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(54) **CABINET WITH MOVABLE VIDEO SCREEN**

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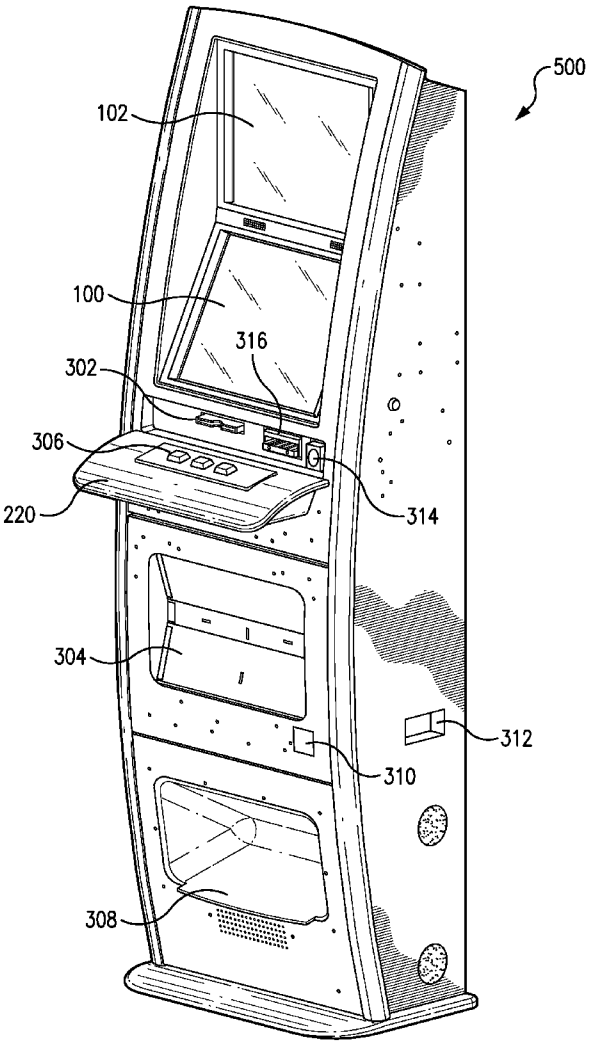
(52) **U.S. Cl.** **463/25**; 463/46

(57) **ABSTRACT**

A video terminal may be provided. The video terminal may include internal hardware. The video terminal may include a cabinet, the cabinet enclosing the internal hardware. The video terminal may include a door movably attached to the cabinet, the door having a door opened and a door closed position. The video terminal may include a display screen movably attached to the cabinet separately from the door and having a screen opened and a screen closed position.



