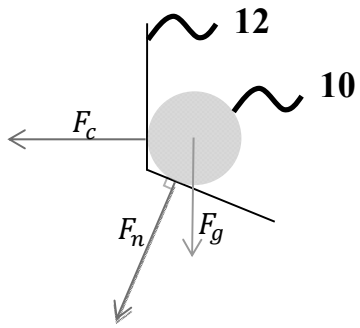


FIG. 1A

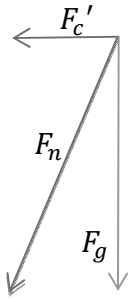


FIG. 1B

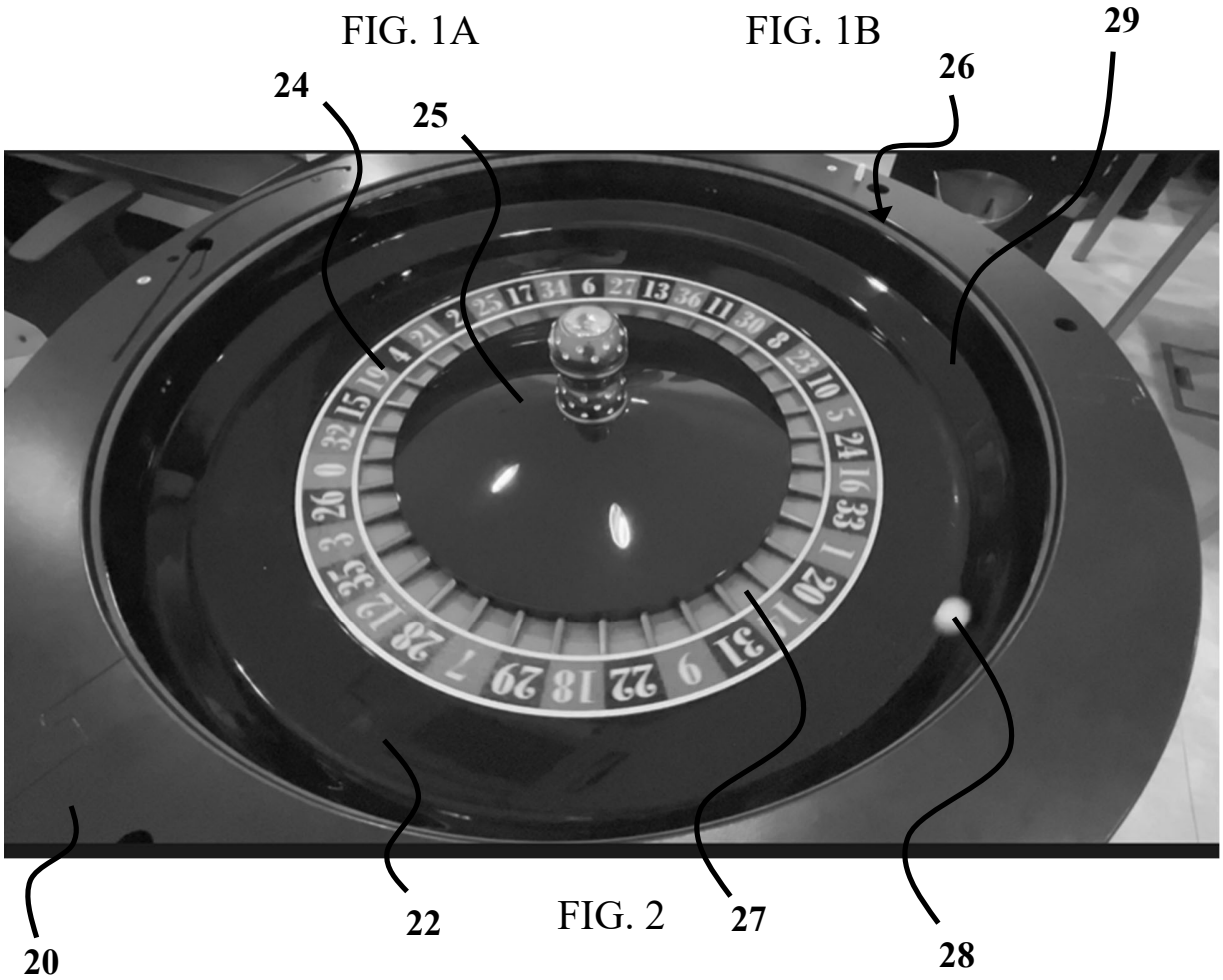


FIG. 2

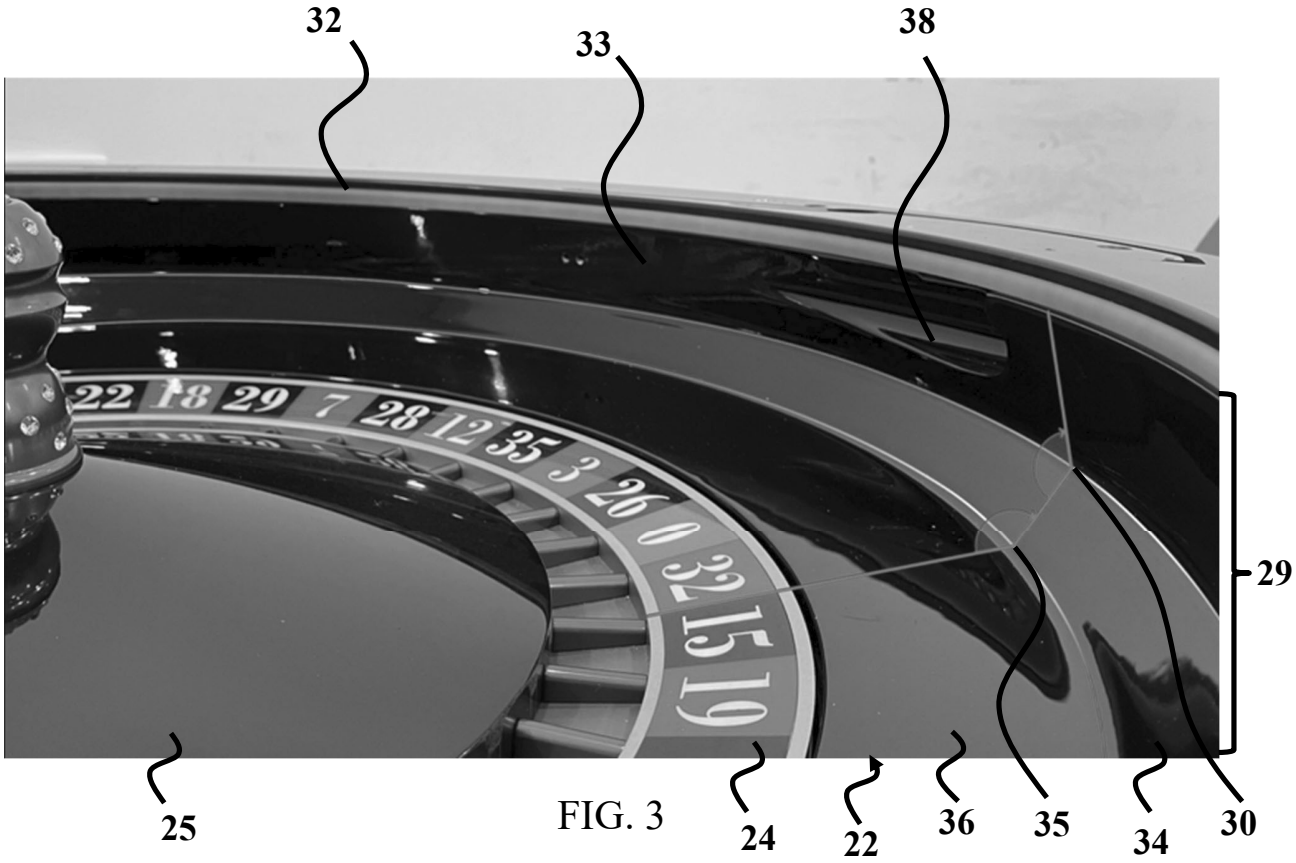


FIG. 3

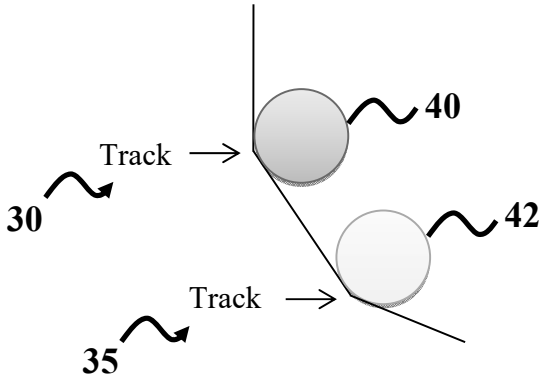


FIG. 4A

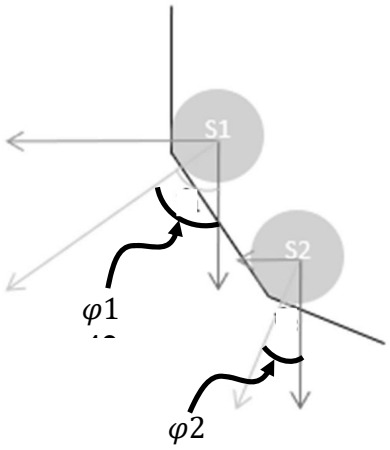


FIG. 4B

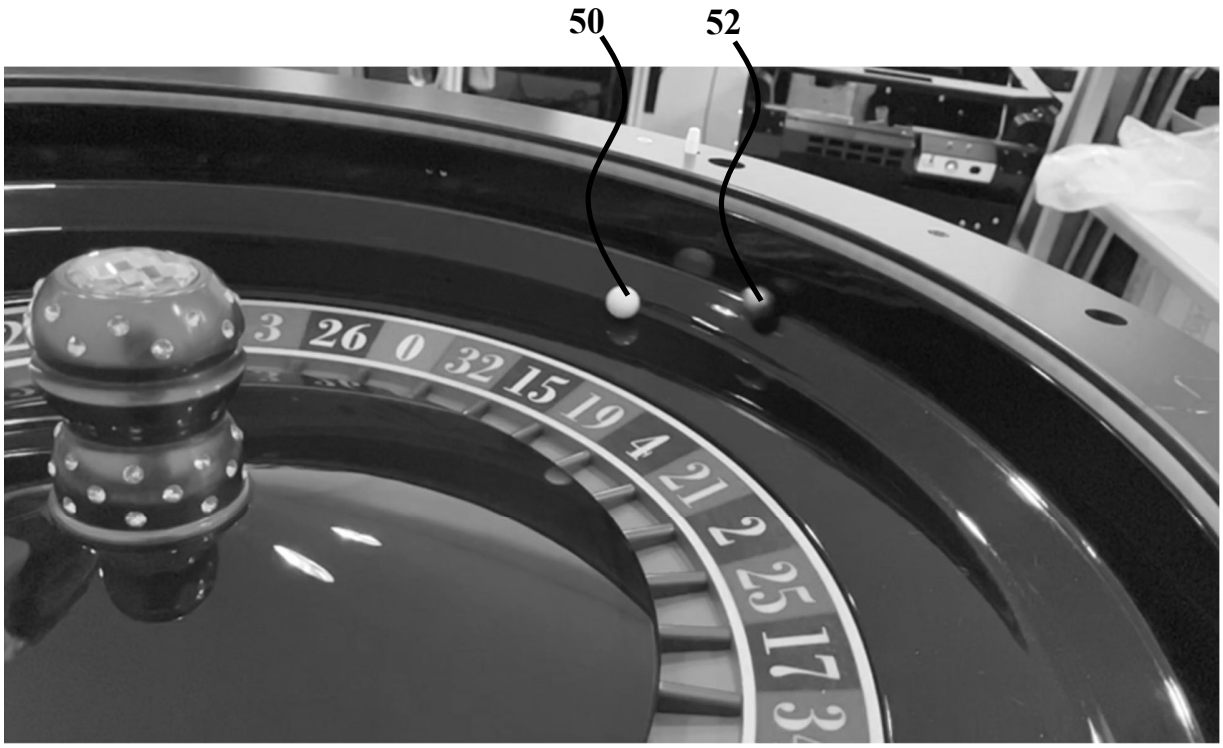


FIG. 5

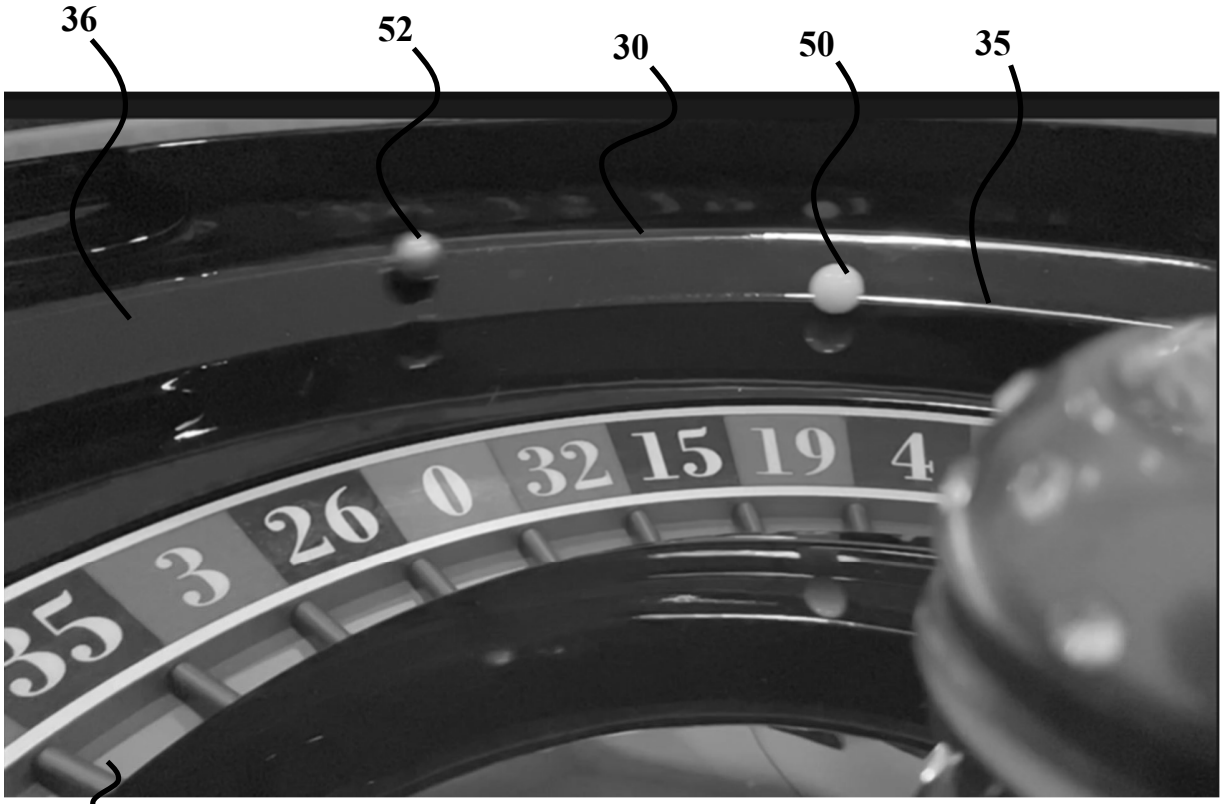


FIG. 6

