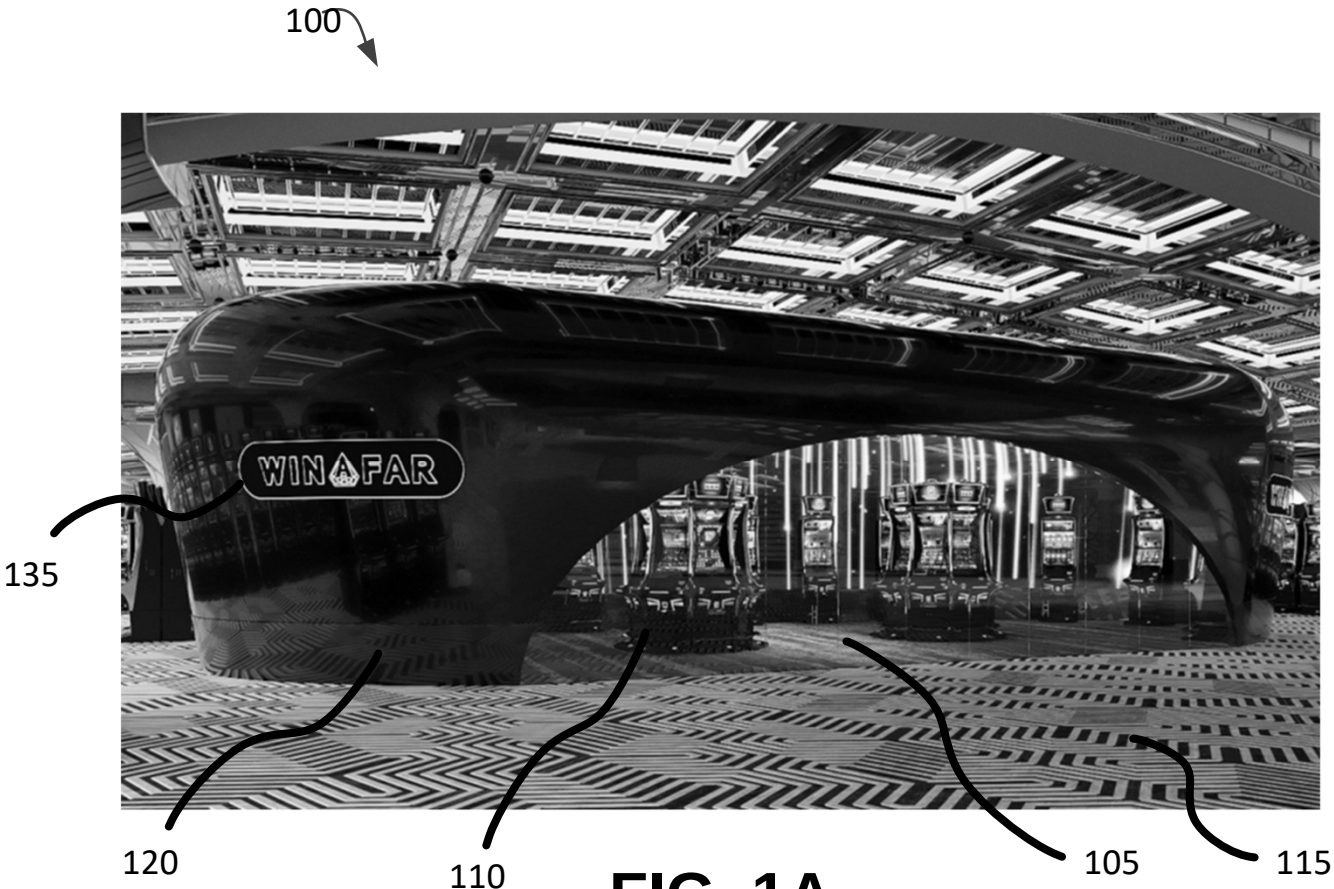


FIG. 1A



FIG. 1B



FIG. 1C



FIG. 1D



FIG. 2A



FIG. 2B



FIG. 2C



FIG. 2D

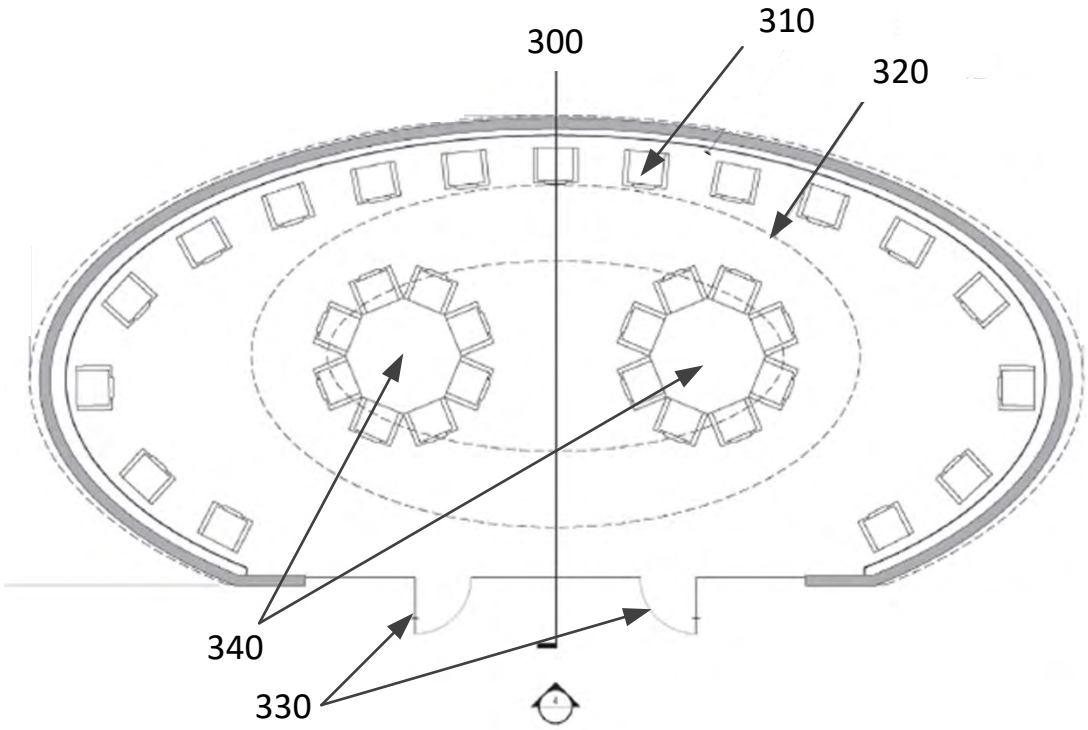


FIG. 3

