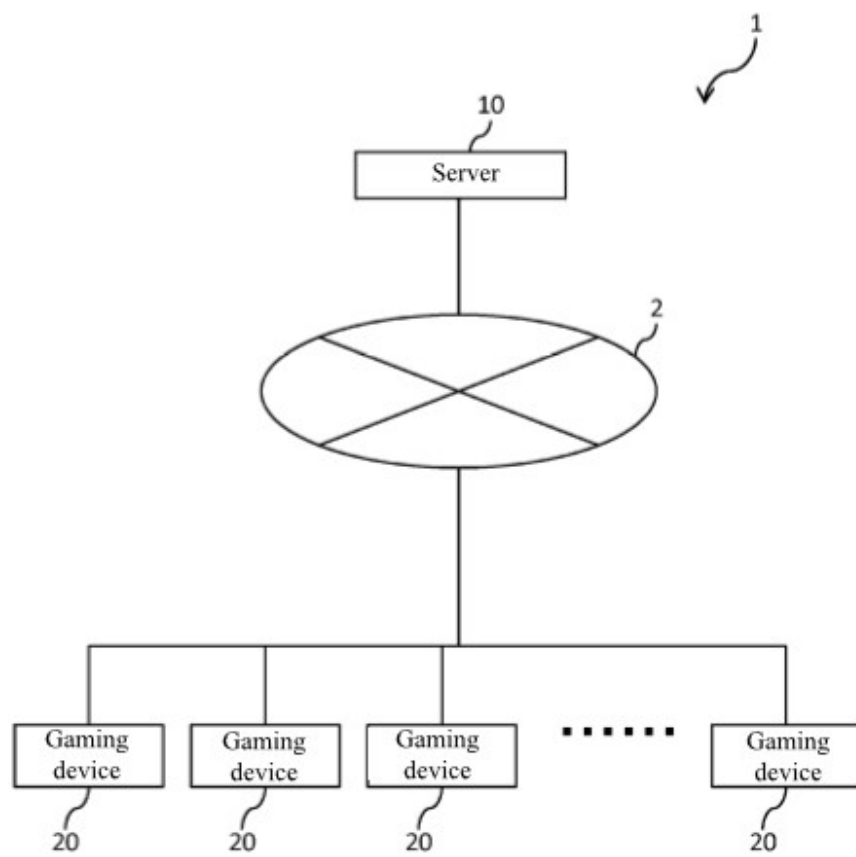
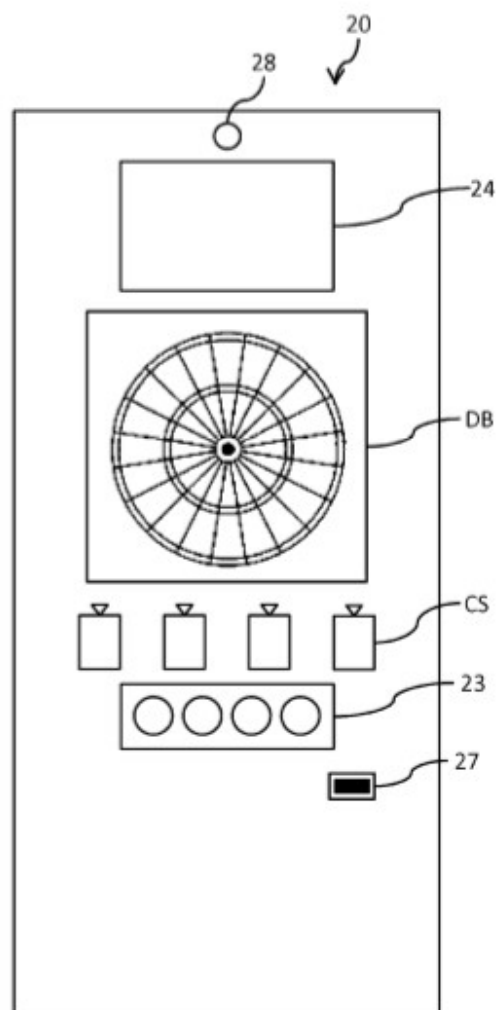


