CLAIMS

1. A gaming machine with media display, the machine comprising,

a screen for displaying one or more games of the gaming machine;

a game module configured to implement the one or more games;

a media module for communicating with a media storage server;

wherein the game module is arranged to suspend playing of the one or more games upon receipt of a trigger signal and upon said suspension, to provide a media display on the screen whereby the media is accessible from the media storage server that is external the gaming machine.

2. The gaming machine as claimed in claim 1, further comprising an interface circuit board for communicating with a game control server.

3. The gaming machine as claimed in claim 2, wherein the trigger signal is based on a message transmitted from the game control server to the interface circuit board, and wherein the interface circuit board is arranged to generate the trigger signal.

4. The gaming machine as claimed in any one of claims 1 to 3, wherein the trigger signal is generated internal the gaming machine.

5. The gaming machine as claimed in claim 4, wherein the trigger signal is based on the playing of the one or more games.

6. The gaming machine as claimed in any one of claims 1 to 5, ~~further comprising a media module for communicating with a media storage server,~~ wherein the media display comprises a media contents download from the media storage server by the media module.

7. The gaming machine as claimed in any one of claims ~~6~~1 to 6, wherein the media module is integrally formed with the game module.

8. The gaming machine as claimed in any one of claims 1 to 7, wherein the media display is displayed overlay the one or more games.

9. The gaming machine as claimed in any one of claims 1 to 8, wherein a result of the one or more games is displayed after the media display.

10. The gaming machine as claimed in any one of claims 1 to 9, wherein one or more interactive buttons are provided to pause and/or stop the media display.

11. The gaming machine as claimed in any one of claims 1 to 10, wherein the media display comprises a variable opacity.

12. The gaming machine as claimed in any one of claims 1 to 11, wherein the media display comprises streaming video.

13. A method ~~of~~ for displaying media on a gaming machine, the method comprising,

displaying one or more games on a screen of a gaming machine;

implementing playing of the one or more games;

communicating with a media storage server using a media module of the gaming machine;

suspending the playing of the one or more games upon receipt of a trigger signal; and

displaying the media on the gaming machine whereby the media is accessible from the media storage server that is external the gaming machine.

14. The method as claimed in claim 13, further comprising communicating with a game control server using an interface circuit board of the gaming machine.

15. The method as claimed in claim 14, wherein the trigger signal is based on transmitting a message from the game control server to the interface circuit board, and generating the trigger signal at the interface circuit board.

16. The method as claimed in any one of claims 13 to 15, further comprising generating the trigger signal internal the gaming machine.

17. The method as claimed in claim 16, wherein the trigger signal is based on the playing of the one or more games.

18. The method as claimed in any one of claims 13 to 17, ~~further comprising communicating with a media storage server using a media module of the gaming machine, and~~wherein the step of displaying the media on the screen comprises downloading media contents from the media storage server using the media module.

19. The method as claimed in any one of claims 13 to 18, wherein the media module is integrally formed with a game module for implementing playing of the one or more games.

20. The method as claimed in any one of claims 13 to 19, further comprising displaying the media overlay the one or more games.

21. The method as claimed in any one of claims 13 to 20, further comprising displaying a result of the one or more games after the step of displaying the media.

22. The method as claimed in any one of claims 13 to 21, further comprising providing one or more interactive buttons to pause and/or stop the displaying of the media.

23. The method as claimed in any one of claims 13 to 22, wherein the displaying the media comprises displaying with a variable opacity.

24. The method as claimed in any one of claims 13 to 23, wherein the displaying the media comprises streaming video.

25. A method of transmitting media, the method comprising,

receiving at a media storage server a request signal from a media module of a gaming machine as claimed in any one of claims 1 to 12;

retrieving media contents from a database of the media storage server based on the request signal;

transmitting the media contents as a content signal from the media storage server to the media module for displaying media on the gaming machine based on the media contents.

26. A computer readable medium having stored thereon instructions for instructing a processor of a gaming machine to execute a method of displaying media, the method comprising,

displaying one or more games on a screen of a gaming machine;

implementing playing of the one or more games;

communicating with a media storage server using a media module of the gaming machine;

suspending the playing of the one or more games upon receipt of a trigger signal; and

displaying the media on the gaming machine whereby the media is accessible from the media storage server that is external the gaming machine.

27. A computer readable medium having stored thereon instructions for instructing a processor of a media storage server to execute a method of transmitting media, the method comprising,

receiving a request signal from a media module of a gaming machine as claimed in any one of claims 1 to 12;

retrieving media contents from a database based on the request signal;

transmitting the media contents as a content signal to the media module for displaying media on the gaming machine based on the media contents.