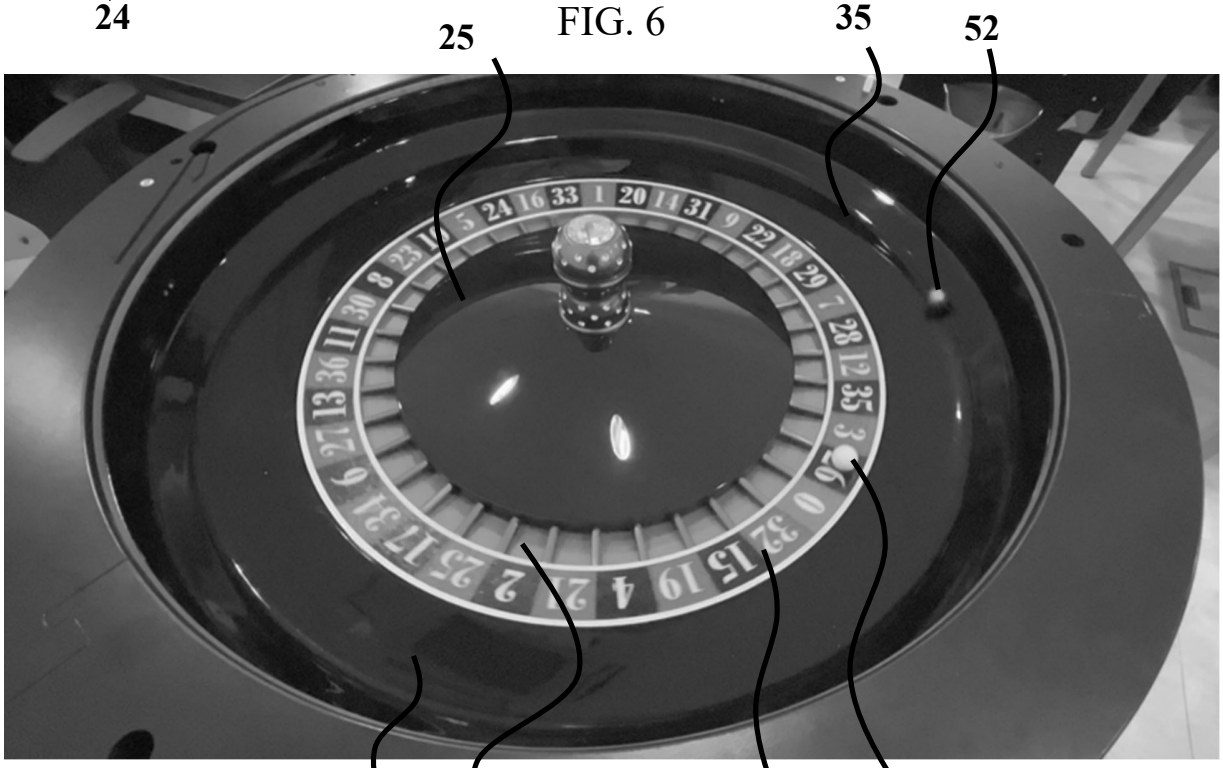


FIG. 7

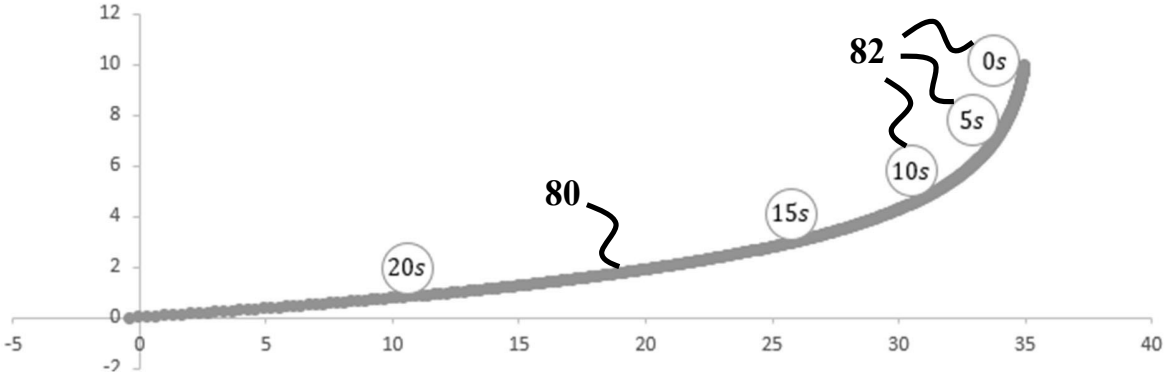

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8
6
4
2
0
-2
-5
0
5
10
15
20
25
30
35
40
82
0s
5s
10s
15s
20s
80

FIG. 8

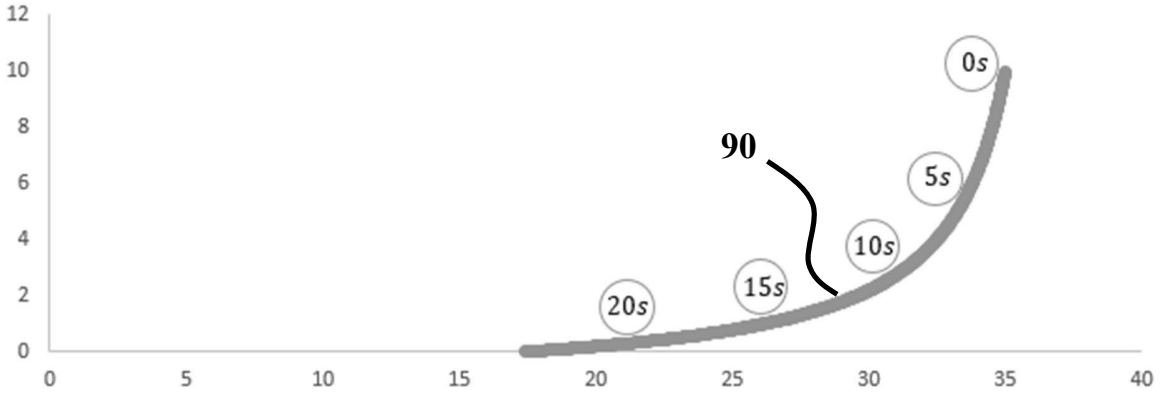

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4
2
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20
25
30
35
40
0s
5s
10s
15s
20s
90