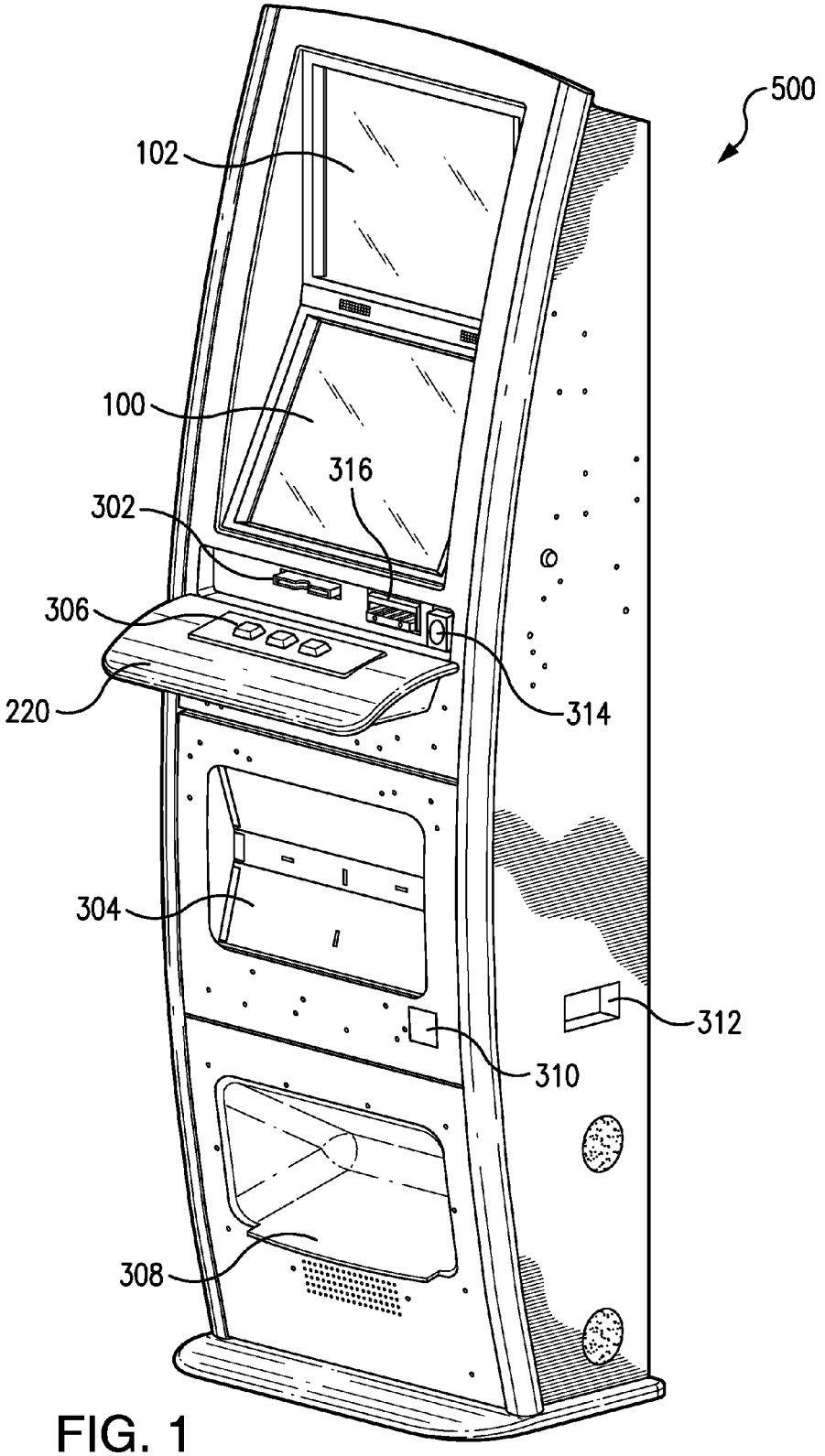


FIG. 1

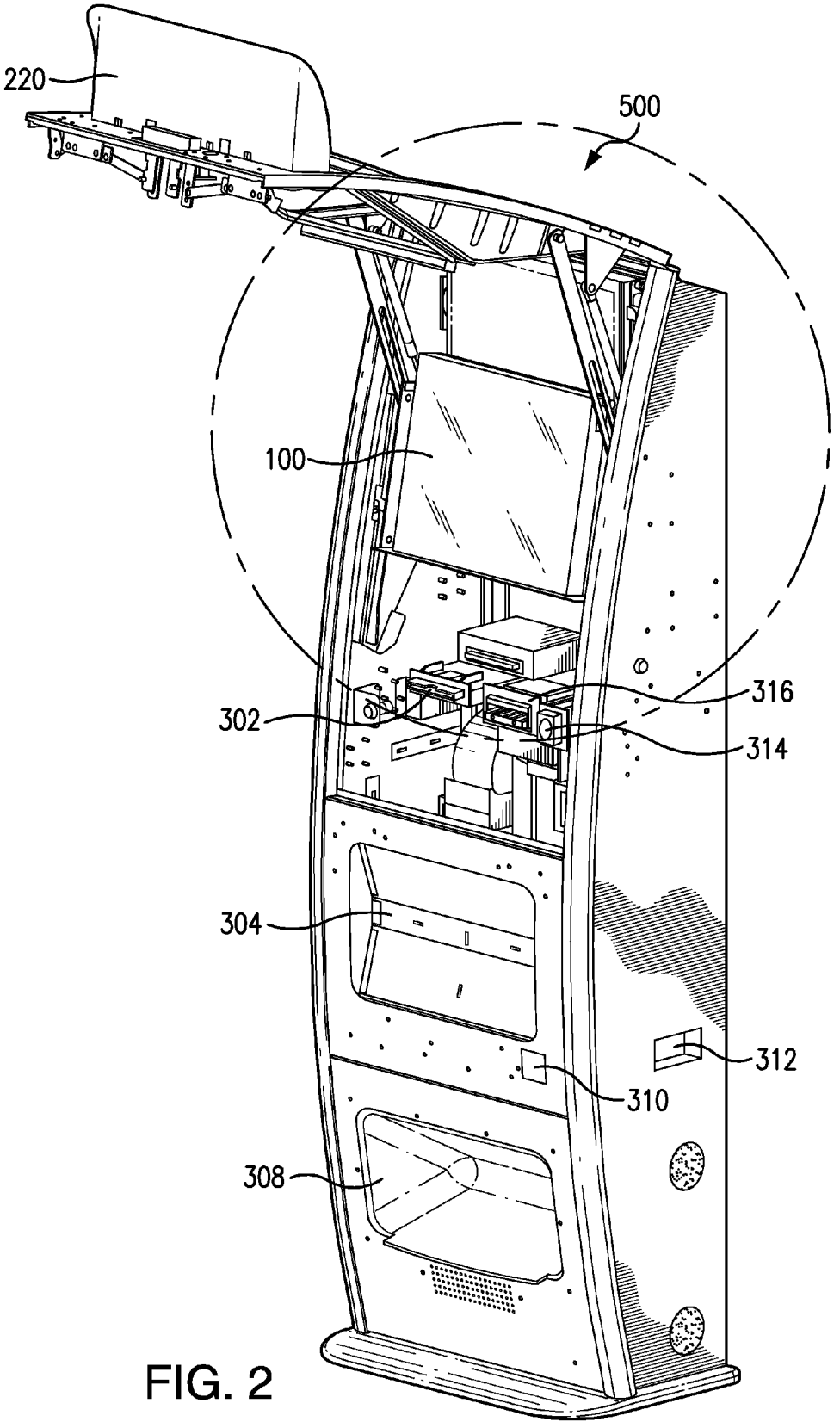


FIG. 2

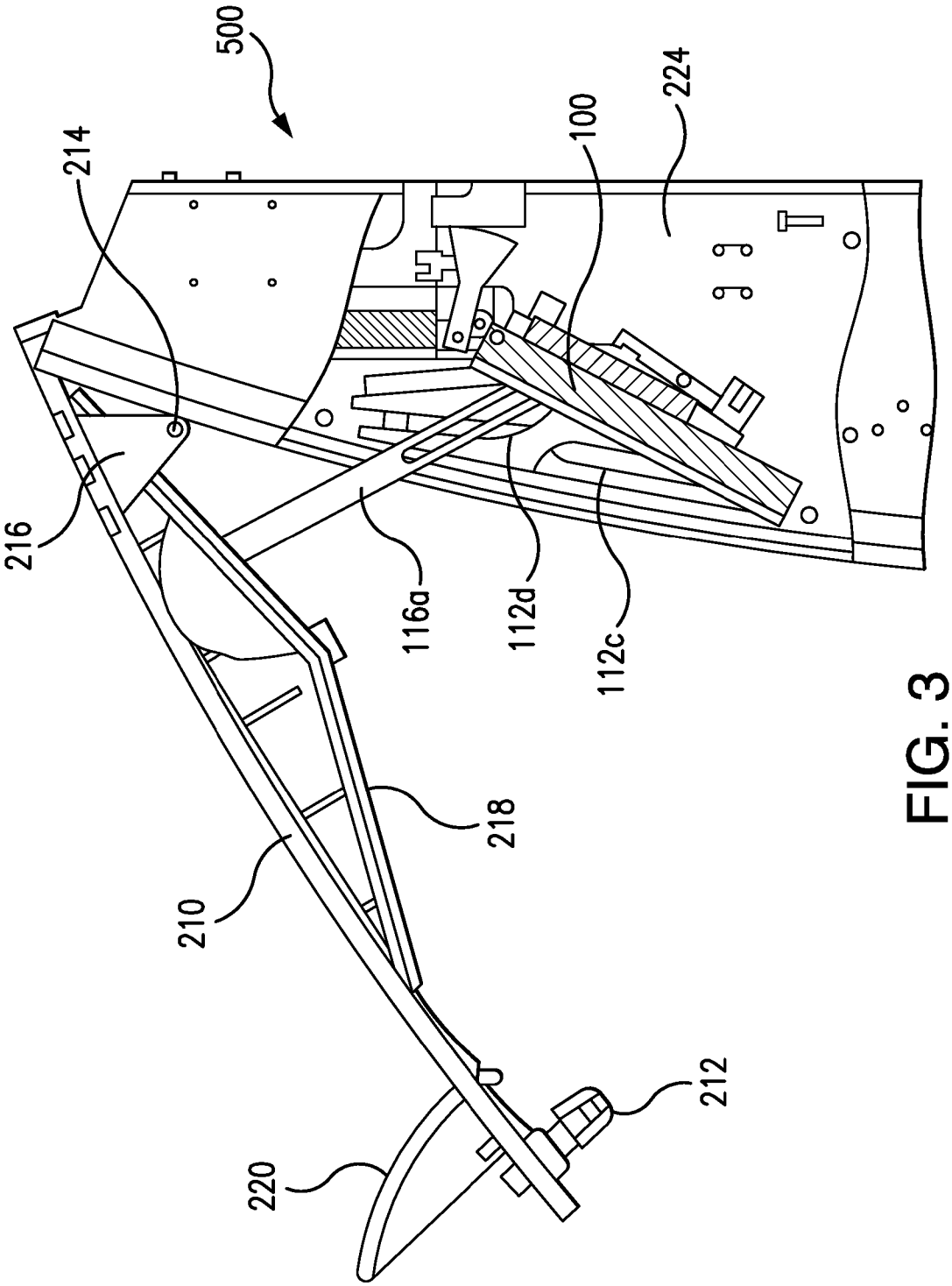


FIG. 3

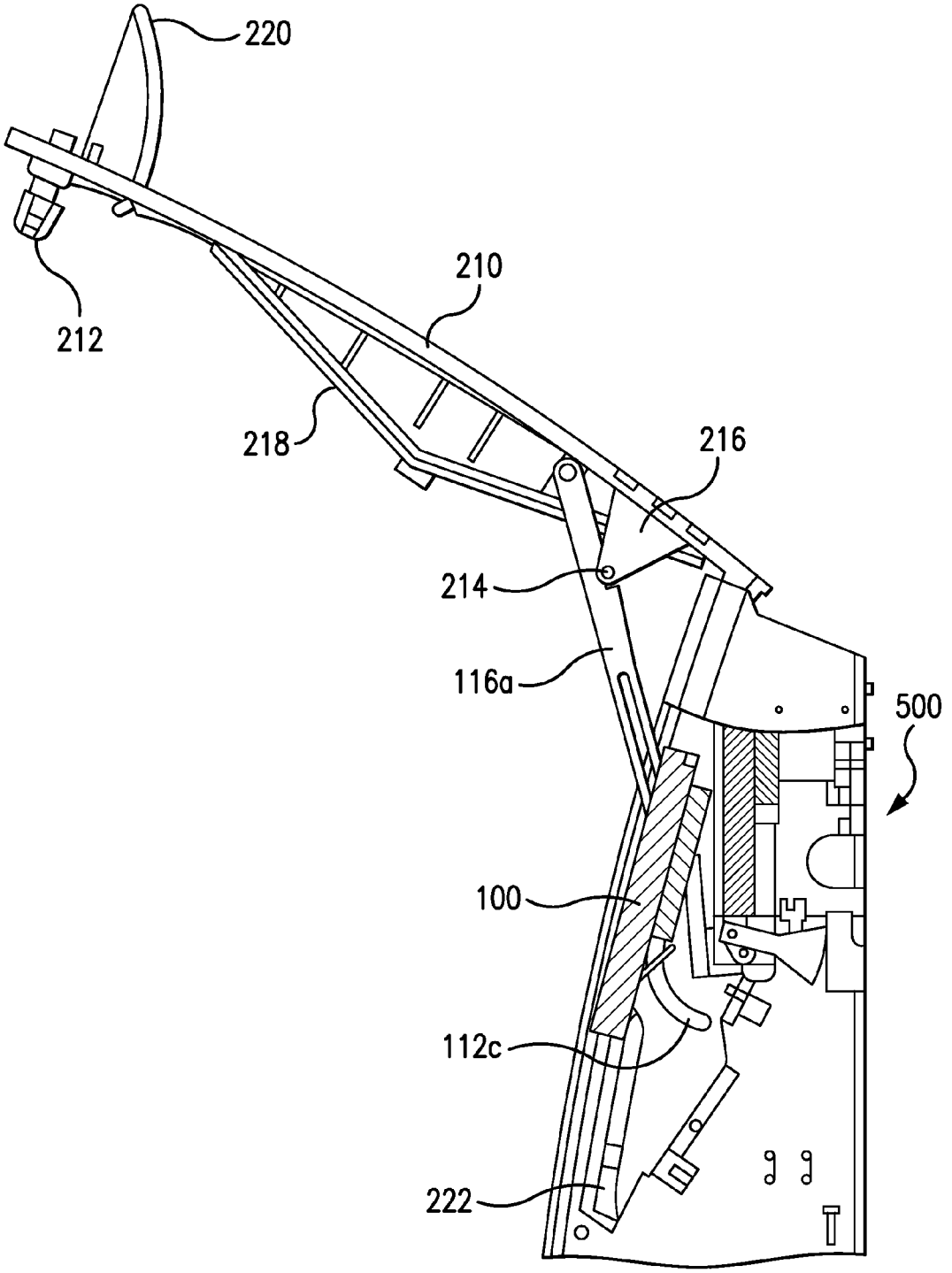


FIG. 4

