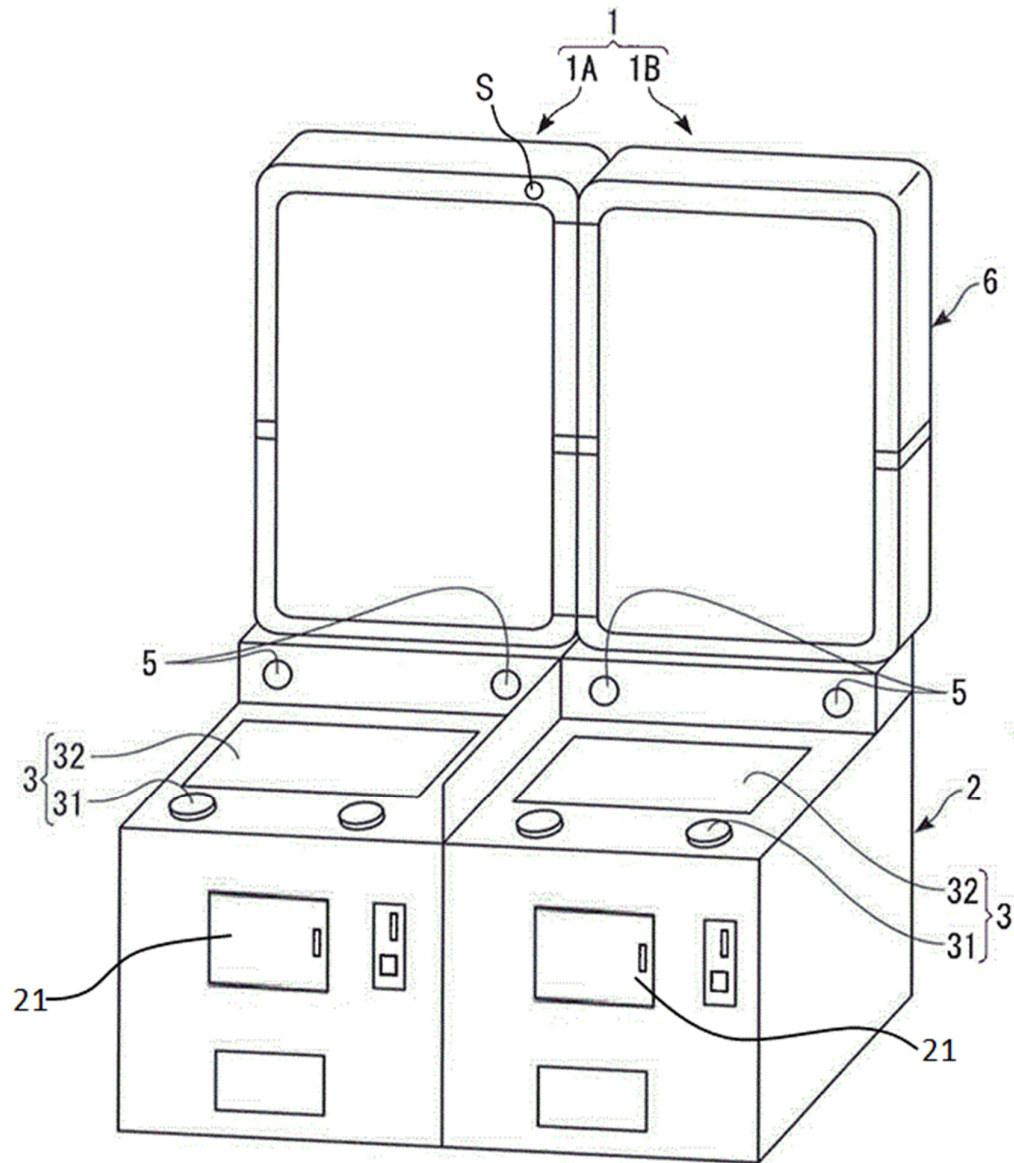


**FIG. 1**

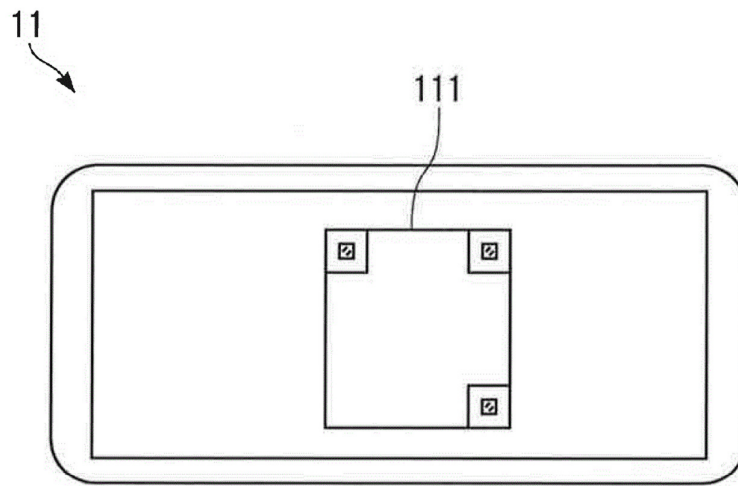
