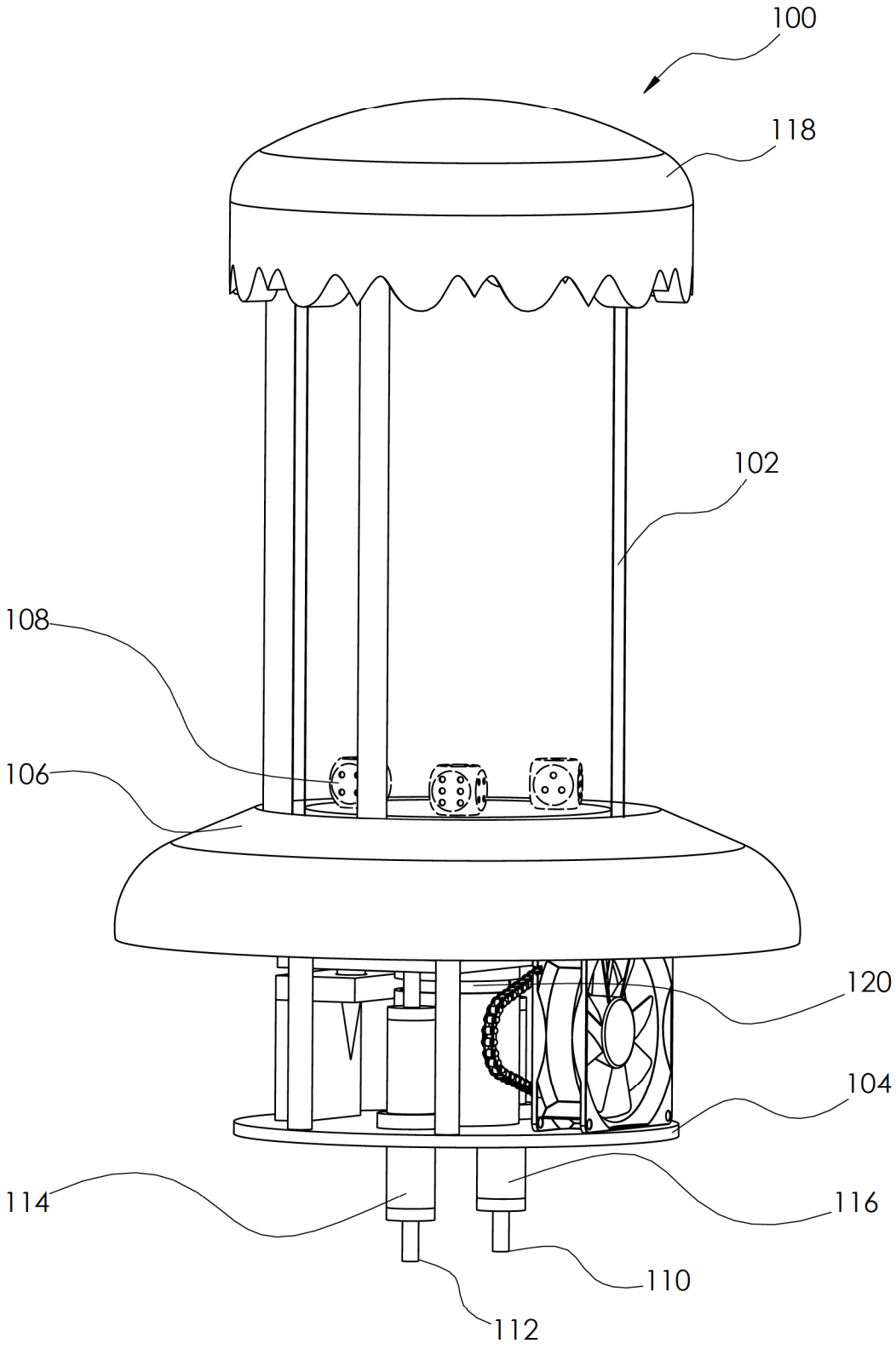


FIG. 1A

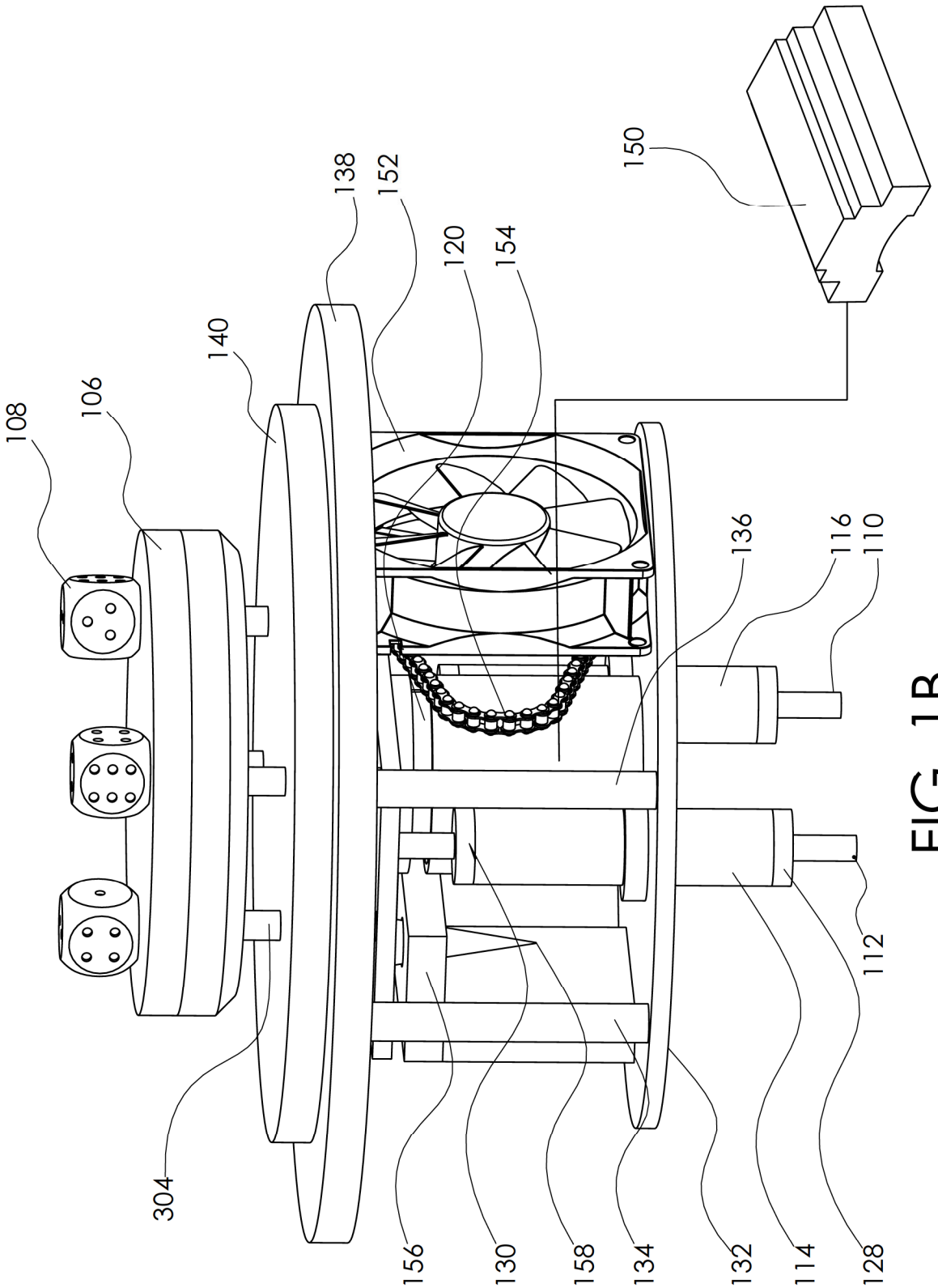

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304
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132
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128
112

