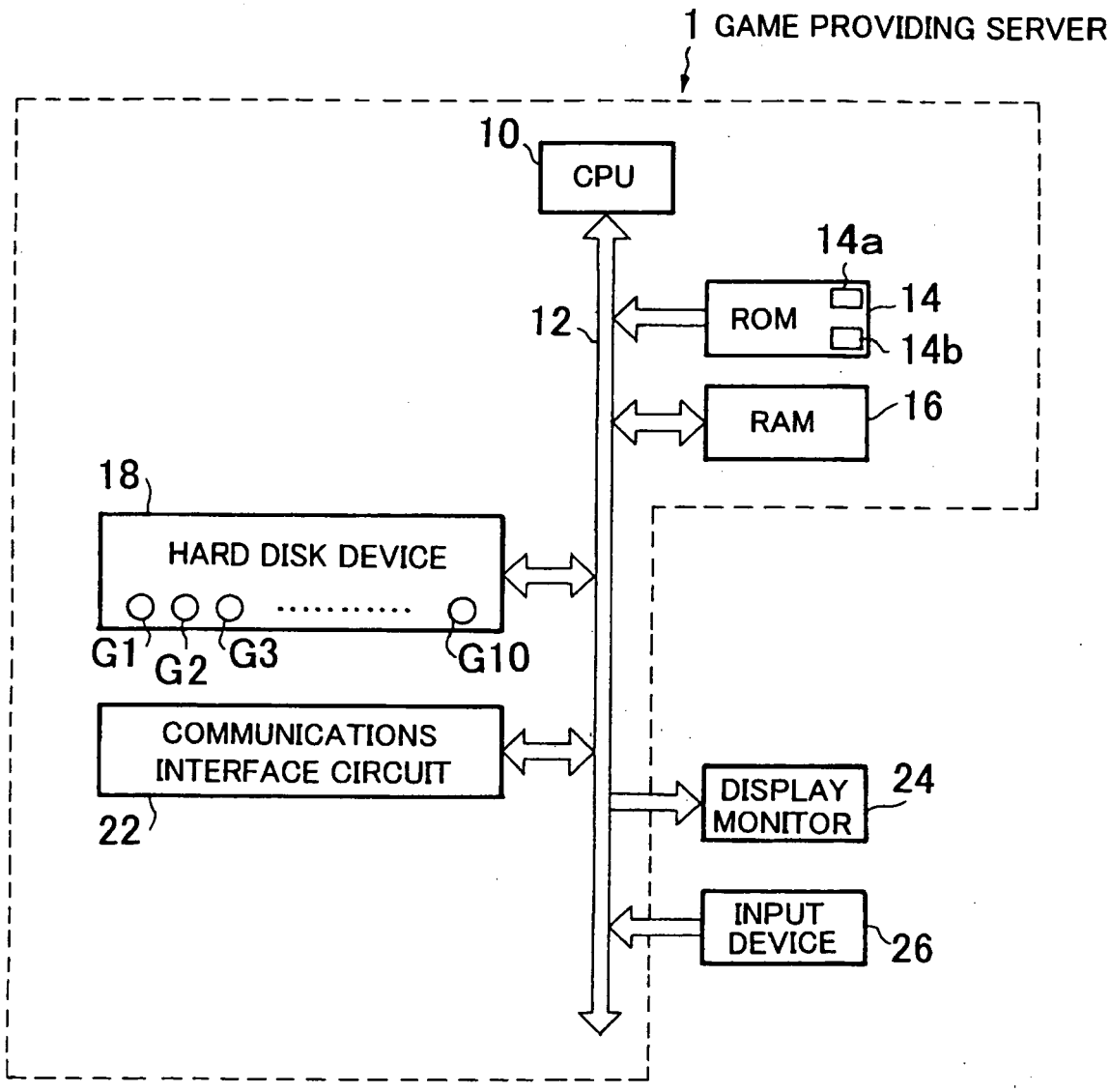
FIG. 2


1 GAME PROVIDING SERVER
10
CPU
14a
14
ROM
14b
12
RAM
16
18
HARD DISK DEVICE
G1
G2
G3
G10
COMMUNICATIONS INTERFACE CIRCUIT
22
DISPLAY MONITOR
24
INPUT DEVICE
26