

Playing is human. With this slogan, gambling industry operators can be completely agree, but in a completely different context than with playing games of chance. The game is necessary

part of a healthy development of the human individual. Children using the play (eg the ball) learns to understand

our world and even for adults is a game (eg chess) a natural part of life. but not gambling game, which differs from the other element of chance, which then entirely by, or for the most part, decides on winning or losing. The rule is that you play with money and money.

The phenomenon of gambling very accurately described by French philosopher and mathematician Blaise

Pascal (1623-1662): "We do not really money, when we play for fun. one can banish boredom a little game. Try to give him every morning, money that would otherwise have won

during the day, on condition that he would not play. You will find that not one bit happy. You could

say that longs for the joy of the game and not win. And then let him play without betting winnings,

he will find it uninteresting and will be bored. Only desire is pleasure.

He needs excitement, ideas need to deceive, as will be happy to win in order to achieve excitement, followed by desire, and awaken your desire, your anger, your fears, to achieve

this peak, as the children die their face, blackened themselves. "

Pathological gambling has recognized American Psychiatric Association as an illness in 1980 and

placed it in the Diagnostic and Statistical Manual of Psychiatric Disorders (DSM-III).

World Health Organization introduced the concept to 10 revision of the classification psychiatric diseases (ICD-10) in 1991. For us, the diagnosis of pathological gambling officially used since January 1, 1994.