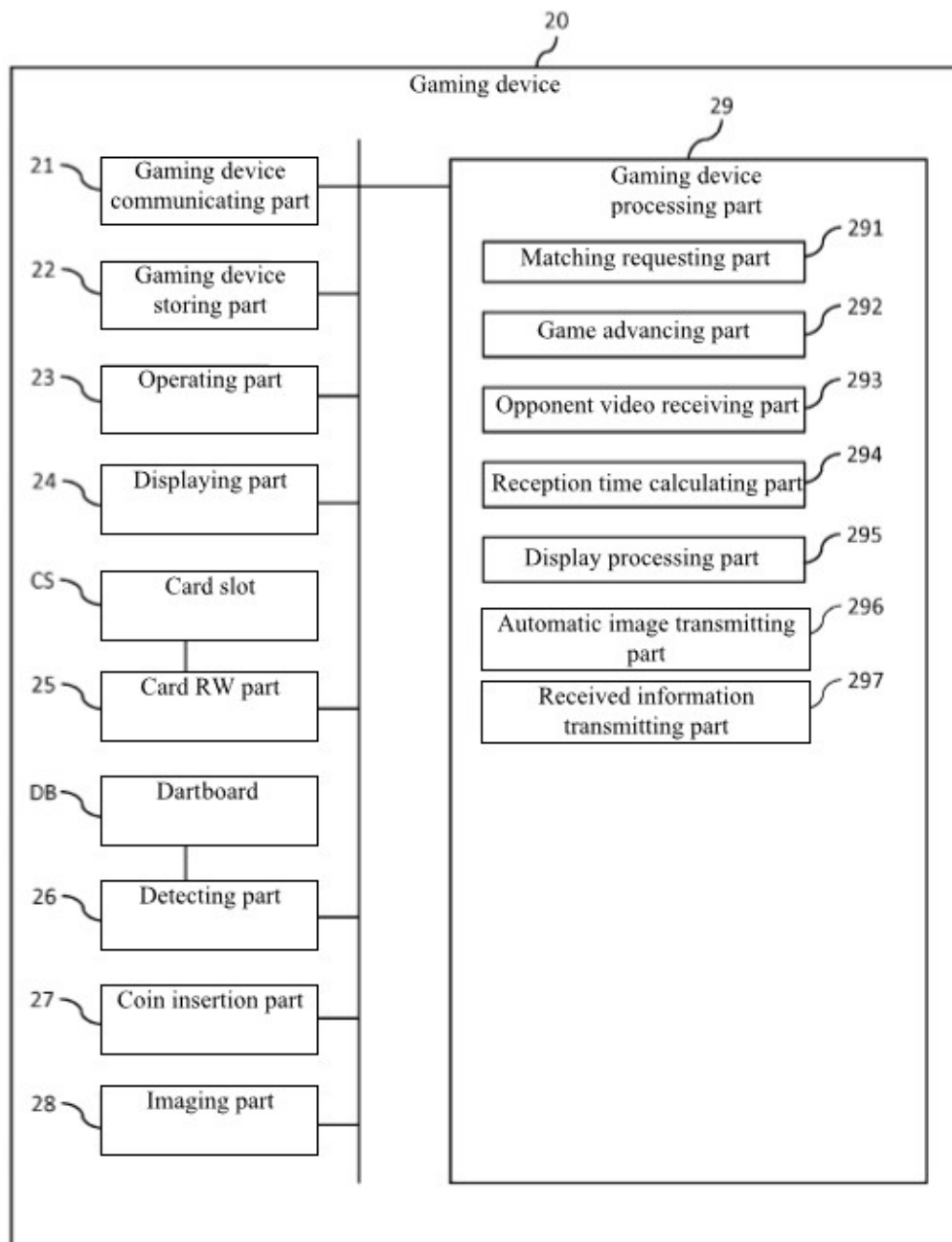
[FIG. 1]



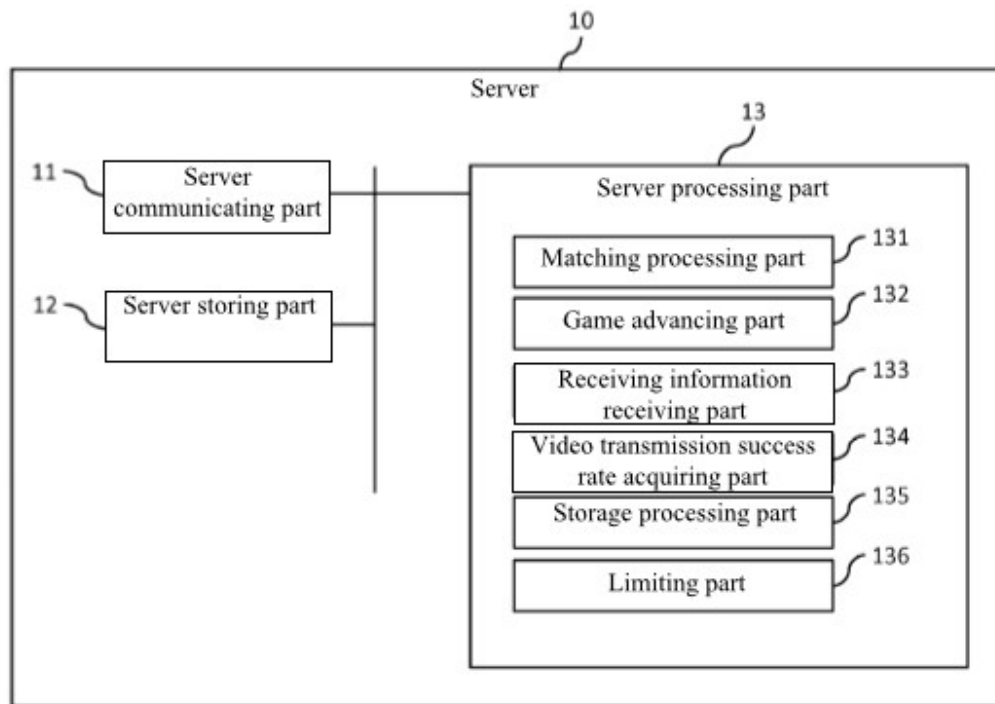
[FIG. 2]