FIG. 1B

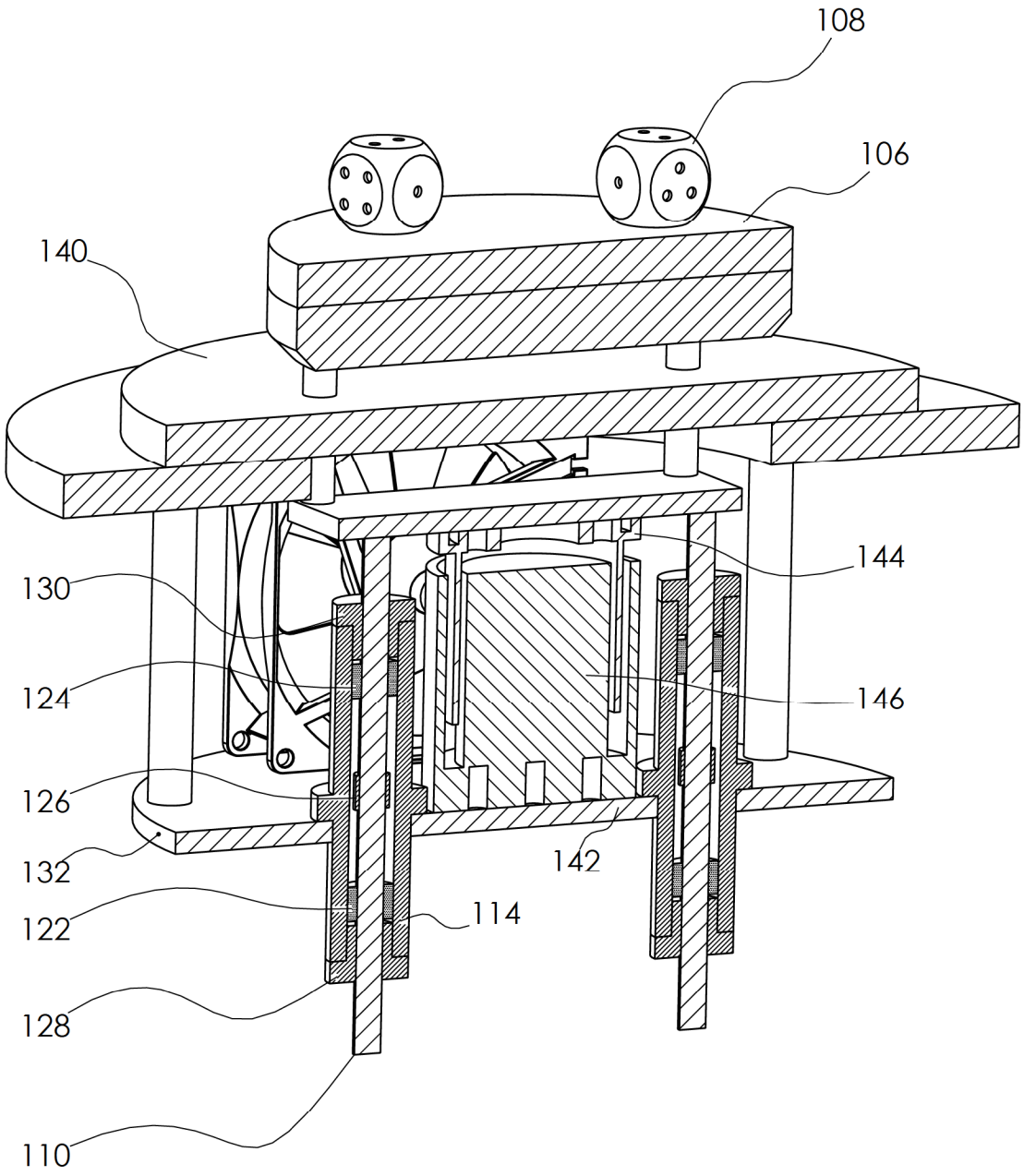


FIG. 1C

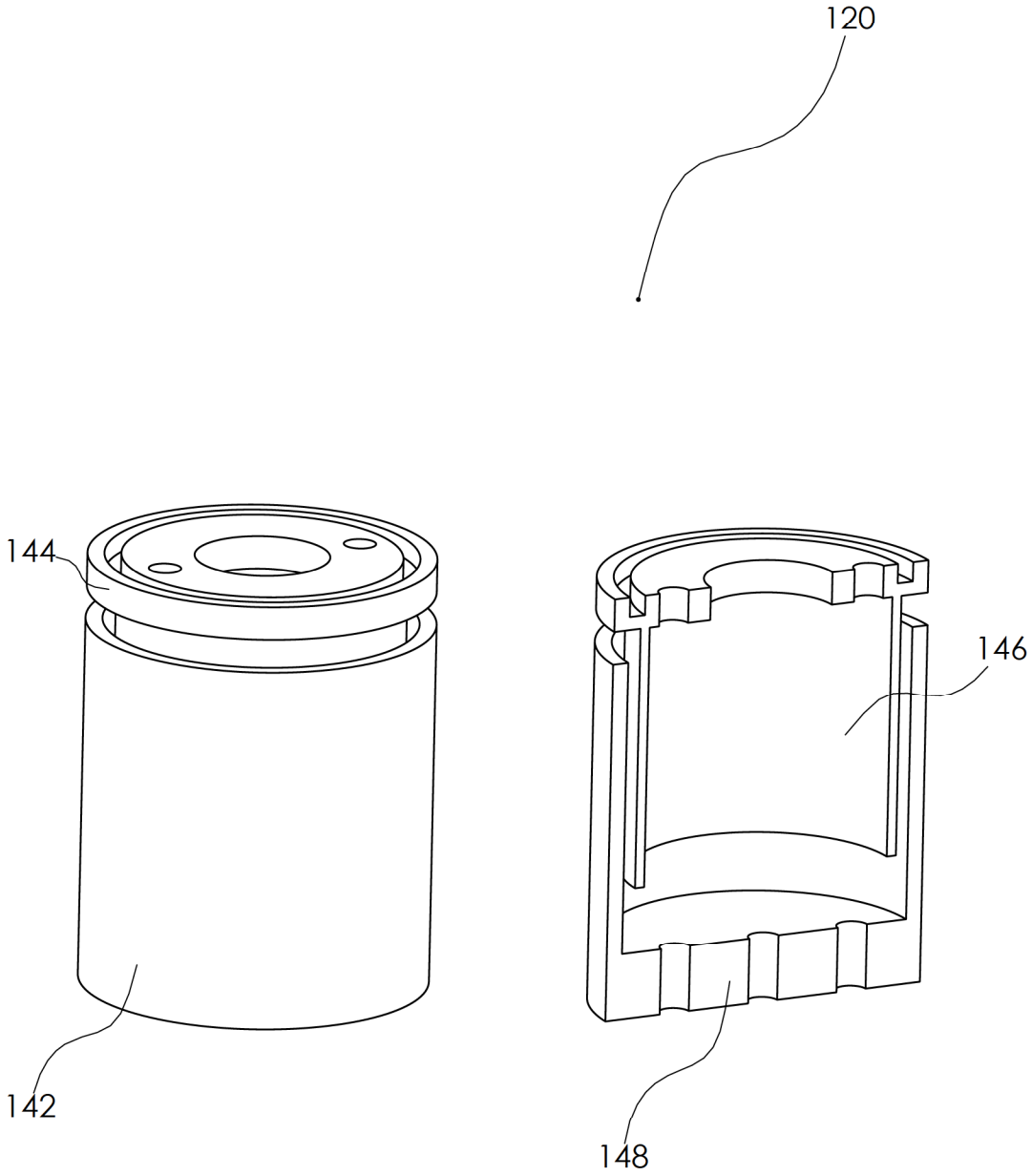


FIG. 1D

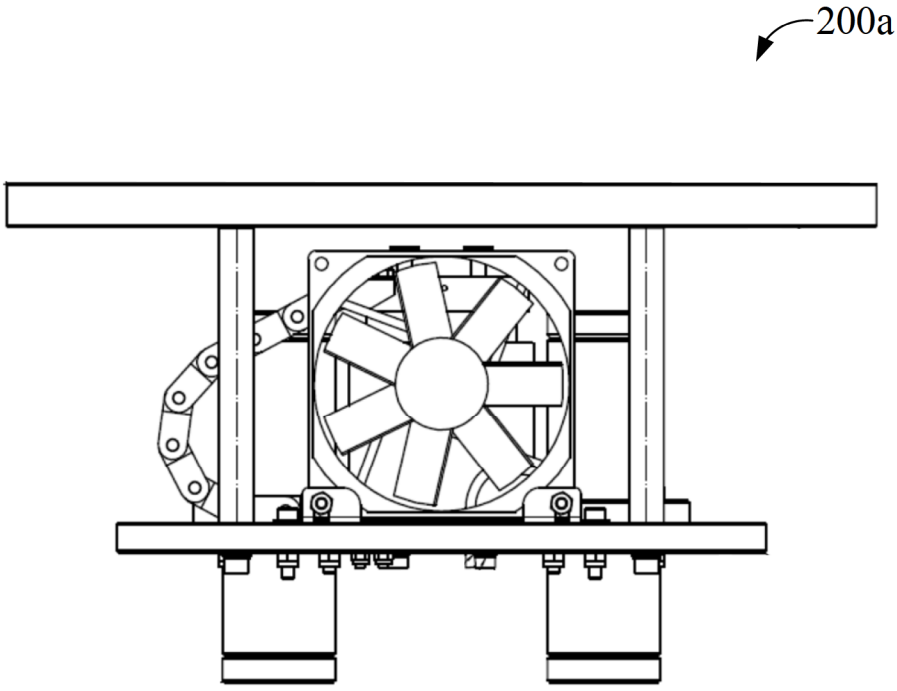


FIG. 2A

