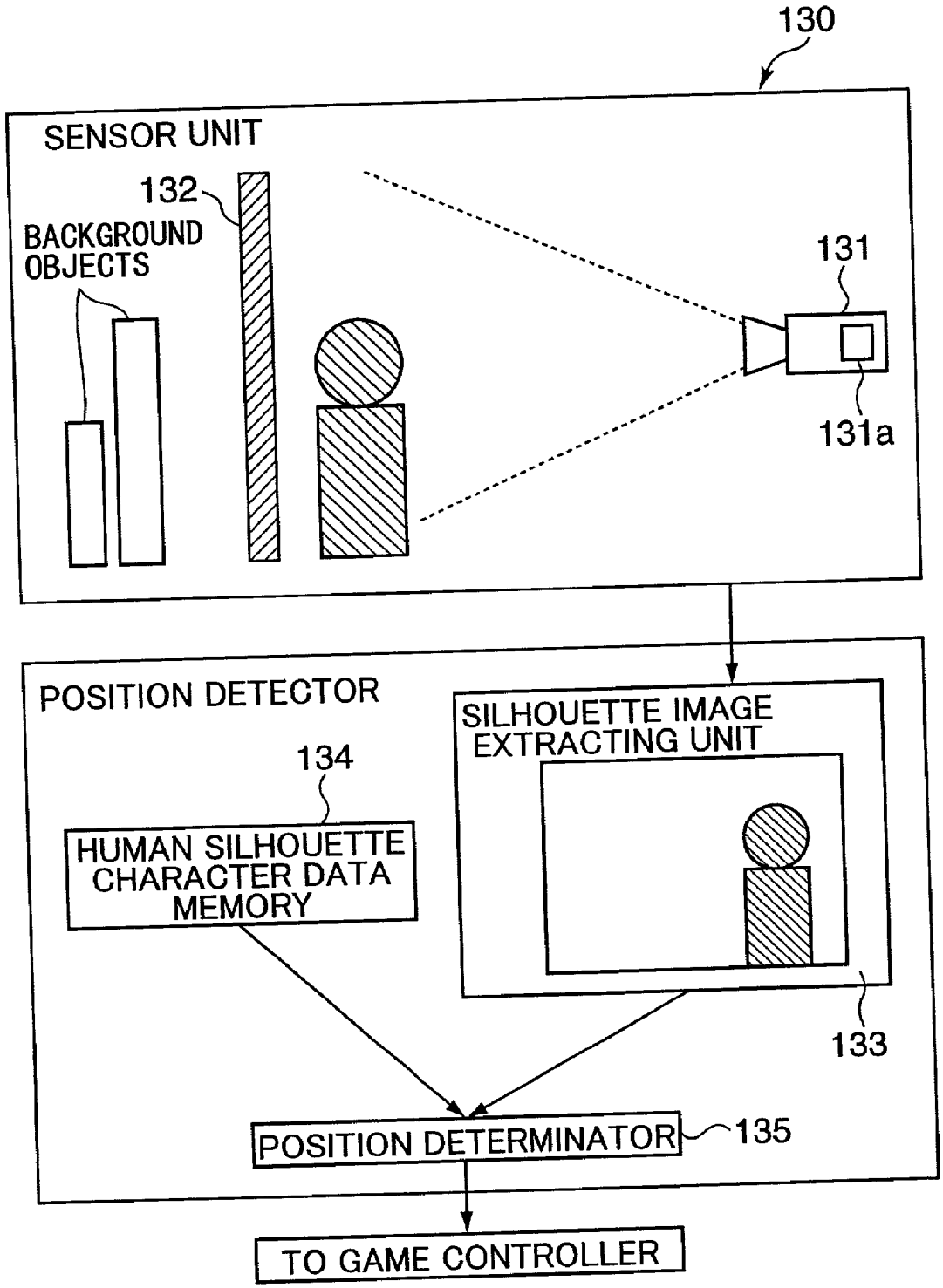
FIG.12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SENSOR UNIT
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BACKGROUND OBJECTS
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POSITION DETECTOR
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HUMAN SILHOUETTE CHARACTER DATA MEMORY
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TO GAME CONTROLLER