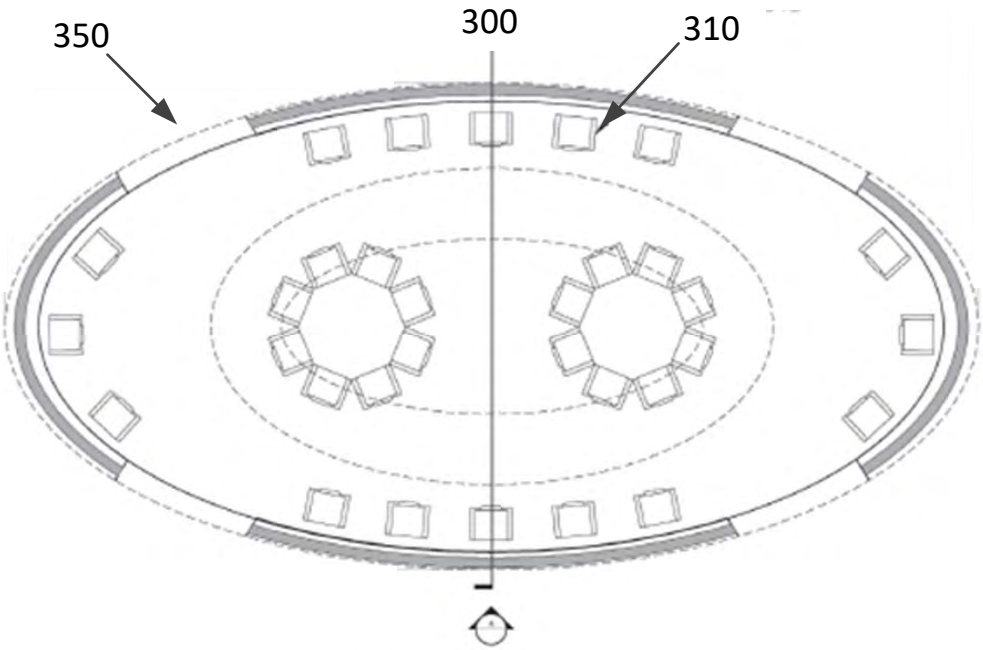


FIG. 4

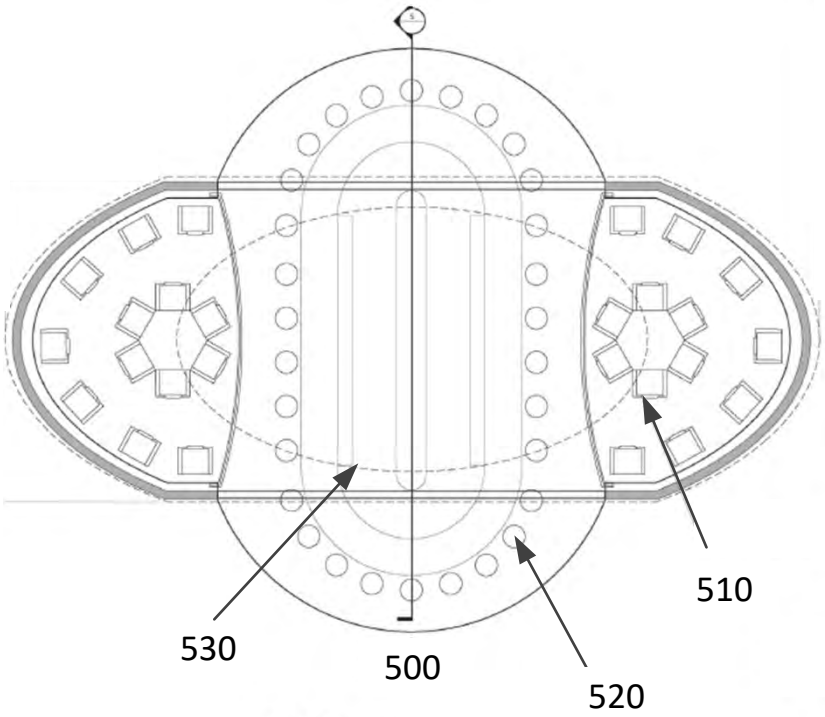


FIG. 5

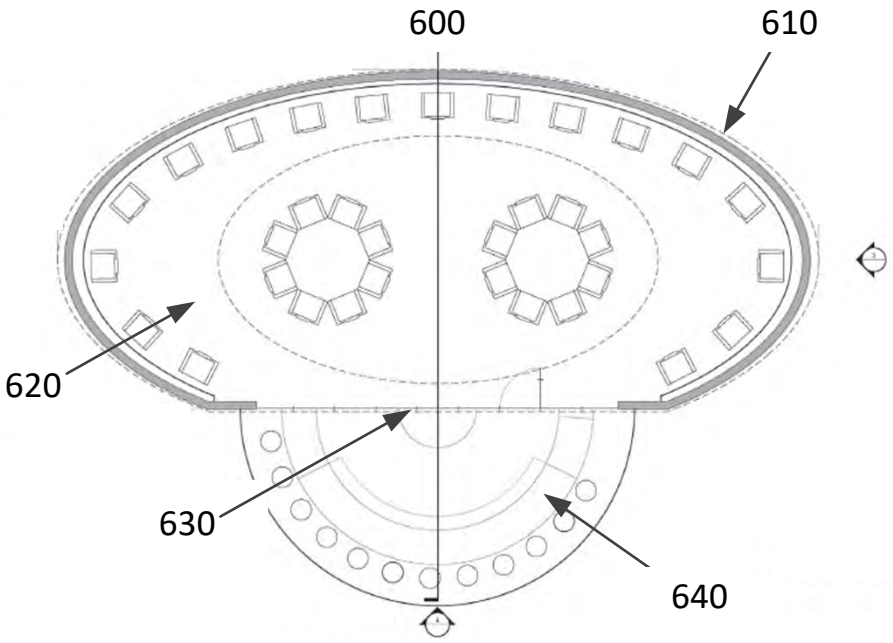


FIG. 6

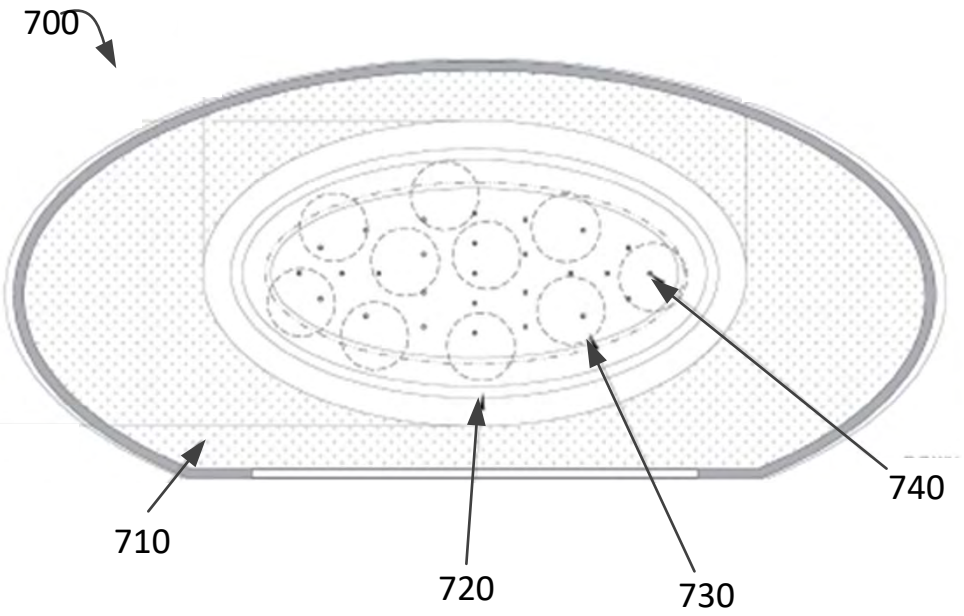


FIG. 7

