

6. The method of claim 5, wherein the speaker arrangement includes a center speaker generally behind the player.

7. The method of claim 1, wherein the audio includes one or more surround channels.

8. The method of claim 7, wherein the surround channels include a single surround channel.

9. The method of claim 7, wherein the surround channels include a discrete surround left channel and a discrete surround right channel.

10. The method of claim 7, wherein the surround channels include a discrete surround left channel, a discrete surround right channel, and a discrete surround back channel.

11. The method of claim 2, wherein the speaker arrangement includes a speaker mounted to the gaming terminal and positioned in front of the player, and wherein the emitting step includes reflecting the audio off of a reflective surface such that the player hears the reflected audio in surround sound.

12. The method of claim 11, wherein the reflective surface is positioned behind or to a side of the player.

13. The method of claim 2, wherein the speaker arrangement includes a speaker mounted to another gaming terminal positioned generally behind the player.

14. The method of claim 2, wherein the speaker arrangement includes a speaker mounted to a chair on which the player sits.

15. The method of claim 2, wherein the speaker arrangement includes a speaker mounted to a cabinet of the gaming terminal and extending from the cabinet to a position behind or to a side of the player.

16. The method of claim 1, further including controlling the audio with a central processing unit of the gaming terminal.

17. The method of claim 1, further including controlling the audio with a host computer linked to the gaming terminal over a network.

18. The method of claim 1, wherein the audio includes a plurality of discrete sound channels, and further including decoding a single encoded data stream into multiple data streams transmitted through the sound channels.

19. The method of claim 18, wherein the single encoded data stream is encoded with information indicating the audio to be emitted from each speaker of a multiple speaker arrangement.

20. The method of claim 1, wherein the emitting step includes emitting the audio from a speaker in front of the player such that the surround sound is virtual.

21. An electronic gaming system comprising:

a gaming terminal for conducting a wagering game; and

a speaker arrangement for emitting audio associated with the wagering game in surround sound relative to a player in front of the gaming terminal.

22. The system of claim 21, wherein the speaker arrangement includes left and right speakers generally behind the player.

23. The system of claim 22, wherein the speaker arrangement includes a center speaker generally behind the player.

24. The system of claim 21, wherein the speaker arrangement includes left and right speakers generally on opposite sides of the player and remote from the gaming terminal.

25. The system of claim 24, wherein the speaker arrangement includes a center speaker generally behind the player.

26. The system of claim 21, wherein the audio includes one or more surround channels.

27. The system of claim 26, wherein the surround channels include a single surround channel.

28. The system of claim 26, wherein the surround channels include a discrete surround left channel and a discrete surround right channel.

29. The system of claim 26, wherein the surround channels include a discrete surround left channel, a discrete surround right channel, and a discrete surround back channel.

30. The system of claim 21, wherein the speaker arrangement includes a speaker and a reflective surface, the speaker being mounted to the gaming terminal and positioned in front of the player, the audio being emitted from the speaker and reflected off of the reflective surface such that the player hears the reflected audio in surround sound.

31. The system of claim 30, wherein the reflective surface is positioned behind or to a side of the player.

32. The system of claim 21, wherein the speaker arrangement includes a speaker mounted to another gaming terminal positioned generally behind the player.

33. The system of claim 21, wherein the speaker arrangement includes a speaker mounted to a chair on which the player sits.

34. The system of claim 21, wherein the speaker arrangement includes a speaker mounted to a cabinet of the gaming terminal and extending from the cabinet to a position behind or to a side of the player.

35. The system of claim 21, further including a central processing unit for controlling the audio, the central processing unit being located at the gaming terminal.

36. The system of claim 21, further including a central processing unit for controlling the audio, the central processing unit being located at a host computer linked to the gaming terminal over a network.

37. The system of claim 21, wherein the audio includes a plurality of discrete sound channels, and further including a decoder for decoding a single encoded data stream into multiple data streams transmitted through the sound channels.

38. The system of claim 37, wherein the single encoded data stream is encoded with information indicating the audio to be emitted from each speaker of the speaker arrangement.

39. The system of claim 21, wherein the speaker arrangement includes a speaker in front of the player for emitting the audio such that the surround sound is virtual.

40. An electronic gaming system comprising:

a media storage unit for storing audio data in a surround sound format, the audio data being associated with a wagering game; and

a processing unit for decoding the audio data.

41. The system of claim 40, wherein the surround sound format is digital.

42. The system of claim 40, wherein the surround sound format is analog.

43. The system of claim 40, wherein the stored audio data is encoded with audio information for a plurality of sound channels, the processing unit decoding the audio data into the plurality of sound channels.

44. The system of claim 43, wherein the plurality of sound channels include at least one surround sound channel.