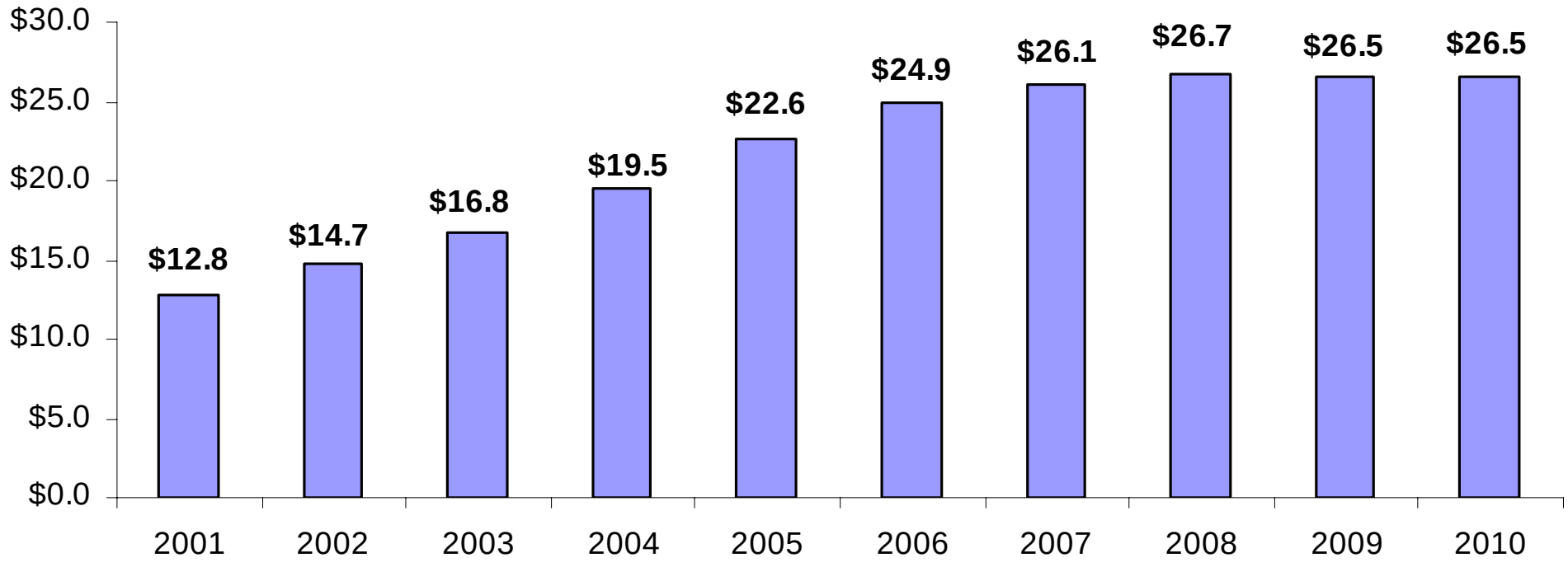Growth in Gaming Revenues
($ in Billions)