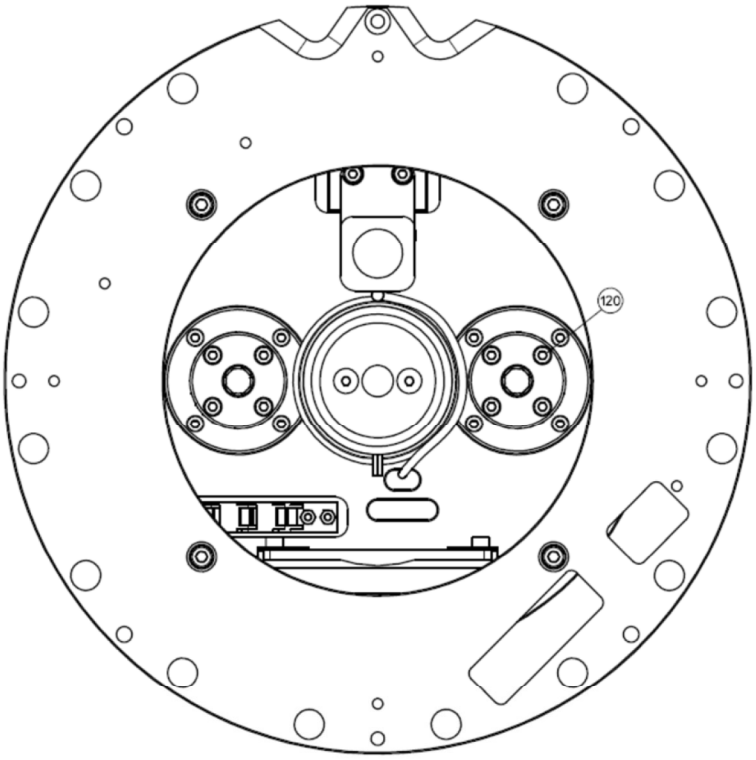


FIG. 2B

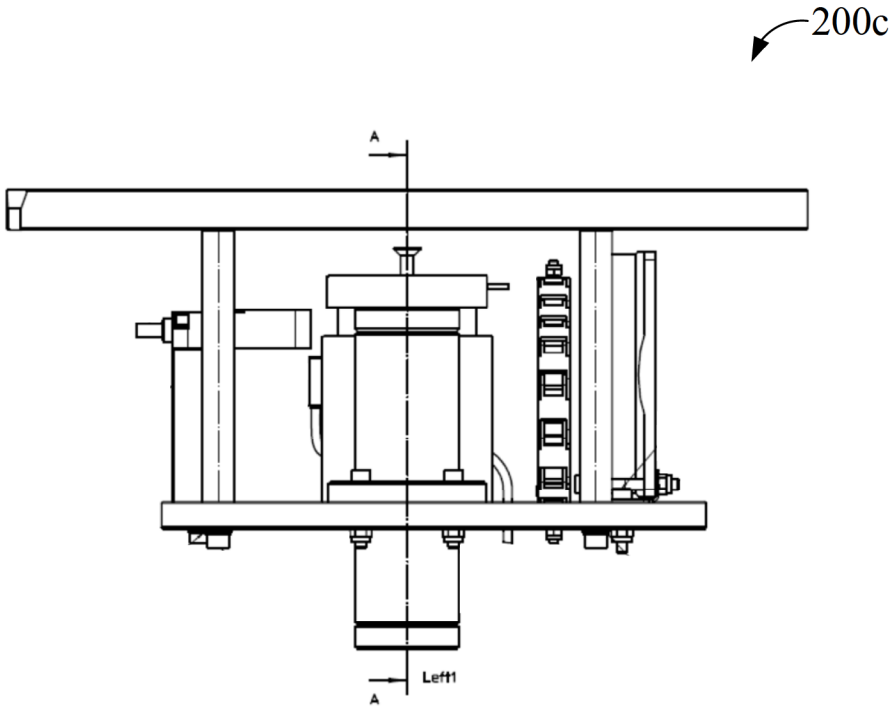


FIG. 2C

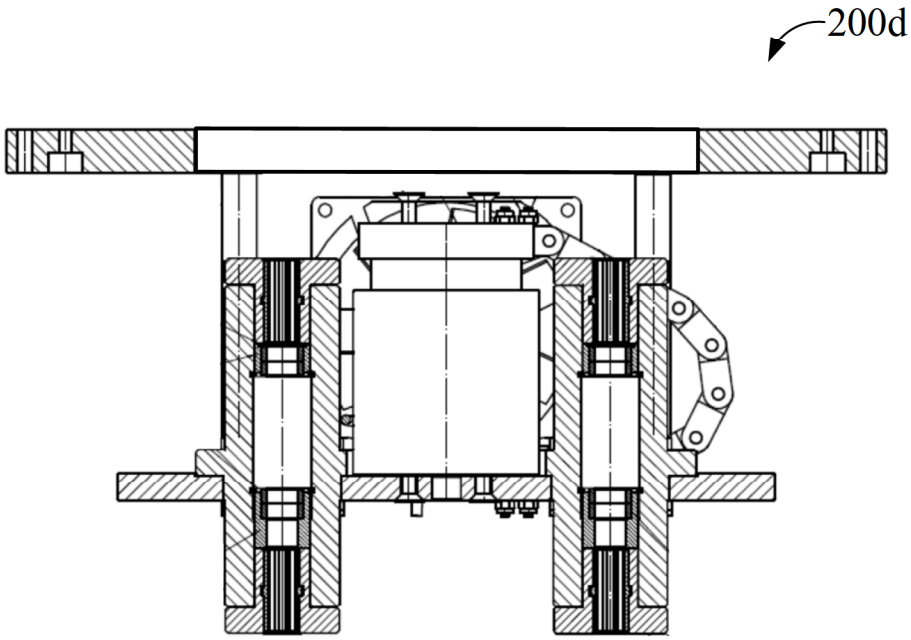


FIG. 2D

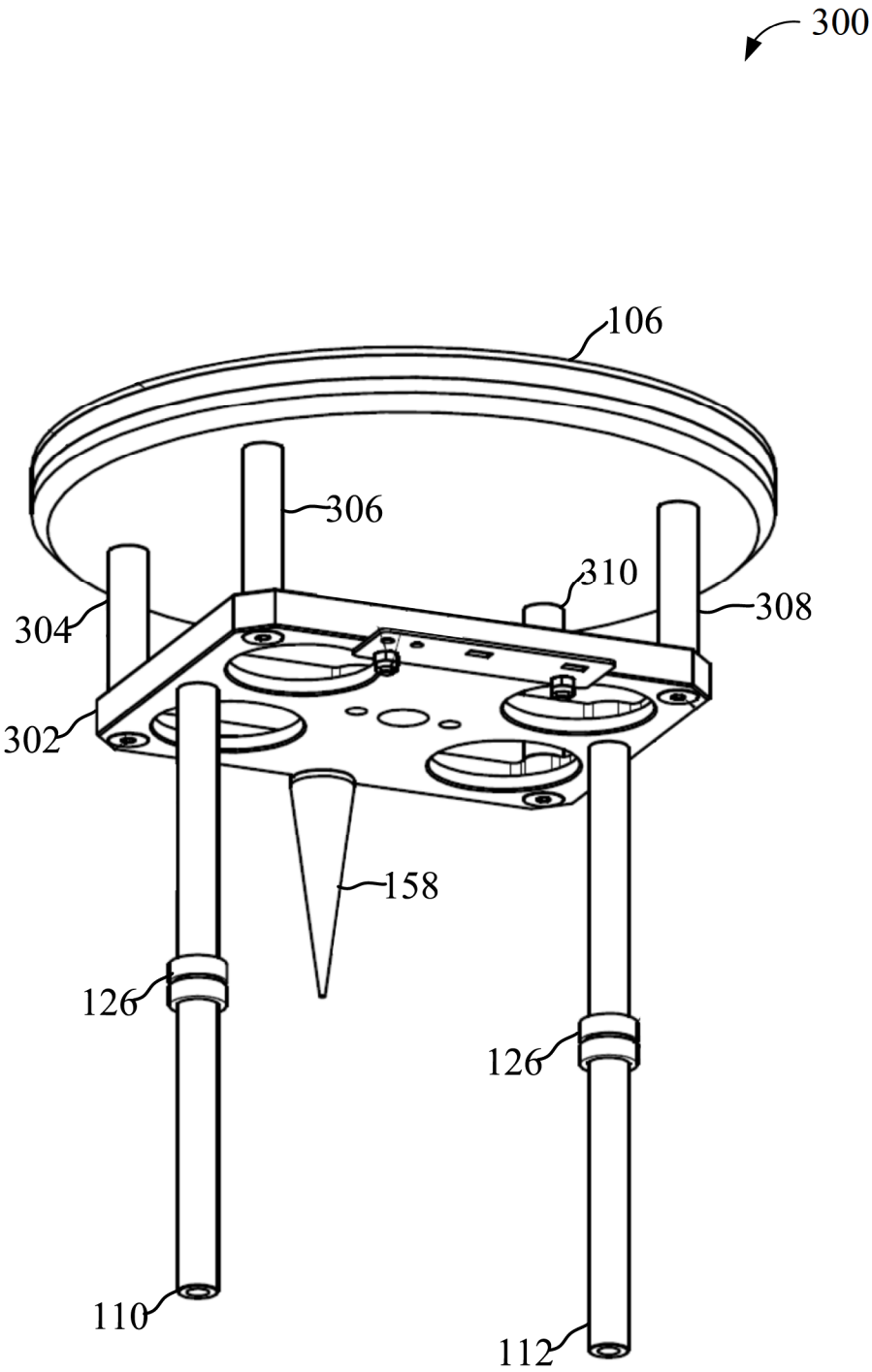


