above a second gaming terminal **10***b* positioned across an aisle from the terminal **10***a* used by the player **56***a*. The speakers **50***a* and **52***a* are "aimed" toward the player **56***a* to provide that player with surround sound. In a reciprocal manner, speakers **50***b* and **52***b* (and an optional rear center speaker) are mounted above the terminal **10***a* and aimed toward a player **56***b* to provide that player with surround sound. If the speakers are wireless, the terminals **10***a* and **10***b* are outfitted with respective wireless transmitters **58***a* and **58***b* for communicating audio signals to the speakers above the opposing terminal. In an alternative embodiment shown in **FIG. 6**, the speaker arrangement includes only a rear center speaker **54***a* generally behind the player **56***a* at the terminal **10***a* and a rear center speaker **54***b* generally behind the player **56***b* at the terminal **10***b*.

[**0030**] In an embodiment shown in **FIG. 7**, the surround sound speaker arrangement includes a rear left and right speakers **70** and an optional rear center speaker (not shown) The speakers **70** are mounted to the cabinet of the gaming terminal **10** and extend from the cabinet to a position behind or to a side of the player.

[**0031**] In an embodiment shown in **FIGS. 8 and 9**, the surround sound speaker arrangement includes one or more front speakers **80** (in addition to front speakers **30** and **32** in **FIG. 1**) and a remote reflective surface **82** behind or to the sides of the player. The reflective surface **82** may, for example, be mounted to the chair **26** as in **FIG. 8** or to a structure behind the chair **26** as in **FIG. 9**. The speakers **80** aim concentrated sound beams **84** at the reflective surface **82**. The player hears the reflected sound and perceives the sound as coming from behind him or her. Further details concerning this "virtual" speaker technology may be obtained from U.S. Pat. No. 6,229,899 to Norris et al., which is incorporated herein by reference in its entirety.

[**0032**] The speakers in the above embodiments generally provide full frequency response (e.g., from 20 Hz to 20,000 Hz). In addition to these speakers, the speaker arrangement may include another speaker, called a subwoofer, dedicated to lower frequency effects (e.g., 20 Hz to 120 Hz). The subwoofer may be placed anywhere near the terminal **10**, including within the cabinet.

[**0033**] **FIG. 10** is a block diagram of a control system suitable for operating the gaming terminal **10**. Money/credit detector **100** signals the CPU **102** when a player has inserted money or played a number of credits. The money may be provided by coins, bills, tickets, coupons, cards, etc. Using a button panel **14** (see **FIG. 1**) or a touch screen **104**, the player may select any variables associated with the wagering game (e.g., number of pay lines and bet per line in a video slot game) and place his/her wager to purchase a play of the game. In a play of the game, the CPU **102** generates at least one random event using a random number generator (RNG) and provides an award to the player for a winning outcome of the random event. The CPU **102** operates the display **12** to represent the random event(s) and outcome(s) in a visual form that can be understood by the player. In addition to the CPU **102**, the control system may include one or more additional slave control units for operating additional video and/or mechanical displays.

[**0034**] Memory **106** stores control software, operational instructions and data associated with the gaming machine. In one embodiment, the memory **106** comprises read-only memory (ROM) and battery-backed random-access memory (RAM). The memory **106** may also include auxiliary memory for storing audio and/or video data. However, it will be appreciated that the memory **106** may be implemented on any of several alternative types of memory structures or may be implemented on a single memory structure. A payoff mechanism **108** is operable in response to instructions from the CPU **102** to award a payoff to the player. The payoff may, for example, be in the form of a number of credits. The number of credits are determined by one or more math tables stored in the memory **106**.

[**0035**] The CPU **102** selects and processes audio data for producing the multi-channel audio to be emitted from speakers **110**. The audio data may be stored in the memory **106** in any of various surround sound formats. The CPU **102** includes decoding circuitry and amplification circuitry suitable for the selected format. Alternatively, the decoding circuitry and the amplification circuitry may be located on a dedicated sound CPU board linked to the CPU **102**. The decoding circuitry and the amplification circuitry may be located outside the gaming terminal **10**; for example, the amplification circuitry may be located at the speakers **110** or anywhere between the gaming terminal **10** and the speakers **110**. The speakers **110** are arranged according to the selected format. Examples of digital and analog surround sound formats are discussed below.

[**0036**] DOLBY DIGITAL™ (formerly Dolby AC-3) by Dolby Laboratories, Inc. is a digital surround sound format suitable for the audio data when it is stored in a digital section of the memory **106**, such as on a DVD or laserdisc. DOLBY DIGITAL™ provides up to five discrete (independent) channels of full frequency effects (e.g., from 20 Hz to 20,000 Hz), plus an optional sixth channel dedicated to low frequency effects (e.g., from 20 Hz to 120 Hz). The five discrete channels include front center, front left, front right, surround left, and surround right. The center, front left, and front right channels generally carry dialogue, music, and sound effects, while the surround left and surround right channels provide surround sound and ambient effects. The sixth channel is usually reserved for a subwoofer speaker for reproducing the low frequency effects that may come with certain wagering games. During production, the audio data is stored in the memory **106** in DOLBY DIGITAL™ format, i.e., as compressed and encoded digital data. The stored digital data is encoded with information indicating the data stream to be transmitted through each sound channel. The CPU **102** includes a digital surround sound decoder that, during playback, decodes the stored digital data into multiple data streams transmitted through the sound channels.

[**0037**] An extended surround version of DOLBY DIGITAL™, called DOLBY DIGITAL EX™ or SURROUND EX™, encodes the audio data with a third surround channel (i.e., surround back channel) that can be decoded for playback over a rear center speaker placed behind the player. Using matrix encoding technology, the surround back channel information is encoded into the surround left and right channels during production and later decoded (or derived) from the surround left and right channels during playback. Because of this matrix encoding scheme, the surround back channel is not a true discrete channel. This allows certain audio effects to be presented behind the player, thereby achieving more enveloping and complete 360° surround sound.