## Slot machines

## Slot machines/entertainment machines with opportunities to win money in amusement arcades or restaurants

To win at slot machines there has to be a certain combination of symbols, e.g., three of the same symbol. Stop or risk buttons suggest influence on the outcome of the game itself, e.g., by pressing the stop button at the right moment. Sound and light effects also make the game more attractive.

The frequency of the event, that is, the interval in the game where there is an opportunity to win, is 5 seconds. Winnings are paid immediately, but can also be bet again immediately

Slot machines cannot be "outsmarted" by a strategy, they are programmed in such a way that approximately $60 \%$ of all cash bets are paid out, $40 \%$ are retained.

