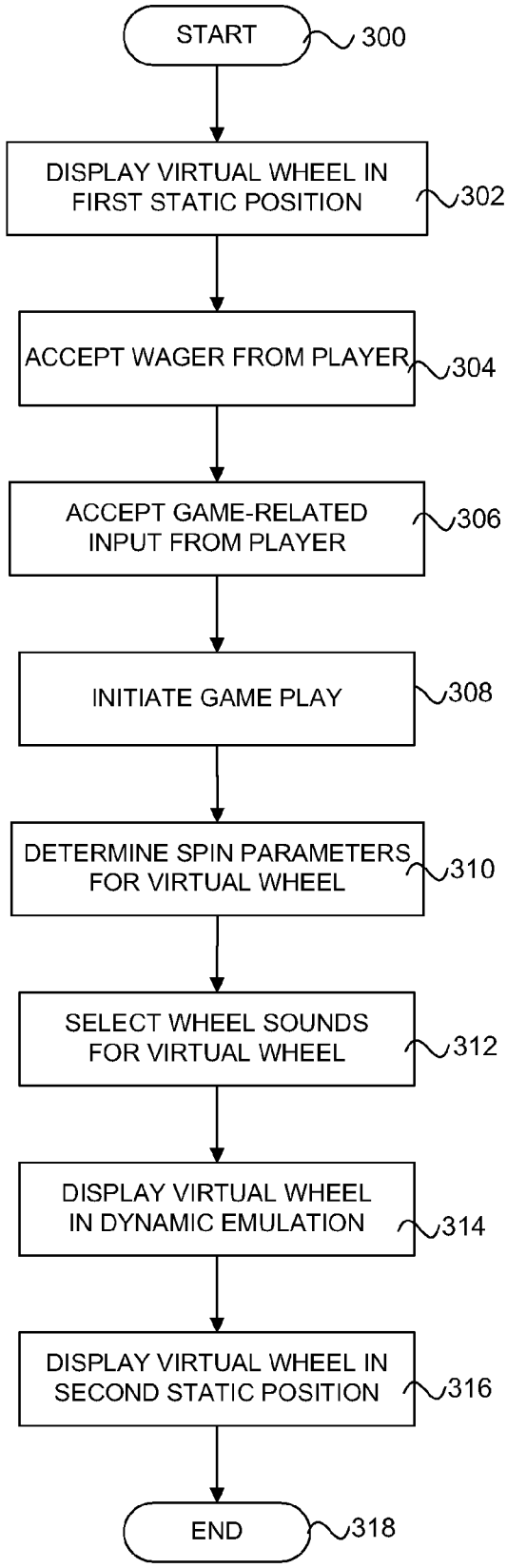
START
300
DISPLAY VIRTUAL WHEEL IN FIRST STATIC POSITION
302
ACCEPT WAGER FROM PLAYER
304
ACCEPT GAME-RELATED INPUT FROM PLAYER
306
INITIATE GAME PLAY
308
DETERMINE SPIN PARAMETERS FOR VIRTUAL WHEEL
310
SELECT WHEEL SOUNDS FOR VIRTUAL WHEEL
312
DISPLAY VIRTUAL WHEEL IN DYNAMIC EMULATION
314
DISPLAY VIRTUAL WHEEL IN SECOND STATIC POSITION
316
END
318

FIG. 7