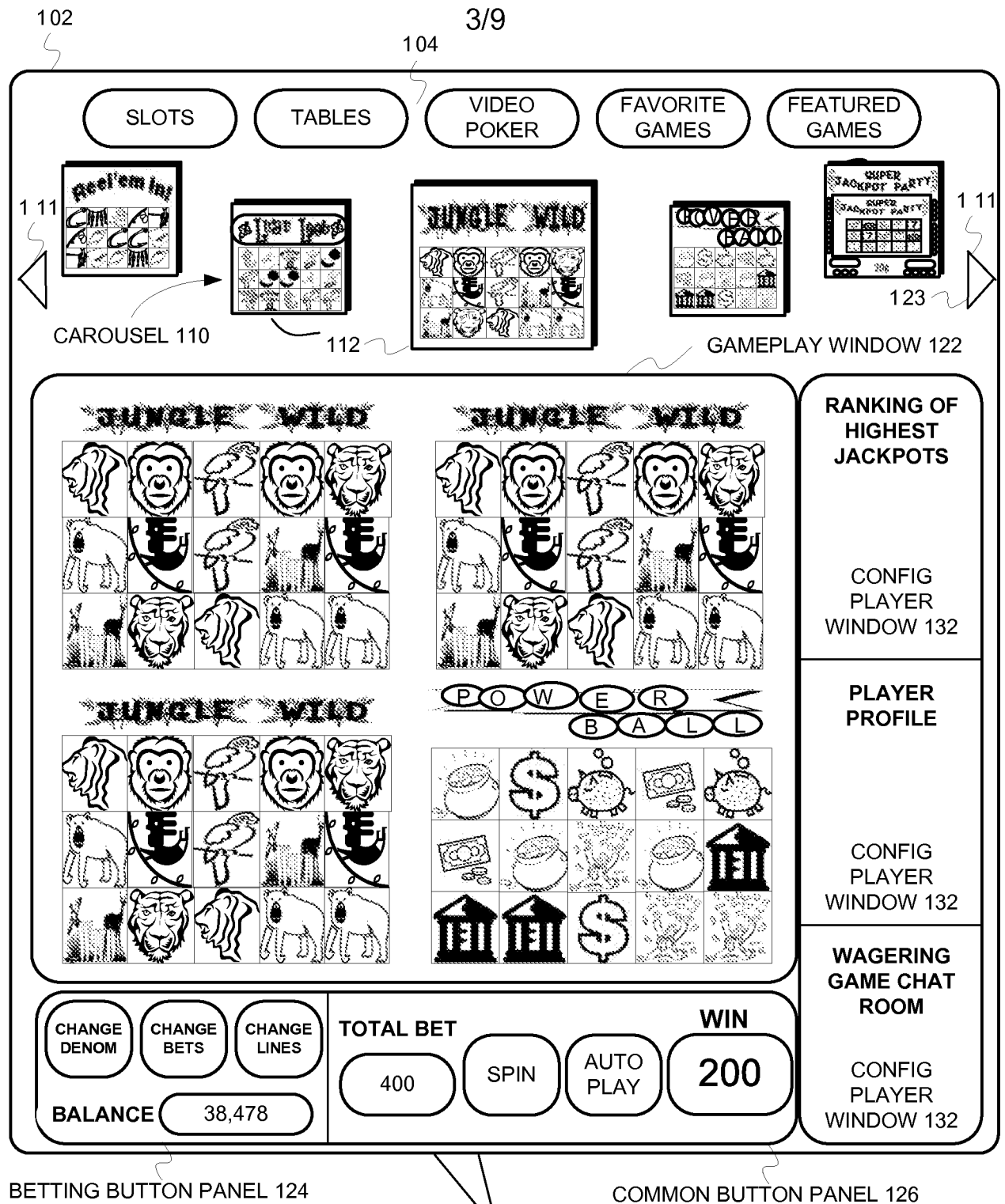


FIG. 3

