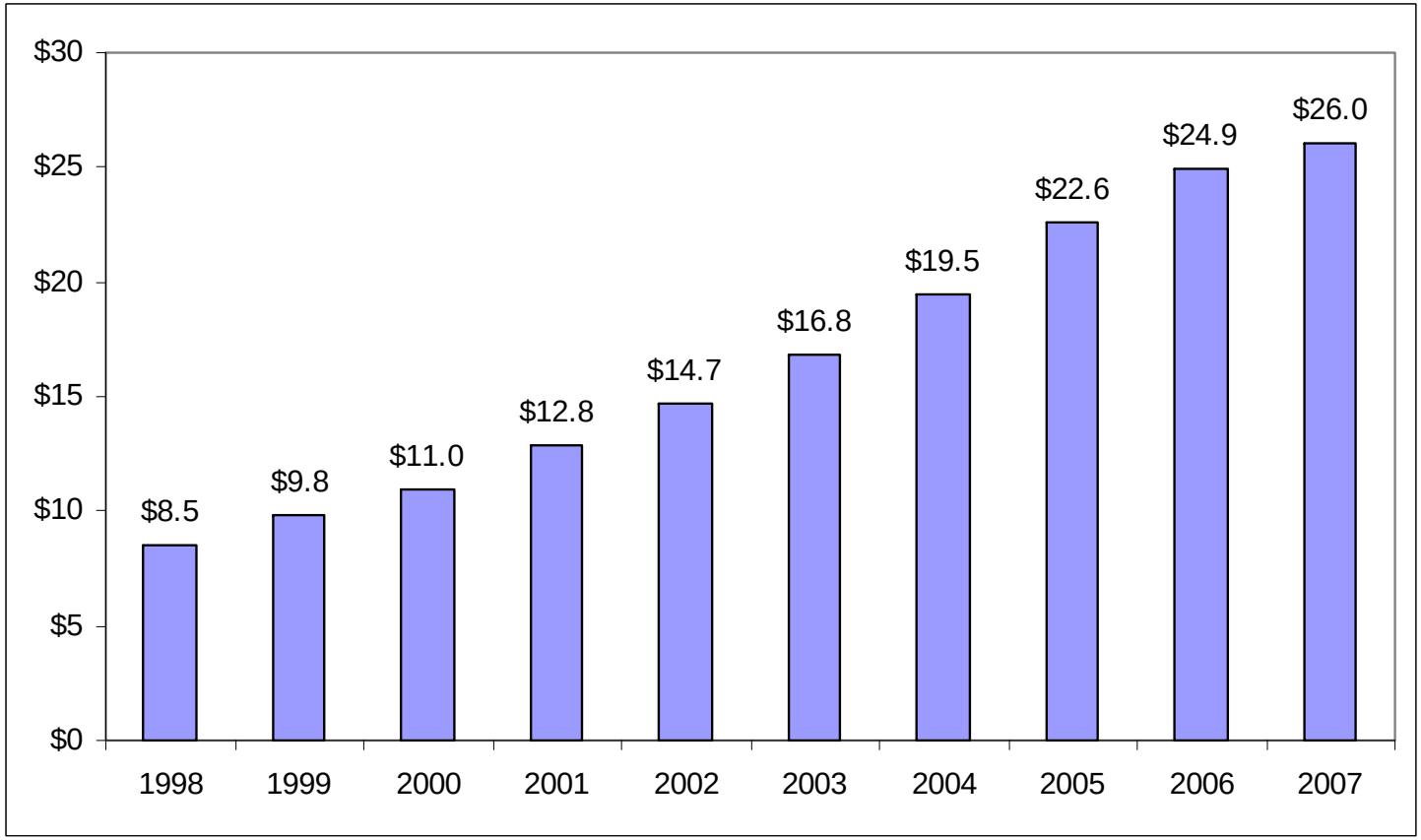# Growth in Gaming Revenues (in billions)