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(54) **PORTABLE WAGERING GAME WITH VIBRATIONAL CUES AND FEEDBACK MECHANISM**

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(57) **ABSTRACT**

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A handheld gaming machine including one or more actuators for providing vibrational cues or feedback during play of a wagering game to indicate the occurrence of a wagering-game event, such as a change in game rules, an input of a wager, and the like. The change in game rules may include a change in the odds of winning an award during the wagering game, a change in the type of award that can be awarded during the wagering game, eligibility for bonus play, or eligibility to accumulate one or more game elements associated with the wagering game. The vibration can be consistent with a wagering-game theme and can accompany or be a substitute for concurrently played audio sounds. The actuator(s) may include a haptic device such as a haptic touchscreen that overlays the display or an electromagnetic coil acting upon an unbalanced mass.

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