



Amended:

WAC 230-13-067 Group 12—Electronic puzzle and pattern solving game standards.

March 2016 – Up for Discussion and Filing

ITEM 9: March 2016 Commission Meeting Agenda.	Statutory Authority 9.46.070, 9.46.0201
Who proposed the rule changes?	
Staff at the request of the Commissioners at the February 2016 commission meeting.	
Proposed Changes	
<p>In July 2015, the Commissioners authorized Group 12 amusement games to be played by persons 21 and over. Since this time, numerous questions and concerns have been raised.</p> <p>At their February 2016 meeting, the Commissioners asked staff to explore regulating the appearance so that the game does not look like a slot machine. Staff has prepared a rule change with two options.</p> <p>Option 1 prohibits a Group 12 amusement game from incorporating themes, symbols or types of symbols commonly associated with slot machines.</p> <p>Option 2 requires Group 12 amusement games to prominently display on a sticker or on the screen, “This is not a slot machine. No cash prizes are allowed. You can preview the prize available before each play of the game without the insertion of money or anything of value.”</p> <p>A Small Business Economic Impact Statement will be prepared and available on our website.</p>	
Licensee Impacts	
<ul style="list-style-type: none"> • As of February 8, 2016, there were approximately 430 Group 12 amusement games in the state with about 280 in operation at licensed locations. • The currently approved Group 12 amusement games may require changes to the graphics and puzzles if they were not in compliance with Option 1. Group 12 amusement games that were not in compliance would need to be removed from the state by the effective date. Previous approvals would no longer be valid by the passage of this rule. • Under Option 2, licensees would need to print stickers to attach to the amusement game. 	
Agency Impacts	
<ul style="list-style-type: none"> • Staff will need to verify all currently approved Group 12 amusement games where in compliance with the new rules, such as appearance of the amusement game, puzzle requirements, etc. If not, manufacturers would need to make changes to the amusement game, submit it for our approval, and change each Group 12 amusement game that was not in compliance. • Staff would need to make sure all currently approved Group 12 amusement games were changed to comply with these new rules. 	
Statements Supporting or Opposing the Proposed Rule Change	
None	
Staff Recommendation	
File for further discussion either Option 1 or Option 2.	
Proposed Effective Date for Rule Change	
90 days from filing.	

Option 1

Amended Section

WAC 230-13-067 Group 12—Electronic puzzle and pattern solving game standards.

(1) In Group 12 games, players must correctly solve a puzzle to win a game prize, which is viewable by the player before each puzzle is presented.

(2) The game must allow the player to preview the prize that is available before each play of the game without the insertion of money or any other thing of value; and

(3) Prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern; and

(4) When a game presents a potential winning pattern, the puzzle must be capable of completion within the predetermined time period; and

(5) Group 12 amusement games are for adults over the age of twenty-one only and may only be operated by licensees where persons under the age of twenty-one are prohibited from entering; and

(6) Group 12 amusement games shall not incorporate themes, symbols or types of symbols commonly associated with slot machines.

[Statutory Authority: RCW [9.46.070](#) and [9.46.0331](#). WSR 15-15-063 (Order 713), § 230-13-067, filed 7/10/15, effective 8/10/15.]

Option 2

Amended Section

WAC 230-13-067 Group 12—Electronic puzzle and pattern solving game standards.

(1) In Group 12 games, players must correctly solve a puzzle to win a game prize, which is viewable by the player before each puzzle is presented.

(2) The game must allow the player to preview the prize that is available before each play of the game without the insertion of money or any other thing of value; and

(3) Prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern; and

(4) When a game presents a potential winning pattern, the puzzle must be capable of completion within the predetermined time period; and

(5) Group 12 amusement games are for adults over the age of twenty-one only and may only be operated by licensees where persons under the age of twenty-one are prohibited from entering; and

(6) The amusement game must prominently display on a sticker or on the screen, "This is not a slot machine. No cash prizes are allowed. You can preview the prize available before each play of the game without the insertion of money or anything of value."

[Statutory Authority: RCW [9.46.070](#) and [9.46.0331](#). WSR 15-15-063 (Order 713), § 230-13-067, filed 7/10/15, effective 8/10/15.]