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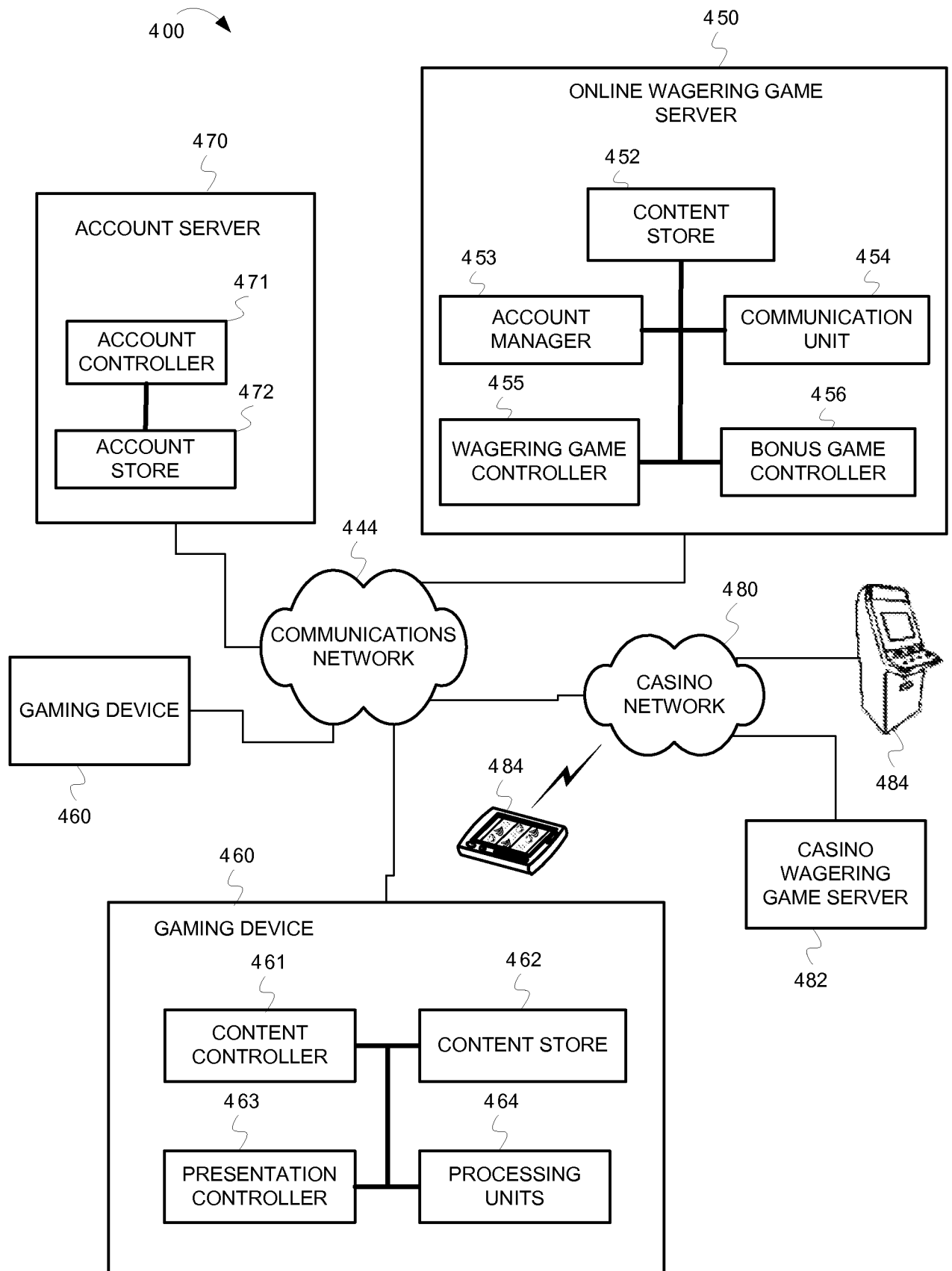


