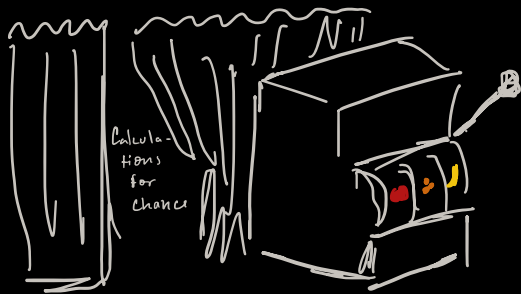


The Calculation of Enchantment

Gambling devices

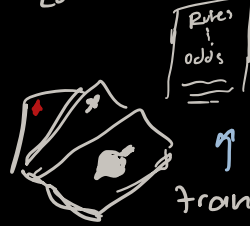
VS

Cards



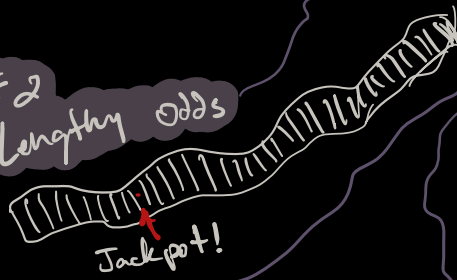
Calculations for chance

↳ hidden



transparent

#2 Lengthy Odds



#3 Clustering

Virtual Stops
15



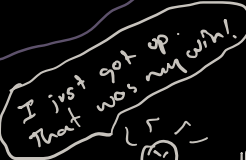
Actual Stops
5

have
↳ Mysterious chip
"house edge"

RNG
random # generator

1.2 Illusion of order

When you hit it matters to the millisecond



1.1 Illusion of control



Mechanical activation gives feeling of control

↳ cause → effect

Bvt

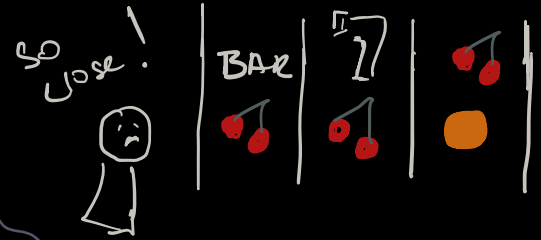
Constantly going

Thus

is an **ILLUSION**

Deception #1
PREDETERMINED OUTCOMES

#4 Near misses



Disenchantment doesn't solve the addiction
Why?

