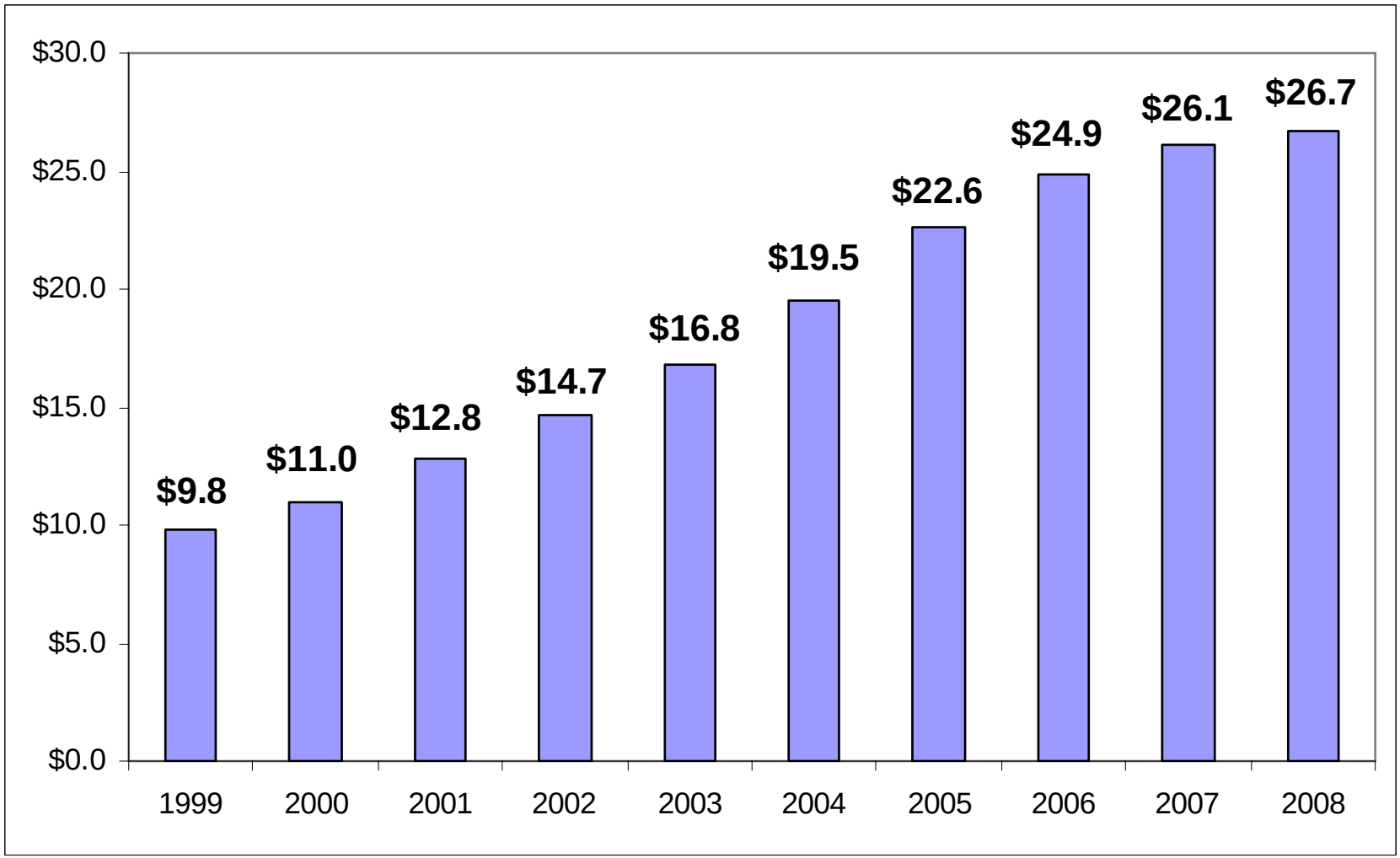Growth in Gaming Revenues (in Billions)