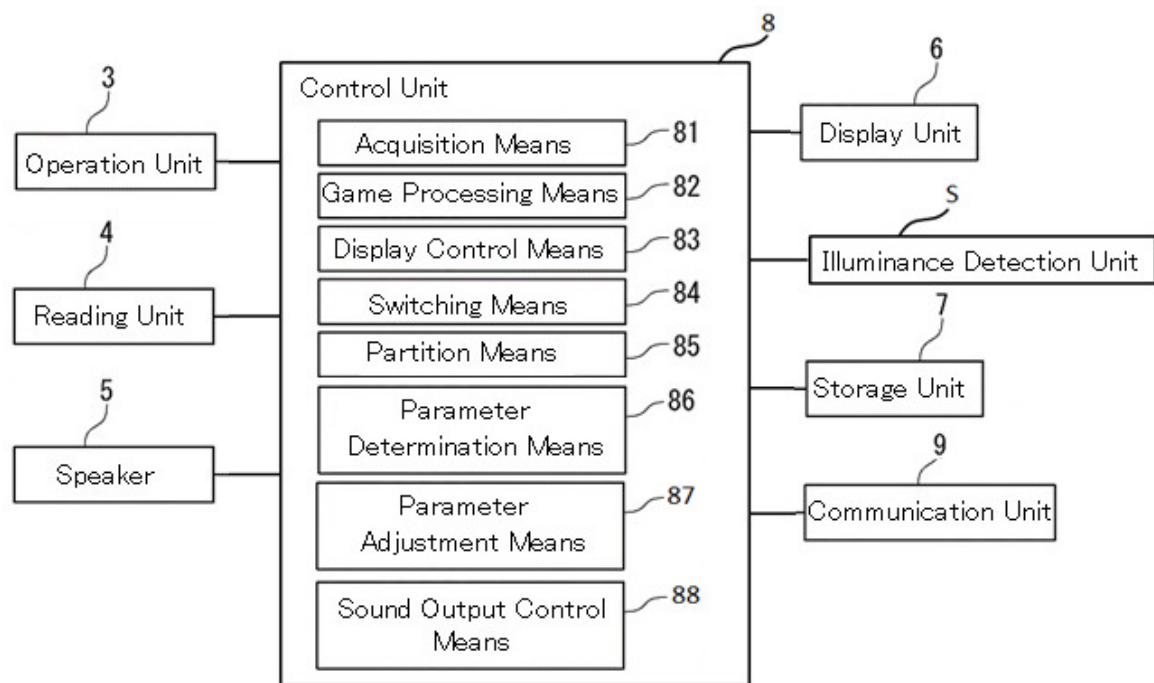
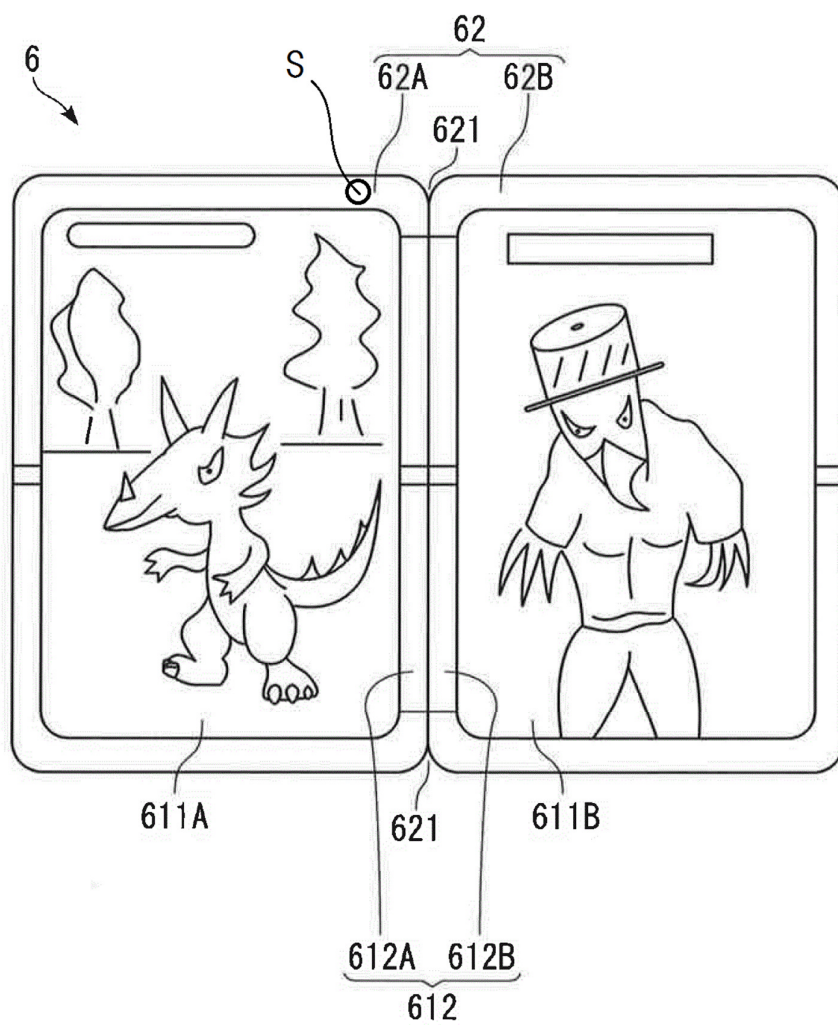