FIG. 4

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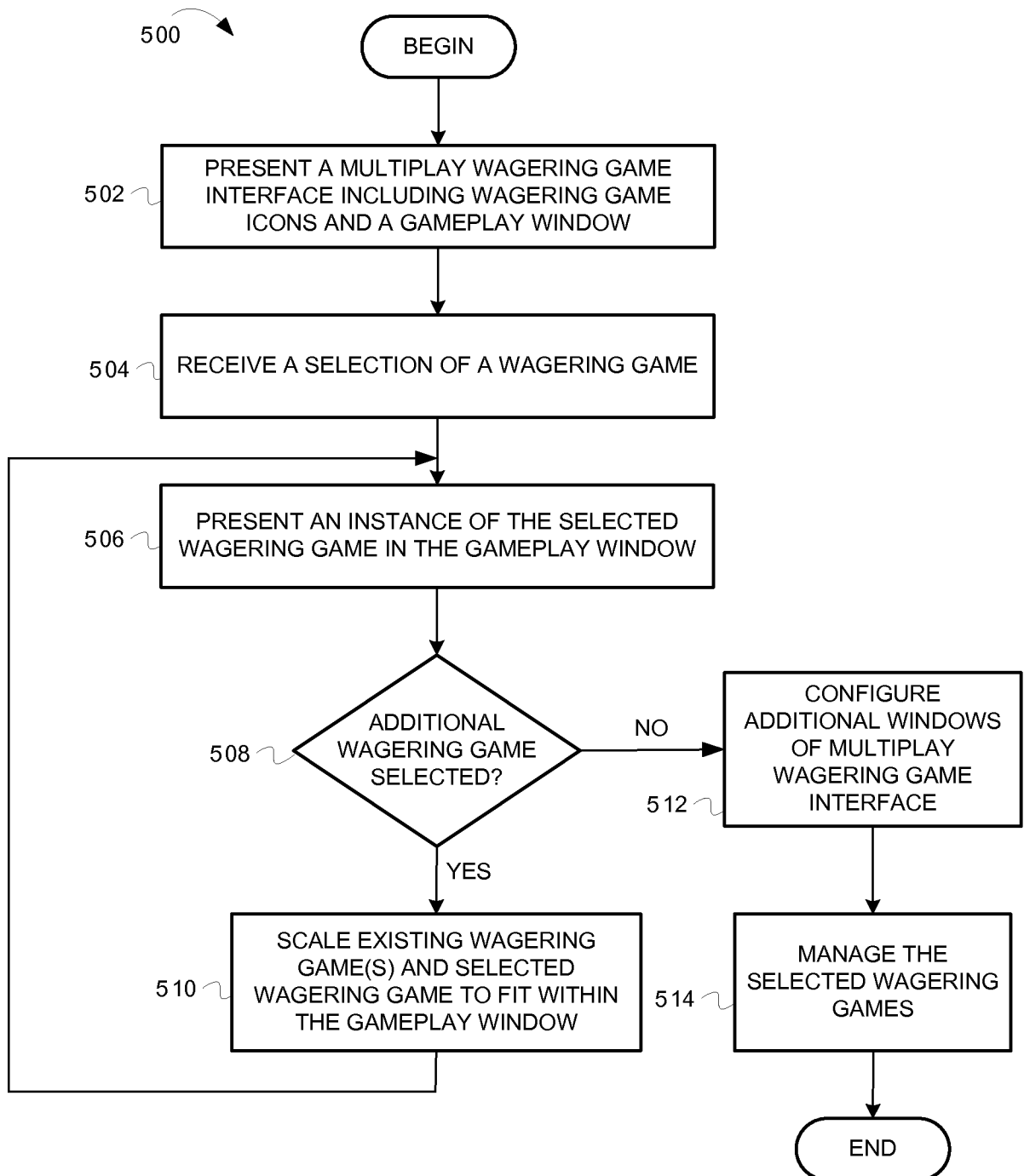


