

increased in volume, as shown by track 2. The volume continues to increase until 502, the time at which the wagering game result is normally displayed to the wagering game player. Here, the wagering game result is delayed, and is displayed or otherwise positively conveyed to the wagering game player at a later time at 503. The full volume audio foreshadowing period of time between 502 and 503 is the time during which it is likely evident that a winning result has occurred, and is in this example the time during which the bartender declares “drinks are on the house” as described at 304 of FIG. 3.

[0036] In a further embodiment, other parameters such as tempo, pitch, or the number of instruments or notes in a particular audio track are gradually increased, just as audio volume is shown to be gradually increased in the example of FIG. 5. Because it is desirable in some embodiments to suggest, but not to absolutely confirm to the game player, that a positive result is about to be displayed, the rates of change and subtlety of the changes in audio are desirably controllable to fine degrees, such as via audio topology settings or via other computerized control of the audio playback parameters.

[0037] The examples presented here have illustrated how audio foreshadowing can be used to build excitement and anticipation in playing and winning a wagering game. The audio foreshadowing examples give here have also shown how variations in audio can be used to enhance the theme of a wagering game while providing audio foreshadowing, such as having sounds or variations in sound consistent with the wagering game environment or theme. Although specific embodiments have been illustrated and described herein, it will be appreciated by those of ordinary skill in the art that any arrangement which is calculated to achieve the same purpose may be substituted for the specific embodiments shown. This application is intended to cover any adaptations or variations of the example embodiments of the invention described herein. It is intended that this invention be limited only by the claims, and the full scope of equivalents thereof.

1. A computerized wagering game system, comprising:
 - a gaming module comprising a processor and gaming code which is operable when executed on the processor to present a wagering game on which monetary value can be wagered; and
 - an audio module operable to play a sound foreshadowing the result of a wagering game event before the result of the wagering game event is visually indicated.
2. The computerized wagering game system of claim 1, wherein the wagering game event comprises a reel spin in a reel slot machine.
3. The computerized wagering game system of claim 1, wherein the wagering game event comprises revealing cards in a card game.
4. The computerized wagering game system of claim 1, wherein the wagering game event comprises revealing a dice roll in a dice game.
5. The computerized wagering game system of claim 1, wherein the sound foreshadowing the result of a wagering game comprises a sound that indicates by volume the result of the wagering game.
6. The computerized wagering game system of claim 1, wherein the sound foreshadowing the result of a wagering game comprises a sound that indicates the result of the

wagering game by length of sound before the result of the wagering game event is visually indicated.

7. The computerized wagering game system of claim 1, wherein the sound foreshadowing the result of a wagering game comprises a sound played only to indicate a specific result of the wagering game.

8. The computerized wagering game system of claim 1, wherein the sound foreshadowing the result of a wagering game comprises varying the tempo of presented sound.

9. The computerized wagering game system of claim 1, wherein the sound foreshadowing the result of a wagering game comprises varying the pitch of the presented sound.

10. A method of operating a computerized wagering game system, comprising:

- presenting a wagering game on which monetary value can be wagered;
- playing a sound foreshadowing the result of a wagering game event before the result of the wagering game event is visually indicated.
11. The method of claim 10, wherein the wagering game event comprises a reel spin in a reel slot machine.
12. The method of claim 10, wherein the wagering game event comprises revealing cards in a card game.
13. The method of claim 10, wherein the wagering game event comprises revealing a dice roll in a dice game.
14. The method of claim 10, wherein the sound foreshadowing the result of a wagering game comprises a sound that indicates by volume the result of the wagering game.
15. The method of claim 10, wherein the sound foreshadowing the result of a wagering game comprises a sound that indicates the result of the wagering game by length of sound before the result of the wagering game event is visually indicated.
16. The method of claim 10, wherein the sound foreshadowing the result of a wagering game comprises a sound played only to indicate a specific result of the wagering game.

17. The method of claim 10, wherein the sound foreshadowing the result of a wagering game comprises varying the tempo of presented sound.

18. The method of claim 10, wherein the sound foreshadowing the result of a wagering game comprises varying the pitch of the presented sound.

19. A machine-readable medium with instructions stored thereon, the instructions when executed operable to cause a computerized wagering game system to:

- present a wagering game on which monetary value can be wagered;
- play a sound foreshadowing the result of a wagering game event before the result of the wagering game event is visually indicated.
20. The method of claim 19, wherein the wagering game event comprises a reel spin in a reel slot machine.
21. The method of claim 19, wherein the wagering game event comprises revealing cards in a card game.
22. The method of claim 19, wherein the wagering game event comprises revealing a dice roll in a dice game.
23. The method of claim 19, wherein the sound foreshadowing the result of a wagering game comprises a sound that indicates by volume the result of the wagering game.