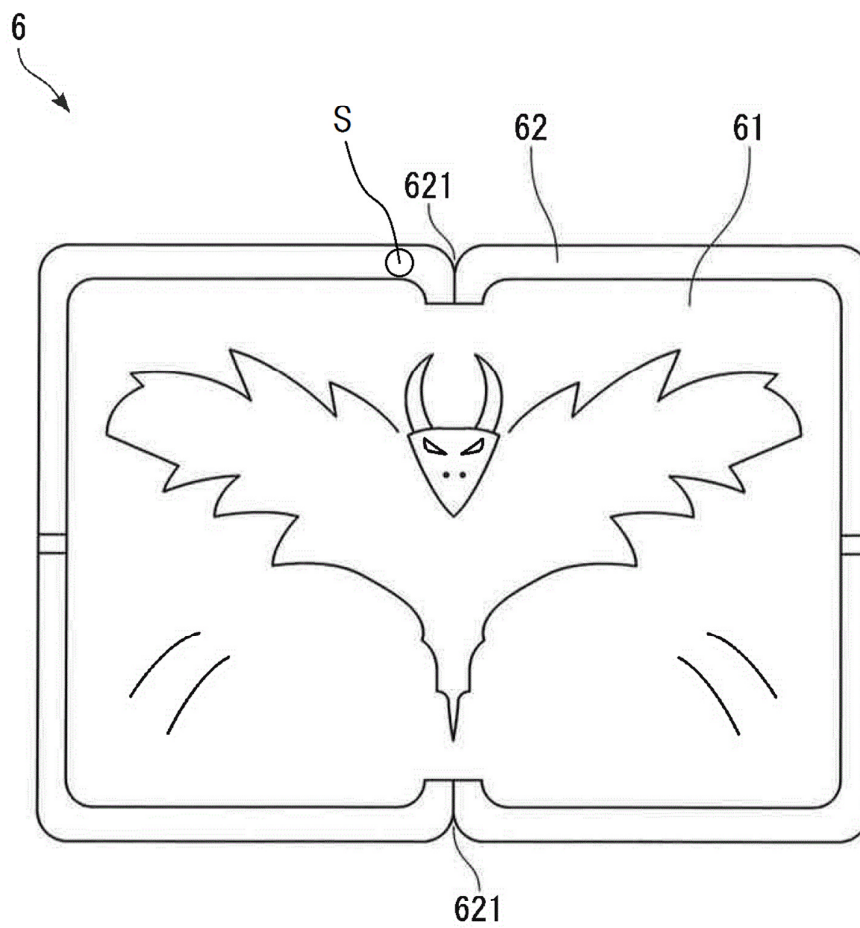
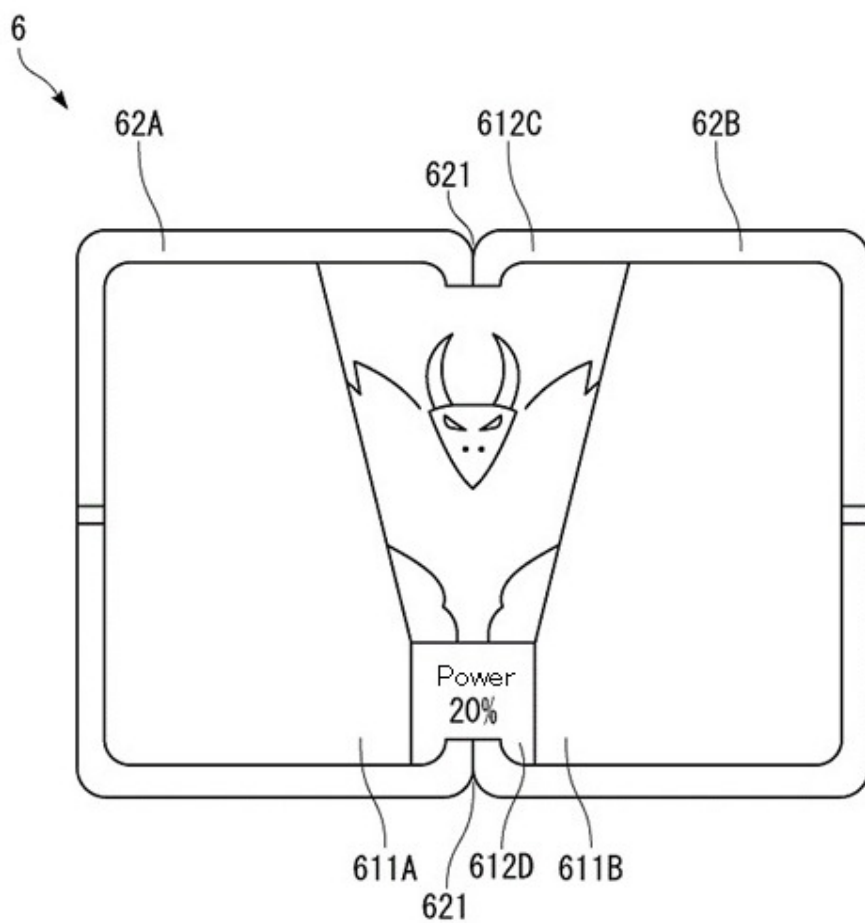


