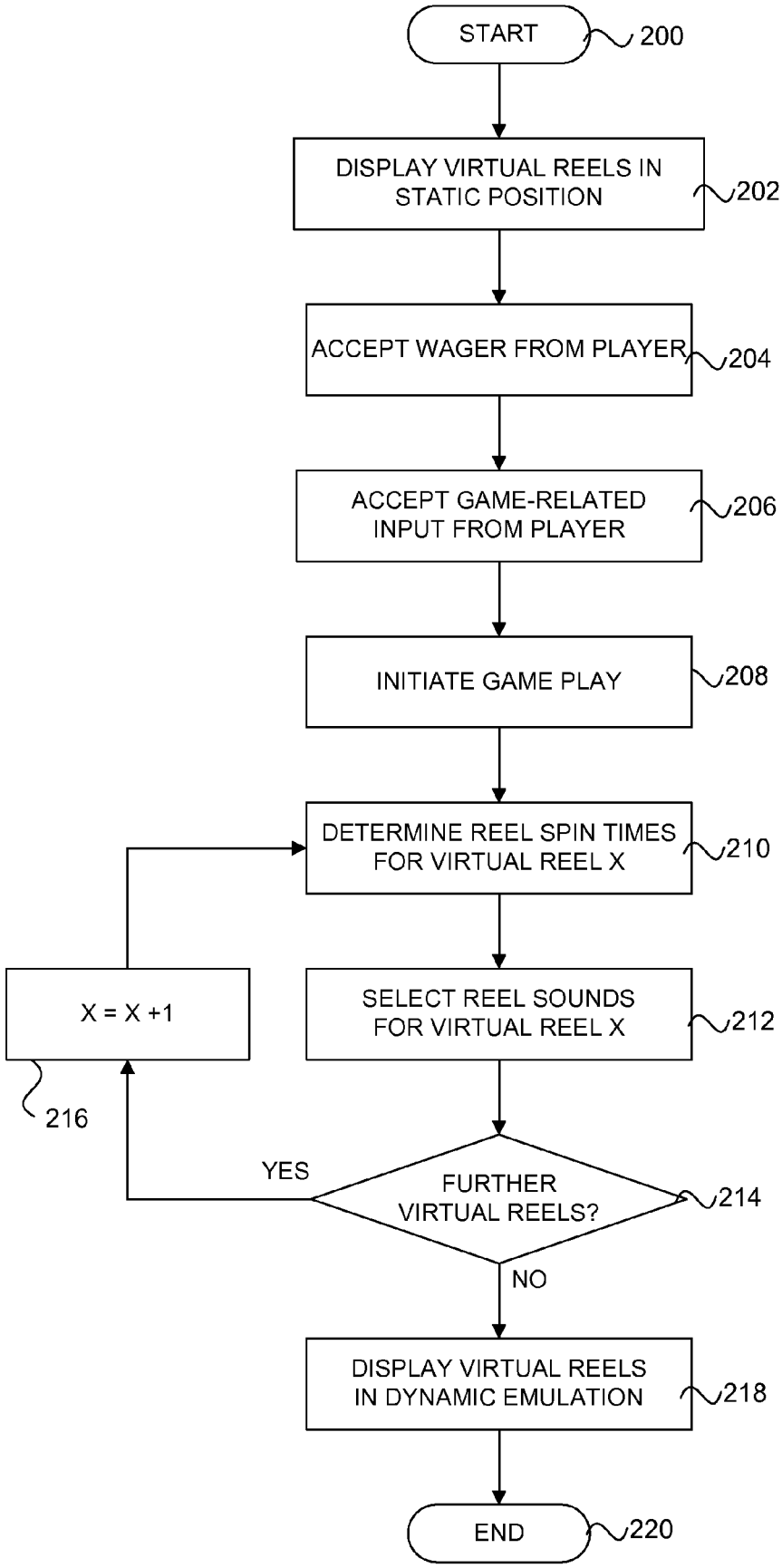
START
200
DISPLAY VIRTUAL REELS IN STATIC POSITION
202
ACCEPT WAGER FROM PLAYER
204
ACCEPT GAME-RELATED INPUT FROM PLAYER
206
INITIATE GAME PLAY
208
DETERMINE REEL SPIN TIMES FOR VIRTUAL REEL X
210
SELECT REEL SOUNDS FOR VIRTUAL REEL X
212
X = X +1
216
YES
FURTHER VIRTUAL REELS?
214
NO
DISPLAY VIRTUAL REELS IN DYNAMIC EMULATION
218
END
220

FIG. 6