

AIM: To make a machine that is perceived to present greater chance of payoff than it actually has.

History

Vending machines → a) dole out money
b) element of chance



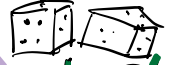
1900s: reformists broke down these machines but gambling persevered!

SLOT MACHINES



mods: make it harder to jackpot (mills)
core issue - need to be profitable while still rewarding players

actually has.



perception you win 297% of the time

Present

Mechanical → Digital **New God**

Interactive Reels: "Blur the line between video and mechanical reel slots"
REEL Depth Technology
Preserving mechanical slot feeling

illusion of control



→ give players ability to choose when slot machine stops



"bonus games"
RNGs
- your actions give illusion of efficacy

PRDF → Physical reel distortion factor → misrepresentation of odds

Dubious legality



hear "miss" or hear "win"?

puffing and starving

SLOTS as a source of wonder and conjecture



COMPUTERS are INTERNALLY OPAQUE and liable to unanticipated behavior

Gameplay involves a "switching off" of knowledge in favor of risk & superstition

MULTIPLE LINES OF DELUSION

Mechanics-

randomly generated number (randint)

physical reel stop conversion



Virtual Reel mapping

has led to training modules

mysterious conversion

