and that logical, mechanical, electrical, and other changes may be made without departing from the spirit or scope of the present invention. The following detailed description is, therefore, not to be taken in a limiting sense, and the scope of the invention is defined only by the appended claims.

[0017] The present invention provides in one embodiment a computerized wagering game system having 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.

[0018] An example of such a wagering game system is shown and described in **FIG. 1**. The computerized gaming system shown generally at **100** is a video wagering game system, which displays information for at least one wagering game upon which monetary value can be wagered on touchscreen video display **101**. The touchscreen video display **101** is in various embodiments a CRT display, a plasma display, an LCD display, a field emission display, or any other type of display suitable for displaying electronically provided display information. Further embodiments include alternate or additional displays which may or may not be touchscreen displays, such as a second display located above the primary display, or other displays coupled to the wagering game system. Alternate embodiments of the invention will include other game indicators, such as mechanical reels instead of or in addition to the video graphics reels shown at **102** that comprise a part of a video slot machine wagering game.

[0019] A game of chance is implemented using software within the wagering game, such as through instructions stored on a machine-readable medium such as a hard disk drive or nonvolatile memory. In some further example embodiments, some or all of the software stored in the wagering game machine is encrypted or is verified using a hash algorithm or encryption algorithm to ensure its authenticity and to verify that it has not been altered. For example, in one embodiment the wagering game software is loaded from nonvolatile memory in a compact flash card, and a hash value is calculated or a digital signature is derived to confirm that the data stored on the compact flash card has not been altered. The game of chance implemented via the loaded software takes various forms in different wagering game machines, including such well-known wagering games as reel slots, video poker, blackjack, craps, roulette, or hold'em games. The wagering game is played and controlled with inputs such as various buttons **103** or via the touchscreen video display **101**. In some alternate examples, other devices such as pull arm **104** used to initiate reel spin in this reel slot machine example are employed to provide other input interfaces to the game player.

[0020] Monetary value is typically wagered on the outcome of the games, such as with tokens, coins, bills, or cards that hold monetary value. The wagered value is conveyed to the machine through a changer **105** or a secure user identification module interface **106**, and winnings are returned via the returned value card or through the coin tray **107**. Sound is also provided through speakers **108**, typically including audio indicators of game play, such as reel spins, credit bang-ups, and environmental or other sound effects or music to provide entertainment consistent with a theme of the computerized wagering game. In some further embodiments, the wagering game machine is coupled to a network, and is operable to use its network connection to receive wagering game data, track players and monetary value associated with a player, and to perform other such functions.

[0021] The results of game events, such as a reel spin in a slot machine game, a roll of the dice in a dice game, or revealing cards in a card game, typically determine the winner of the game and the scope of any prize won. The present invention seeks in various embodiments to add to the excitement of the presentation of wagering game events such as these by foreshadowing the event result with audio before the event is directly confirmed on a video display. In various embodiments, this is achieved by presenting sounds presented only to indicate or foreshadow a certain game result. In other embodiments, the volume, tempo, or pitch of a sound is altered to suggest a certain game result. Such an example is detailed in the Flowchart of **FIG. 2**, which illustrates one example embodiment of the invention.

[0022] A wagering game player selects an amount to be wagered, and initiates a game play at **201**. Examples include initiating reel spin with a certain wager in a reel slot machine, or being dealt cards in a video poker machine. The wagering game system then determines, either in the wagering game player's wagering game machine or in another part of the wagering game system, the results of the wagering game at **202**. In some embodiments, the wagering game result is determined by a remote server that securely communicates the wagering game result back to the game player's machine for displaying the results to the wagering game player.

[0023] If the result is not a winning result at **203**, the audio module does nothing out of the ordinary, but continues to monitor the wagering game system results from future instances of game play after the non-winning results are displayed to the game player at **204**. Examples include showing a losing hand at video poker, or displaying a non-winning reel slot configuration after reel spin in a reel slot machine.

[0024] If the result is a winning result at **203**, the wagering game machine uses its audio module, including in various embodiments different combinations of hardware and software configured to provide audible sound to the wagering game player, to play an audio foreshadow sound at **205**. As discussed previously, a special sound unique to winning combinations is played in some embodiments to foreshadow a win before the win is directly confirmed such as by displaying the game result on the display, while other embodiments don't change the sound effects or songs that are played but instead vary their volume or some other attribute of the sound. In this example, the audio volume, pitch, and tempo are all subtly and gradually increased at **206**, which continues for a period of a fraction of a second to several seconds before the result of the wagering game is directly confirmed.