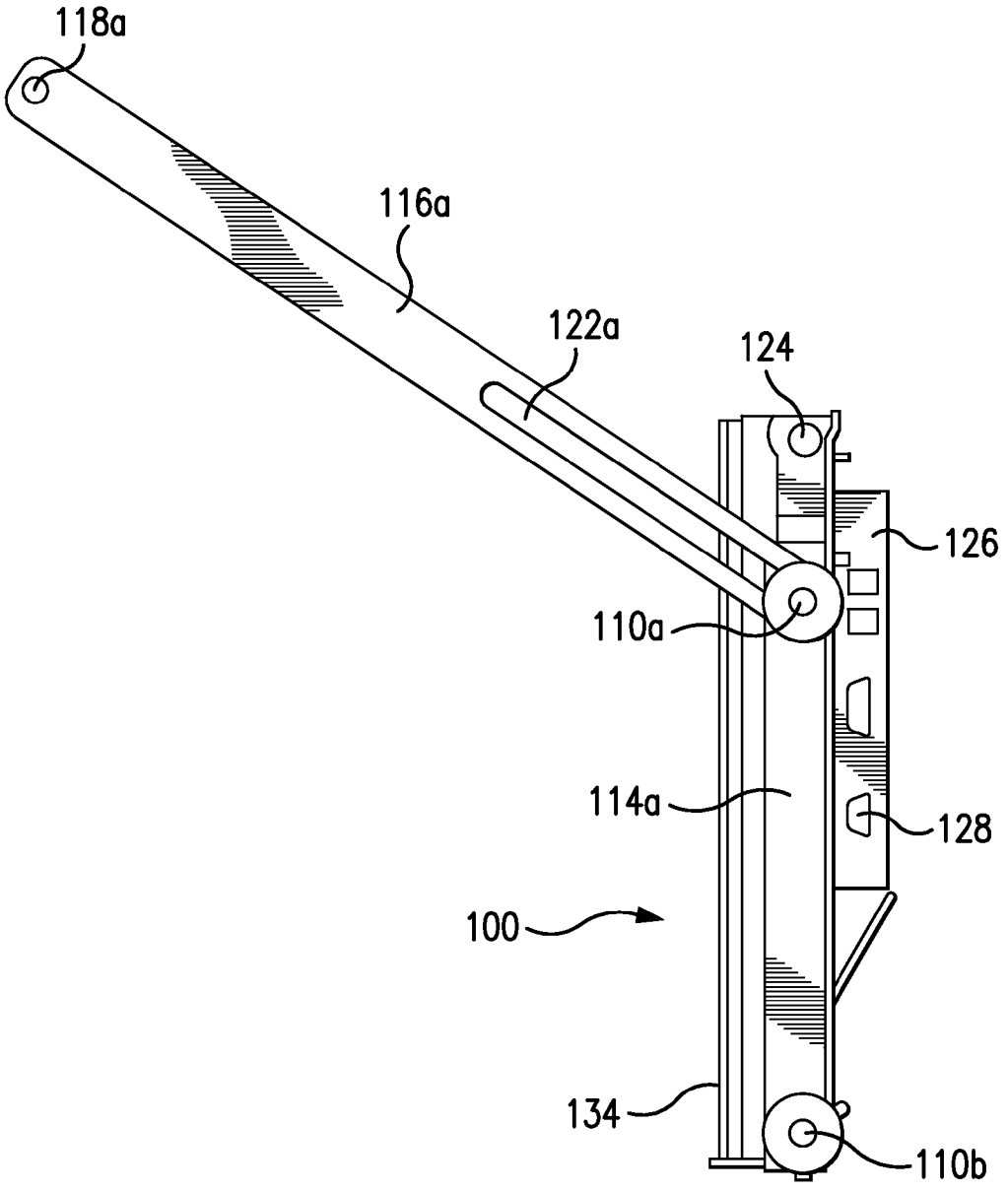


FIG. 5

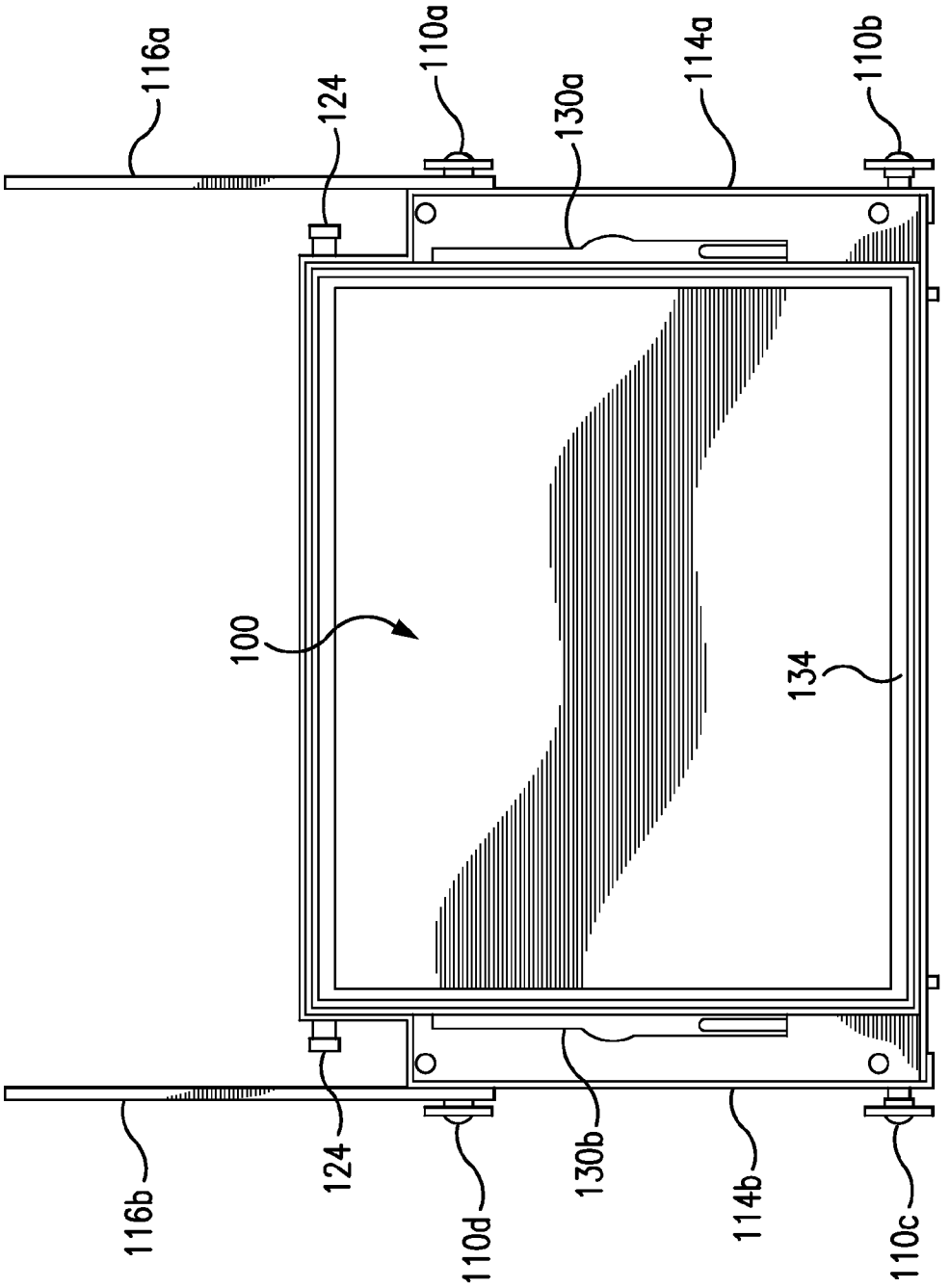

116a
124
110a
130a
114a
110b
100
134
116b
124
110d
130b
114b
110c

FIG. 6

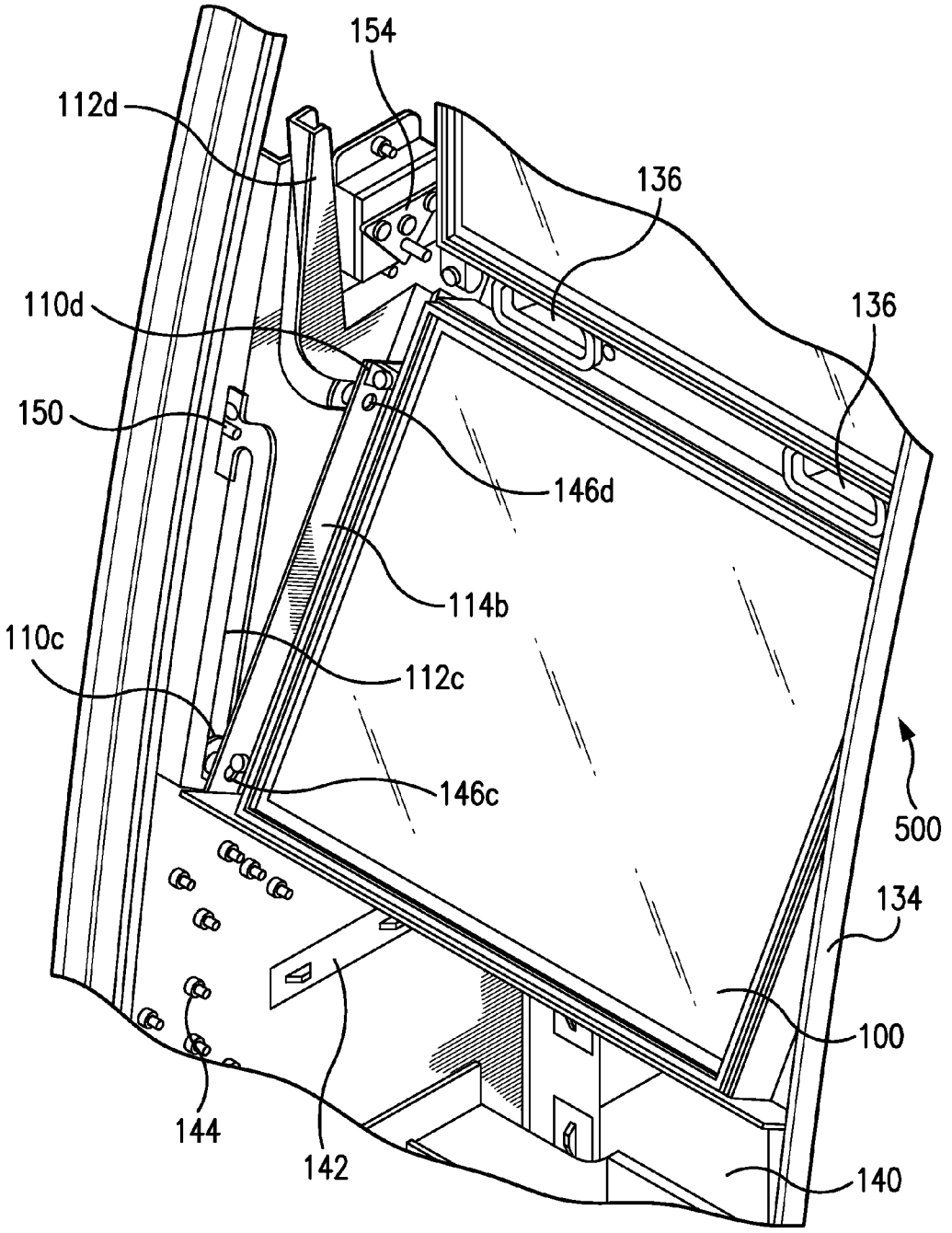

154
112d
136
110d
136
150
