

Casino games

[Entertainment](#), [Games](#)



Types of gambling: A. - While almost any game can be played for money, and any game typically played for money can also be played just for fun, some games are generally offered in a casino setting. A. Electronic gaming - 1 .

Poaching - Is a mechanical game originating in Japan and is used as both a form of recreational arcade game and much more frequently as a gambling device, filling a Japanese gambling niche comparable to that of the slot machine in Western gaming. 2.

Slot machine - Poker machine (or "pokies" in slang) (Australian English and New Zealand English) or simply slot (American English), is a casino gambling machine with three or more reels which spin when a button is pushed. 3.

Video poker - Is a casino game based on five-card draw poker. It is played on a computerized console similar in size to a slot machine. B. Other gambling

Bingo- Is a game of chance played with randomly drawn numbers which players match against numbers that have been pre-printed on ex. matrices.

Keno - Is a lottery-like gambling game often played at modern casinos, and is also offered as a game in some state lotteries.

Non-casino gambling games Gambling games that take place outside of casinos include Bingo (as played in the US and I-J), dead pool, lotteries, pull-tab games and scratchpads, and Mahjong's. Other non-casino gambling games include: Card games, such as Liar's poker, Bridge, Bassett, Lunette's, Piqued, Put, Teen Patti Carnival Games such as The Razzed or Hanky Bank Coin-tossing games such as Head and Tail, Two-up* Confidence tricks such as Three-card Monte or the Shell game Dice-based games, such as Backgammon, Liar's dice, Passe-dig, Hazard, Threes, Pig, or Mexico.

Pari-mutuel betting- One to the most widespread torts to gambling involves betting on horse or greyhound racing. Sports betting - Betting on team sports has become an important service industry in many countries. => PROBLEM GAMBLING, or Lithuania, is an urge to continuously gamble despite harmful negative consequences or a desire to stop. Problem gambling often is defined by whether harm is experienced by the gambler or others, rather than by the gambler's behavior. Deficiencies in serotonin might also contribute to compulsive behavior, including a gambling addictions: 1.

Gambler's fallacy - Is the erroneous belief that a win in a game of pure chance is "due" after a string of losses. 2. Relation to other problems - Mental diseases that also exhibit impulse control disorder include such mental disorders as antisocial personality disorder, Pathological gambling are highly likely to exhibit other psychiatric problems at the same time, including substance use disorders, mood and anxiety disorders, or personality disorders. 3. Suiciderate - A gambler who does not receive treatment for pathological gambling when in his or her desperation phase may contemplate suicide.