FIG. 1

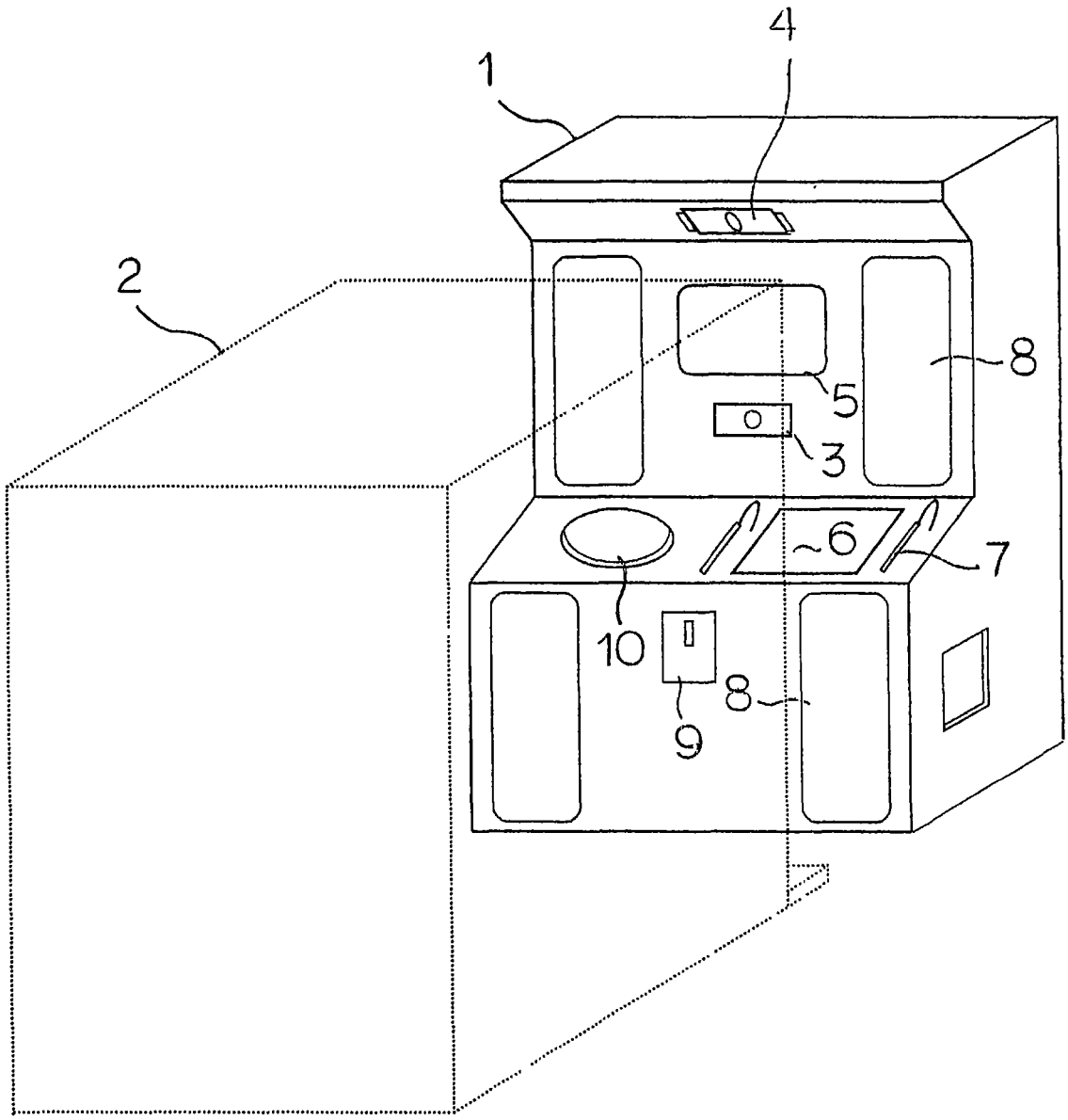


FIG. 2

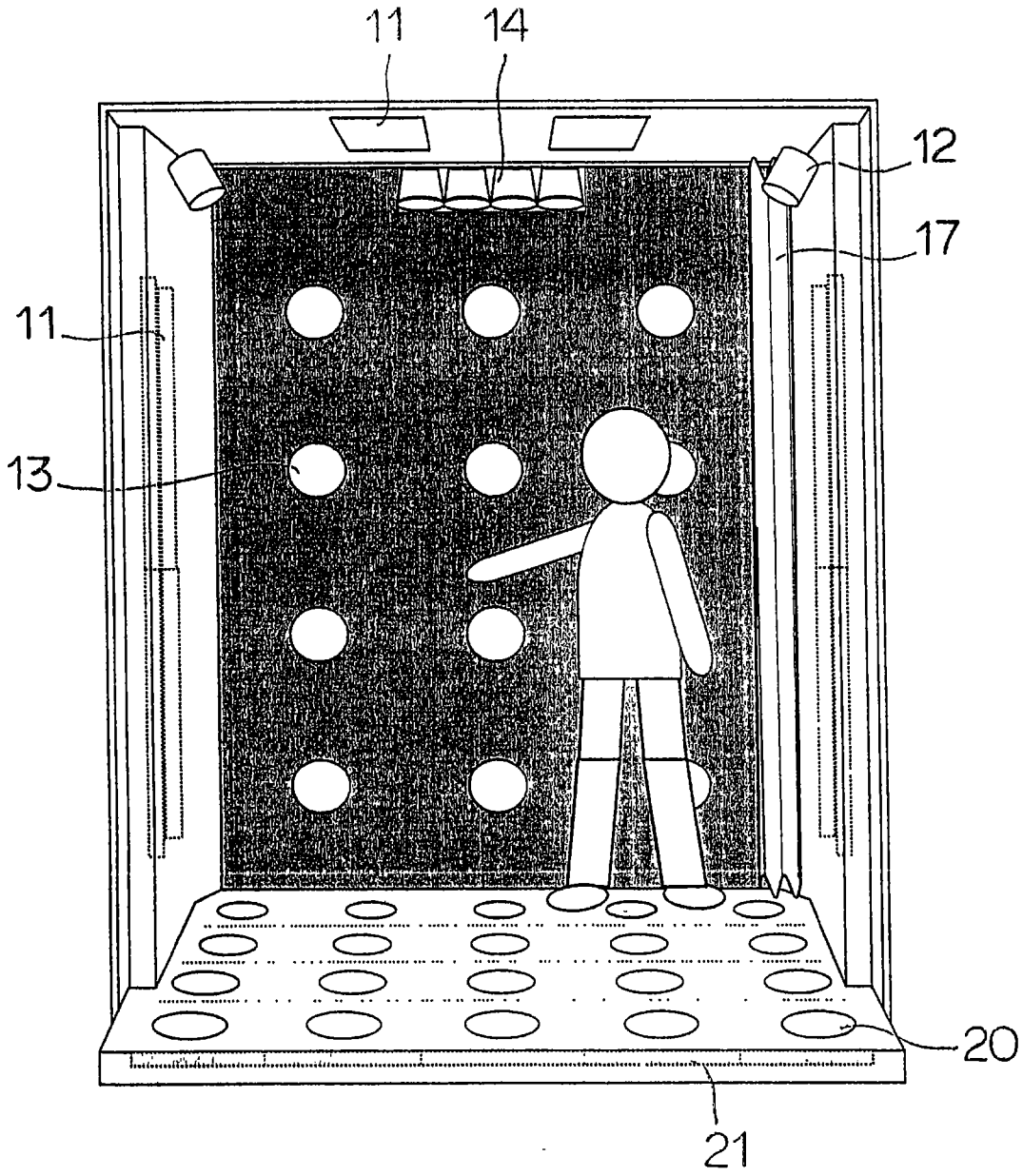


FIG. 3

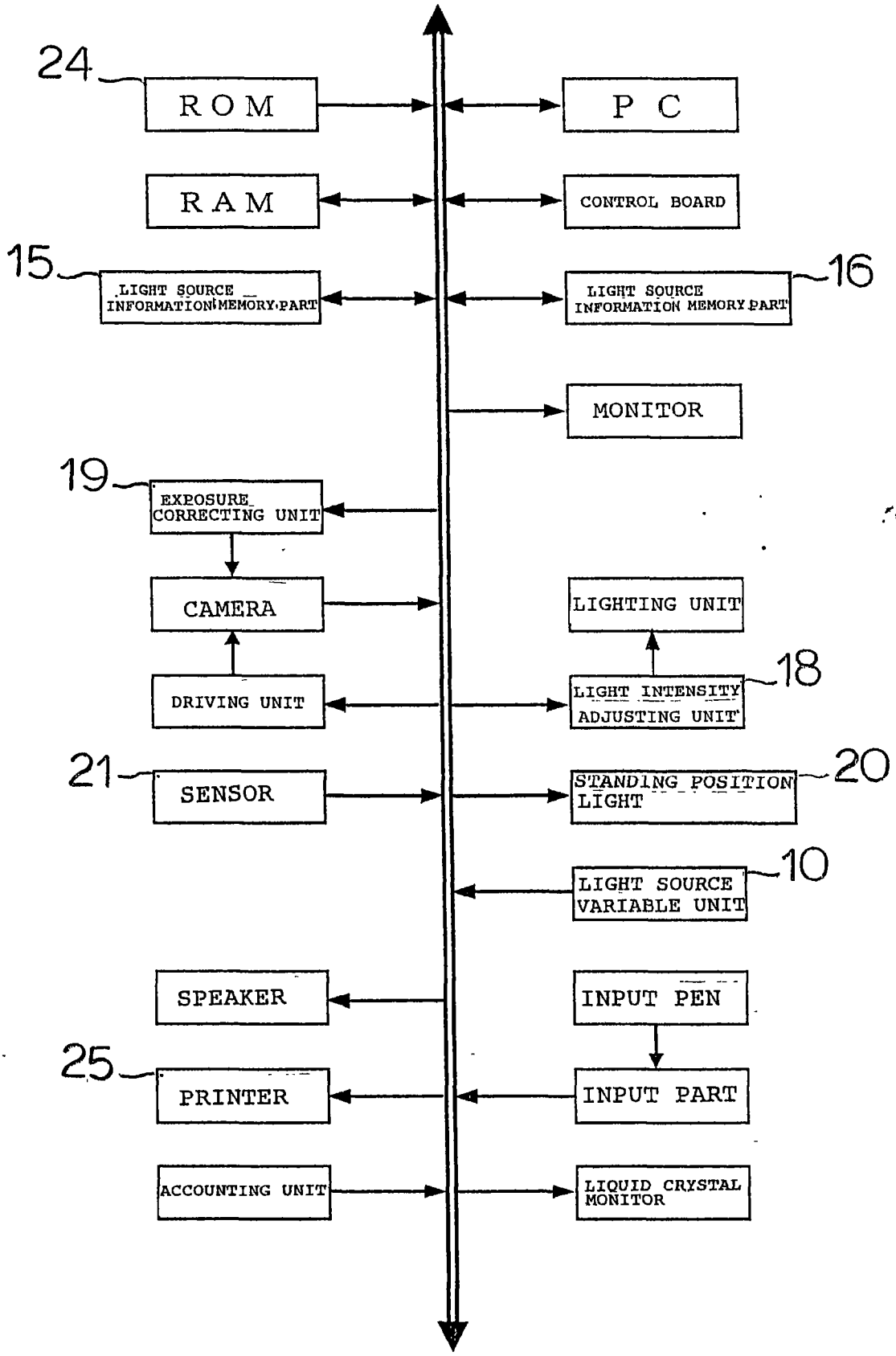

24
ROM
P C
RAM
CONTROL BOARD
15
LIGHT SOURCE INFORMATION MEMORY PART
LIGHT SOURCE INFORMATION MEMORY PART
16
MONITOR
19
EXPOSURE CORRECTING UNIT
CAMERA
LIGHTING UNIT
DRIVING UNIT
LIGHT INTENSITY ADJUSTING UNIT
18
21
SENSOR
STANDING POSITION LIGHT
20
LIGHT SOURCE VARIABLE UNIT
10
SPEAKER
INPUT PEN
25
PRINTER
INPUT PART
ACCOUNTING UNIT
LIQUID CRYSTAL MONITOR