146d
114b
110c
112c
146c
500
134
100
144
142
140

FIG. 7

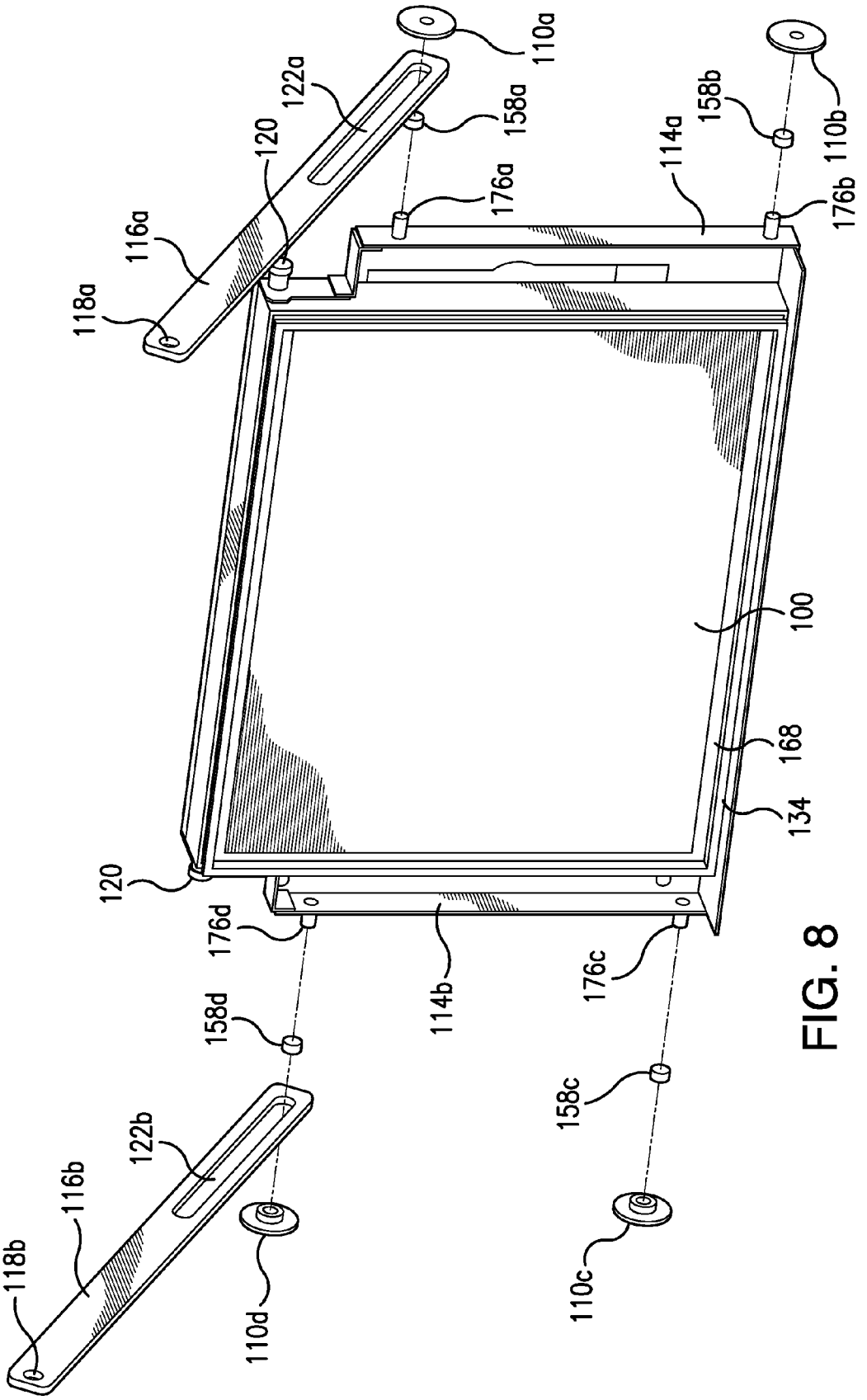

110a
122a
158a
120
176a
116a
118a
114a
158b
110b
176b
100
168
134
120
176d
158d
114b
176c
158c
122b
116b
118b
110d
110c

