

45. The system of claim 43, wherein the plurality of sound channels include at least four discrete sound channels.

46. The system of claim 45, wherein the at least four discrete sound channels include front left, front right, surround left, and surround right.

47. The system of claim 40, wherein the stored audio data includes audio information for at least one surround channel encoded onto audio information for at least one non-surround channel, the processing unit using matrix decoding to derive the audio information for the surround channel from the audio information for the non-surround channel.

48. The system of claim 40, wherein the processing unit decodes the audio data into at least one surround sound channel.

49. The system of claim 48, further including a surround sound speaker coupled to the surround sound channel, the surround sound speaker being positioned generally behind or to a side of a player in front of a gaming terminal that is conducting the wagering game.

50. A method of operating a gaming system, comprising:

storing audio data for a wagering game in a surround sound format; and

decoding the audio data.

51. The method of claim 50, wherein the surround sound format is digital.

52. The method of claim 50, wherein the surround sound format is analog.

53. The method of claim 50, further including encoding the audio data with audio information for a plurality of sound channels, and wherein the decoding step includes decoding the audio data into the plurality of sound channels.

54. The method of claim 53, wherein the plurality of sound channels include at least one surround sound channel.

55. The method of claim 53, wherein the plurality of sound channels include at least four discrete sound channels.

56. The method of claim 55, wherein the at least four discrete sound channels include front left, front right, surround left, and surround right.

57. The method of claim 50, further including encoding audio information for at least one surround channel onto audio information for at least one non-surround channel, and wherein the decoding step includes using matrix decoding to derive the audio information for the surround channel from the audio information for the non-surround channel.

58. The method of claim 50, wherein the decoding step includes decoding the audio data into at least one surround sound channel.

59. The method of claim 58, further including a surround sound speaker coupled to the surround sound channel, the surround sound speaker being positioned generally behind or to a side of a player in front of a gaming terminal that is conducting the wagering game.

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