

HOW GAMBLING WORKS *in* VIDEO GAME LOOT SYSTEMS



Let's say I'm playing a racing game and I want my car to be orange...
...but (in this hypothetical game) I can't just buy orange paint, I have to go through their pay-to-loot system:

I buy a 'Loot Crate'

(or Prize Box, Treasure Chest, etc...they have a truckload of names)

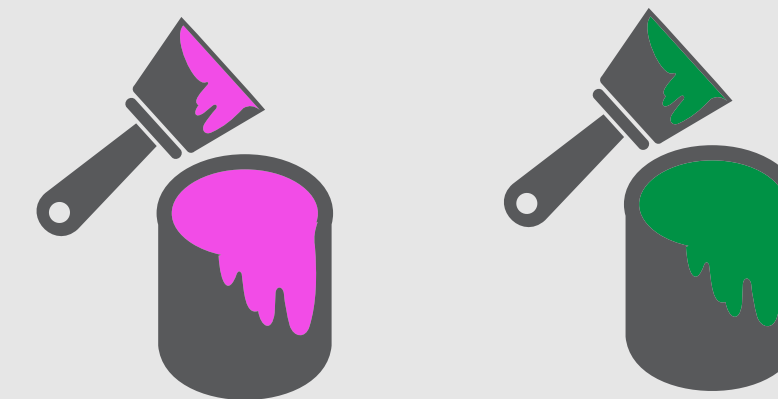


I get stuff I don't want

CONGRATS!

Here are the paints you didn't ask for.

Spend more money and try again!



So maybe I try a Gold one this time. Only \$10... Great, now I also have