FIG. 5

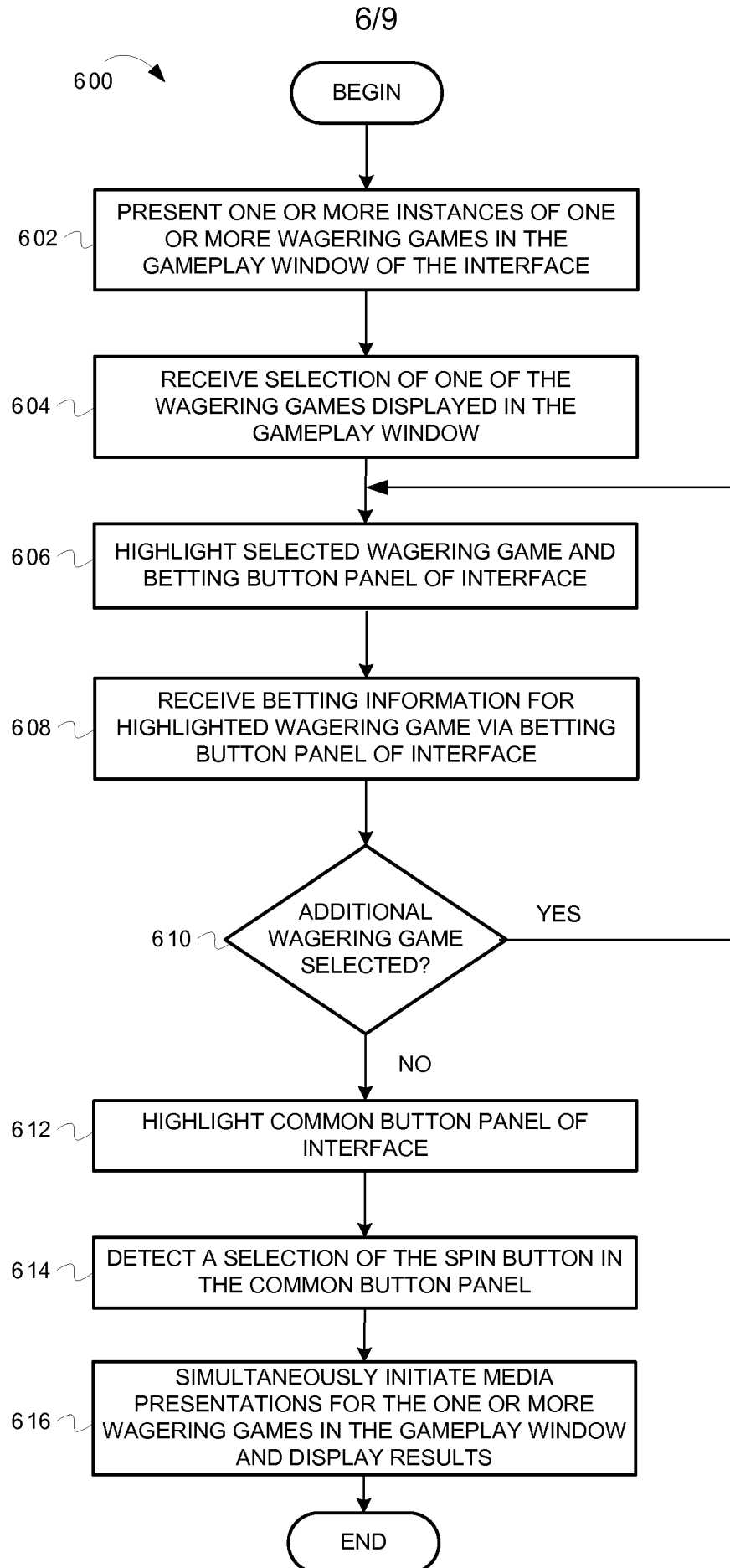


FIG. 6

