

AMBIGUITY

*leveraging **Uncertainty, Randomness, and Chance** in game design!

BY

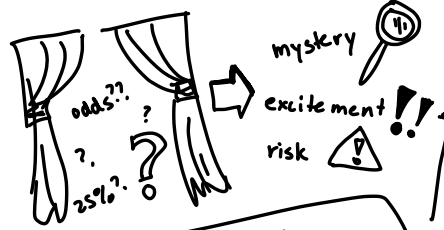


distort player's perception of Odds & Losses
BY CREATING

NEAR-MISS effects!
↳ which can be perceived as a near win

Storying!
load more near-misses so they come up more often...
RRRRREPEATED PLAY

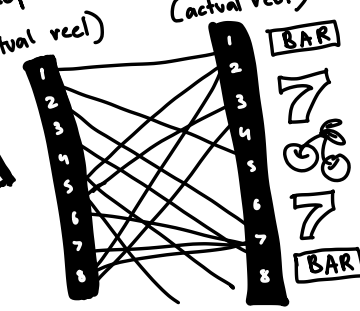
Proprietary Obfuscation
↳ hiding the "means & calculations" when mediating **Chance**



Illusion of Control
preserve the **MUSION** of a mechanically actuated reel!

Make a **MACHINE** that is perceived to present **GREATER** chances of payoff than it actually has

Virtual REEL MAPPING
control game (odds) independent of actual reels (virtual reel) (actual reel)



Going from **EXPLICIT** TO **IMPLICIT**



DO THIS BY