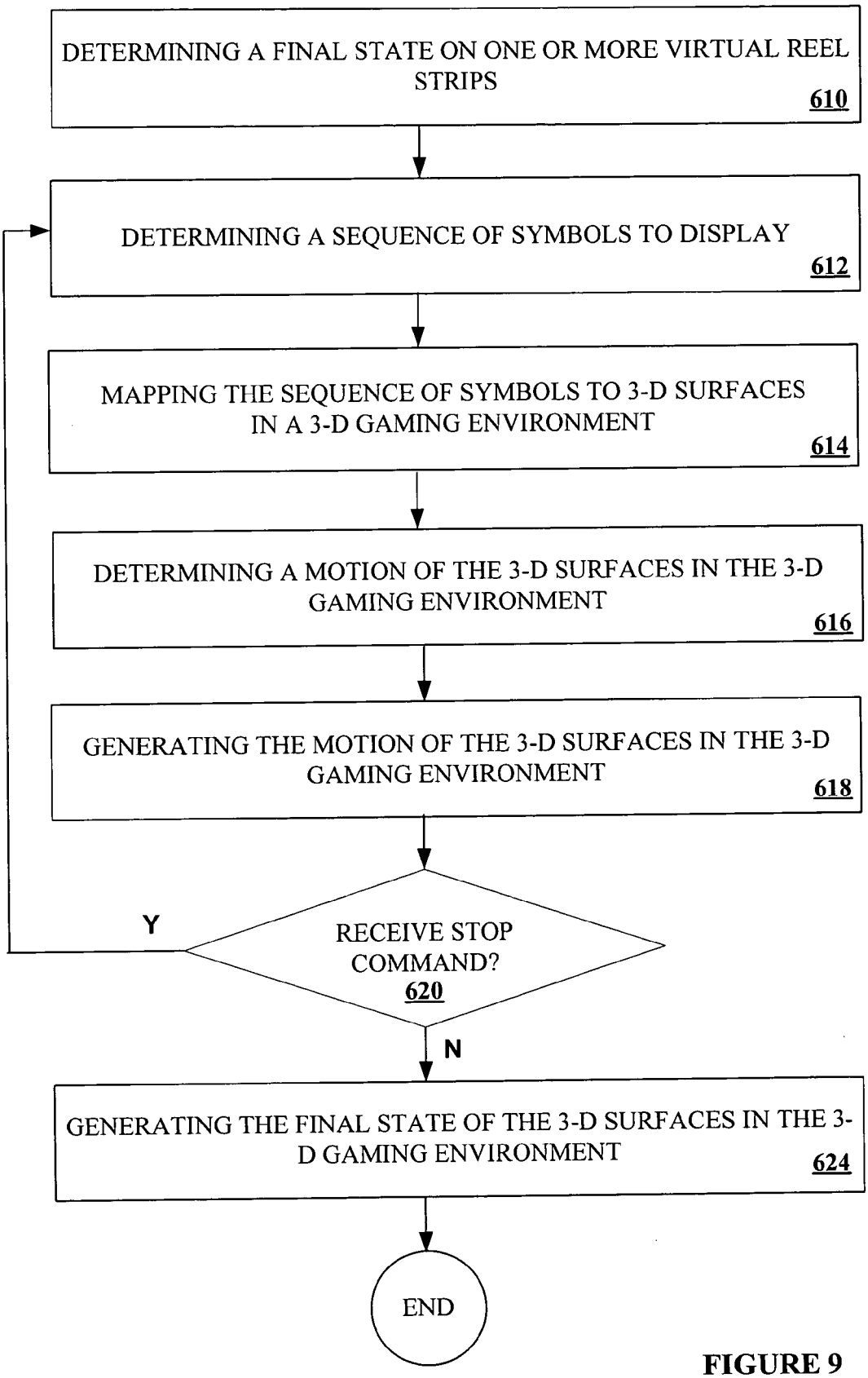
DETERMINING A FINAL STATE ON ONE OR MORE VIRTUAL REEL STRIPS
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DETERMINING A SEQUENCE OF SYMBOLS TO DISPLAY
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MAPPING THE SEQUENCE OF SYMBOLS TO 3-D SURFACES IN A 3-D GAMING ENVIRONMENT
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DETERMINING A MOTION OF THE 3-D SURFACES IN THE 3-D GAMING ENVIRONMENT
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RECEIVE STOP COMMAND?
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GENERATING THE FINAL STATE OF THE 3-D SURFACES IN THE 3-D GAMING ENVIRONMENT
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END

FIGURE 9