FIG. 9

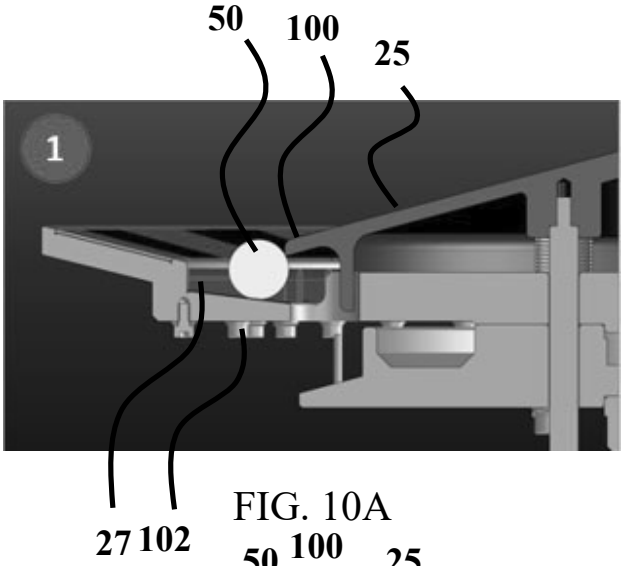


FIG. 10A

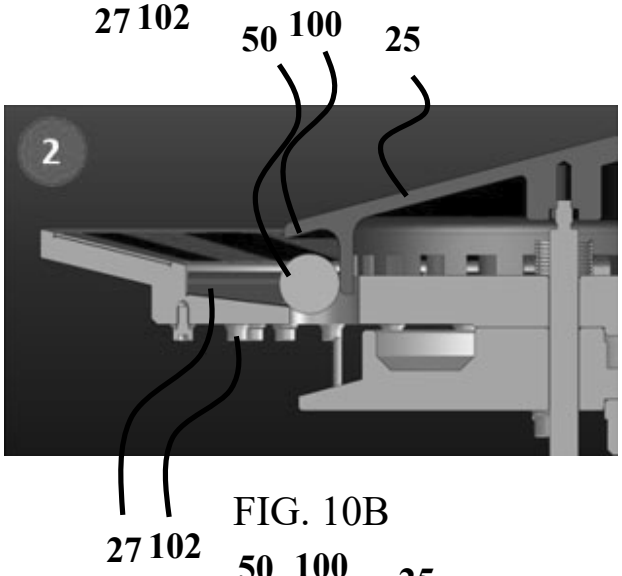


FIG. 10B

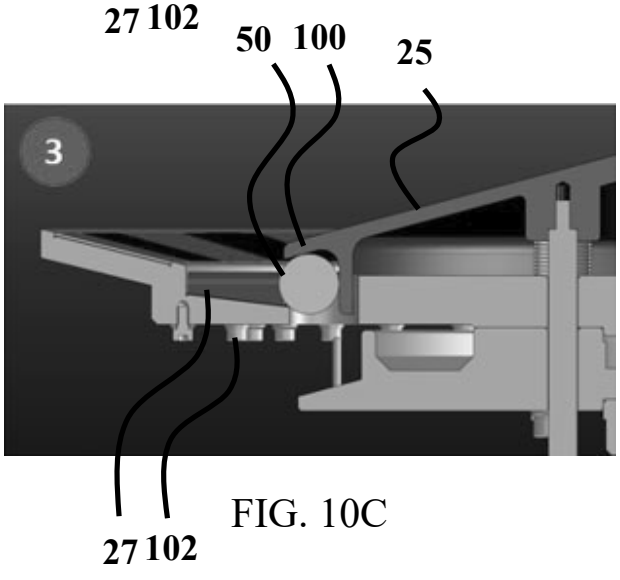


FIG. 10C

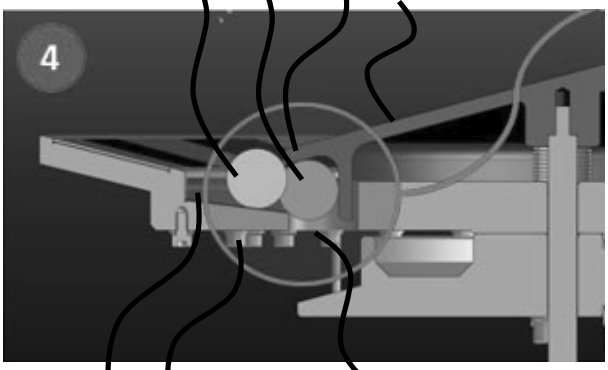


FIG. 11A

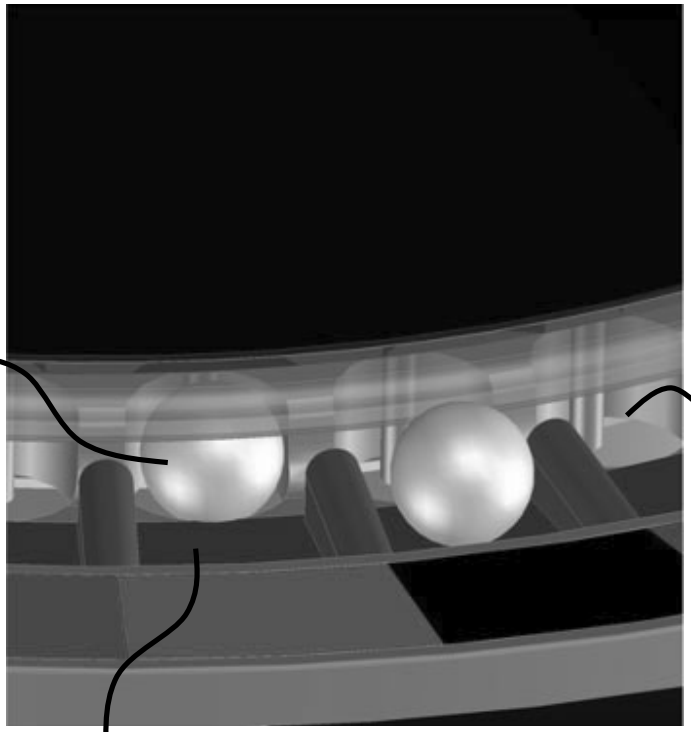


FIG. 11B

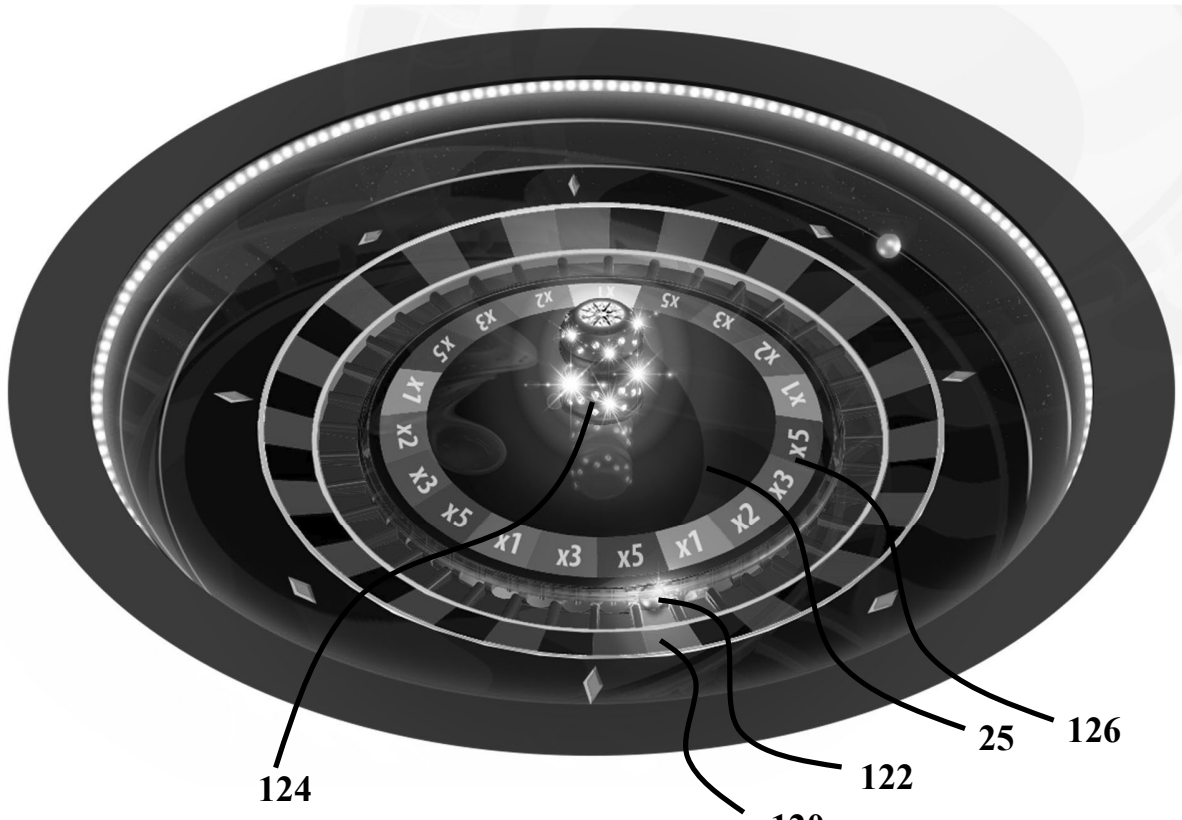

x1
x5
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x2
x1
x2
x3
x5
x1
x2
x3
x5
x1
x3
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x1
x2
x3
x5
124
120
122
25
126

