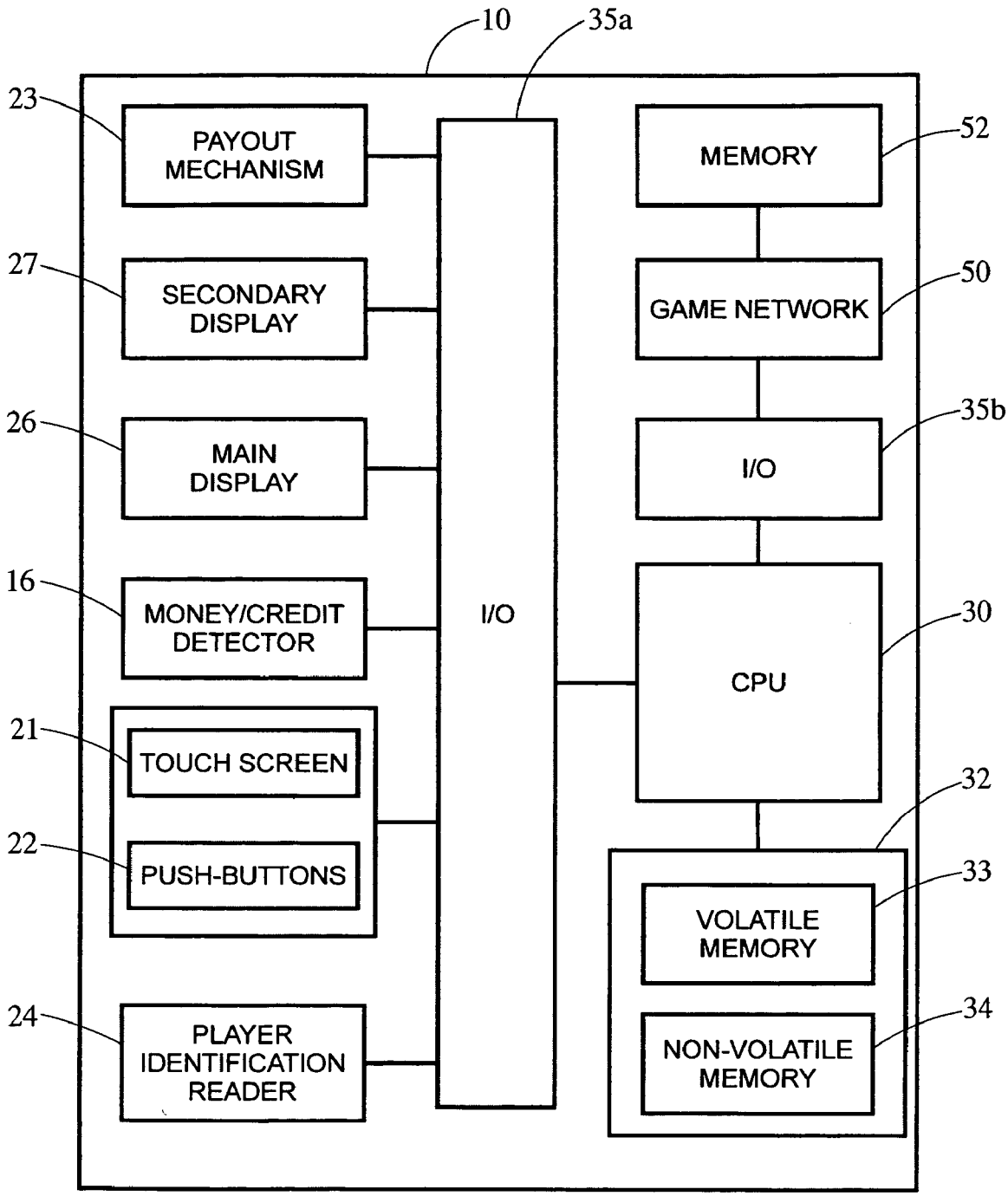
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35a
23
PAYOUT MECHANISM
27
SECONDARY DISPLAY
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MAIN DISPLAY
16
MONEY/CREDIT DETECTOR
21
TOUCH SCREEN
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PUSH-BUTTONS
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PLAYER IDENTIFICATION READER
I/O
MEMORY
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GAME NETWORK
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I/O
35b
CPU
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VOLATILE MEMORY
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NON-VOLATILE MEMORY
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Fig. 2