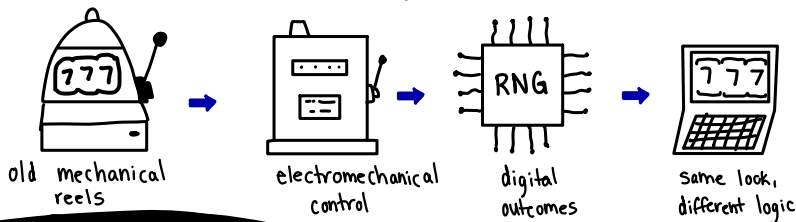


1 The Mystery Chip



- Player sees randomness
- Machine uses RNG + algorithms
- Mystery increases enchantment

2 Mechanical → Digital

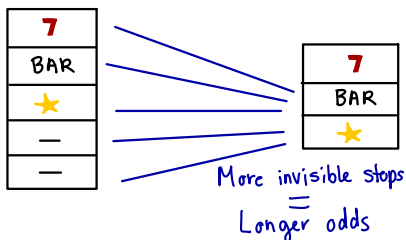


3 Virtual Reel Mapping

- The player sees one reel
↳ the software uses another

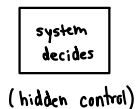
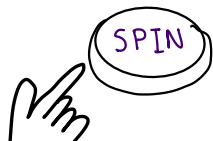
Virtual Reel

Actual Reel



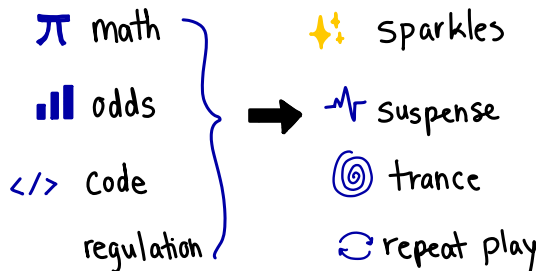
5 Illusion of Control

- Buttons create participation
↳ not true control
- The system decides the outcome



! What feels like chance is carefully designed

6 Disenchantment → Enchantment



4 Near Misses

- Losing can feel close to winning
- Near misses encourage one more spin