FIG. 12

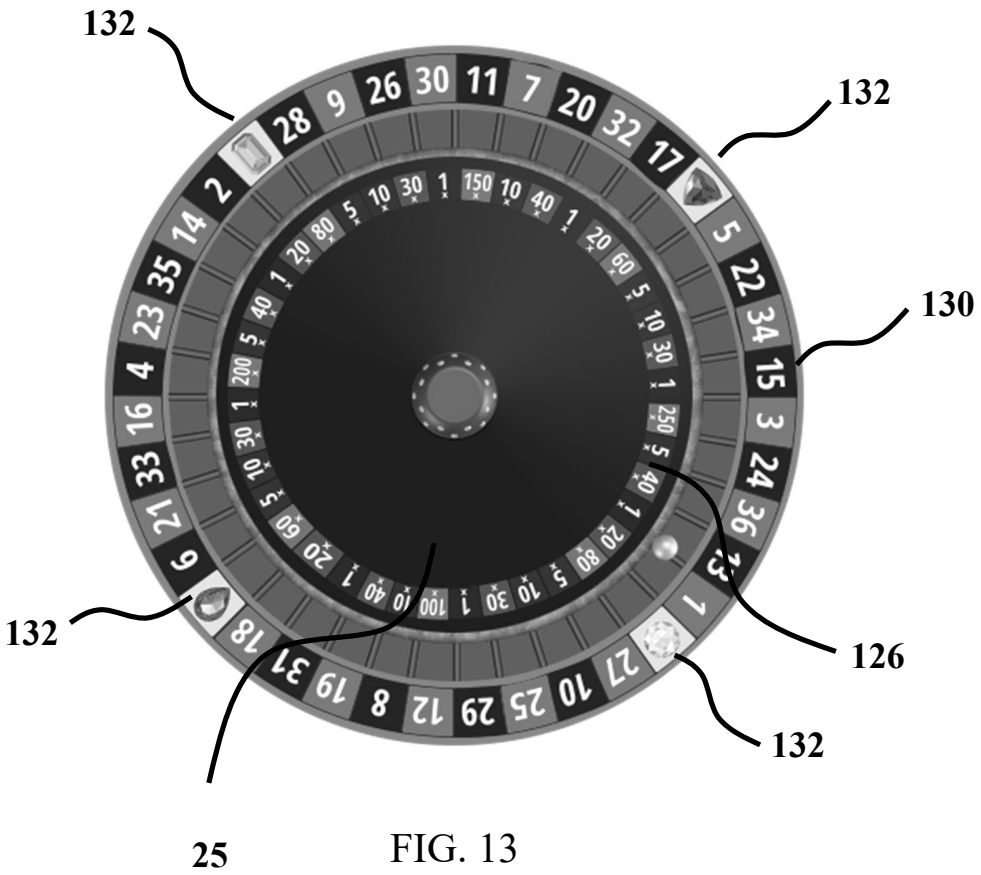


FIG. 13

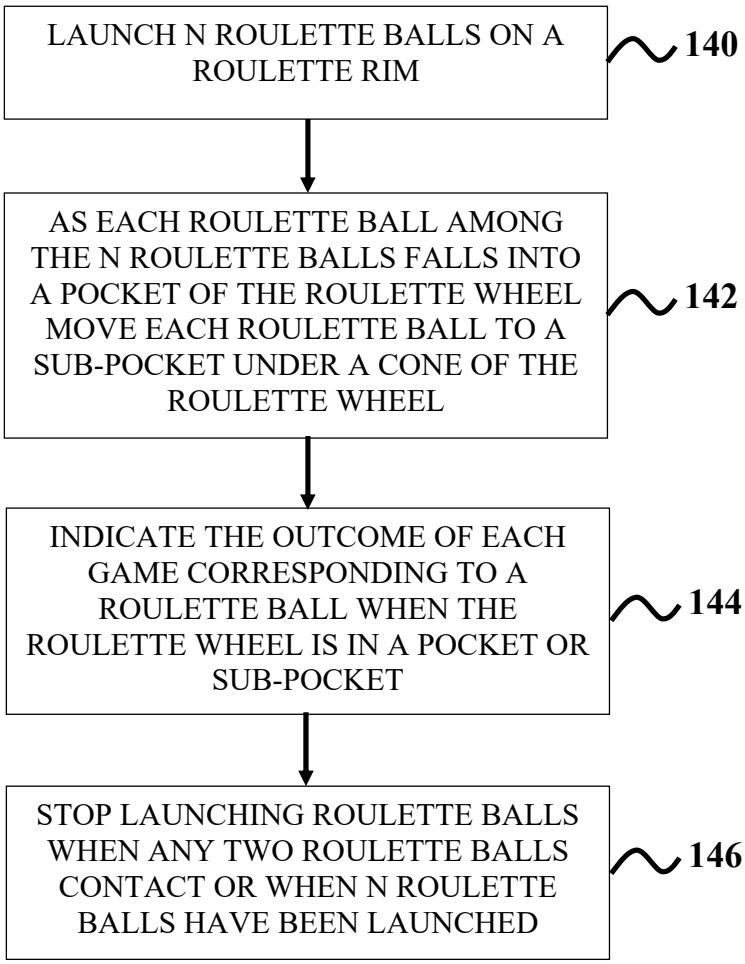

LAUNCH N ROULETTE BALLS ON A ROULETTE RIM
140
AS EACH ROULETTE BALL AMONG THE N ROULETTE BALLS FALLS INTO A POCKET OF THE ROULETTE WHEEL MOVE EACH ROULETTE BALL TO A SUB-POCKET UNDER A CONE OF THE ROULETTE WHEEL
142
INDICATE THE OUTCOME OF EACH GAME CORRESPONDING TO A ROULETTE BALL WHEN THE ROULETTE WHEEL IS IN A POCKET OR SUB-POCKET
144
STOP LAUNCHING ROULETTE BALLS WHEN ANY TWO ROULETTE BALLS CONTACT OR WHEN N ROULETTE BALLS HAVE BEEN LAUNCHED
146

FIG. 14

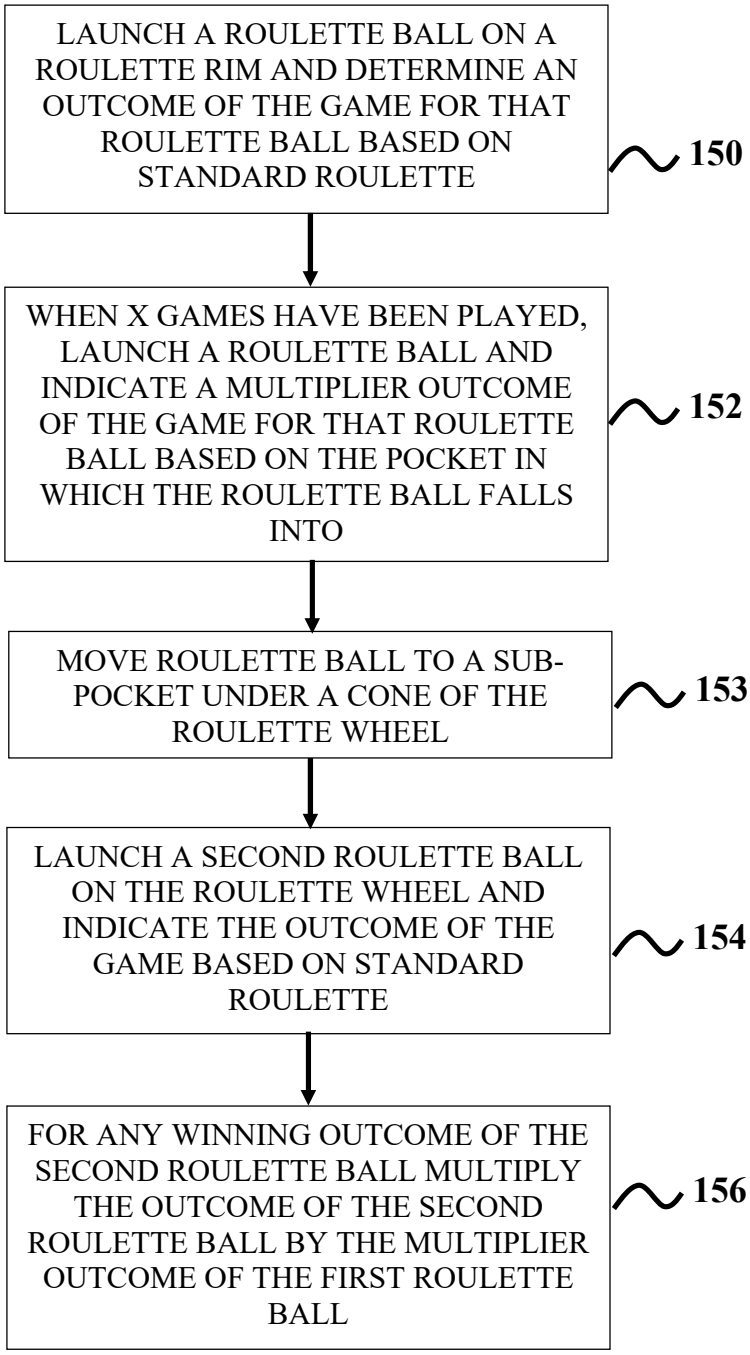

LAUNCH A ROULETTE BALL ON A ROULETTE RIM AND DETERMINE AN OUTCOME OF THE GAME FOR THAT ROULETTE BALL BASED ON STANDARD ROULETTE
150
WHEN X GAMES HAVE BEEN PLAYED, LAUNCH A ROULETTE BALL AND INDICATE A MULTIPLIER OUTCOME OF THE GAME FOR THAT ROULETTE BALL BASED ON THE POCKET IN WHICH THE ROULETTE BALL FALLS INTO
152
MOVE ROULETTE BALL TO A SUB-POCKET UNDER A CONE OF THE ROULETTE WHEEL
153
LAUNCH A SECOND ROULETTE BALL ON THE ROULETTE WHEEL AND INDICATE THE OUTCOME OF THE GAME BASED ON STANDARD ROULETTE
154
FOR ANY WINNING OUTCOME OF THE SECOND ROULETTE BALL MULTIPLY THE OUTCOME OF THE SECOND ROULETTE BALL BY THE MULTIPLIER OUTCOME OF THE FIRST ROULETTE BALL
156