FIG. 3

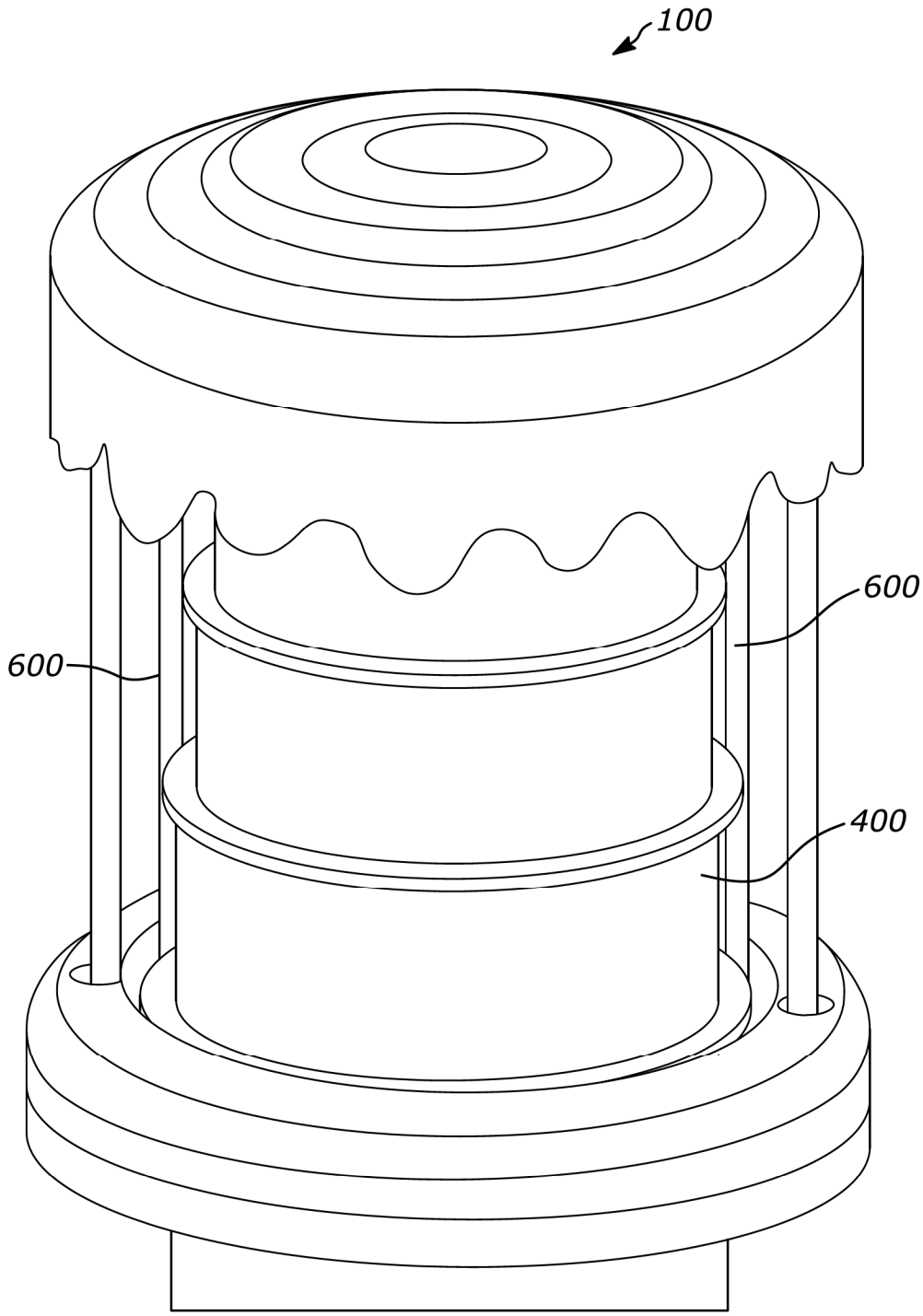


FIG. 4

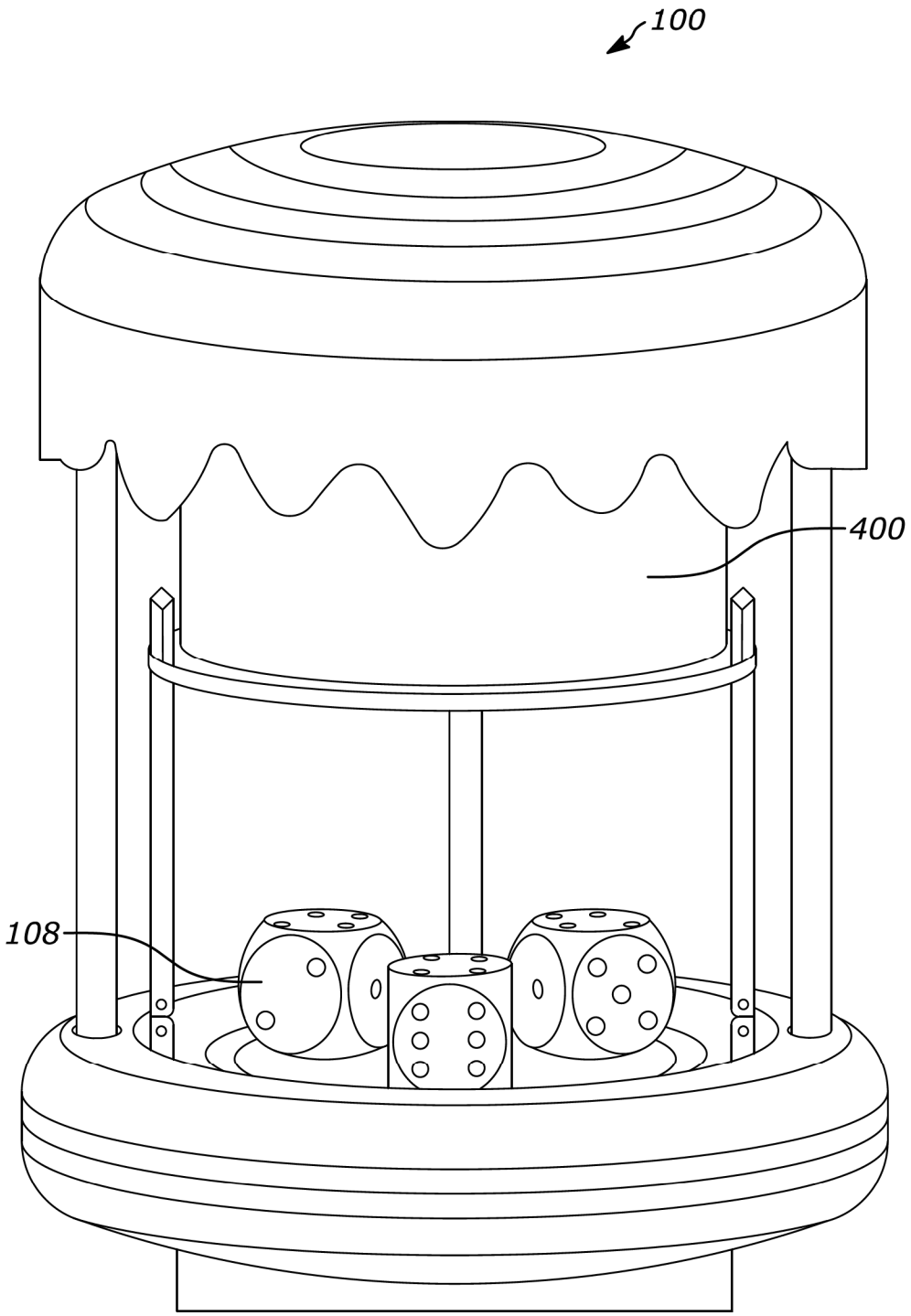


FIG. 5

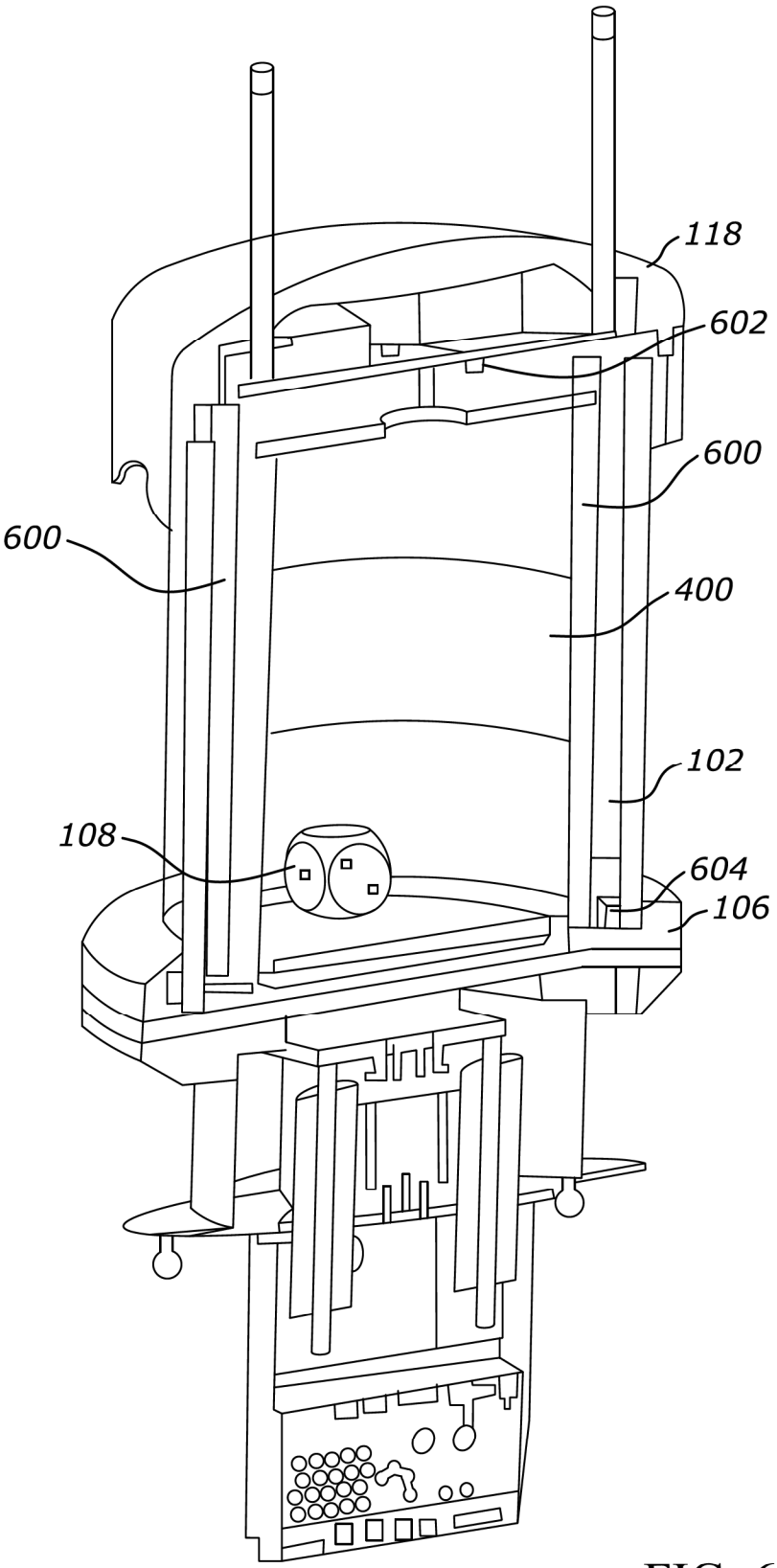