FIG.2

**FIG.3**

**FIG.4**

**FIG.5**

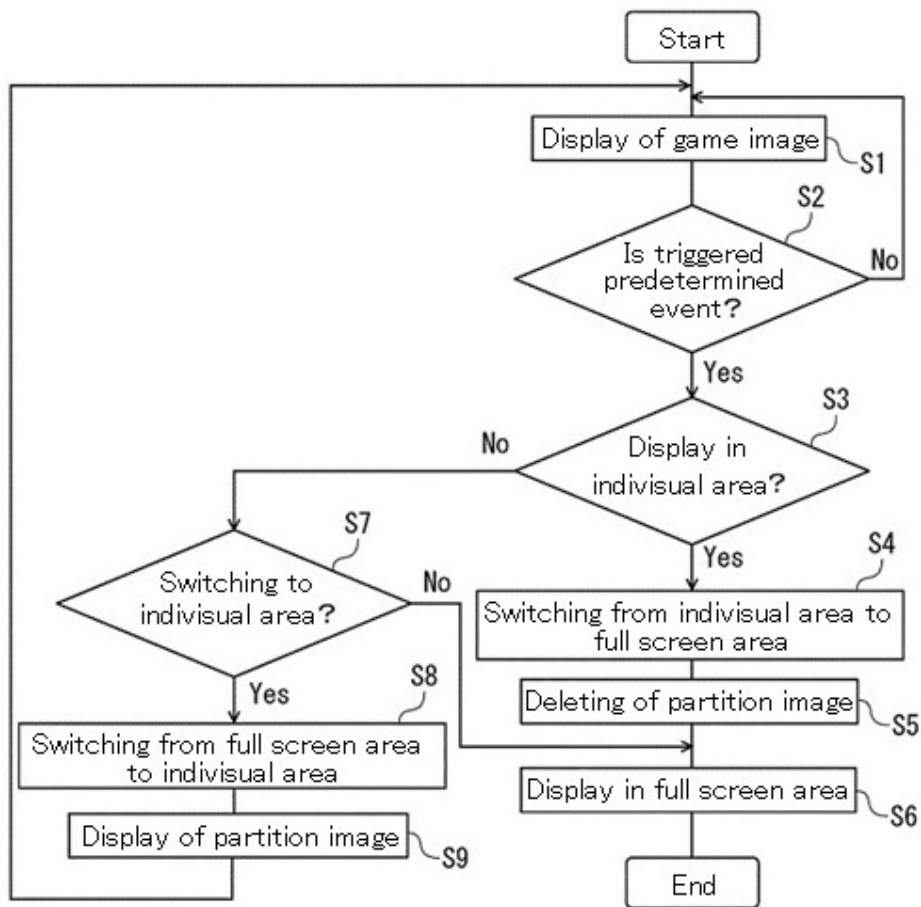
**FIG.6**

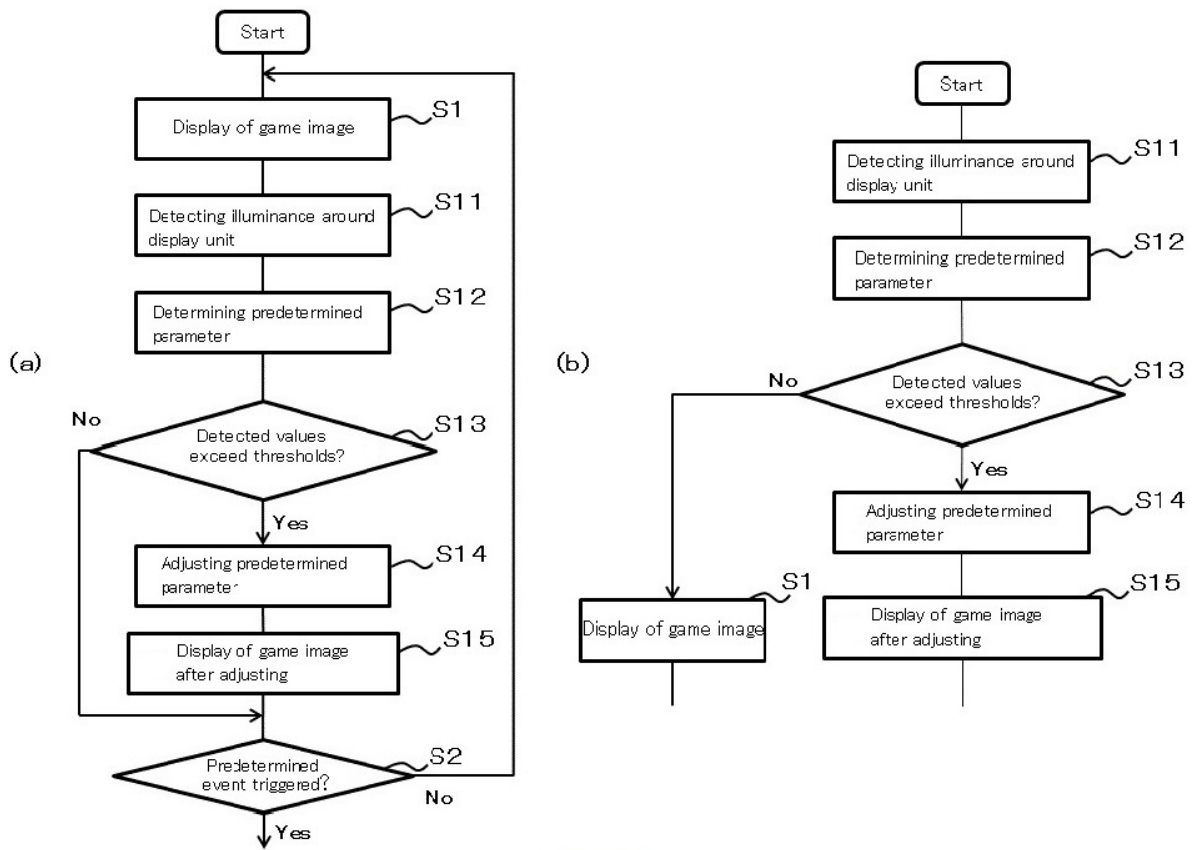
Frame body information			Thresholds		Detected values		Parameter adjustment
No.	Luminance Ya value (%)	xy chromaticity coordinates (xa, ya)	Luminance	xy chromaticity coordinates	Luminance Yb value (%)	xy chromaticity coordinates (xa, ya)	
1	50	(0.46, 0.44)	$Y_a \pm 5\%$	$(x_a \pm 0.05, y_a \pm 0.05)$	55	(0.52, 0.38)	Yes
2	70	(0.52, 0.35)	$Y_a \pm 10\%$	$(x_a \pm 0.1, y_a \pm 0.1)$	62	(0.43, 0.40)	No
3	60	(0.48, 0.21)	$Y_a \pm 7\%$	$(x_a \pm 0.08, y_a \pm 0.08)$	68	(0.49, 0.23)	Yes
4	30	(0.65, 0.31)	$Y_a \pm 2\%$	$(x_a \pm 0.03, y_a \pm 0.03)$	28	(0.62, 0.32)	No
5	10	(0.21, 0.65)	$Y_a \pm 1\%$	$(x_a \pm 0.02, y_a \pm 0.02)$	13	(0.22, 0.66)	Yes
6	5	(0.15, 0.71)	$Y_a \pm 0.5\%$	$(x_a \pm 0.01, y_a \pm 0.01)$	6	(0.14, 0.72)	Yes
.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.