FIG. 8

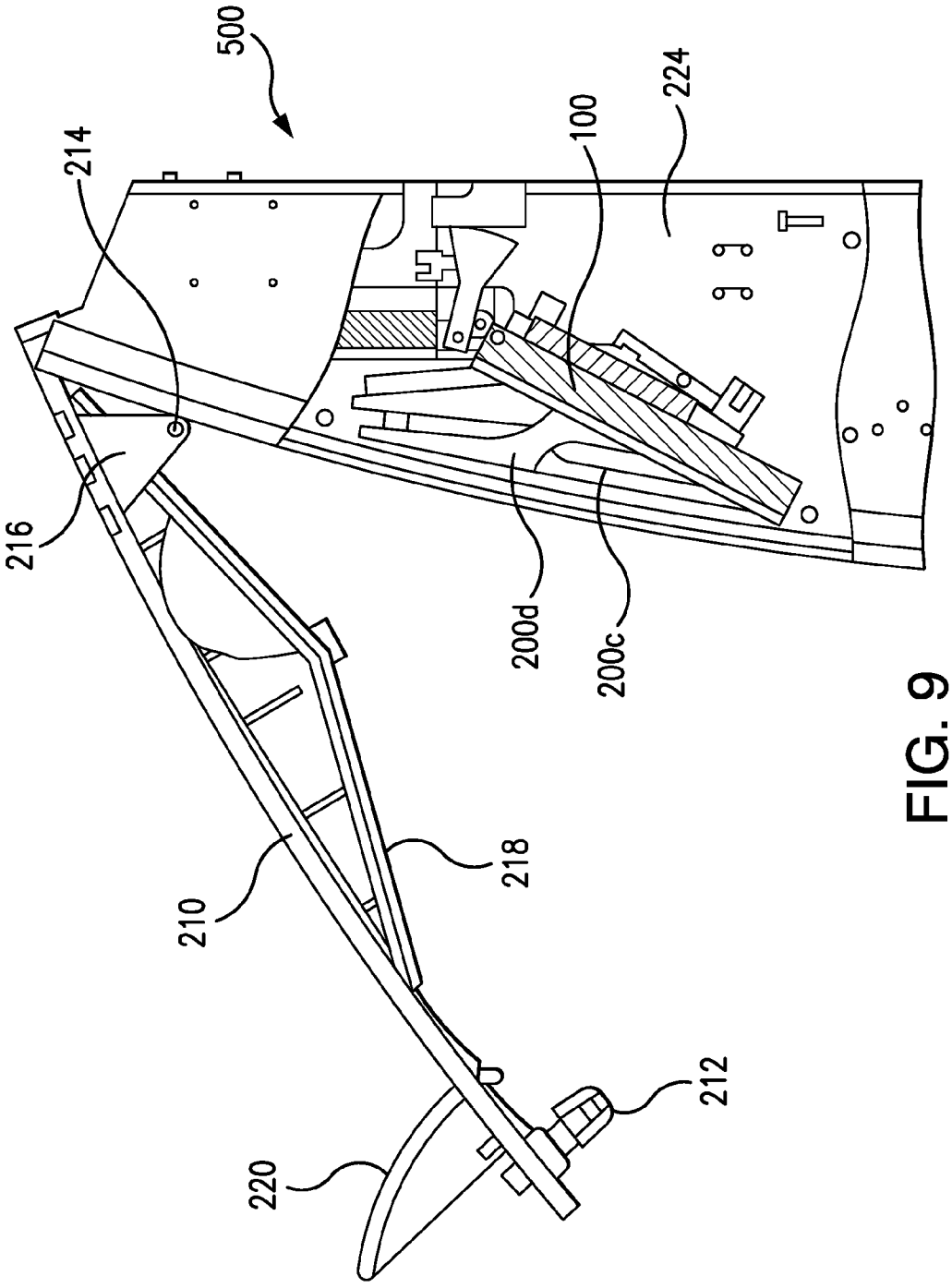


FIG. 9

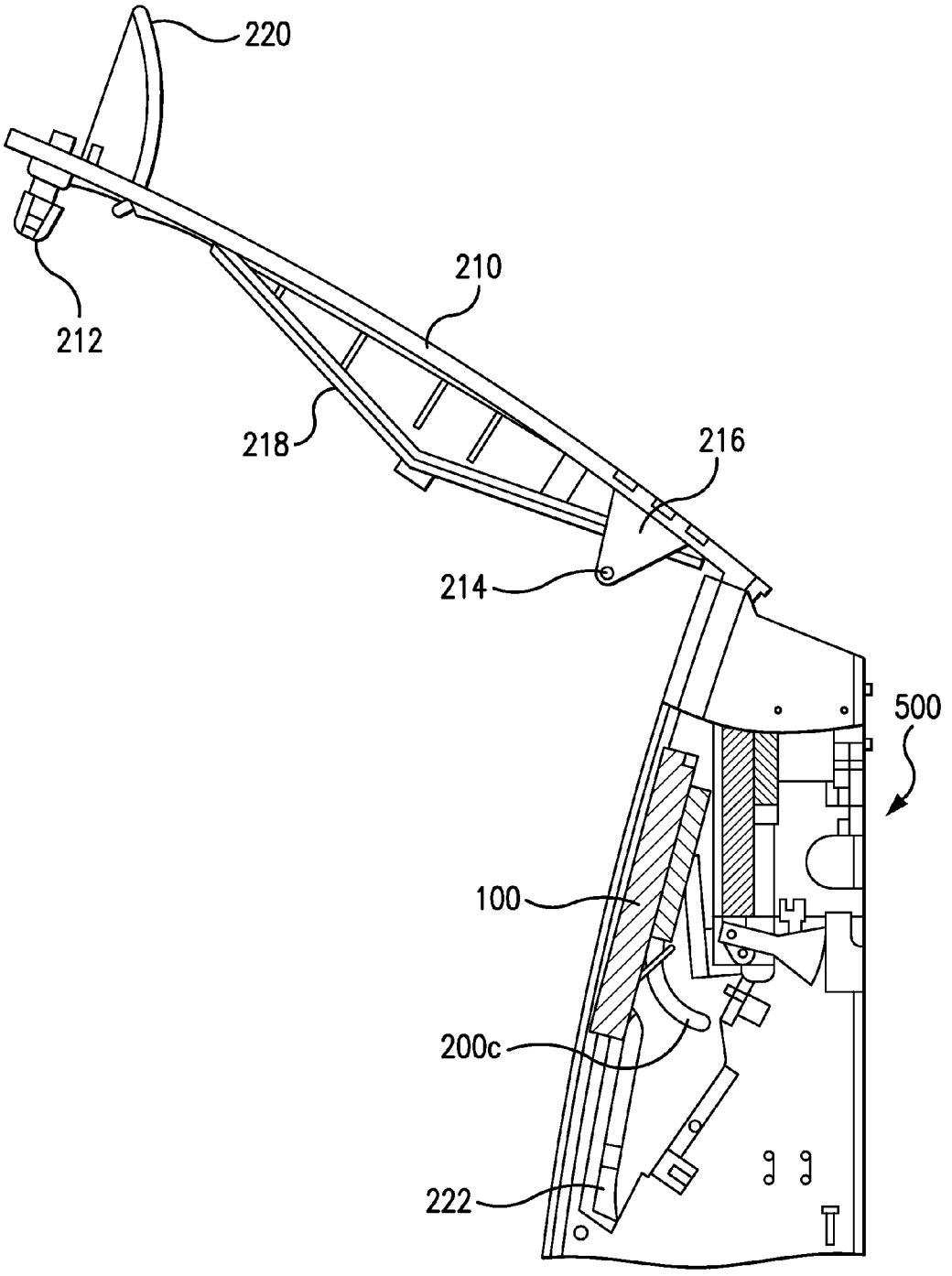


FIG. 10

CABINET WITH MOVABLE VIDEO SCREEN

BACKGROUND

[0001] Lottery games may be provided at a video terminal where players can buy tickets, view a list of available prizes, and handle basic customer service transactions. Other lottery games may be played directly on a display screen of a video terminal. One type of video terminal used in wagering games is a video lottery machine. Video lottery machines may include a cabinet enclosing internal hardware and a display screen visible to a user. Internal hardware may include hardware and software controls for playing a wagering game, such as a lottery game. Information may be displayed on the display screen. For example, the provided controls can cause a display of the lottery tickets available, attractive animation sequences to promote sales, and accept a selection of lottery tickets to purchase.

[0002] Many other wagering games may also use a video terminal. For example, a video terminal may be configured to provide a game of video poker. The provided controls may cause cards to be displayed on the screen, along with other game play information such as bet information and a prize structure for particular poker hands. Other wagering games that may use a terminal including video slot machines and video blackjack machines.

[0003] Cabinets enclosing a display screen and internal hardware are typically large in order to allow access to the internal hardware for maintenance and upgrades. Some types of repairs may require removal of the display screen in order to gain access to internal hardware located behind the display screen. Alternatively, cabinets may mount the display screen on a hinged door. The door may open outwards, allowing access to the internal hardware. Opening the door swings it outwards and moves the display screen out of easy access by a technician. Reducing service time and simplifying service access is important, particularly given the large number of video terminals that may be installed by a gaming provider.

BRIEF DESCRIPTION OF THE DRAWINGS

[0004] FIG. **1** depicts a perspective view of an example video game terminal in a closed position, in accordance with an embodiment of the present invention.

[0005] FIG. **2** depicts a perspective view of an example video game terminal in an opened position, in accordance with an embodiment of the present invention.

[0006] FIG. **3** depicts a side view of an example video game terminal in a half-opened position, in accordance with a first example embodiment of the present invention.

[0007] FIG. **4** depicts a side view of an example video game terminal in an opened position, in accordance with a first example embodiment of the present invention.

[0008] FIG. **5** depicts a side view of an example display screen assembly, in accordance with an example embodiment of the present invention.

[0009] FIG. **6** depicts a front view of an example display screen assembly, in accordance with an example embodiment of the present invention.