FIG. 6

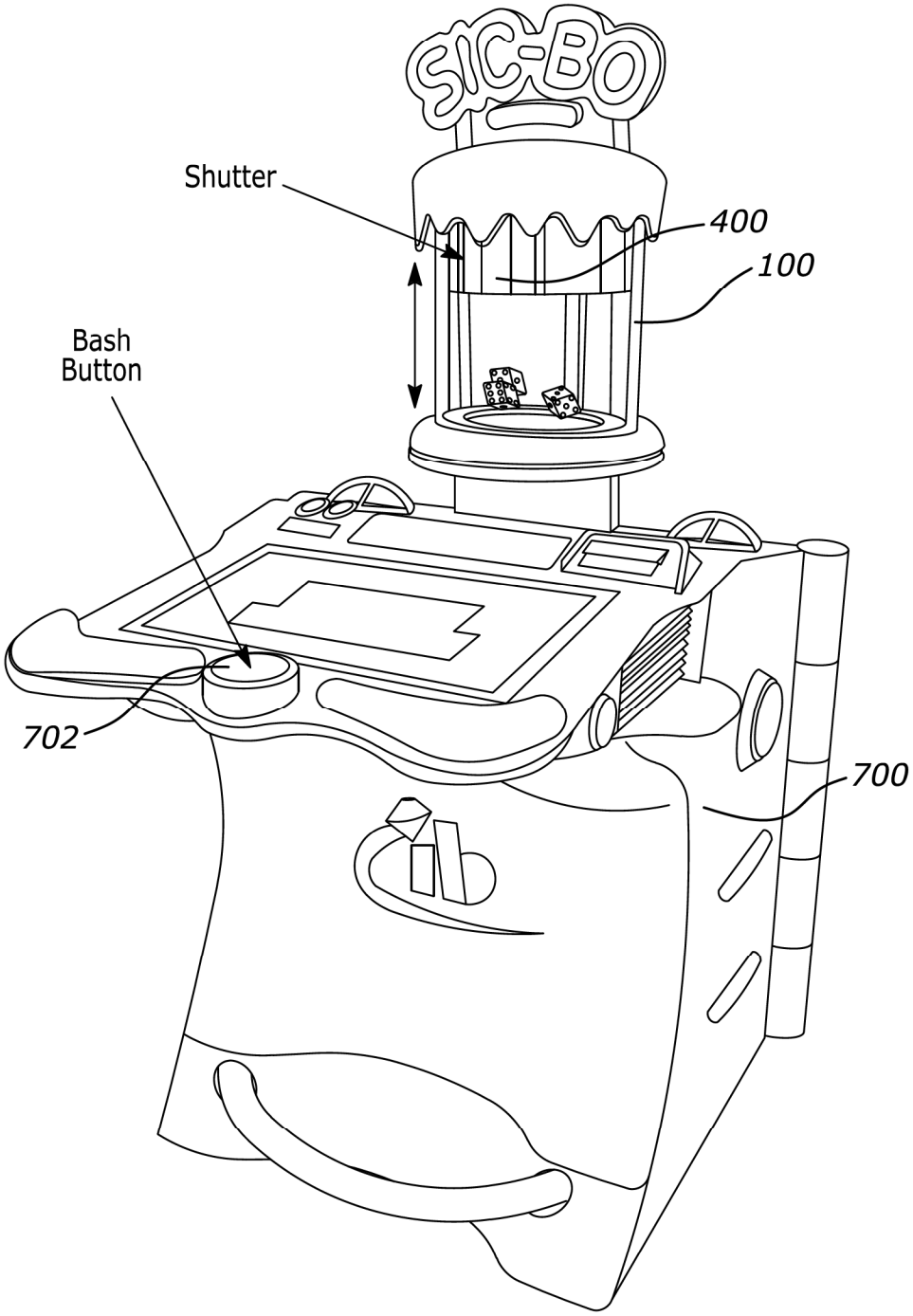


FIG. 7A

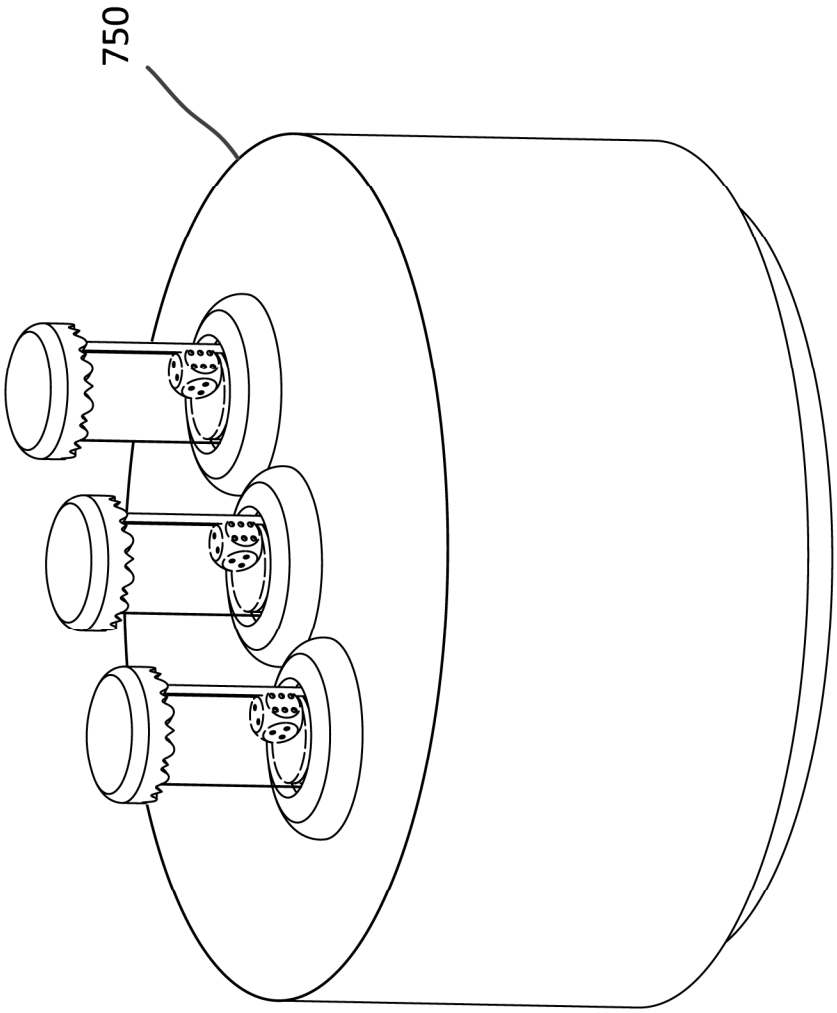


FIG. 7B

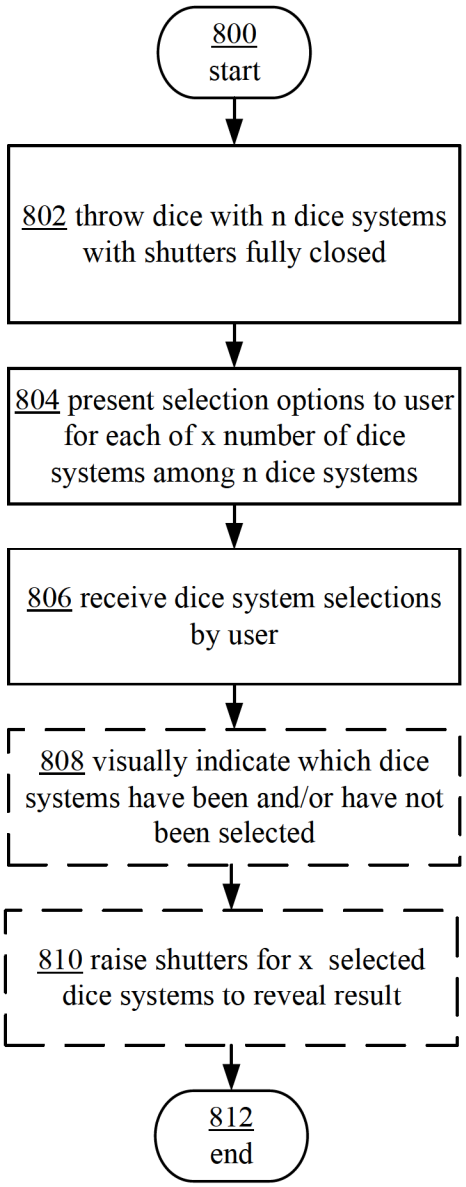

800
start
802 throw dice with n dice systems with shutters fully closed
804 present selection options to user for each of x number of dice systems among n dice systems
806 receive dice system selections by user
808 visually indicate which dice systems have been and/or have not been selected
810 raise shutters for x selected dice systems to reveal result
812
end