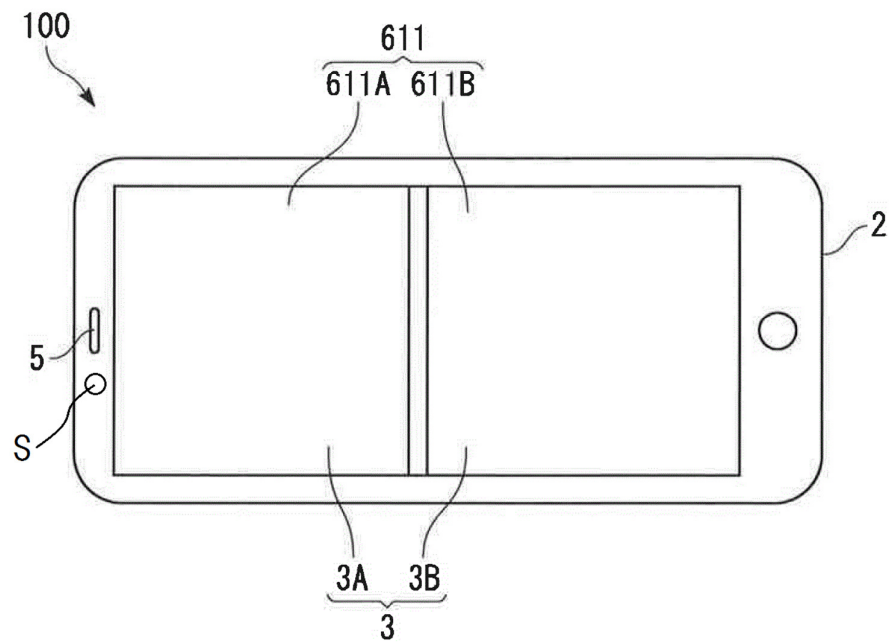
FIG.7

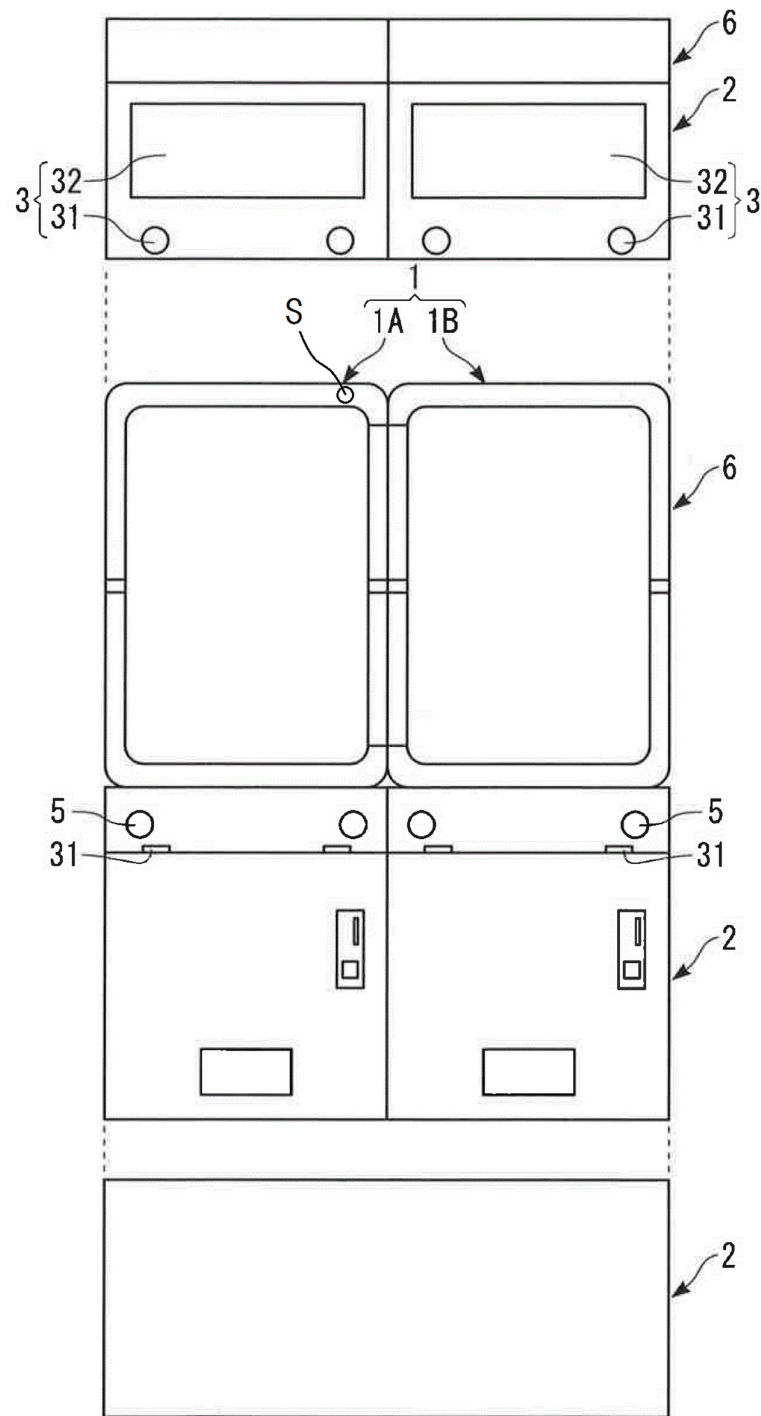
Event	Display area	Partition image		* * * *
Boss character appearance A	Full screen area	None	-	* * * *
Boss character appearance B	Individual + Partition areas	Yes	Boss character B, "Power 20%"	* * * *
:	:	:	:	:
:	:	:	:	:
Bonus event A	Full screen area	None	-	* * * *
Bonus event B	Full screen area	None	-	* * * *
:	:	:	:	:
:	:	:	:	:
Breaking battle A	Full screen area	None	-	* * * *
Breaking battle B	Individual + Partition areas	Yes	Bar	* * * *
:	:	:	:	:

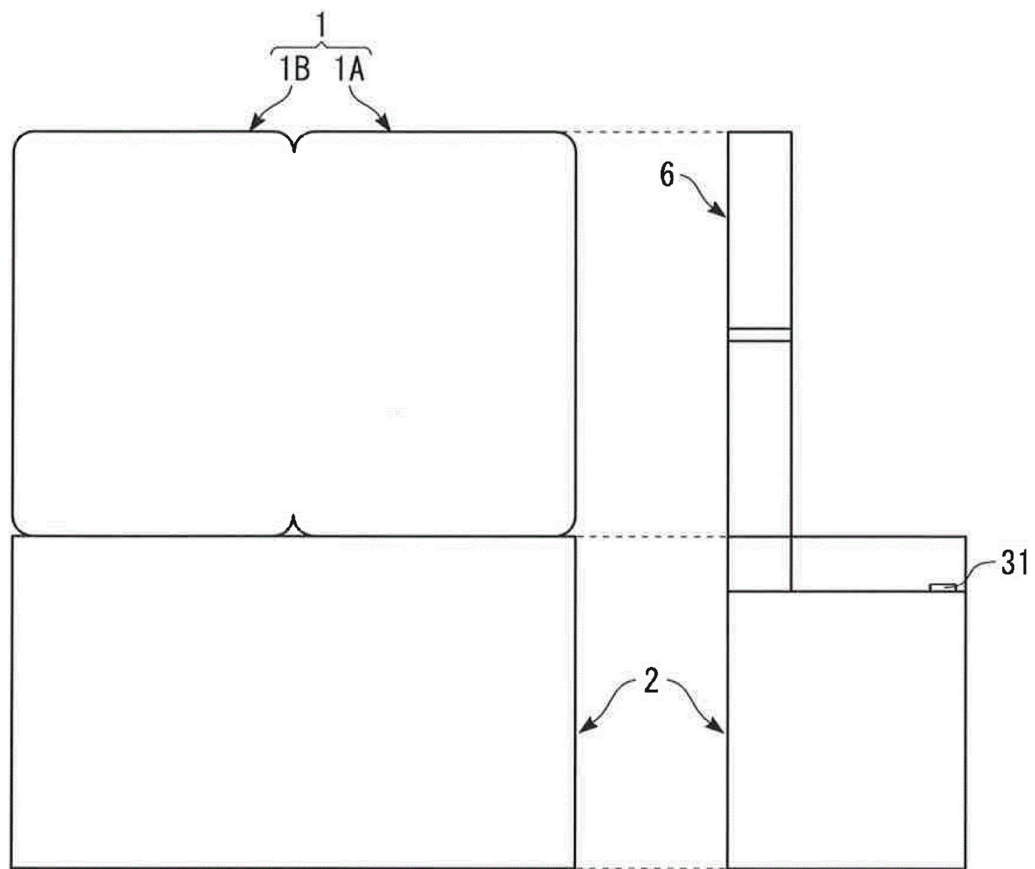
FIG.8

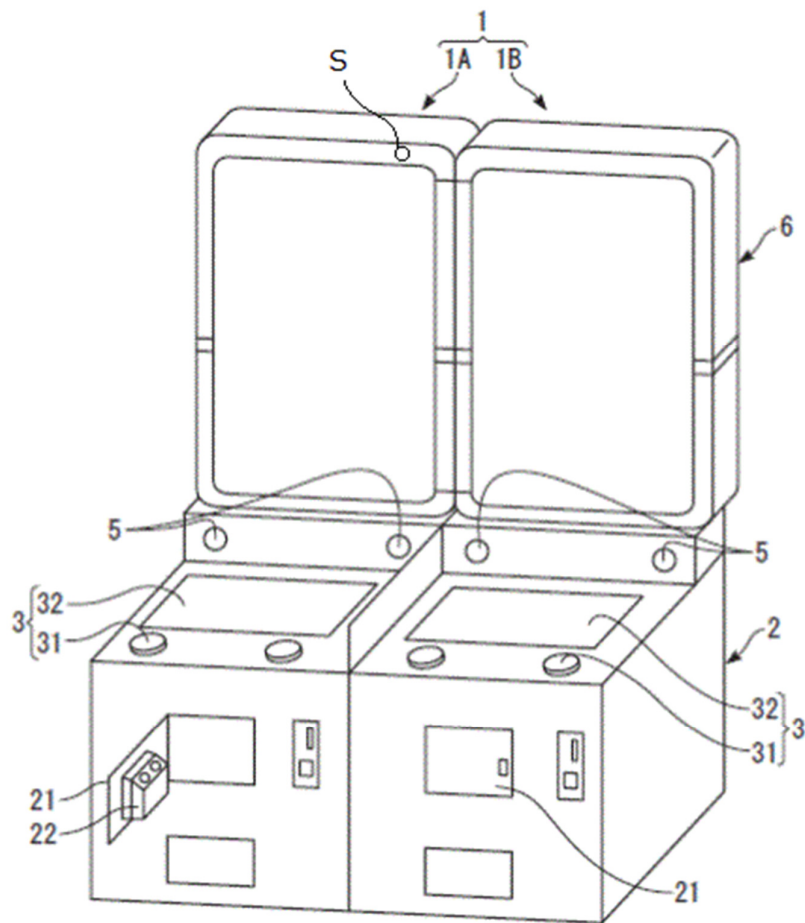
**FIG.9**

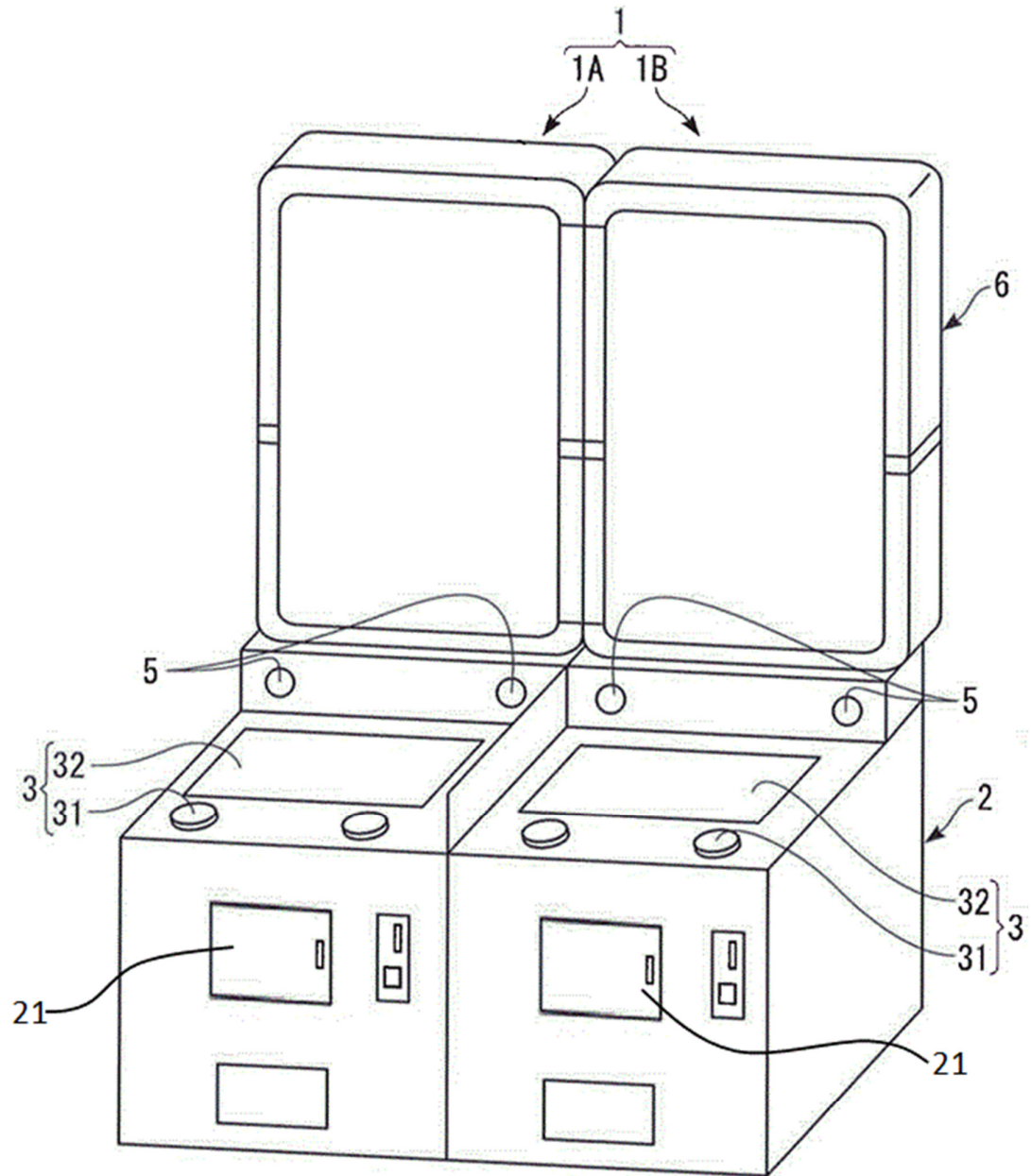


