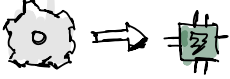


ADDICTION BI DESIGN

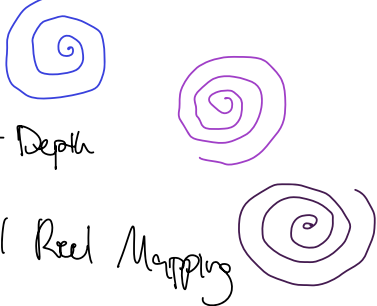
MECHANICAL TO DIGITAL




- Prevented Abuse
- Introduced RNG

WEIGHTED OUTCOMES

- Clustering
- 3D Illusion of Depth
- Virtual vs. Actual Reel Mapping



RANDOM NUMBER GENERATOR

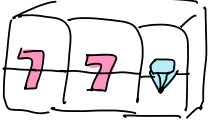


[math.random]

"reels themselves have no bearing on game outcome"

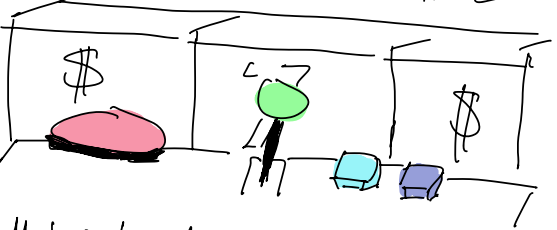
Shift creative focus from structure → math/programming

NEAR MISSES



Distort Player's Perceptions of ODDS + LOSSES

PERCEIVED CONTROL



Mechanical Activation creates illusion of control