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(54) **AUDIO FORESHADOWING IN A WAGERING GAME MACHINE**

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(57) **ABSTRACT**

A computerized wagering game system has a gaming module comprising a processor and gaming code which is operable when executed on the processor to conduct a wagering game on which monetary value can be wagered, and an audio module operable to use audio to foreshadow game events. The buildup and excitement of playing a wagering game system is enhanced by providing audio clues or audio foreshadowing as to the results of a wagering game event. Examples include playing subtle sounds, playing different sounds, playing sounds at different volumes such as with volume an increasing volume level, or providing other audio cues as to the outcome of a wagering game event.

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