FIG. 15

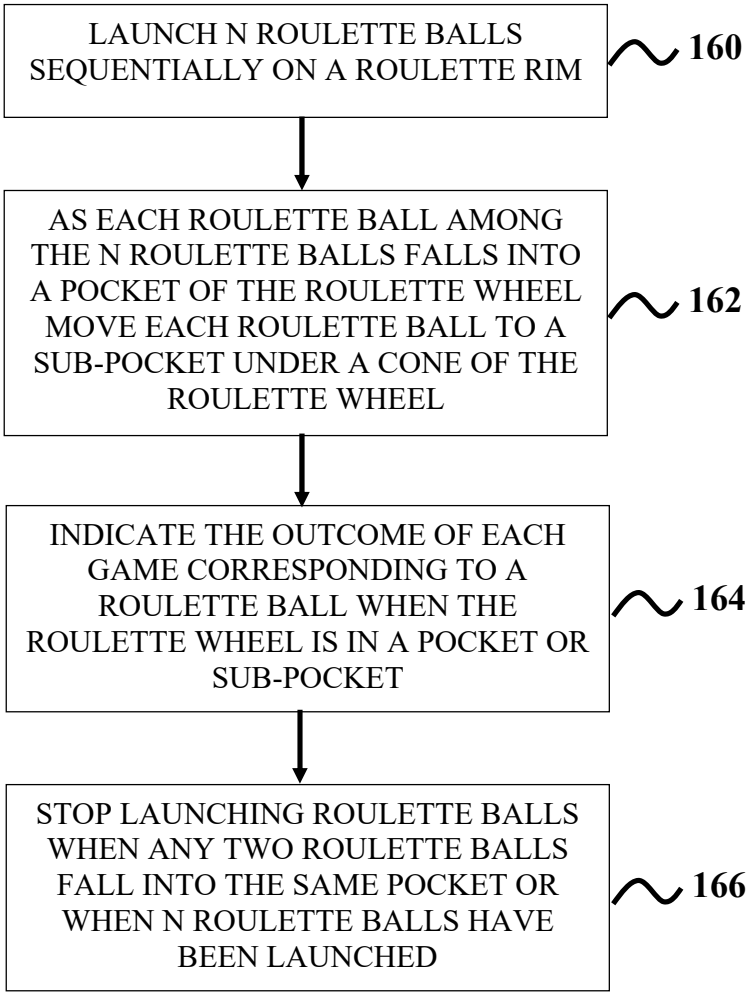

LAUNCH N ROULETTE BALLS SEQUENTIALLY ON A ROULETTE RIM
160
AS EACH ROULETTE BALL AMONG THE N ROULETTE BALLS FALLS INTO A POCKET OF THE ROULETTE WHEEL MOVE EACH ROULETTE BALL TO A SUB-POCKET UNDER A CONE OF THE ROULETTE WHEEL
162
INDICATE THE OUTCOME OF EACH GAME CORRESPONDING TO A ROULETTE BALL WHEN THE ROULETTE WHEEL IS IN A POCKET OR SUB-POCKET
164
STOP LAUNCHING ROULETTE BALLS WHEN ANY TWO ROULETTE BALLS FALL INTO THE SAME POCKET OR WHEN N ROULETTE BALLS HAVE BEEN LAUNCHED
166

FIG. 16

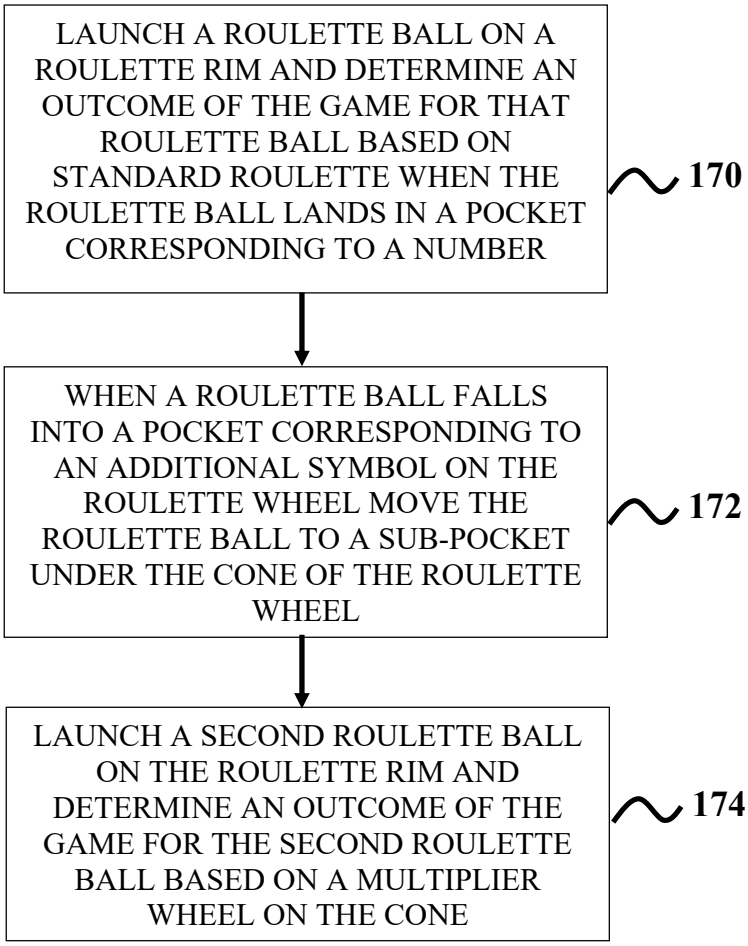

LAUNCH A ROULETTE BALL ON A ROULETTE RIM AND DETERMINE AN OUTCOME OF THE GAME FOR THAT ROULETTE BALL BASED ON STANDARD ROULETTE WHEN THE ROULETTE BALL LANDS IN A POCKET CORRESPONDING TO A NUMBER
170
WHEN A ROULETTE BALL FALLS INTO A POCKET CORRESPONDING TO AN ADDITIONAL SYMBOL ON THE ROULETTE WHEEL MOVE THE ROULETTE BALL TO A SUB-POCKET UNDER THE CONE OF THE ROULETTE WHEEL
172
LAUNCH A SECOND ROULETTE BALL ON THE ROULETTE RIM AND DETERMINE AN OUTCOME OF THE GAME FOR THE SECOND ROULETTE BALL BASED ON A MULTIPLIER WHEEL ON THE CONE
174

