

GAMING SYSTEM WITH SURROUND SOUND

RELATED APPLICATIONS

[0001] This application is being filed concurrently with U.S. patent application No. _____ (Attorney Docket No. 47079-00160USPT) entitled "Gaming Machine Environment Having Controlled Audio and Visual Media Presentation," U.S. patent application No. _____ (Attorney Docket No. 47079-00161USPT) entitled "Audio Network For Gaming Machines," and U.S. patent application No. _____ (Attorney Docket No. 47079-00162USPT) entitled "Player-Selectable Audio Preferences For A Gaming Machine," all of which are assigned to the assignee of the present application and all of which are incorporated herein by reference in their entireties.

FIELD OF THE INVENTION

[0002] The present invention relates generally to gaming system and, more particularly, to a gaming system with surround sound.

BACKGROUND OF THE INVENTION

[0003] Electronic gaming machines, such as mechanical reel slot machines, video slot machines, video poker machines, video bingo machines, video keno machines, and the like, have been a cornerstone of the gaming industry for several years. Generally, the popularity of such machines with players is dependent 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 machines and the expectation of winning each machine is roughly the same (or perceived to be the same), players are most likely to be attracted to the most entertaining and exciting of the machines. Shrewd operators consequently strive to employ the most entertaining and exciting machines available because such machines attract frequent play and hence increase profitability to the operator.

[0004] To enhance a player's entertainment experience, electronic gaming machines often include special features such as enhanced payoffs, a "secondary" or "bonus" game which may be played in conjunction with a "basic" game, and attractive audio and/or visual effects accompanying the basic and bonus games. The bonus game may comprise any type of game, either similar to or completely different from the basic game, which is entered upon the occurrence of a selected event or outcome of the basic game. Generally, the bonus game provides a greater expectation of winning than the basic game. Further, attractive audio and/or visual effects accompany the basic and bonus games.

[0005] Because electronic gaming machines are an important source of income for the gaming industry, operators continually search for new gaming strategies and features to distinguish their electronic gaming machines from competitors in the industry and to provide additional incentives for players to play longer and to return to the casino on their next trip. Accordingly, there is a continuing need for manufacturers to provide new techniques for enhancing the entertainment experience involved in the play of electronic gaming machines. The present invention is directed to satisfying this need.

SUMMARY OF THE INVENTION

[0006] Accordingly, an electronic gaming system comprises a gaming terminal and a speaker arrangement. The gaming terminal conducts a wagering game. The speaker arrangement emits audio associated with the wagering game in surround sound relative to a player in front of the gaming terminal.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] The foregoing and other advantages of the invention will become apparent upon reading the following detailed description and upon reference to the drawings.

[0008] FIG. 1 is an isometric view of a gaming terminal for conducting a wagering game;

[0009] FIG. 2A is an isometric view of a gaming terminal with a speaker arrangement according to one embodiment of the present invention;

[0010] FIG. 2B is a front view of a chair and surround sound speakers shown in FIG. 2A;

[0011] FIG. 3 is a front view of a chair and surround sound speakers according to another embodiment of the present invention;

[0012] FIG. 4 is a front view of a chair and a surround sound speaker according to yet another embodiment of the present invention;

[0013] FIG. 5 is an isometric view of gaming terminals and a speaker arrangement according to a further embodiment of the present invention;

[0014] FIG. 6 is an isometric view of gaming terminals and a speaker arrangement according to another embodiment of the present invention;

[0015] FIG. 7 is a side view of a gaming terminal and a speaker arrangement according to yet another embodiment of the present invention;

[0016] FIG. 8 is a side view of a gaming terminal and a speaker arrangement according to a further embodiment of the present invention;

[0017] FIG. 9 is a side view of a gaming terminal and a speaker arrangement according to another embodiment of the present invention;

[0018] FIG. 10 is a block diagram of a control system suitable for operating a gaming terminal; and

[0019] FIG. 11 illustrates a gaming system architecture in which a bank of gaming machines are connected to a host computer.

[0020] While the invention is susceptible to various modifications and alternative forms, specific embodiments have been shown by way of example in the drawings and will be described in detail herein. It should be understood, however, that the invention is not intended to be limited to the particular forms disclosed. Rather, the invention is to cover all modifications, equivalents, and alternatives falling within the spirit and scope of the invention as defined by the appended claims.