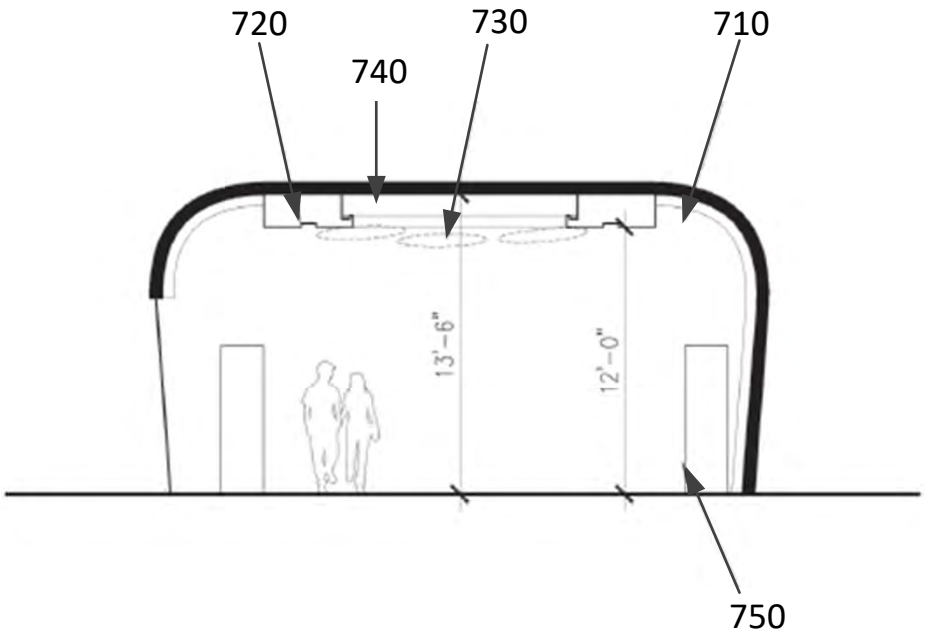


FIG. 8

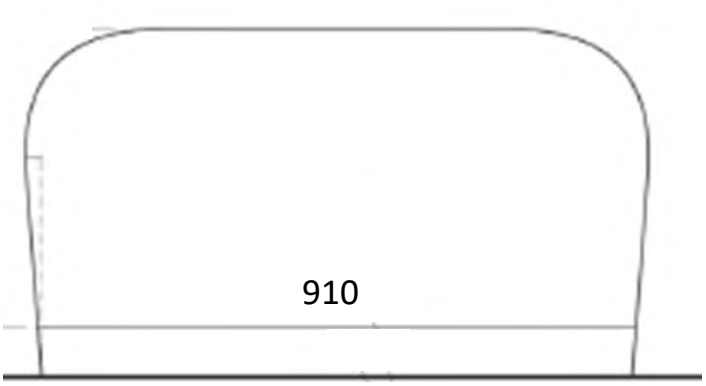


FIG. 9

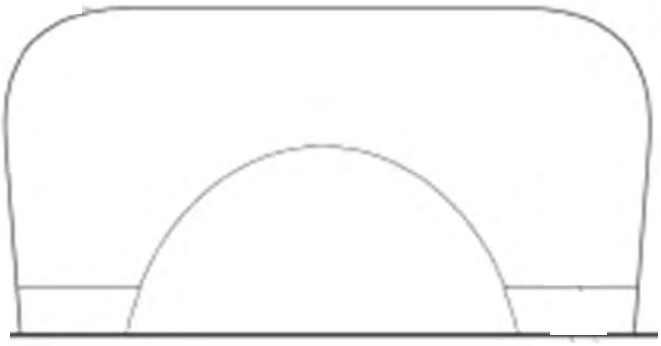


FIG. 10

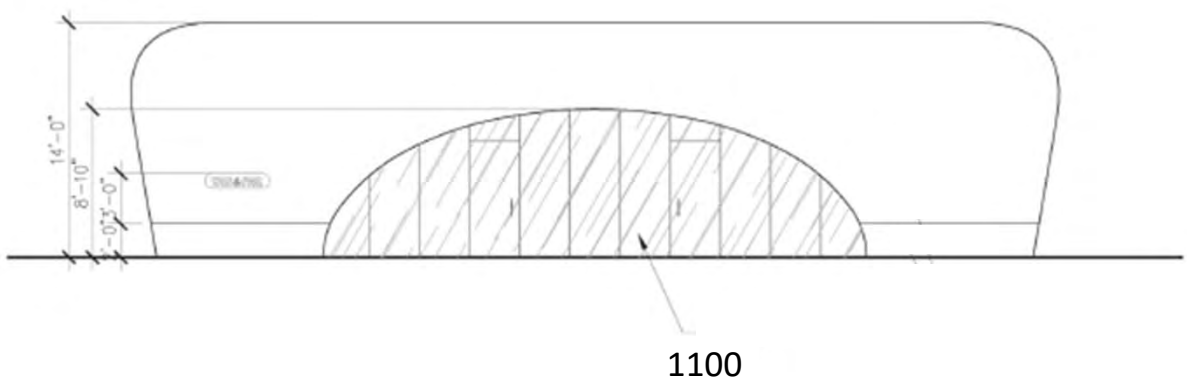


