

## AUDIO FORESHADOWING IN A WAGERING GAME MACHINE

### RELATED APPLICATION

[0001] This application claims priority under 35 U.S.C. 119(e) from U.S. Provisional Application Ser. No. 60/615,498 filed 1 Oct. 2004, which application is incorporated herein by reference.

### FIELD OF THE INVENTION

[0002] The invention relates generally to wagering gaming systems, and more specifically to a wagering game machine employing audio foreshadowing.

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### BACKGROUND OF THE INVENTION

[0004] A wide variety of gaming devices are now available to gamers and to casino operators in computerized form, from slot machines to games that are traditionally played live such as poker and blackjack. These computerized games provide many benefits to the game owner and to the gambler, including greater reliability than can be achieved with a mechanical game or human dealer, more variety, sound, and animation in presentation of a game, and a lower overall cost of production and management.

[0005] Computerized video game systems must be designed with many of the same concerns as their mechanical and table game ancestors—they must be fair, they must provide sufficient feedback to the gamer to make the game fun to play, and they must meet a variety of gaming regulations to ensure that both the machine owner and gamer are honest and fairly treated in implementing the game. Further, they must provide a gaming experience that is at least as attractive as the older mechanical gaming machine experience to the gamer, to ensure success in a competitive gaming market.

[0006] Many computerized wagering game systems have a variety of sound and graphical elements designed to attract and keep a game player's attention, such as sound effects, music, and animation. These game presentation features often include a variety of music, sound effects, and voices presented to complement a video presentation of the wagering game on a display.

[0007] Wagering game players typically stand or sit on one side of a wagering game, and interact with the game such as by pushing buttons, pulling levers, and operating a touchscreen. The wagering game system in turn provides feedback to the game player via the display and one or more speakers. The sounds are typically used to indicate the status of a wagering game, such as to play reel spin sounds indicating the reels are spinning or playing a jackpot sound to alert the game player that a jackpot has been won. Some further embodiments use audio to enhance the theme of a

wagering game, such as to provide reel spinning noises, frog noises, and water sounds in a fishing-themed wagering game.

[0008] But, such sounds can't be used to build suspense, such as where suspenseful sounds are played in movies, because it isn't known what the results of a particular play of a wagering game will be until after the play is initiated. The effects of building suspense and drawing out the surprise of a positive or exciting result are nonetheless desirable, to enhance the game playing experience and make the wagering game more engaging than competitive wagering games.

[0009] It is therefore desired to use audio to further enhance the gaming experience in a wagering game machine.

### SUMMARY OF THE INVENTION

[0010] The present invention provides in one embodiment 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. One embodiment of the invention contributes to the buildup and excitement of playing a wagering game system 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.

### BRIEF DESCRIPTION OF THE FIGURES

[0011] **FIG. 1** shows a computerized reel slot gaming system having audio crosstalk cancellation, consistent with an embodiment of the present invention.

[0012] **FIG. 2** is a flowchart illustrating using audio foreshadowing to build anticipation before directly confirming a winning result in a wagering game, consistent with an embodiment of the invention.

[0013] **FIG. 3** is flowchart of audio foreshadowing a winning game event in an old west saloon-themed wagering game, consistent with an example embodiment of the invention.

[0014] **FIG. 4** is a block diagram of a wagering game machine having an audio foreshadowing function and program instructions loaded from a machine-readable medium, consistent with an embodiment of the invention.

[0015] **FIG. 5** illustrates an example of progressive variation of sound volume to foreshadow a winning game result

### DETAILED DESCRIPTION

[0016] In the following detailed description of sample embodiments of the invention, reference is made to the accompanying drawings which form a part hereof, and in which is shown by way of illustration specific sample embodiments in which the invention may be practiced. These embodiments are described in sufficient detail to enable those skilled in the art to practice the invention, and it is to be understood that other embodiments may be utilized