[FIG. 3]



[FIG. 4]



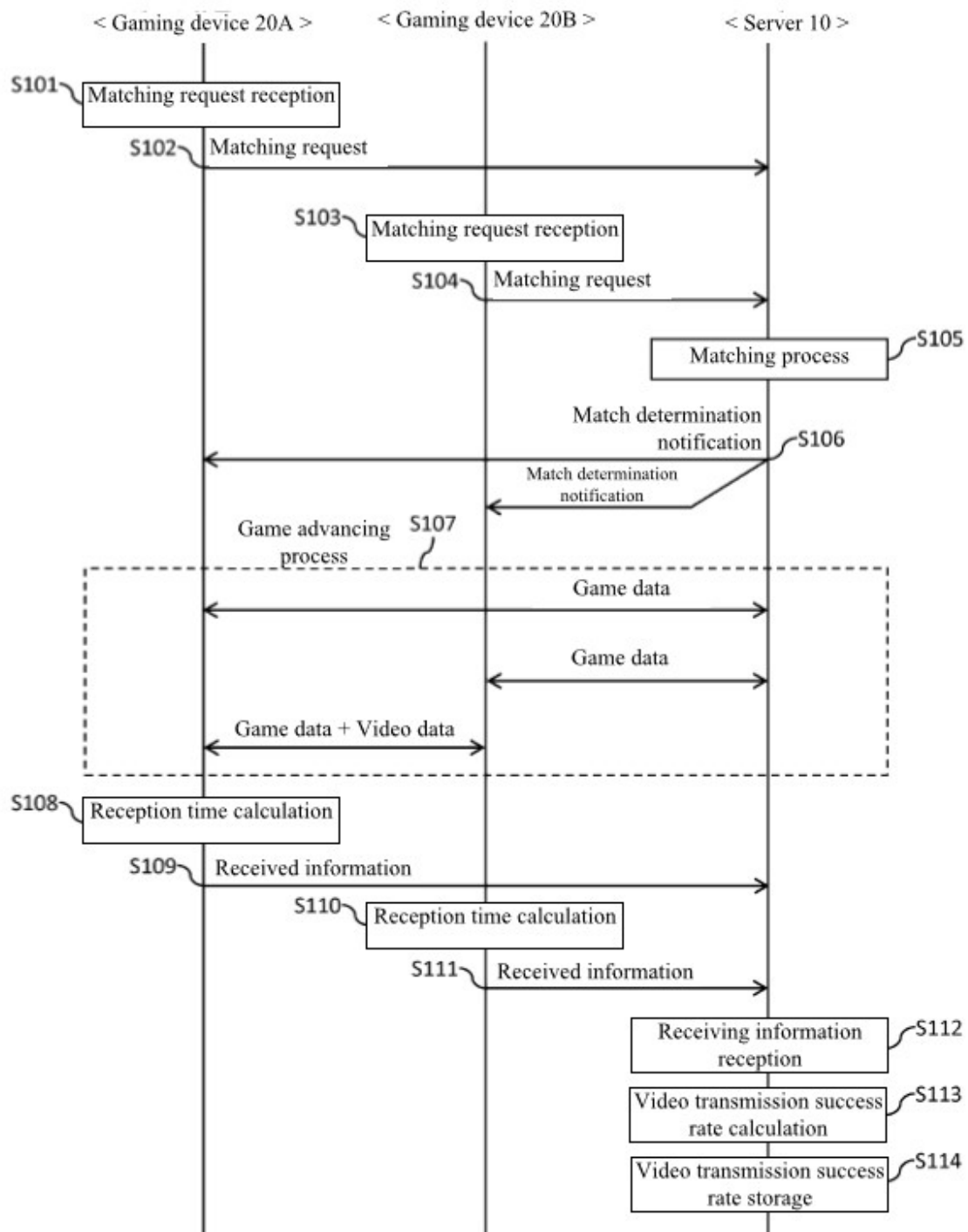
[FIG. 5]