FIG. 8

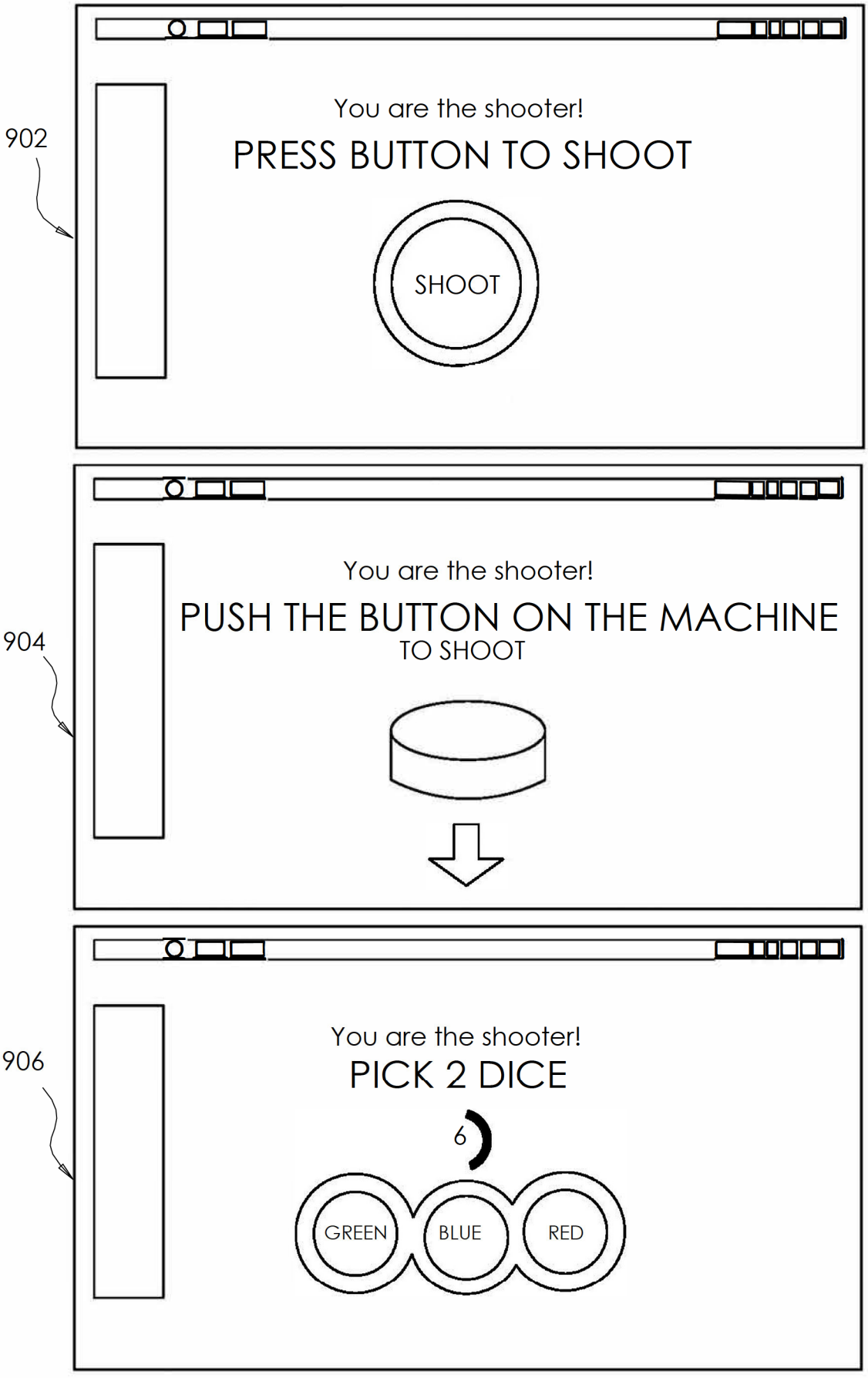

902
You are the shooter!
PRESS BUTTON TO SHOOT
SHOOT
904
You are the shooter!
PUSH THE BUTTON ON THE MACHINE
TO SHOOT
906
You are the shooter!
PICK 2 DICE
6
GREEN
BLUE
RED

FIG. 9

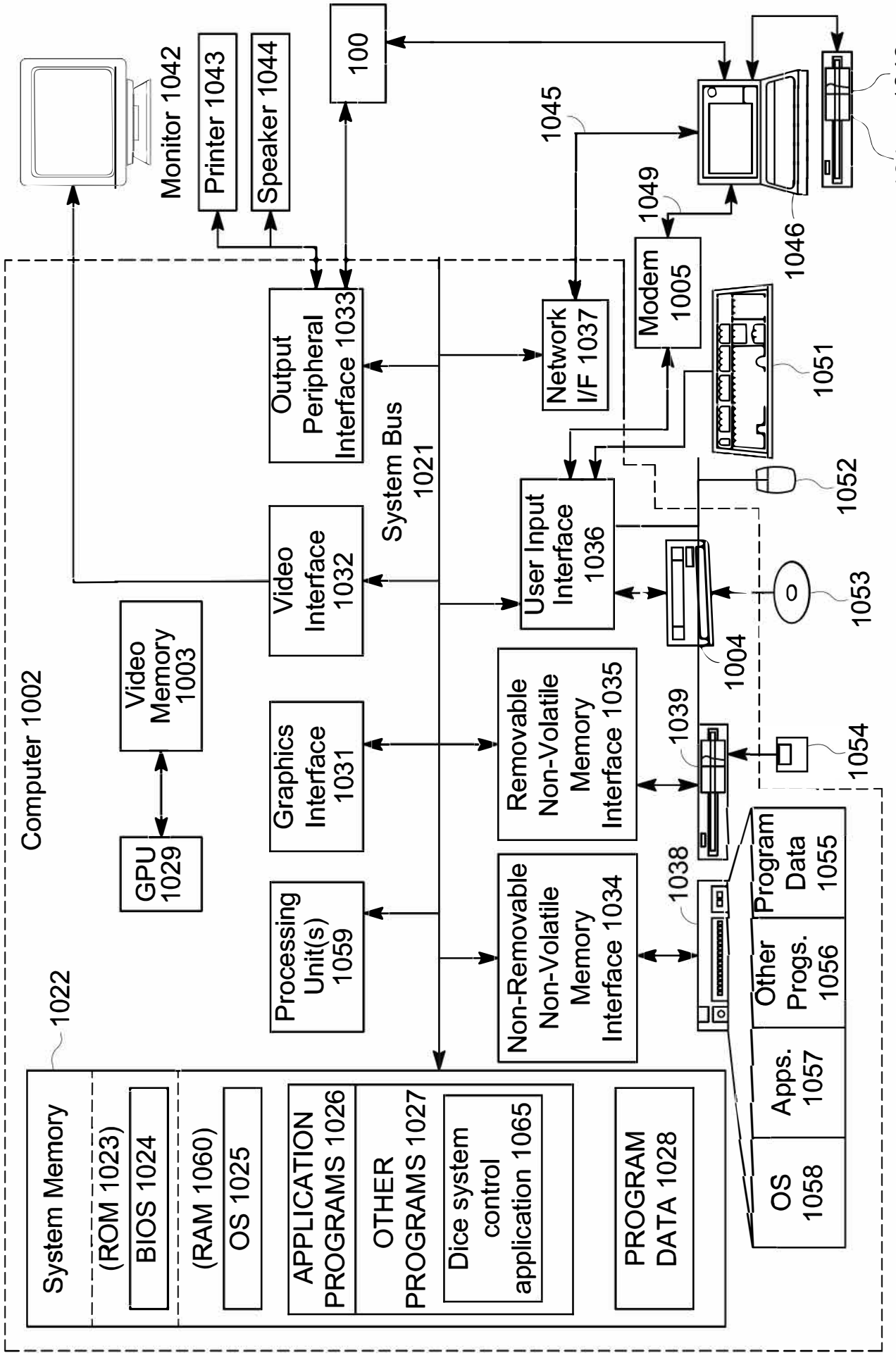

Computer 1002
System Memory
1022
(ROM 1023)
BIOS 1024
(RAM 1060)
OS 1025
APPLICATION PROGRAMS 1026
OTHER PROGRAMS 1027
Dice system control application 1065
PROGRAM DATA 1028
OS 1058
Apps. 1057
Other Progs. 1056
Program Data 1055
Processing Unit(s) 1059
GPU 1029
Video Memory 1003
Graphics Interface 1031
Video Interface 1032
Output Peripheral Interface 1033
System Bus 1021
Non-Removable Non-Volatile Memory Interface 1034
Removable Non-Volatile Memory Interface 1035
User Input Interface 1036
Network I/F 1037
Modem 1005
Monitor 1042
Printer 1043
Speaker 1044
100
1045
1046
1047
1048
1049
1051
1052
1053
1054
1004
1038
1039

FIG. 10