



## State of New Jersey

DEPARTMENT OF LAW AND PUBLIC SAFETY  
DIVISION OF CONSUMER AFFAIRS  
LEGALIZED GAMES OF CHANCE CONTROL COMMISSION  
124 HALSEY STREET, 6<sup>TH</sup> FLOOR, NEWARK, NJ

JAMES E. MCGREEVEY  
*Governor*

PETER C. HARVEY  
*Acting Attorney General*

RENI ERDOS  
*Director*

### **Amusement Game Certification of Permissibility Number 2-599, Monster Crane**

*Mailing Address:*

P.O. Box 46000  
Newark, NJ 07101

(973) 273-8000

NAME OF GAME: Monster Crane

MANUFACTURER: Smart Industries Corp  
1626 Delaware Ave.  
Des Moines, IOWA 50317  
(800)553-2442  
(515)265-3148 FAX

APPLICANT: Smart Industries Corp  
1626 Delaware Ave.  
Des Moines, IOWA 50317  
(800)553-2442  
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The above mentioned game is approved for use in New Jersey as an amusement game, as defined in the Amusement Game Licensing Law, N.J.S.A. 5:8-100 et seq. ("Law"), and the regulations promulgated thereunder, N.J.A.C. 13:3-1.1 et seq. ("Regulations"). This approval is based upon information supplied by the applicant at the time of application for certification. The game must be operated in accordance with the specifications submitted and the terms of this certification. Any modification of the manufacturer's specifications or the specified method of play immediately voids this certification.

It is unlawful to license or operate any amusement game in the State of New Jersey without a valid Certification of Permissibility or in a manner not in accordance with Certification of Permissibility issued for the game. This Certification of Permissibility contains three pages. This is page 1 of 3

## GAME DESCRIPTION

The Monster Crane is a single player redemption game. It is first played by inserting tokens or money into the coin or bill acceptor. The crane uses an electronic/ mechanical claw, which the player moves using the joystick control located on the exterior of the machine. The button on the joystick is pressed when the player has positioned the claw. The claw drops automatically and attempts to grab an item for retrieval. If the player does not drop the claw within the allotted time, the claw will drop automatically and attempt to lift a prize off the play field. If the player successfully captures a prize, the prize will be carried to the redemption area of the device where it is dropped for the player. If the claw does not grab a prize or the prize drops in transit, the claw will return to the redemption area, but no prize will be awarded.

## CONDITIONS

This certification is conditioned upon the following:

- 1.) The maximum price to play shall not exceed values set forth in N.J.A.C. 13:3-3.4.
- 2.) No bill acceptor shall accept more than \$5.00, and no configuration of the bill acceptor shall be in conflict with the provisions of N.J.A.C. 13:3-3.4.
- 3.) Payout must occur immediately upon a win.
- 4.) Game shall be clean and free of debris.
- 5.) No prize shall be displayed in the play field that would exceed the claw mechanism capability.
- 6.) Game shall be installed and maintained according to manufacturer specifications.
- 7.) The device is being operated by the following EPROM(S):

<u>Software ID</u>	<u>Memory Type</u>	<u>Position</u>	<u>Checksum</u>
NJABC2	AT89C55WD	U1	0037D8DF

This certification is not a license to operate the captioned gambling device. The device may only be operated in a location specifically approved for the operation of amusement games pursuant to the Law and Regulations.

The Commission reserves the right to suspend, revoke or modify this certification upon notice to the manufacturer and/or applicant.

LEGALIZED GAMES OF CHANCE  
CONTROL COMMISSION

By: *Marilou Halvorsen*

Marilou Halvorsen  
CHAIRMAN

DATE:05/07/04