[0010] FIG. **7** depicts a perspective view of an example display screen in a closed position within an example video game terminal without a door, in accordance with an embodiment of the present invention.

[0011] FIG. **8** depicts an exploded perspective view of an example display screen assembly, in accordance with an example embodiment of the present invention.

[0012] FIG. **9** depicts a side view of a second example video terminal in a half-opened position, in accordance with a second example embodiment of the present invention.

[0013] FIG. **10** depicts a side view of a second example video game terminal in an opened position, in accordance with a second example embodiment of the present invention.

DETAILED DESCRIPTION OF EXAMPLE EMBODIMENTS

[0014] Example embodiments described here are generally intended for use in video gaming terminals, video lottery terminals, video slot machines and similar applications, although it will be appreciated that they may find application in other terminal or kiosk applications. These example terminals include a cabinet with a locking door, internal electronic hardware and a display screen. When the door is opened, the display screen moves out of the way to allow access to the internal electronic hardware. This may be accomplished by mounting the screen on a set of rollers, the set of rollers configured to run within a set of guides. The display screen may be operably attached to the door so that when the door is opened, it pulls the screen along the roller and guide assembly to an opened position. The example embodiments allow both access to the internal peripherals and the display screen at the same time.

[0015] An example embodiment of the present invention may be a video terminal that is physically small with a large display screen. The terminal may include a cabinet secure against unauthorized access that substantially encloses a video lottery terminal and the display screen. The cabinet may include a display screen operably connect to the video lottery terminal, the display screen used to display output information. The cabinet may include a door that opens outwards. When the door is opened, the display screen may be moved to provide access to internal peripherals of the video lottery terminal for upgrade and maintenance. The cabinet may be configured to keep the display screen accessible to a user when the door is opened.

[0016] Another example embodiment of the present invention may be a video terminal, including internal hardware, a cabinet, a door movably attached to the cabinet, and a display screen movably attached to the cabinet separately from the door and having a screen opened and a screen closed position. The cabinet may enclose the internal hardware. The door may have a door opened and a door closed position. The door may be attached to the cabinet by a hinge. The video terminal may also include a guide fixedly attached to the cabinet, and a roller movably attached to the guide, wherein the display screen is fixedly attached to the roller. The video terminal may also include a movement restriction arrangement attached to the cabinet and the door, wherein the movement restriction arrangement is configured to allow the door to move from the door opened to the door closed position at a controlled speed. The display screen may be accessibly positioned to a technician and the internal hardware is easily accessible when the display screen is in the screen opened position and the door is in the door opened position. The internal hardware and the display screen may be substantially enclosed by the cabinet and the door when the door is in the door closed position. The internal hardware may be operably connected to the display screen. The display screen may be operably connected to the

door so that moving the door from the door closed position to the door opened position actuates a movement of the display screen from the screen closed to the screen opened position. The display screen may be mechanically coupled to the door and move concurrently with the door. The video terminal may be a video lottery terminal configured to dispense a lottery game ticket or a virtual slot game terminal configured to provide a virtual slot game on the display screen.

[0017] Another example embodiment of the present invention may be a video wagering machine, including a cabinet, a payment acceptor, a dispenser, a prize structure, internal hardware, a door hingedly attached to the cabinet, a set of guides fixedly attached to the cabinet, a set of rollers movably attached to the set of guides, and a display screen fixedly attached to the set of rollers and having a screen opened and a screen closed position, wherein the display screen is mechanically coupled to the door so that moving the door from the door closed position to the door opened position actuates a movement of the display screen from the screen closed to the screen opened position. The payment acceptor may be configured to accept a payment. The dispenser may be configured to dispense a prize. The prize structure may include a prize structure entry associated with a prize. The internal hardware may be substantially enclosed by the cabinet. The door may have a door opened and a door closed position.

[0018] FIG. **1** depicts a perspective view of an example video game terminal in a closed position, in accordance with an embodiment of the present invention. A video game terminal **500** may be configured to provide a wagering game to a player. Alternatively, the video game terminal **500** may be configured to provide a game of chance, a lottery game, or another game to the player. For example, the game provided may be played on a display screen. The video game terminal **500** may include an upper screen **102** and a display screen **100**. The upper screen **102** and display screen **100** may be configured to display information to the player. For example, the upper screen **102** and the display screen **100** may be liquid crystal display (LCD) screens. The upper screen **102** and the display screen **100** may also be a touch-sensitive screens, allowing a player to input choices by touching areas on the screens. Alternatively, the upper screen **102** and the display screen **100** may be a cathode ray tube (CRT) screen or any other type of display screen.

[0019] The video game terminal **500** may include a ticket dispenser **302**. The ticket dispenser **302** may be configured dispense a ticket. For example, the ticket may be a lottery game ticket. Alternatively, the ticket may be a prize ticket redeemable for a prize or any other type of ticket. For example, the ticket may be printed on heavyweight paper.

[0020] The video game terminal **500** may include play buttons **306**. The play buttons **306** may be configured to accept player input. For example, the play buttons **306** may be used by the player to interact with the wagering game by receiving selections from the player and providing the selections to the wagering game. For example, the player may select a game to be played, a wager amount to be made, and responses to choices provided by the wagering game.

[0021] The video game terminal **500** may include a button fingerboard **220**. The button fingerboard **220** may serve as a hand rest for the player while playing the wagering game. The video game terminal **500** may include a bottom graphics area **304**. The button fingerboard **220** and the bottom graphics area **304** may include printed graphics that attract player attention to the game or other visual designs. The button fingerboard **220** and the bottom graphics area **304** may also include printed information, such as game information or prize information.

[0022] The video game terminal **500** may include a foot rest **308**. The foot rest **308** may be configured to accept the player's feet in a resting position while playing at the video game terminal.

[0023] The video game terminal **500** may include a coin dispenser **310**. The coin dispenser **310** may be configured to dispense coins. For example, the coin dispenser **310** may dispense coins as change for a player's wager or a player's winnings. Alternatively, the coin dispenser **310** may be replaced with a ticket dispenser. A player's winnings may be dispensed as a ticket which may later be redeemed at a cashier.

[0024] The video game terminal **500** may include a side handle **312**. The side handle **312** may be configured to allow a technician move the video game terminal **500** during installation and removal.

[0025] The video game terminal **500** may include a coin acceptor **314**. The coin acceptor **314** may be configured to accept a coin. For example, the coin may be legal tender in the form of a coin or legal tender equivalents, such as tokens provided by a gaming establishment.

[0026] The video game terminal **500** may include a bill acceptor **316**. The bill acceptor **316** may be configured to accept a legal tender in the form of a bill. Alternatively, the bill acceptor **316** may be configured to accept legal tender equivalents, such as bills provided by a gaining establishment. Alternatively, the bill acceptor **316** may be configured to accept a magnetic card. For example, the magnetic card may include a currency-equivalent balance. Alternatively, the bill acceptor may be configured to accept other currency-equivalents.

[0027] FIG. **2** depicts a perspective view of an example video game terminal in an opened position, in accordance with an embodiment of the present invention. A video game terminal **500** as depicted in FIG. **1** may be in an opened position. The display screen **100** may be exposed and in a screen open position. The screen open position may provide access to internal peripheral such as the bill acceptor **316** and the ticket dispenser **302**, as described in FIG. **1**.

[0028] The bottom graphics area **304**, the foot rest **308**, the coin dispenser **310** and the side handle **312** may be as described in FIG. **1**. The video game terminal **500** may include a button fingerboard **220** as described in FIG. **1**.

[0029] FIG. **3** depicts a side view of an example video game terminal in a half-opened position, in accordance with a first example embodiment of the present invention. The display screen **100** is substantially enclosed by a video game terminal **500** and a door **210** when the door **210** is closed. The side of the video game terminal **500** has been cut away to show the display screen **100**. The display screen **100** can move up and down relative to the video game terminal **500** between a screen opened position and a screen closed position.

[0030] The video game terminal **500** may be large enough to enclose the display screen **100** and peripherals within an internal space **224**. The video game terminal **500** may be physically resistant to unauthorized access. For example, the video game terminal **500** may be constructed of a strong material, such as a high density plastic or a metal alloy. The video game terminal **500** may also be configured to detect unauthorized access. For example, the video game terminal **500** may include sensors to detect an access, a controller to

determine whether the access is authorized and a memory to log accesses. The controller may be connected to an input device a user may use to input a password or accept a key for authorized access. The key may be mechanical or electronic.

[0031] The door **210** may include a latch **212** at one end. The latch **212** may secure the door **210** closed when the door **210** is in a door closed position. The latch **212** may be controlled with a lock. For example, the lock may be mechanical or electronic.

