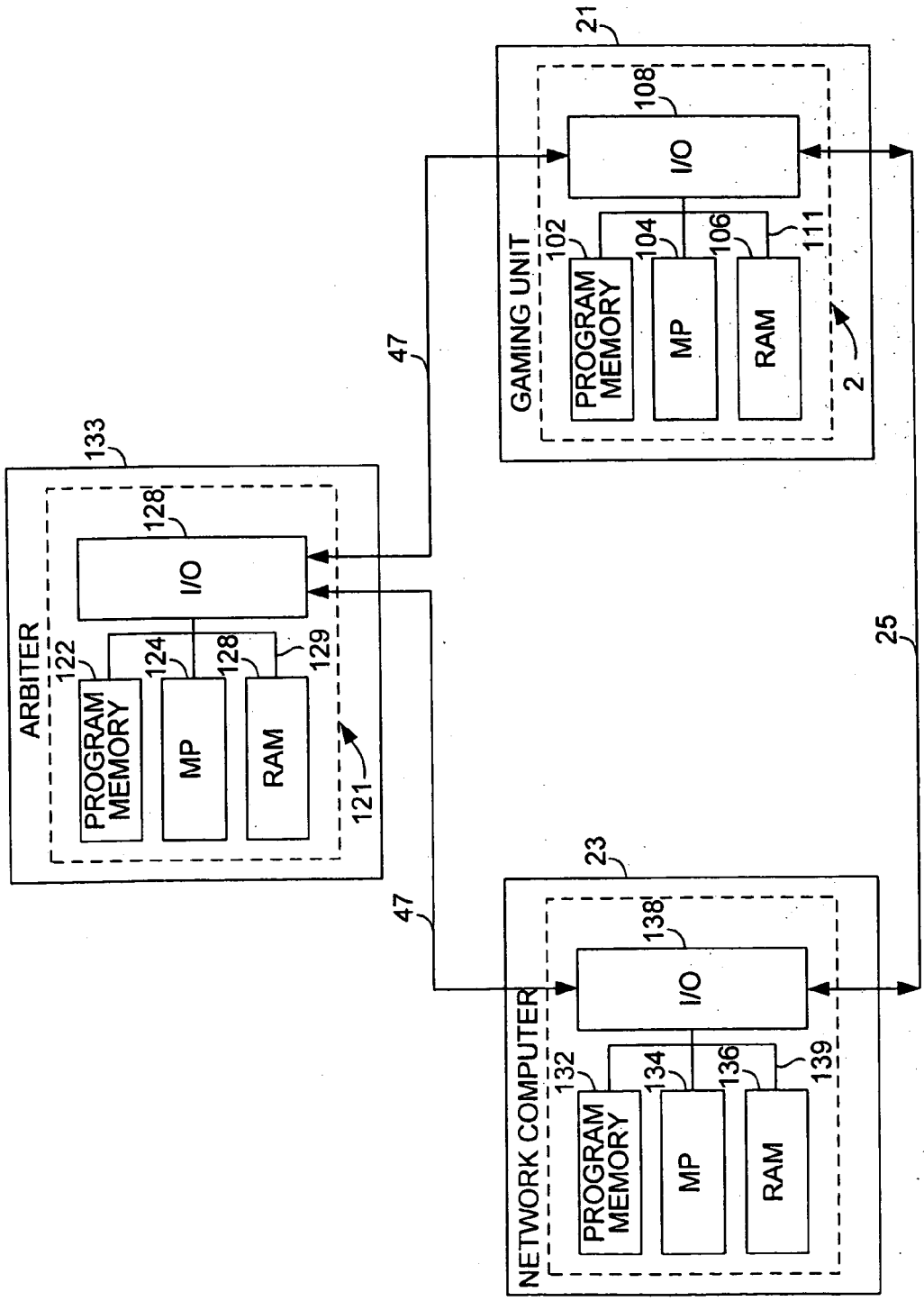
ARBITER
133
I/O
128
PROGRAM MEMORY
122
MP
124
RAM
128
129
121
47
GAMING UNIT
21
I/O
108
PROGRAM MEMORY
102
MP
104
RAM
106
111
2
47
NETWORK COMPUTER
23
I/O
138
PROGRAM MEMORY
132
MP
134
RAM
136
139
25

FIG. 13