Game ID	Play Time	Transmitting Side Gaming Device ID	Receiving Side Gaming Device ID	Reception Time	Video Transmission Success Rate
G1	15 min. 24 sec.	C	D	13 min. 15 sec.	R(G1/C/D)=86%
		D	C	14 min. 54 sec.	R(G1/D/C)=96%
G2	21 min. 45 sec.	A	B	20 min. 56 sec.	R(G2/A/B)=96%
		B	A	21 min. 23 sec.	R(G2/B/A)=98%
G3	18 min. 51 sec.	A	E	17 min. 45 sec.	R(G3/A/E)=94%
		E	A	16 min. 23 sec.	R(G3/E/A)=86%
G4	9 min. 36 sec.	B	D	6 min. 05 sec.	R(G4/B/D)=63%
		D	B	8 min. 32 sec.	R(G4/D/B)=88%
G5	14 min. 02 sec.	A	E	11 min. 24 sec.	R(G5/A/E)=81%
		E	A	13 min. 35 sec.	R(G5/E/A)=96%
...	...	...	...	...	...

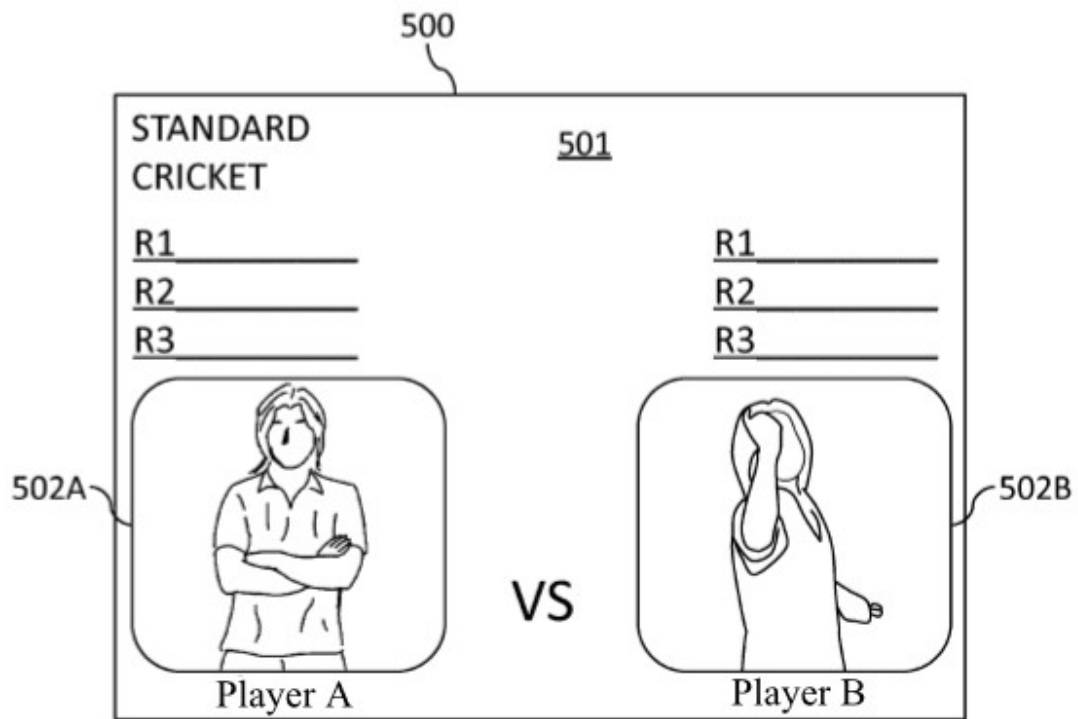
[FIG. 6]

Video Transmission Success Rate	
$R(G61/A/D)=69\%$	 Satisfy transmission failure condition
$R(G57/A/E)=44\%$	
$R(G54/A/C)=0\%$	
$R(G53/A/B)=65\%$	
$R(G47/A/D)=68\%$	
$R(G32/A/B)=80\%$	
$R(G29/A/E)=69\%$	
$R(G24/A/E)=68\%$	
•	
•	
•	
•	
•	
$R(G5/A/E)=81\%$	
$R(G3/A/E)=94\%$	
$R(G2/A/B)=96\%$	

[FIG. 7]



[FIG. 8]



[FIG. 9]

