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# eclipse

COMPLIANCE TESTING

A Division of:  
**N77A**

## Requirements for Amusement / Redemption Games Under the Rules and Regulations Governed by the New Jersey Legalized Games of Chance Control Commission (rev 0106)

Maximum Allowable Wager per player not to exceed \$10.00 per game

Maximum Allowable accumulation of inserted credits not to exceed \$10.00

Device must lockout after \$10.00 is inserted

Device must lockout after maximum wager per game is inserted, unless a discount is offered

Device must not escrow inserted credits for more than one game's play unless a discount is offered

Device must award tickets, tokens or prizes immediately upon completion of the game, or offer player an option to collect or accumulate winnings

Device must not possess a "Knock-Off" mechanism

Device should possess meters for "Coin In" and "Token/Ticket Out"

Device must not award cash prizes – only tickets, vouchers or tokens which may be redeemed for prizes within the facility

Device must not be capable of awarding a prize in excess of \$10,000.00

Device must not incorporate a reflexive outcome determination or auto-percentaging

Device must retain tickets or tokens owed upon power interruption

### COMMON PITFALLS

**eclipse Compliance Testing** have performed evaluations on many devices submitted for review under the rules and regulations established by the New Jersey Legalized Games of Chance Control Commission. In our experience, we have encountered many common pitfalls that must be addressed prior to a recommendation for approval.

The following concerns are a list of common pitfalls:

- Credits may be accumulated for multiple game plays by the insertion of money without offering a discount for multiple game purchases.
- The device may accept more than \$10.00.
- The device may be configured for game play in excess of \$10.00 per play.
- Tickets or prizes won, and waiting to be dispensed, may be lost and reset when power is removed from the device.
- Money (credit) inserted is lost and reset to zero (0) when power is removed from the device.
- The device automatically removes credit, without player interaction, after a preset length of time with no activity.
- The device includes options for "Auto Percentaging". An "Auto-Percentage" feature may preclude a player from attaining a successful outcome. Such an "Auto-Percentage" feature is not permitted under New Jersey requirements.
- Failure to submit full, annotated source code.
- A device or method must be made available to **eclipse Compliance Testing** and the New Jersey Legalized Games of Chance Control Commission to read, authenticate and verify the contents of the storage media (other than EPROM) used to house the game program software.

If you should have any questions or require additional information, please feel free to contact our office.

*We Don't Play Games... We Test Games*