FIG. 17

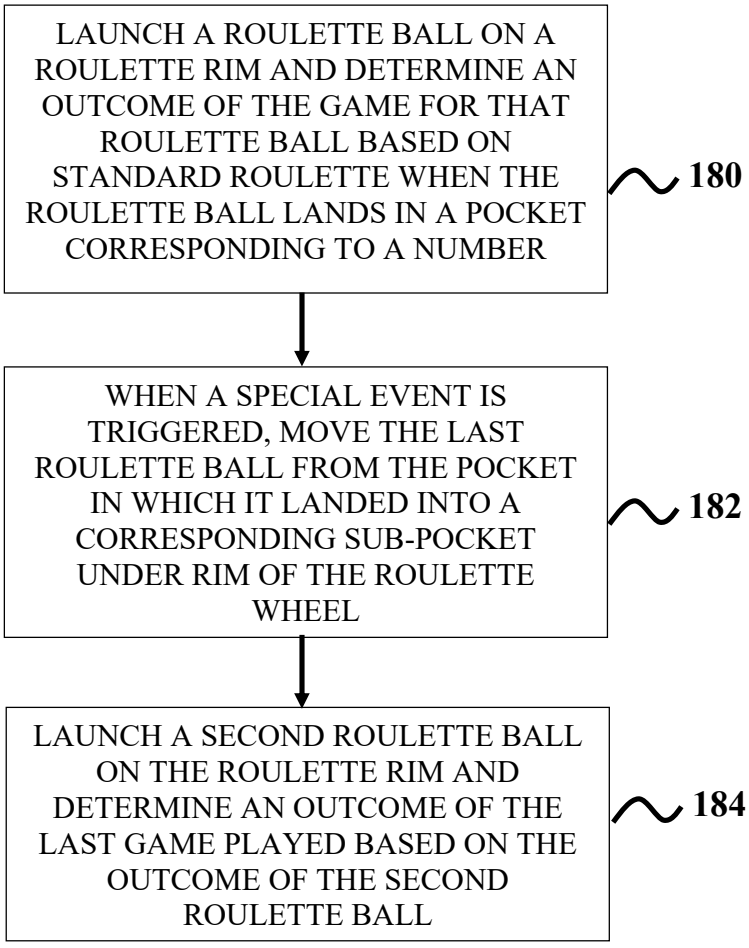

LAUNCH A ROULETTE BALL ON A ROULETTE RIM AND DETERMINE AN OUTCOME OF THE GAME FOR THAT ROULETTE BALL BASED ON STANDARD ROULETTE WHEN THE ROULETTE BALL LANDS IN A POCKET CORRESPONDING TO A NUMBER
180
WHEN A SPECIAL EVENT IS TRIGGERED, MOVE THE LAST ROULETTE BALL FROM THE POCKET IN WHICH IT LANDED INTO A CORRESPONDING SUB-POCKET UNDER RIM OF THE ROULETTE WHEEL
182
LAUNCH A SECOND ROULETTE BALL ON THE ROULETTE RIM AND DETERMINE AN OUTCOME OF THE LAST GAME PLAYED BASED ON THE OUTCOME OF THE SECOND ROULETTE BALL
184

