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The main difference between the terms is that for gaming the outcome is achieved by skill, not chance, whereas for gambling, the opposite is true. Many gaming activities now include gambling features and vice versa. These activities are referred to as gambling-like gaming and gaming-like gambling.

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Regulators then rank the game in question on this scale. If the game falls closer to the skill-based end of the spectrum, then it's sufficiently skill-based to not count as gambling. If the game predominantly relies on chance with only some elements of skill, then it is considered gambling.

What are skill-based games, and what is their risk of gaming fraud?

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A single-player video game is a video game where input from only one player is expected throughout the course of the gaming session. A single-player game is usually a game that can only be played by one person, while "single-player mode" is usually a game mode designed to be played by a single player, though the game also contains multi-player modes.[1]

Most modern console games and arcade games are designed so that they ca