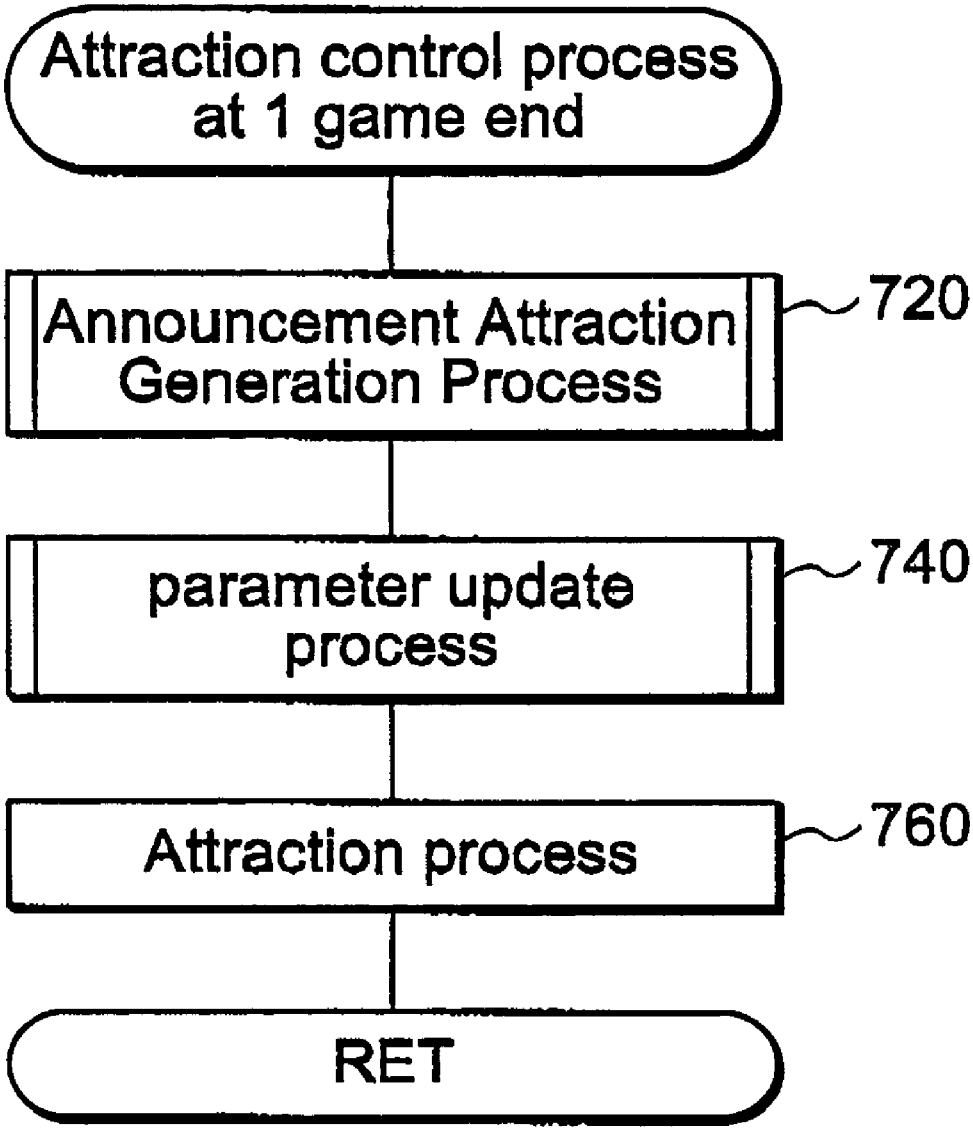
Fig. 30


Attraction control process at 1 game end
Announcement Attraction Generation Process
720
parameter update process
740
Attraction process
760
RET