FIG. 11

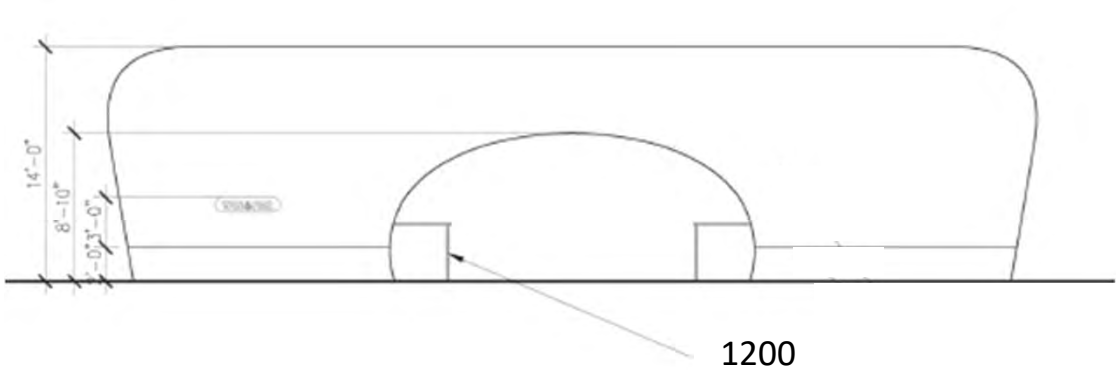


FIG. 12



FIG. 13



FIG. 14



FIG. 15

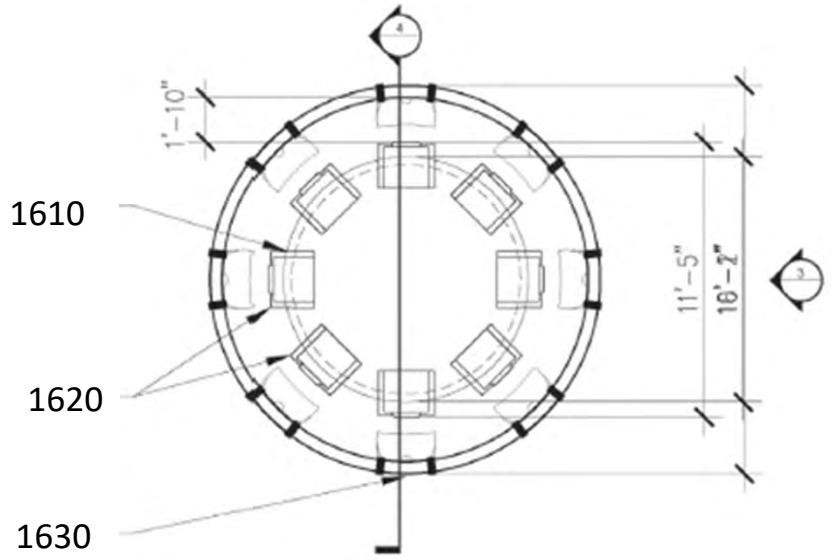


FIG. 16

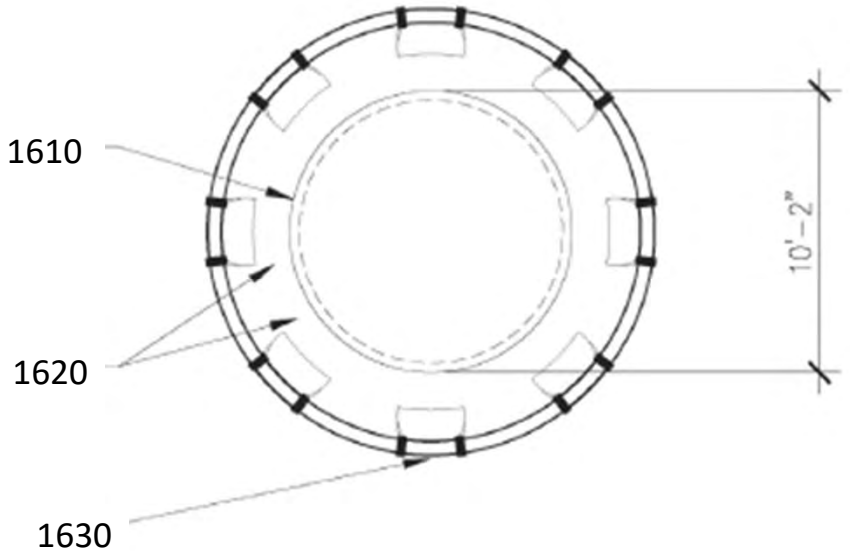