FIG. 18

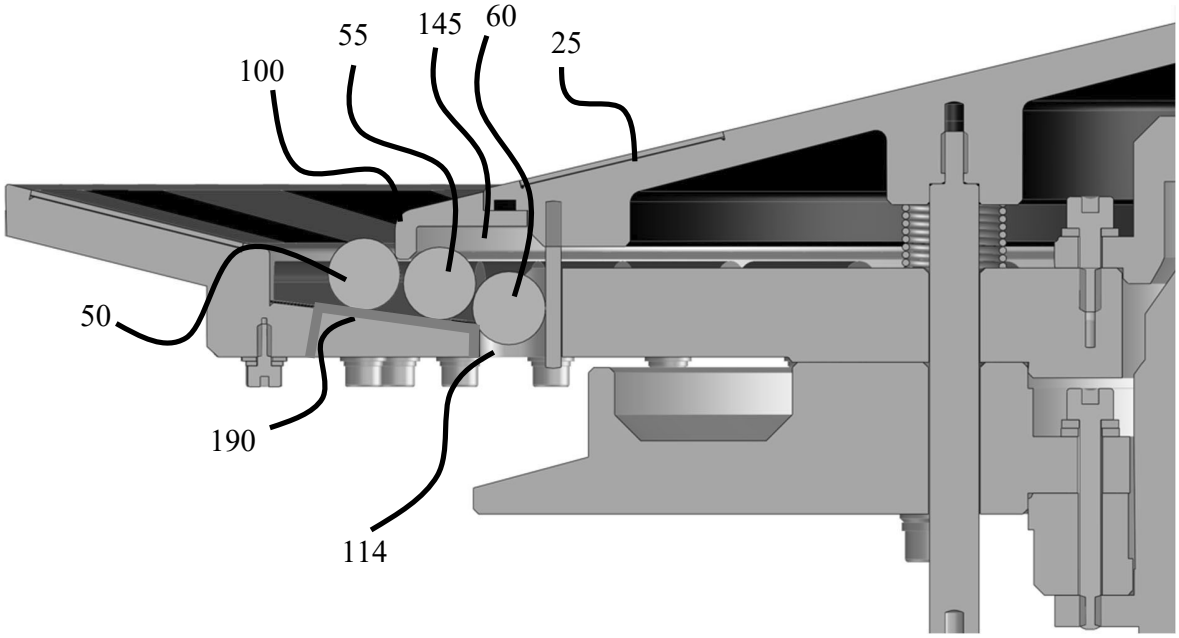


FIG. 19

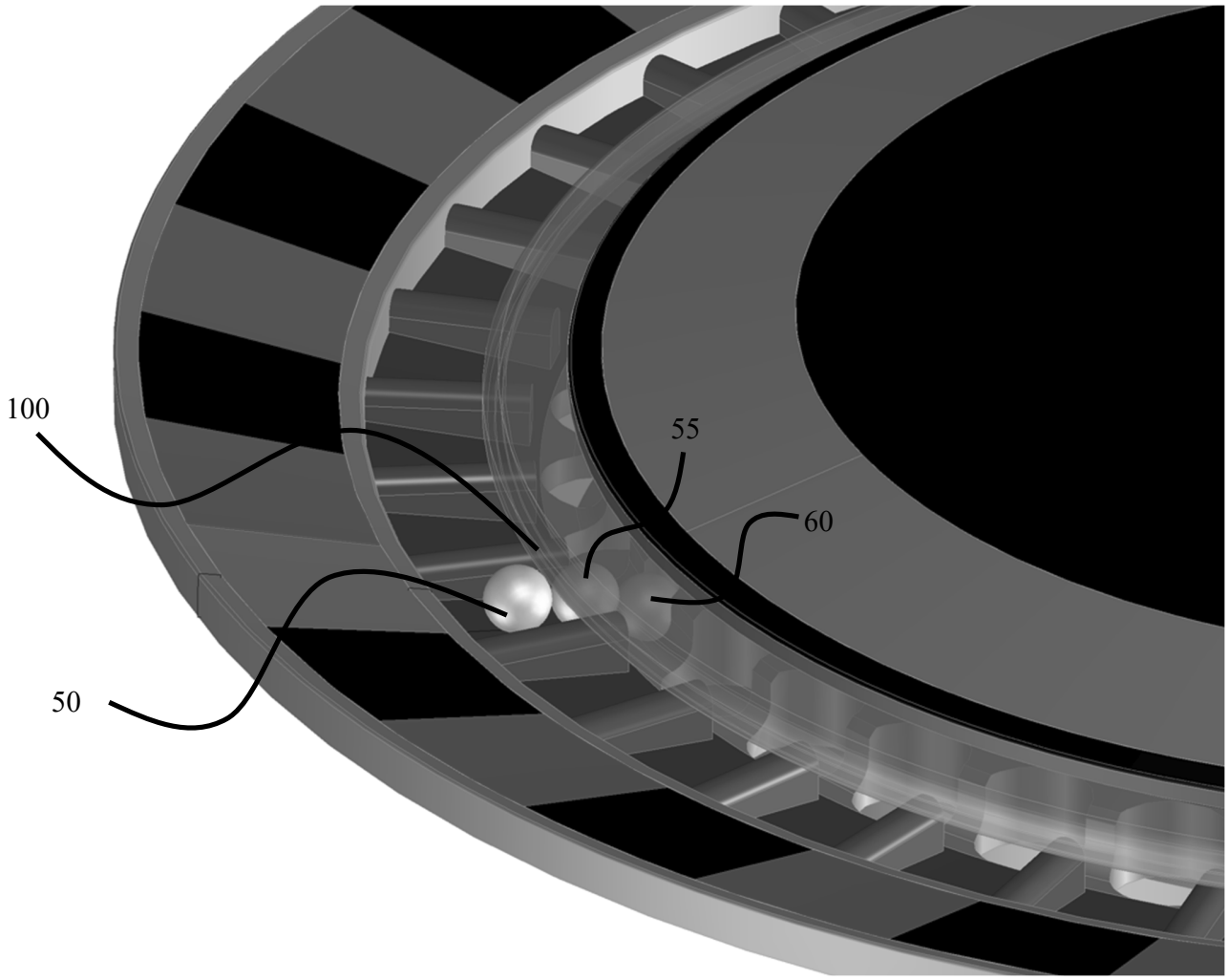


FIG. 20

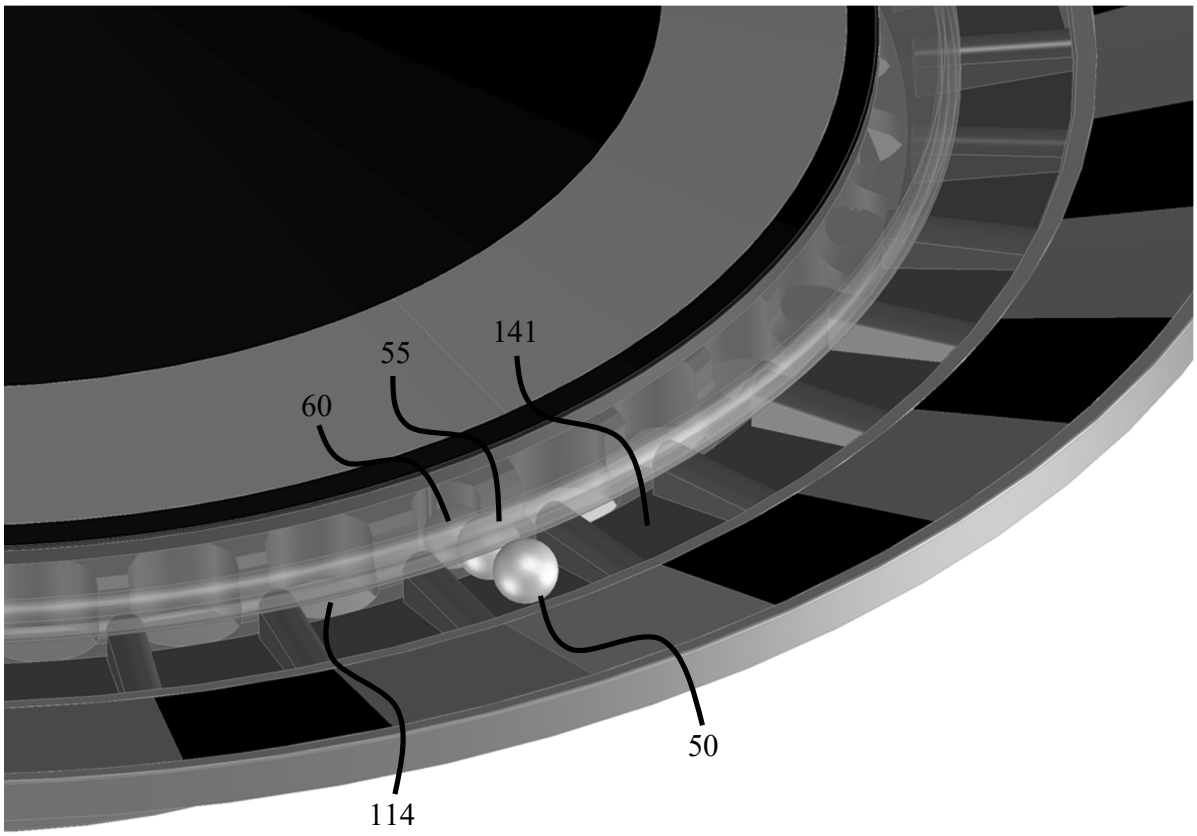


FIG. 21

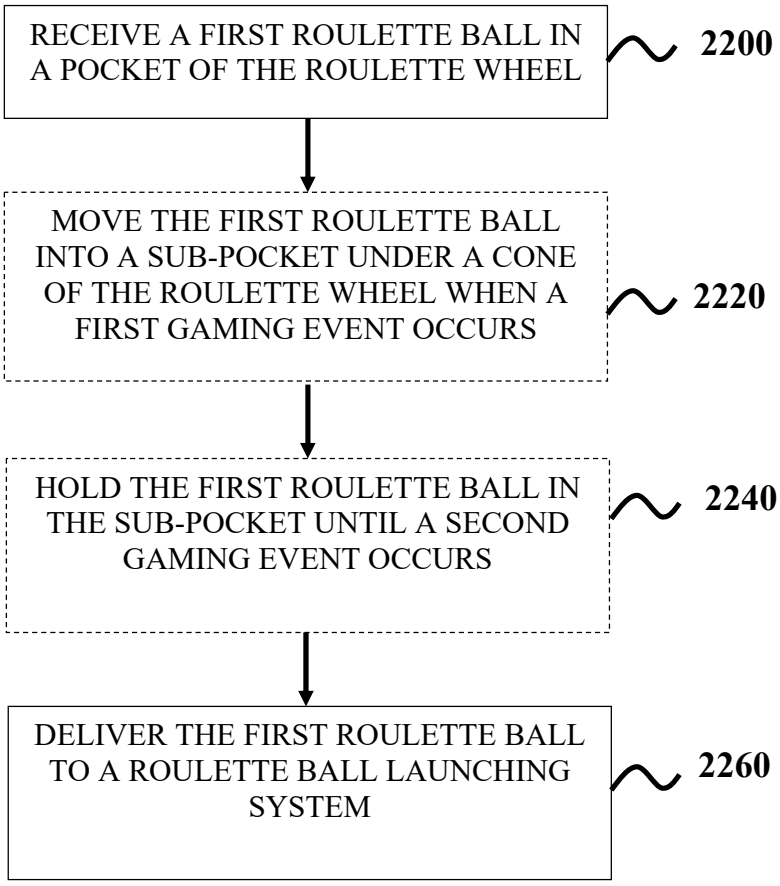

RECEIVE A FIRST ROULETTE BALL IN A POCKET OF THE ROULETTE WHEEL
2200
MOVE THE FIRST ROULETTE BALL INTO A SUB-POCKET UNDER A CONE OF THE ROULETTE WHEEL WHEN A FIRST GAMING EVENT OCCURS
