

signals (e.g., below 90 Hz) at the surround sound channels are instead output from a low frequency effects (LFE) channel if the LFE channel exists in the utilized surround sound format. In the large position, full range signals (including low bass signals) are output from the surround sound channels.

[0049] SURROUND SPEAKER HEIGHT: The vertical distance of each surround sound speaker off the ground. The setup screen may offer a number of heights (e.g., in feet) from which the operator makes a selection.

[0050] SURROUND SPEAKER DISTANCE: The horizontal distance of each surround sound speaker from the gaming terminal. The setup screen may offer a number of distances (e.g., in feet) from which the operator makes a selection. Based on the selected surround speaker height and distance, the CPU **102** automatically adjusts the volume level at the surround sound channels.

[0051] IMPEDANCE: The operator can set the CPU's amplifier for either 4 or 8-ohm speakers.

[0052] MASTER VOLUME: The operator can simultaneously control the output level of all sound channels. In one embodiment, the operator can set the volume to mute (off), low, medium, or high. In another embodiment, the operator can set the volume to anywhere between mute and high.

[0053] BASS CONTROL: The operator can adjust the low frequency response for the front sound channels.

[0054] BASS EXTENSION CONTROL: When this switch is turned on, the CPU **102** boosts the bass frequency response at the front sound channels while maintaining overall tonal balance.

[0055] TREBLE CONTROL: The operator can adjust the high frequency response for the front sound channels.

[0056] TONE BYPASS SWITCH: The operator can bypass the bass and treble controls and provides a flat, pure signal. When this switch is turned on, the audio input signal does not pass through the tone control circuitry of the CPU **102** so that it is unaffected by the tone control circuitry.

[0057] DYNAMIC RANGE: Dynamic range is the difference between the maximum level and the minimum level of sounds. The operator can set the dynamic range to maximum, standard, or minimum. The factory preset position is maximum. This option is effective only when the audio data is stored in the memory **106** in a digital surround sound format.

[0058] LFE LEVEL: The operator can set the LFE level of the LFE channel between -20 dB and 0 dB in 1 dB steps. The factory preset position is 0 dB. This option is effective only when the audio data is stored in the memory **106** in a digital surround sound format and produces LFE signals when decoded by the CPU **102**.

[0059] SOUND FIELD: The operator can select a digital signal processing (DSP) program to be used

by the CPU **102** for processing the audio data retrieved from the memory **106**. The DSP programs produce different sound fields that are digital recreations of actual acoustic environments. Examples of sound fields include movie theater, sports, stadium, disco, rock concert, jazz club, church, and concert hall. The sound field may, for example, be selected according to the theme of the wagering game conducted on the gaming terminal.

[0060] SOUND SCHEME: The operator can set the sound scheme to either a thematic sound scheme or a standard sound scheme. The thematic sound scheme utilizes sounds related to the theme of the wagering game. The standard sound scheme utilizes generic sounds, i.e., sounds unrelated to the theme of the wagering game.

[0061] The configuration options allow an operator to configure the terminal **10** to optimize the acoustical experience for players. In addition to configuration options that can be changed via a setup menu, the terminal provider may define technical parameters regarding recommended placement of terminals **10** and surround sound speakers. To the extent the surround sound speakers can "point" in different directions, the technical parameters may also include recommended angles of the surround sound speakers. An installation manual for the terminal may define the technical parameters.

[0062] While the present invention has been described with reference to one or more particular embodiments, those skilled in the art will recognize that many changes may be made thereto without departing from the spirit and scope of the present invention. For example, instead of true surround sound that relies upon a surround channel delivering audio to a speaker behind or to the side of a player, the present invention also contemplates "virtual" (3D) surround sound. Virtual surround sound relies upon virtual surround sound algorithms, such as QSound™ by QSound Labs, Inc., SRS™ (Sound Retrieval System) by SRS Labs, Inc., and other proprietary algorithms, which make use of only front left and right speakers and psycho-acoustics effects to emulate true surround sound formats. Each of these embodiments and obvious variations thereof is contemplated as falling within the spirit and scope of the claimed invention, which is set forth in the following claims:

What is claimed is:

1. A method of operating a gaming terminal, comprising:
 - conducting a wagering game via a gaming terminal; and
 - emitting audio associated with the wagering game in surround sound relative to a player in front of the gaming terminal.
2. The method of claim 1, wherein the emitting step includes emitting the audio from a speaker arrangement.
3. The method of claim 2, wherein the speaker arrangement includes left and right speakers generally behind the player.
4. The method of claim 3, wherein the speaker arrangement includes a center speaker generally behind the player.
5. The method of claim 2, wherein the speaker arrangement includes left and right speakers generally on opposite sides of the player and remote from the gaming terminal.