FIG. 17

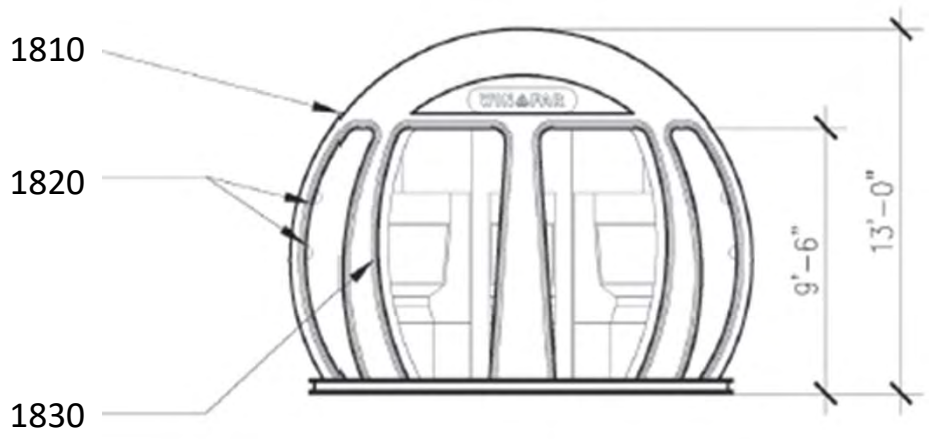


FIG. 18

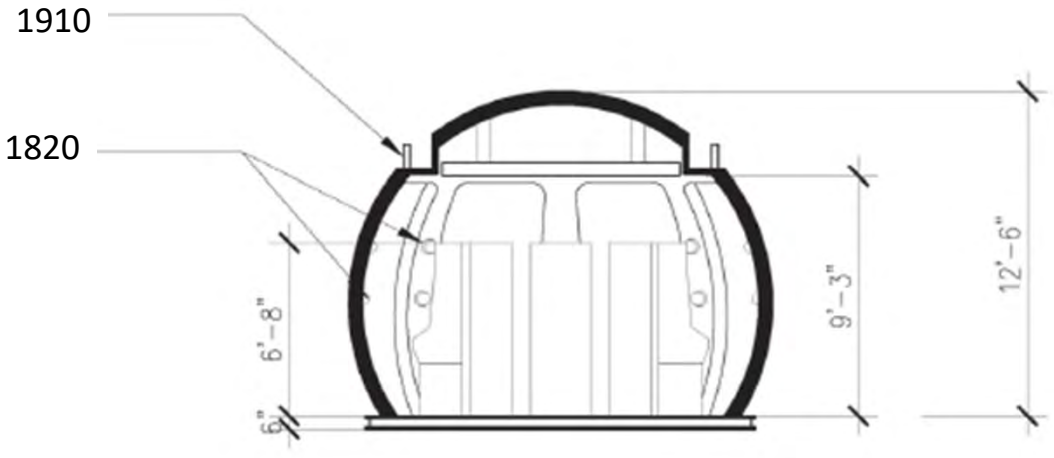


FIG. 19

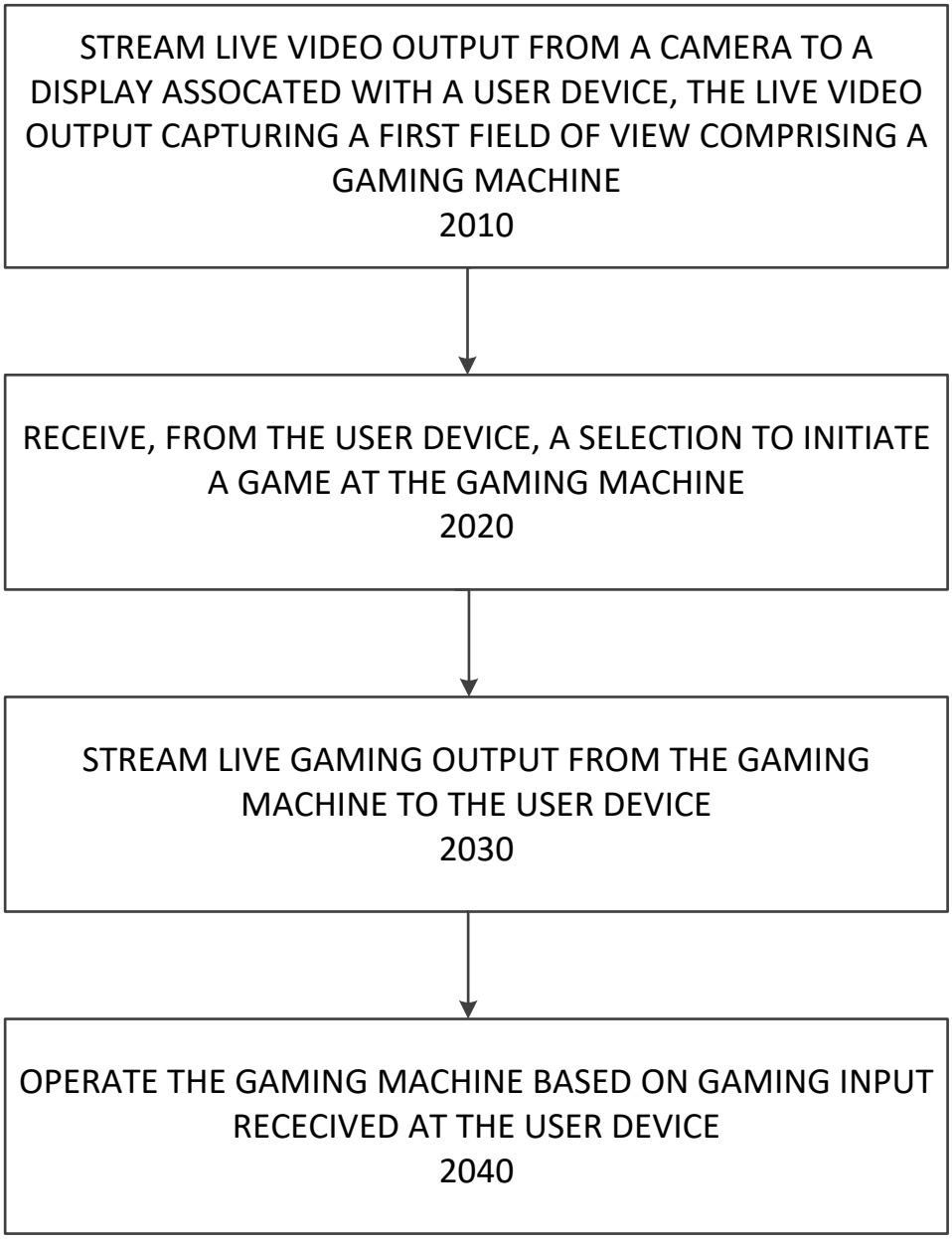