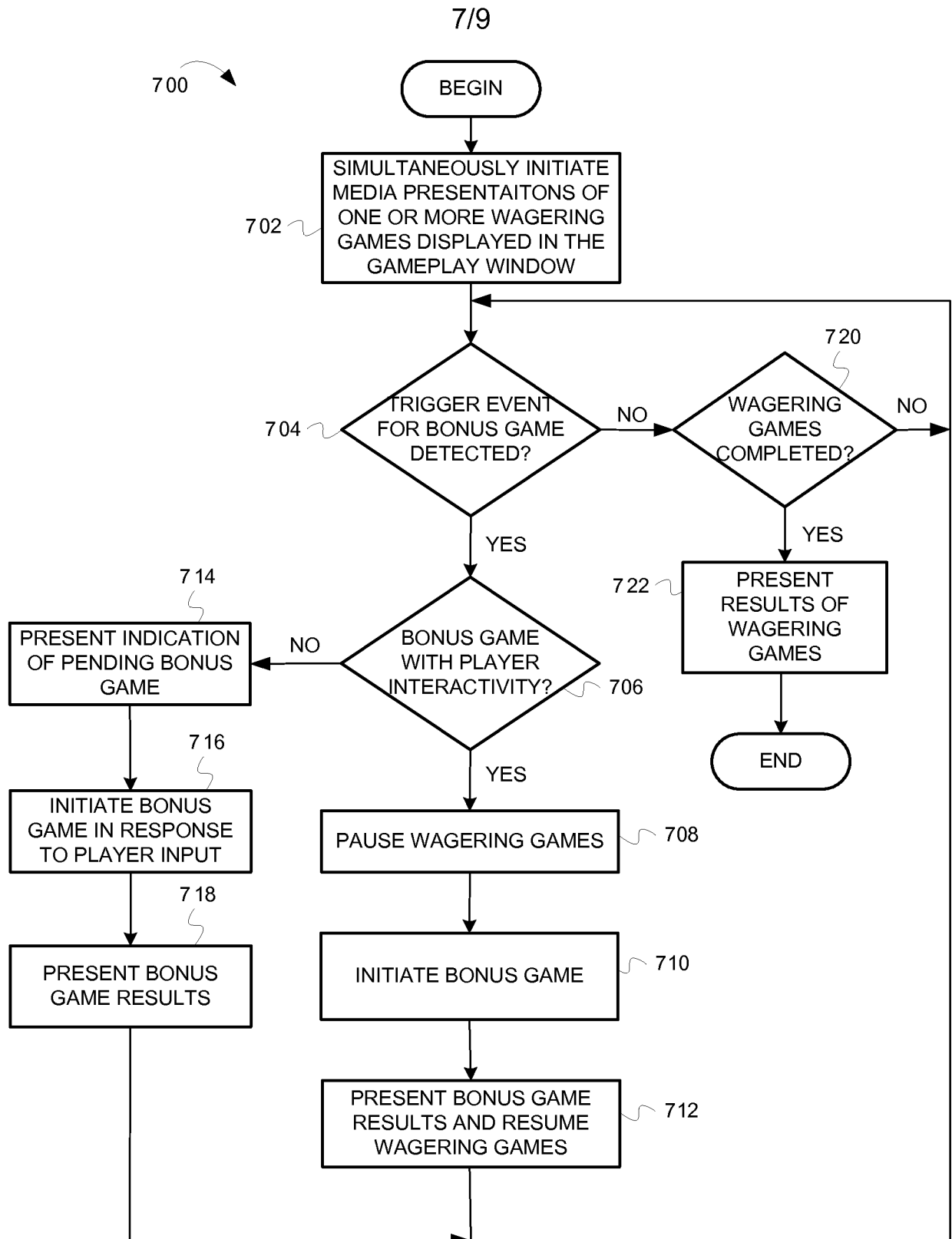


FIG. 7

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