

# Skill vs Chance Legal Assessment

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

## Background

Produces a structured skill-vs-chance analysis of a real-money game format — the legal test, precedents, design factors that make a game predominantly skill, and risk flags — to inform (not replace) legal review. Use it before building an RMG format. For the full launch path use the RMG Launch Guide.

## Purpose of this tool & output

Assess if a game is skill-based (legal) or chance

## How the output is used

Use it to assess whether a game is skill-based (generally legal) or chance (restricted) — the factors courts and regulators weigh.

## Who should vet it

A gaming lawyer, to confirm the skill-versus-chance position for your specific game before you launch.

## Important cautions

The skill-vs-chance classification is a complex, evolving and state-varying legal question that only qualified lawyers and, ultimately, courts can determine — this is an informational framework, NOT a legal opinion or assurance of legality. Some states restrict even skill-based real-money games. Obtain specialist legal advice before operating any real-money format.

## Companion documents

- Real-Money Gaming Launch Guide
- Fantasy Sports Platform Setup
- RNG & Game Fairness Framework
- KYC & AML Framework (Gaming)
- Responsible Gaming Policy
- RMG Payments & Fund-Flow Setup

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.