STREAM LIVE VIDEO OUTPUT FROM A CAMERA TO A DISPLAY ASSOCATED WITH A USER DEVICE, THE LIVE VIDEO OUTPUT CAPTURING A FIRST FIELD OF VIEW COMPRISING A GAMING MACHINE
2010
RECEIVE, FROM THE USER DEVICE, A SELECTION TO INITIATE A GAME AT THE GAMING MACHINE
2020
STREAM LIVE GAMING OUTPUT FROM THE GAMING MACHINE TO THE USER DEVICE
2030
OPERATE THE GAMING MACHINE BASED ON GAMING INPUT RECECIVED AT THE USER DEVICE
2040

FIG. 20

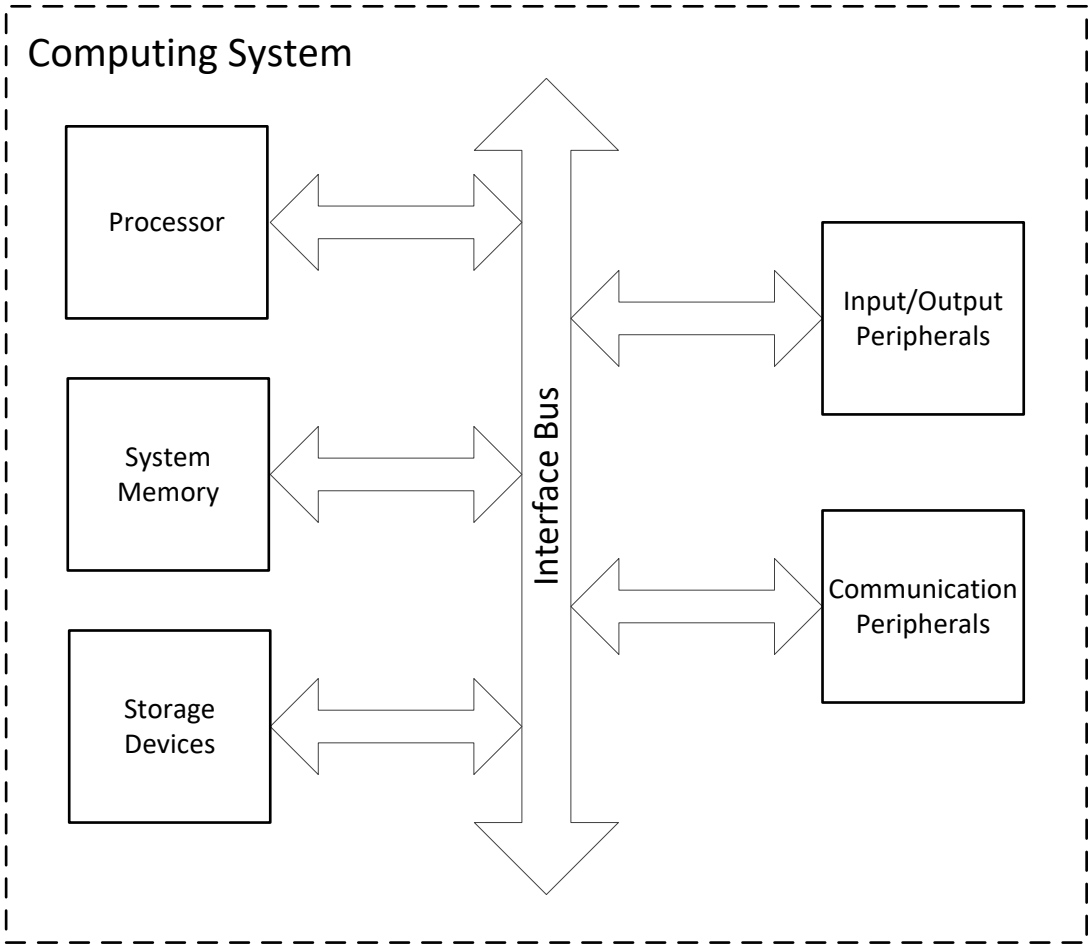

Computing System
Processor
System Memory
Storage Devices
Interface Bus
Input/Output Peripherals
Communication Peripherals

FIG. 21