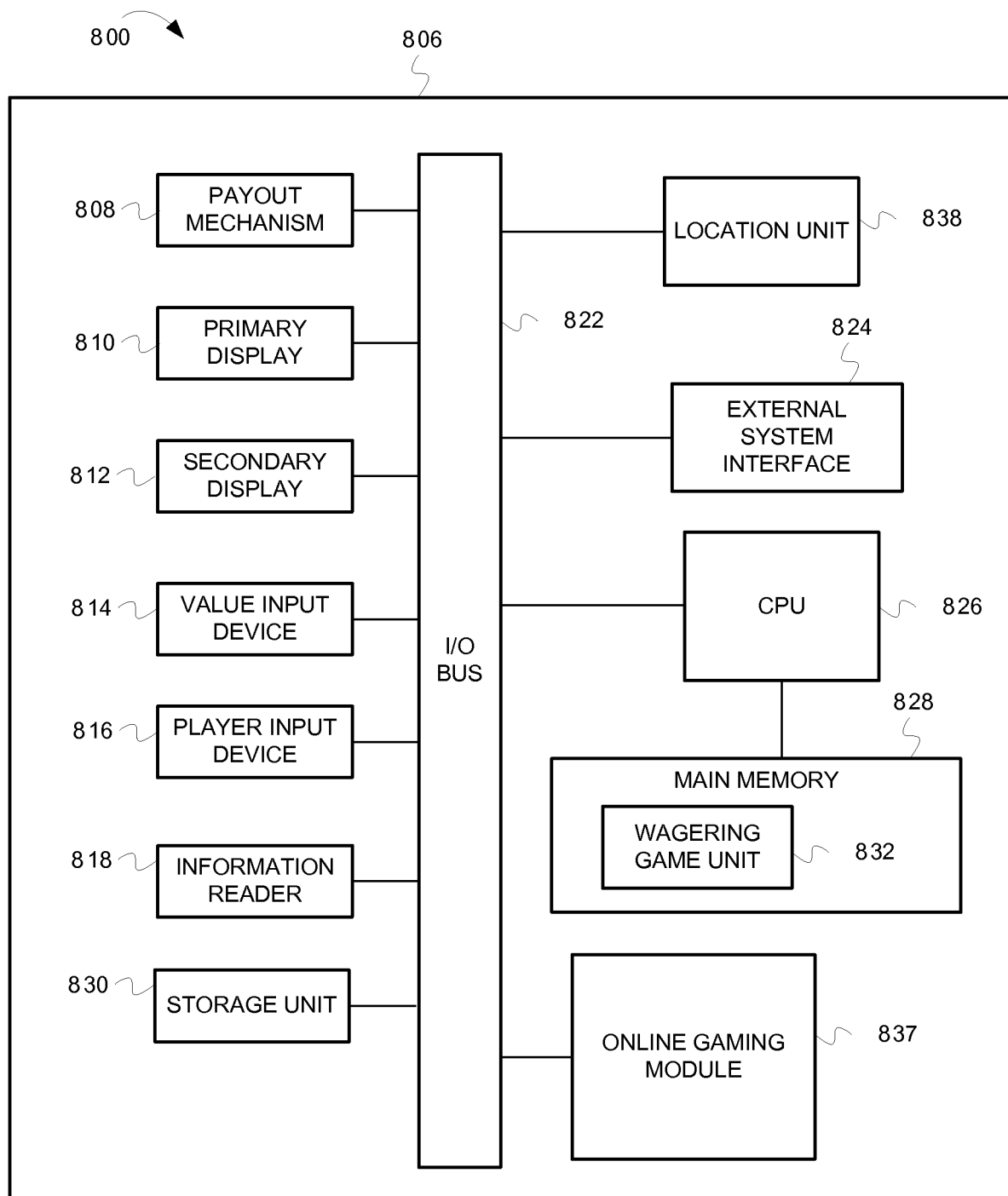