2220
HOLD THE FIRST ROULETTE BALL IN THE SUB-POCKET UNTIL A SECOND GAMING EVENT OCCURS
2240
DELIVER THE FIRST ROULETTE BALL TO A ROULETTE BALL LAUNCHING SYSTEM
2260

FIG. 22

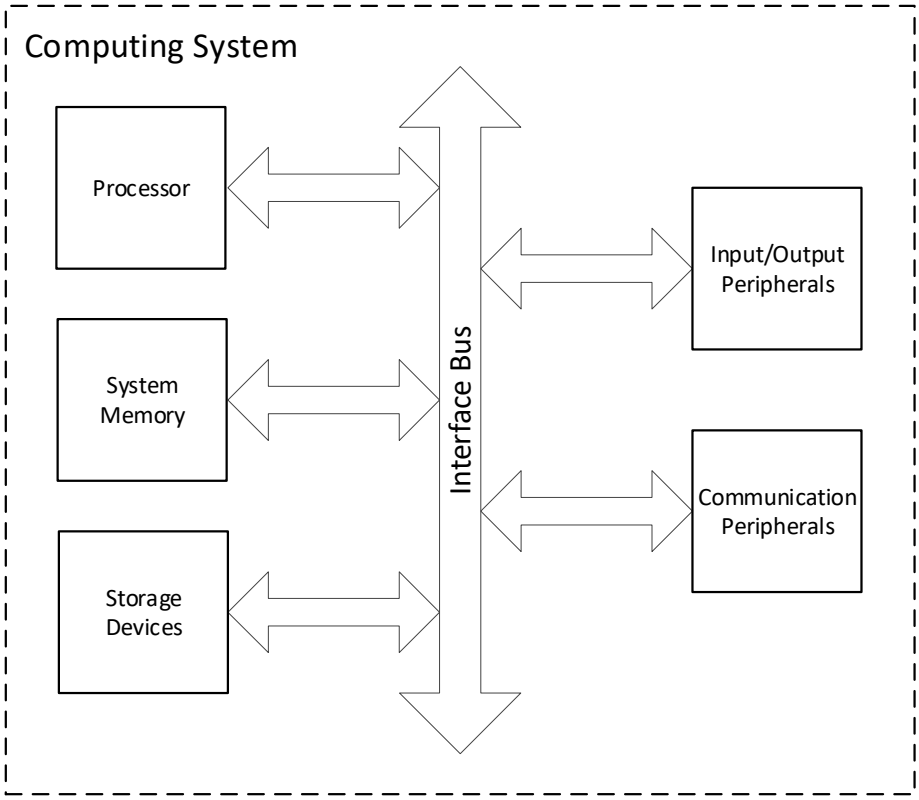

Computing System
Processor
System Memory
Storage Devices
Interface Bus
Input/Output Peripherals
Communication Peripherals

FIG. 23