FIG. 4

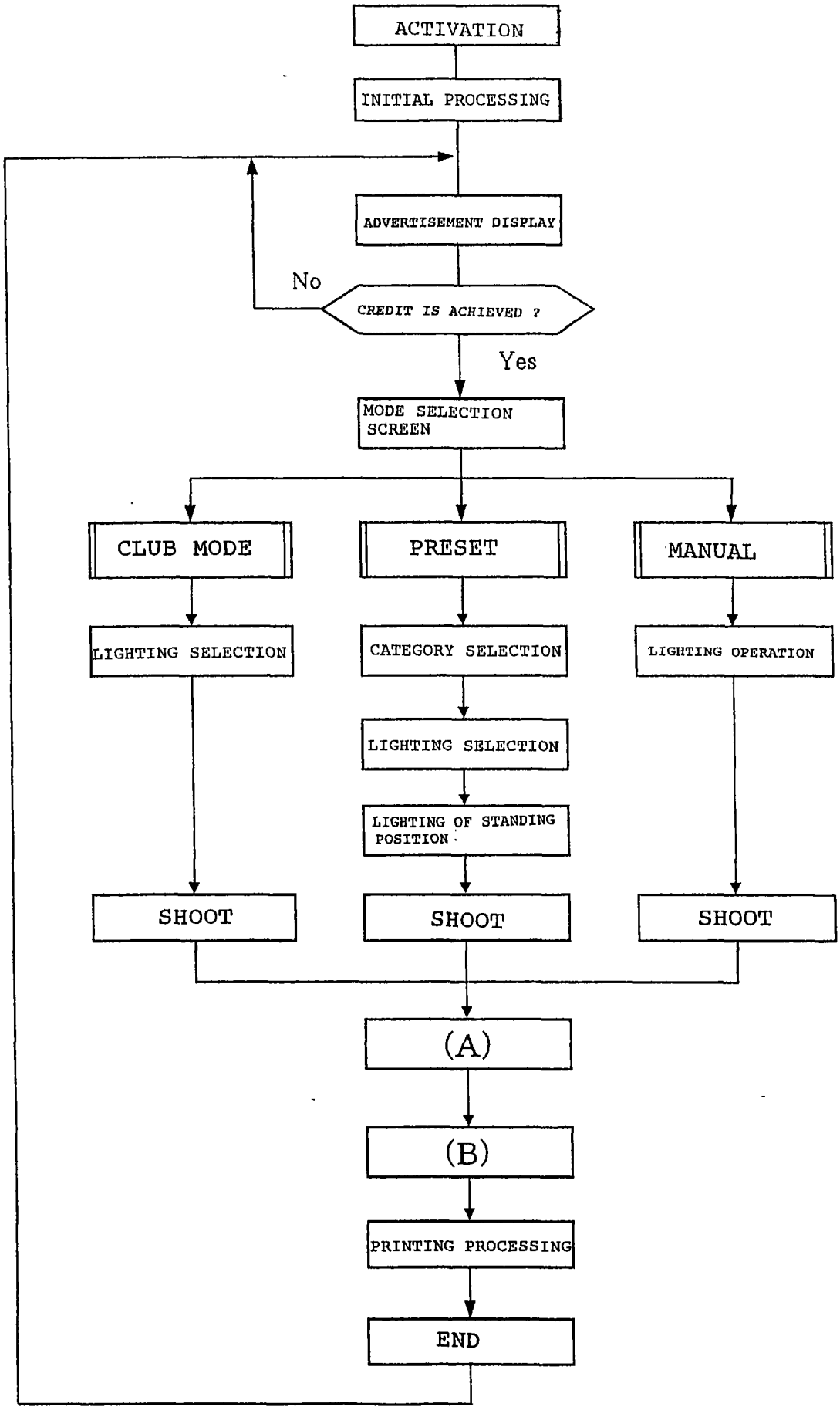

ACTIVATION
INITIAL PROCESSING
ADVERTISEMENT DISPLAY
No
CREDIT IS ACHIEVED ?
Yes
MODE SELECTION SCREEN
CLUB MODE
PRESET
MANUAL
LIGHTING SELECTION
CATEGORY SELECTION
LIGHTING OPERATION
LIGHTING SELECTION
LIGHTING OF STANDING POSITION
SHOOT
SHOOT
SHOOT
(A)
(B)
PRINTING PROCESSING
END