FIG. 8

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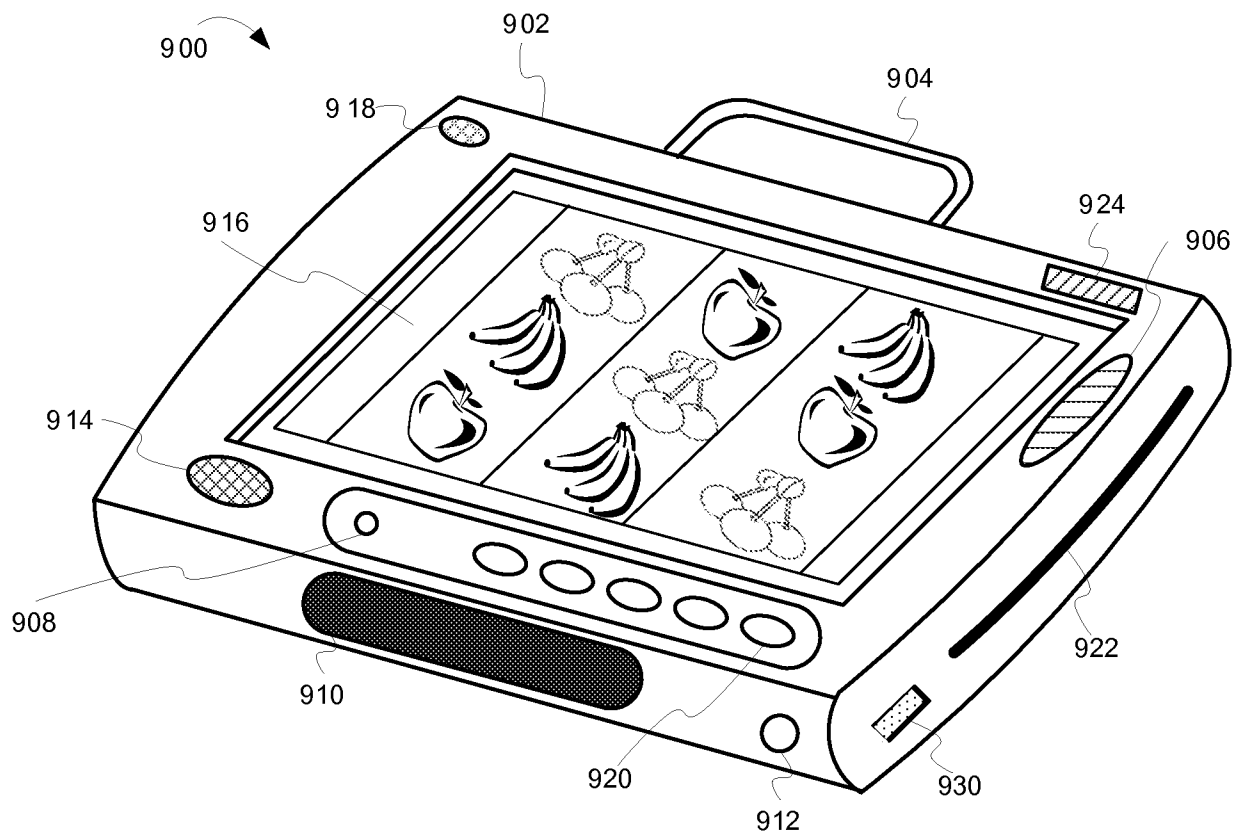


FIG. 9

INTERNATIONAL SEARCH REPORT

International application No.
PCT/US2009/064246

A. CLASSIFICATION OF SUBJECT MATTER

IPC(8) - A63F 9/24 (2009.01)

USPC - 463/16

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC(8) - A63F 9/24 (2009.01)

USPC - 463/16

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

Patbase

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	US 2002/0183105 A1 (CANNON et al) 05 December 2002 (05.12.2002) entire document	1-25
Y	US 2005/0075167 A1 (BEAULIEU et al) 07 April 2005 (07.04.2005) entire document	1-25
Y	US 2002/0077170 A1 (JOHNSON et al) 20 June 2002 (20.06.2002) entire document	5
A	US 2007/0173310 A1 (WALKER et al) 26 July 2007 (26.07.2007) entire document	1-25

☐ Further documents are listed in the continuation of Box C.

* Special categories of cited documents:

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"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

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"&" document member of the same patent family

Date of the actual completion of the international search

22 December 2009

Date of mailing of the international search report

06 JAN 2010

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