[0032] The door **210** may include a gas strut pivot pin **214**. The door **210** may include two gas strut pivot pins **214** located on a right and left side of the door **210**. The gas strut pivot pin **214** may anchor a top end of a gas strut. The gas strut may rotate over the pin as the door **210** opens and closes. The gas strut may be retained onto the gas strut pivot pin **214** by a fastener/washer arrangement. Alternatively, a pivot-ball arrangement such as the gas strut lower mounting bracket **154** may be used. However, the gas strut pivot pin **214** arrangement with a fastener/washer requires less space.

[0033] The door **210** may also include a gas strut upper mounting bracket **216**. The upper mounting bracket **216** may attach to the gas strut pivot pin **214**. It may also be part of the door **210** and provide rigidity to the door **210**. The gas strut upper mounting bracket **216** may be configured to position the gas strut to hold the door **210** in place when fully opened. The gas strut upper mounting bracket **216** may also be configured to position the gas strut so that it automatically pulls the door **210** closed when the door **210** has been moved to a substantially closed position. For example, a substantially closed position may be when the door **210** is within two inches of the door closed position.

[0034] The door **210** may also include a monitor bezel **218**. The monitor bezel **218** may be a plastic filler part attached to the door **210** and may fill a space between the display screen **100** and the door **210**. The monitor bezel **218** may border the display screen **100** when the door **210** is closed. If the display screen **100** is ever replaced with a new display screen of different dimensions, the monitor bezel **218** may be replaced with one that accommodates the new display screen.

[0035] A link **116***a* is rotatably attached to the door **210** at one end and movably attached to the display screen **100** at the other. The link **116***a* may attach to the display screen **100** through a mounting bracket **114***a*, as depicted in FIG. **5**.

[0036] The video game terminal **500** may include a button fingerboard **220**, as described in FIG. **1**. The video game terminal **500** may include guides **112***c* and **112***d*, as described in FIG. **7**.

[0037] FIG. **4** depicts a side view of an example video game terminal in an opened position, in accordance with a first example embodiment of the present invention. A display screen **100** may remain accessible to a user, such as a technician, when it is in a screen opened position. When the display screen **100** is in the screen opened position, the user may be able to easily access internal peripherals located in the video game terminal **500**.

[0038] The side of the video game terminal **500** has been cut away to show the display screen **100**. The display screen **100** is in the screen opened position. Guides **112***c* and **112***d* may accept a roller as described in FIG. **7**, allowing the display screen **100** to move between the screen opened position and the screen closed position.

[0039] The door **210** may include a latch **212** at one end. The latch **212** may secure the door **210** closed when the door **210** is in a door closed position. The latch **212** may be controlled with a lock. For example, the lock may be mechanical or electronic. The door **210** may also include a button fingerboard **220**, as described in FIG. **1**.

[0040] The door **210** may include a gas strut pivot pin **214**. The door **210** may include two gas strut pivot pins **214** located on a right and left side of the door **210**. The gas strut pivot pin **214** may anchor a top end of a gas strut. The gas strut may rotate over the pin as the door **210** opens and closes. The gas strut may be retained onto the gas strut pivot pin **214** by a fastener/washer arrangement. Alternatively, a pivot-ball arrangement such as the gas strut lower mounting bracket **154** may be used. However, the gas strut pivot pin **214** arrangement with a fastener/washer requires less space.

[0041] The door **210** may also include a gas strut upper mounting bracket **216**. The upper mounting bracket **216** may attach to the gas strut pivot pin **214**. It may also be part of the door **210** and provide rigidity to the door **210**. The gas strut upper mounting bracket **216** may be configured to position the gas strut to hold the door **210** in place when fully opened. The gas strut upper mounting bracket **216** may also be configured to position the gas strut so that it automatically pulls the door **210** closed when the door **210** has been moved to a substantially closed position. For example, a substantially closed position may be when the door **210** is within two inches of the door closed position.

[0042] The door **210** may also include a monitor bezel **218**. The monitor bezel **218** may be a plastic filler part attached to the door **210** and may fill a space between the display screen **100** and the door **210**. The monitor bezel **218** may border the display screen **100** when the door **210** is closed. If the display screen **100** is ever replaced with a new display screen of different dimensions, the monitor bezel **218** may be replaced with one that accommodates the new display screen.

[0043] The link **116***a* may be rotatably attached to the door **210** at one end and movably attached to the display screen **100** at the other. The link **116***a* may attach to the display screen **100** through a mounting bracket, as depicted in FIG. **5**. In FIG. **4**, the link **116***a* has been pulled up by opening door **210**. In turn, the link **116***a* has pulled up the display screen **100** in to the screen opened position.

[0044] FIG. **5** depicts a side view of an example display screen assembly, in accordance with an example embodiment of the present invention. The display screen assembly may include the display screen **100**. The display screen assembly may also include rollers **110***a* and **110***b*. The rollers **110***a* and **110***b* may be constructed from plastic, ceramic or metal and configured to rotate freely relative to the display screen **100**.

[0045] The display screen assembly may also include the mounting bracket **114***a*. The display screen **100**, the rollers **110***a* and **110***b* and link **116***a* may be movably attached to the mounting bracket **114***a*.

[0046] The link **116***a* may be movably attached to the mounting bracket **114***a*. The link **116***a* may be configured to actuate the mounting bracket **114***a* by pulling up on it when a door **210** is opened. The mounting bracket **114***a* may be pulled down by gravity when the door **210** is closed. The link **116***a* may be configured to hold the mounting bracket **114***a* in an open position. For example, the link **116***a* may include a notch that catches the mounting bracket **114***a* in the open position.

[0047] The link **116***a* may include a connector **118***a*. The connector **118***a* may be a hole drilled in the link **116***a*. The connector **118***a* may be configured to rotatably attach to a door.

[0048] The link **116***a* may include a mounting slot **122***a*. The mounting slot **122***a* may be a lateral slot in the link **116***a* as depicted in FIG. **5**. The mounting slot **112***a* may be configured to movably attach to the bracket assembly **114***a*.

[0049] The display screen **100** may be operably connected to a control box **126**. For example, the control box **126** may be configured to provide controls for the display screen **100**. The control box **126** may include a plurality of connectors **128**. The connectors **128** may be configured to interface to other components in the video game terminal. For example, the connectors **128** may receive plugs attached to wires or cables such as power cables or data cables.

[0050] The display screen **100** may be retained in a display screen housing **134**. The display screen housing **134** may include plungers **124** (only one is depicted). The plungers **124** may be configured to retain the display screen **100** in the display screen housing **134**.

[0051] FIG. **6** depicts a front view of an example display screen assembly, in accordance with an example embodiment of the present invention. The display screen assembly may be as depicted in FIG. **5** and include the display screen **100**. The display screen assembly may also include rollers **110***a*, **110***b*, **110***c* and **110***d*. The rollers **110***a*, **110***b*, **110***c* and **110***d* may be constructed from plastic, ceramic or metal and configured to rotate freely relative to the display screen **100**.

[0052] The display screen **100** may be retained in a display screen housing **134**. The display screen housing **134** may include plungers **124**. The plungers **124** may be configured to retain the display screen **100** in the display screen housing **134**.

[0053] The display screen assembly may also include mounting brackets **114***a* and **114***b*. The display screen **100**, the rollers **110***a*, **110***b*, **110***c* and **110***d* and links **116***a* and **116***b* may all be movably attached to the mounting brackets **114***a* and **114***b*.

[0054] The links **116***a* and **116***b* may be movably attached to the mounting brackets **114***a* and **114***b*. The links **116***a* and **116***b* may be configured to actuate the mounting brackets **114***a* and **114***b* by pulling up on it when a door **210** is opened. The mounting bracket **114***a* may be pulled down by gravity when the door **210** is closed. The link **116***a* may be configured to hold the mounting bracket **114***a* in an open position. For example, the links **116***a* and **116***b* may each include a notch that catches the mounting bracket **114***a* in the open position.

[0055] The mounting brackets may include stamping cut outs **130***a* and **130***b*. The stamping cut outs **130***a* and **130***b* may be openings that allow components of the display screen **100** (such as cables and control boards to protrude. This prevents interferences when the display screen **100** is placed in the mounting brackets **114***a* and **114***b*. The stamping cut outs **130***a* and **130***b* may be a hole or a cut-out.

[0056] FIG. **7** depicts a perspective view of an example display screen in a closed position within an example video game terminal without a door, in accordance with an embodiment of the present invention. A video game terminal **500** may enclose a display screen **100**. The display screen **100** may be configured to display graphics and text. For example, the display screen **100** may be a liquid crystal display (LCD) screen or a plasma screen. Alternatively, the display **100** may be a touch-sensitive screen accepting inputs from a user through touching the screen. The display screen **100** may be enclosed by a display screen housing **134**. Speaker holes **136** may be placed above the display screen **100** to allow sounds to emanate from speakers located behind the speaker holes **136**.

