



State of New Jersey

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

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Amusement Game Certification of Permissibility Number 2-569

RENI ERDOS
Director

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NAME OF GAME: Spinna Winna

MANUFACTURER: Innovative Concepts of Entertainment
10123 Main Street
Clarence, New York 14031
(716) 759-0370
(716) 759-0390 FAX

APPLICANT: Innovative Concepts of Entertainment
10123 Main Street
Clarence, New York 14031
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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

Spinna Winna is a two player non competitive coin pusher game. The player insets a coin into a sliding entry slot located at the bottom of the playfield. The entry slot moves side to side allowing the player to guide where the token will land when inserted. Once the proper coin is inserted, it enters the playfield through a flipping action where it will land on one of the two shelves. The upper shelf contains moving pusher arms which moves coins towards the lower ledge. The lower ledge moves forward and backwards which pushes coins against each other to fall onto the lower surface. The moving ledge moves coins on the lower surface “pushing” coins towards the outer edge of the playfield. Coins pushed off the playfield convert into player winnings.

CONDITIONS

- 1.) The maximum price to play shall not exceed values set forth in N.J.A.C. 13:3-3.4.
- 2.) Payout must occur immediately upon a win.
- 3.) The game playfield shall be clean and free of debris.
- 4.) The device shall not have a lose chute. Should lose chutes be available, the lose chutes on any part of the playfield shall be closed down to prevent the loss of a coin.
- 5.) Software EPROM ID is “SPINNA2V6” for U3, MT2000 Signature of 6H6C, and a checksum of 00109F9F
- 6.) Game shall be installed and maintained according to manufacturer specifications.

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:
Revised 08/09/004