FIG. 5

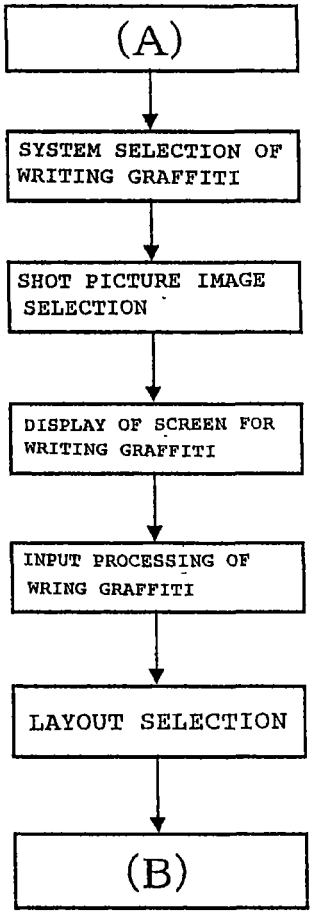

(A)
SYSTEM SELECTION OF WRITING GRAFFITI
SHOT PICTURE IMAGE SELECTION
DISPLAY OF SCREEN FOR WRITING GRAFFITI
INPUT PROCESSING OF WRING GRAFFITI
LAYOUT SELECTION
(B)

FIG. 6

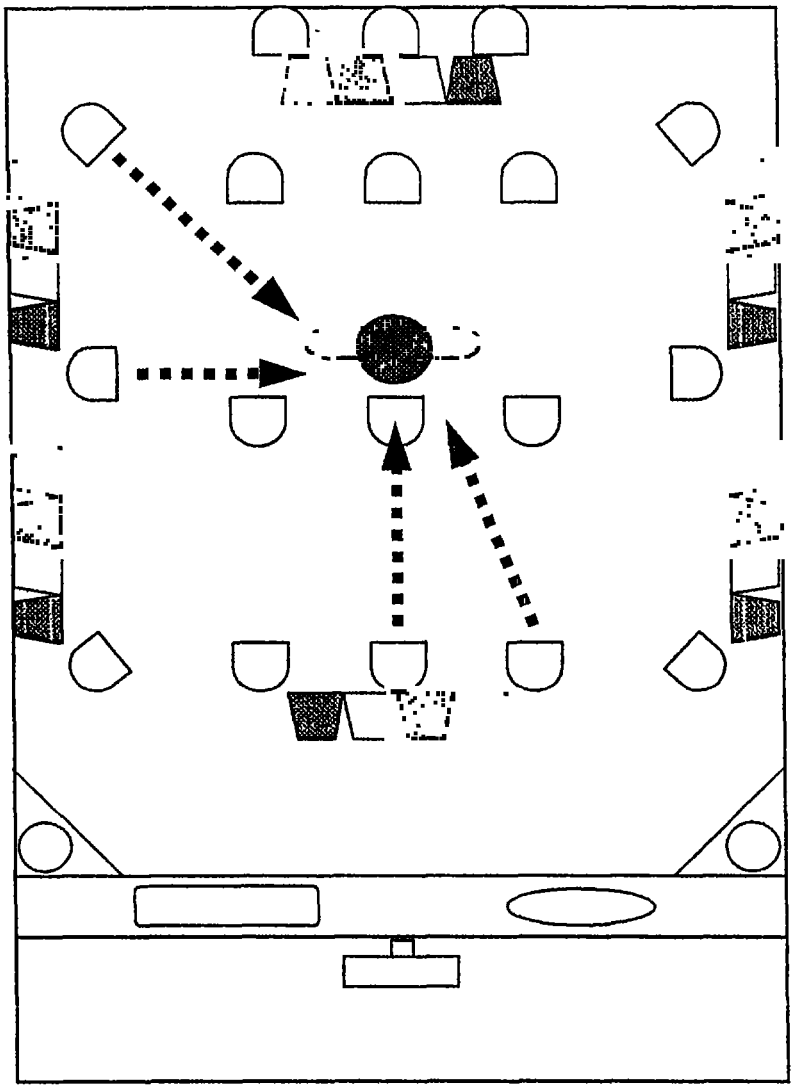


FIG. 7