[0057] The display screen **100** may be mechanically coupled to the video game terminal **500**. The display screen **100** may be fixedly mounted on a mounting bracket **114***b*. The mounting bracket **114***b* may include rollers **110***c* and **110***d* configured to rotate relative to the mounting bracket **114***b* and the display screen **100**. The rollers **110***c* and **110***d* may be constructed from plastic, ceramic or metal. The rollers **110***c* and **110***d* may fit within guides **112***c* and **112***d*. This allows the display screen **100** to move along the guides **112***c* and **112***d* with minimum friction. The guides **112***c* and **112***d* may be mounted to the video game terminal **500** by mounting stud **150**. The rollers **110***c* and **110***d* may be attached to the mounting bracket **114***b* by roller mounting fasteners **146***c* and **146***d*.

[0058] The display screen **100** may be configured for two positions, a screen closed position, as depicted in FIG. **1** or a screen opened position, as depicted in FIG. **2**. In the screen closed position, the display screen **100** is in its normal operating position. In the screen opened position, the display **100** is up and allows access to a space for internal hardware **140**. The space for internal hardware **140** may contain internal hardware operably connected to the display screen **100**. For example, a technician may access the space for internal hardware to maintain or upgrade the video terminal.

[0059] Alternatively, any mechanical coupling that allows the display screen **100** to move up and clown relative to the body **500** from the screen closed position to the screen opened position may be used.

[0060] The display screen **100** may be moved from the closed position to the opened position by the technician accessing the terminal. The technician may push the display screen **100** into the screen opened position to access the space for internal hardware **140** and push the display screen **100** into the screen closed position when he is finished.

[0061] The video game terminal **500** may include a harness retention lance **142**. The harness retention lance **142** may be one of many throughout the terminal. The harness retention lance **142** may be configured to provide structural support for the video game terminal **500** and to attach various components to the video game terminal **500**.

[0062] The video game terminal **500** may include mounting stud **144**. The mounting stud **144** may be one of many throughout the terminal. The mounting stud **144** may be configured to provide structural support for the video game terminal **500** and to attach various components to the video game terminal **500**.

[0063] The video game terminal **500** may include a gas strut lower mounting bracket **154**. The gas strut lower mounting bracket **154** may be a triangular shaped plate with an attached pivot-ball. The gas strut lower mounting bracket **154** may attach to the side of the cabinet **500** and serve as an anchor point for the gas strut upper mounting bracket **216**. Gas struts may be retained by snapping a bottom end of the struts over the ball of the gas strut lower mounting bracket **154**. The gas strut lower mounting bracket **154** may function like a coupling; it allows the strut to rotate over the ball as the door opens and closes.

[0064] The video game terminal **500** may include a movement restriction arrangement attached to the cabinet and the door. The movement restriction arrangement may be configured to allow the door to move from the door opened to the

door closed position at a controlled speed. For example, the movement restriction arrangement may be a hydraulic system.

[0065] FIG. **8** depicts an exploded perspective view of an example display screen assembly, in accordance with an example embodiment of the present invention. The display screen assembly may include the display screen **100**. The display screen assembly may also include rollers **110***a*, **110***b*, **110***c* and **110***d*. The rollers **110***a*, **110***b*, **110***c* and **110***d* may be constructed from plastic, ceramic or metal and configured to rotate freely relative to the display screen **100**.

[0066] The display screen assembly may also include mounting brackets **114***a* and **114***b*. The display screen **100**, the rollers **110***a*, **110***b*, **110***c* and **110***d* and links **116***a* and **116***b* may all be attached to the mounting brackets **114***a* and **114***b*.

[0067] The links **116***a* and **116***b* may be movably attached to the mounting brackets **114***a* and **114***b*. The links **116***a* and **116***b* may be configured to actuate the mounting brackets **114***a* and **114***b* by pulling up and pushing down on it. This action may move the display screen **100** up into a screen opened position or down into a screen closed position.

[0068] The link **116***a* may include a door mounting hole **118***a*. The door mounting hole **118***a* may be configured to movably attach to a door. The link **116***a* may include a screen mounting slot **122***a*. The screen mounting slot **122***a* may be configured to movably attach to the mounting bracket **114***a*. Similarly, the link **116***b* may include a door mounting hole **118***b* and a screen mounting slot **122***b*.

[0069] The roller **110***a* may be attached to a spacer collar **158***a*, which is in turn attached to a roller mounting shaft **176***a*. The roller **110***a* may be configured to rotate relative to the mounting bracket **114***a*.

[0070] Likewise, the roller **110***b* may be similarly attached to the mounting bracket **114***a* by a spacer collar **158***b* and a roller mounting shaft **176***b*. The **110***c* may be similarly attached to the mounting bracket **114***b* by a spacer collar **158***c* and a roller mounting shaft **176***c*. The **110***d* may be similarly attached to the mounting bracket **114***b* by a spacer collar **158***d* and a roller mounting shaft **176***d*.

[0071] The display screen **100** may be enclosed in a screen housing **134**. If the display screen **100** is a touch-sensitive screen, the display screen **100** may include a touch screen tape **168**. A touch-sensitive screen may include a touch screen tape **168** and a LCD screen. The touch screen tape **168** may fasten the touch-sensitive screen to a LCD screen.

[0072] FIG. **9** depicts a side view of a second example video terminal in a half-opened position, in accordance with a second example embodiment of the present invention. The second example embodiment depicted in FIG. **9** may be similar to the first example embodiment depicted in FIG. **3**, except the second example embodiment omits the link **116***a*. In the second example embodiment, a movement of the display screen **100** may not be coupled to a movement of the door **210**. A user, such as a technician, may first open the door **210** into an opened position, then push the display screen **100** up into an opened position.

[0073] FIG. **10** depicts a side view of a second example video game terminal in an opened position, in accordance with a second example embodiment of the present invention. The second example embodiment depicted in FIG. **10** may be similar to the first example embodiment depicted in FIG. **4**, except the second example embodiment omits the link **116***a*. In the second example embodiment, a movement of the display screen **100** may not be coupled to a movement of the door **210**. A user, such as a technician, may first open the door **210** into an opened position, then push the display screen **100** up into an opened position.

Modifications

[0074] In the preceding specification, the present invention has been described with reference to specific example embodiments thereof. It will, however, be evident that various modifications and changes may be made thereunto without departing from the broader spirit and scope of the present invention as set forth in the claims that follow. The specification and drawings are accordingly to be regarded in an illustrative rather than restrictive sense.

1. A video terminal, comprising:
internal hardware;
a cabinet, the cabinet enclosing the internal hardware;
a door movably attached to the cabinet, the door having a door opened and a door closed position; and
a display screen movably attached to the cabinet separately from the door and having a screen opened and a screen closed position.

2. A terminal of claim **1**, wherein the door is attached to the cabinet by a hinge.

3. A terminal of claim **1**, further comprising,
a guide fixedly attached to the cabinet; and
a roller movably attached to the guide, wherein the display screen is fixedly attached to the roller.

4. A terminal of claim **1**, further comprising,
a movement restriction arrangement attached to the cabinet and the door, wherein the movement restriction arrangement is configured to allow the door to move from the door opened to the door closed position at a controlled speed.

5. A terminal of claim **1**, wherein the display screen is accessibly positioned to a technician and the internal hardware is easily accessible when the display screen is in the screen opened position and the door is in the door opened position.

6. A terminal of claim **1**, wherein the internal hardware and the display screen are substantially enclosed by the cabinet and the door when the door is in the door closed position.

7. A terminal of claim **6**, wherein the internal hardware is operably connected to the display screen.

8. A terminal of claim **1**, wherein the display screen is operably connected to the door so that moving the door from the door closed position to the door opened position actuates a movement of the display screen from the screen closed to the screen opened position.

9. A terminal of claim **8**, wherein the display screen is mechanically coupled to the door.

10. A terminal of claim **8**, wherein the display screen moves concurrently with the door.

11. A terminal of claim **1**, wherein the terminal is a video lottery terminal configured to dispense a lottery game ticket.

12. A terminal of claim **1**, wherein the terminal is a virtual slot game terminal configured to provide a virtual slot game on the display screen.

13. A video wagering machine, comprising:
a cabinet;
a payment acceptor, the payment acceptor configured to accept a payment;
a dispenser, the dispenser configured to dispense a prize;

a prize structure, the prize structure including a prize structure entry associated with a prize;

internal hardware, the internal hardware substantially enclosed by the cabinet;

a door hingedly attached to the cabinet, the door having a door opened and a door closed position;

a set of guides fixedly attached to the cabinet;

a set of rollers movably attached to the set of guides; and

a display screen fixedly attached to the set of rollers and having a screen opened and a screen closed position, wherein the display screen is mechanically coupled to the door so that moving the door from the door closed position to the door opened position actuates a movement of the display screen from the screen closed to the screen opened position.

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