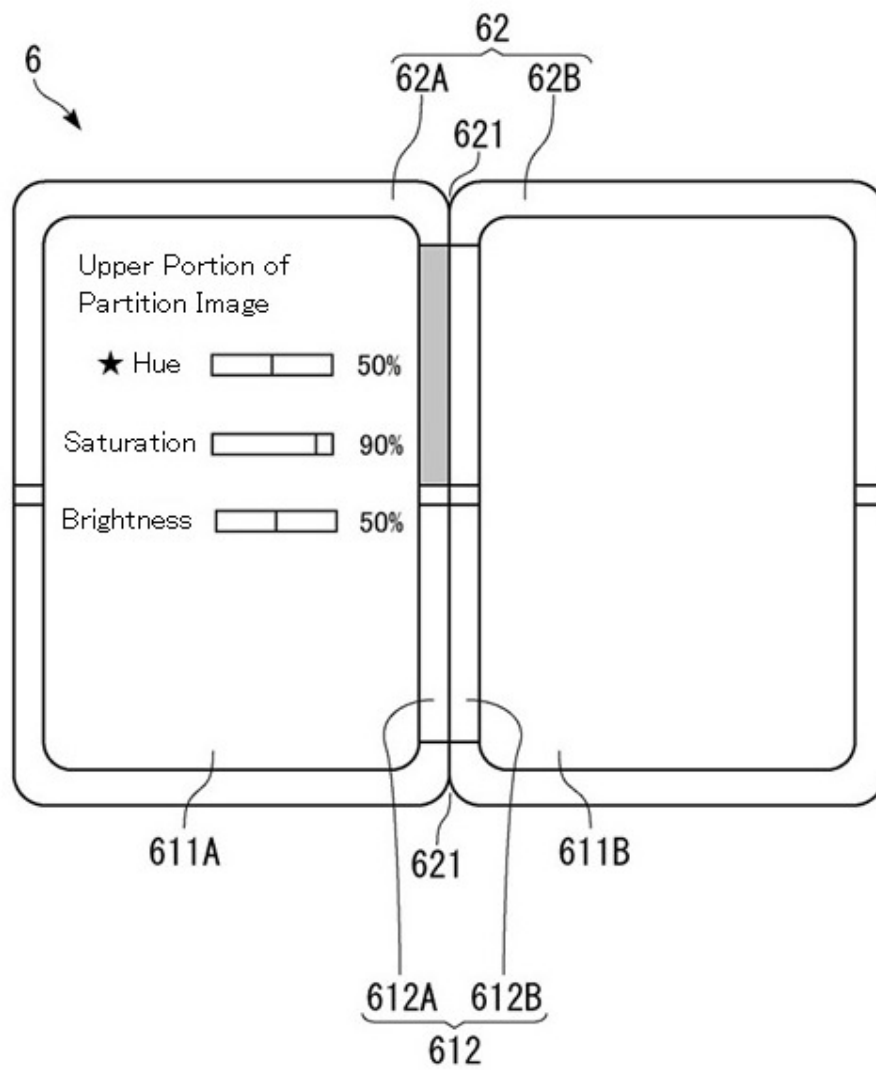
**FIG.11**

**FIG.12**

**FIG.13**

**FIG. 14**

**FIG.15**

**FIG.16**