Patent claims

1. A gaming and/or entertainment device, ~~in particular a coin-operated and/or token-operated gaming device or gambling device,~~ having a plurality of separate display units ~~(12, 13, 14, 15), in particular screens,~~ for displaying information, ~~in particular contents of games and/or game information,~~ wherein the display units are separately mountable components and at least one of the display units ~~(12, 13, 14, 15)~~ is provided with a touch panel ~~(25)~~ for inputting control instructions by touch, characterized in that the touch panel ~~(25)~~ is of continuous design over, in each case, at least part of at least two different display units ~~(12, 13, 14, 15)~~ and extending over the boundary region or the intermediate space between the at least two different display units; and
wherein the touch panel forms a transparent viewing panel which is mounted in front of the at least two different display units and which is fitted into a device housing and forms the machine operating position facing the front region of the device housing.

2. The gaming and/or entertainment device as claimed in the preceding claim, wherein the touch panel ~~(25)~~ extends continuously over three display units ~~(12, 13, 14, 15)~~ ~~preferably~~ arranged one on top of the other and/or essentially over the entire game display region ~~(16)~~ of the gaming and/or entertainment device.

3. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ extends over ~~a plurality of~~at least two display units ~~(12, 13, 14, 15)~~ which are of different designs in relation to one another and/or which are arranged at different angles of inclination.

4. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein at least one of the display units ~~(12)~~ covered by the touch panel ~~(25)~~ has a display surface which has different contours from the touch panel ~~(25)~~ lying above it.

5. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ is of transparent design, and the display units have display surfaces ~~(12a, 13a, 14a, 15a), in particular screen surface es~~, which are embodied separately from the touch panel ~~(25)~~ and over which the touch panel ~~(25)~~, which is of transparent design, extends, wherein the

touch panel ~~(25)~~ is ~~preferably~~ spaced apart at least in certain sections from the display surface ~~(12a, 13a, 14a),~~ of a display unit ~~(12, 13, 14)~~ located below it.

6. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ has at least one section which has contouring which is curved at least on one axis, wherein curvature about one or more curvature axes is ~~advantageously~~ provided parallel to an upright longitudinal axis of the device housing body, and/or curvature about one or more curvature axes is ~~advantageously~~ provided parallel to a horizontal transverse axis of the device housing body.

7. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ is of continuous design over at least two screens ~~(13, 14; 14, 15)~~ which are inclined at an obtuse angle with respect to one another, wherein the touch panel ~~(25)~~ is ~~preferably~~ embodied free of bends and/or has a profile which is curved in an arcuate shape and which fits snugly against the surfaces of the screens ~~(13, 14; 14, 15)~~ which are inclined at an obtuse angle.

8. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein a display unit ~~(12)~~ with a display surface, which is shaped in a convex fashion, is arranged under a planar or concavely curved touch panel section.

9. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ is of flexible design such that the touch panel ~~(25)~~ can be placed in various states of curvature.

10. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ extends continuously over two screens

~~(13, 14)~~, one screen ~~(14)~~ of which is arranged concealed partially behind another screen ~~(13)~~ considered from the device operator control station.

~~11. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel (25) forms a transparent viewing panel which is mounted in front of the display units (12, 13, 14, 15) and which is fitted into a device housing (11) and forms a front region of the device housing facing the device operator control console.~~

~~12.~~11. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ extends over at least 30% of the surface of a housing front of the gaming and/or entertainment device facing a device operator control console.

~~13.~~12. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ is assigned a parallax-compensating device which comprises sensing means for sensing the head position and/or eye position of a device operator and moves a respectively sensed contact point position on the touch panel as a function of the sensed head position and/or assigns it to a display element, offset with respect to the sensed contact point position, of the display unit.

~~14.~~13. The gaming and/or entertainment device as claimed in one of the preceding claims, wherein the touch panel ~~(25)~~ is assigned control means for controlling the position of display elements on at least two different display units ~~(13, 14)~~, wherein the specified control means have movement means for moving a display element ~~(28)~~ from one display unit ~~(13)~~ to another display unit ~~(14)~~ over the boundaries of the display units ~~(13, 14)~~ lying between them~~.~~

~~15.~~ ~~The gaming and/or entertainment device as claimed in the preceding claim~~, wherein the movement means has blanking control means for blanking out

various sections of the display element in accordance with a gap dimension between the display units ~~(13, 14)~~ when the display element ~~(28)~~ is moved over the boundaries of the display units ~~(13, 14)~~.

~~16.~~14. An interactive terminal~~, in particular gaming device and/or entertainment device or gambling device,~~ having at least one display unit ~~(12, 13, 14, 15)~~ for displaying information, wherein the at least one display unit ~~(12, 13, 14, 15)~~ is provided with a touch panel ~~(25)~~ for inputting control instructions by touch, characterized in that the touch panel ~~(25)~~ has at least one section which has a contour which is curved at least on one axis, wherein the curved section of the touch panel ~~(25)~~ extends over a ~~level~~flat-contour display surface of the display unit ~~(12, 13, 14, 15)~~.