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Amusement Game Certification of Permissibility Number 2-796 E-Claw

Mailing Address:
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NAME OF GAME: E-Claw

MANUFACTURER: Elaut USA, Inc.
1000 Towbin Avenue
Lakewood, NJ 08701

APPLICANT: Elaut USA, Inc.
1000 Towbin Avenue
Lakewood, NJ 08701

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 five pages.
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GAME DESCRIPTION

The E-Claw game is a single player crane redemption game. The E-Claw crane game consists of an electronic/ mechanical claw, a joystick and a “Go Down” button. The electronic / mechanical claw is used to pick up prizes within the game’s play field. The joystick located at the player position allows the player to control the movement of the claw over the play field. The “Go Down” button is also located at the player position, which allows the player to deploy the claw into the play field to retrieve a potential prize.

The object of the game is for the player to position the claw over the selected prize and press the “Go Down” button. The claw will then travel down toward play field at the location of the selected prize attempting to grab and retrieve it. The player is awarded a prize, when the claw picks up the prize and continually holds it until the claw reaches the games redemption area. The redemption areas is were the player retrieves the obtained prize.

However, during game play if the player does not drop the claw within the allotted time (30-45 seconds), the claw will drop automatically and attempt to lift a prize from the play field. 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

- 1.) The maximum price to play shall not exceed values set forth in N.J.A.C. 13:3-3.4.
- 2.) Price to play shall be conspicuously posted on each individual game.
- 3.) Payout must occur immediately in the form of a prize.
- 4.) The play field shall be free from all obstructs that does not relate to the enclosed prizes.
- 5.) The crane’s mechanical claw and assembly must be maintained in accordance with the manufactures specifications. This condition includes all moving and nonmoving parts as well as all the associated hardware components.
- 6.) The crane’s claw shall not be bent, modified and/or adjusted in any way that is not consistent with the manufacturers specifications. If the crane’s claw is found not in accordance with this condition, then the claw must be removed and replaced immediately with a new or non-altered claw.
- 7.) The crane’s claw string shall be properly maintained and adjusted according to the height of the prizes in the play field. If the crane’s claw string is found not in accordance with this condition, then the string must be corrected immediately.

- 8.) The claw's interior voltage settings, which allow the claw to pick up, retrieve and drop the selected prize at the game's drop area, shall be properly set and maintained so that all offered prizes are obtainable.
- 9.) The crane's claws must operate with non-slip, rubber tips on all the claws.
- 10.) The claw's non-slip rubber tips shall be free of all substances which may affect the claws grabbing ability. These tips must be supplied by the manufacturer.
- 11.) All prizes displayed must be available to be won at all times.
- 12.) All offered prizes, whether the actual prize, container or capsule, containing a ticket, token or card identifying the prize won, prize capsules must be available to be retrieved by the game's claw. Prizes shall not be placed or arranged in a manner that limits or impedes their ability to be retrieved by the claw.
- 13.) The maximum amount of layers of capsules or various containers in the play field of a crane game shall not exceed three (3).
- 14.) If a crane game utilizes more than one layer of capsules, then that game is required to have an exterior sign clearly posted, stating the amount of capsules in the play field and the amount of available prizes enclosed in each capsule. Example: If there is fifty (50) capsules in the play field then an exterior sign should display, two (2) choice prizes, eight (8) large prizes, ten (10) medium prizes and thirty (30) small prizes.
- 15.) If a crane game utilizes point values inside capsules, then that game is required to have an exterior sign clearly posted, stating the point values inside the capsules in the play field. Example: If there is fifty (50) capsules in the play field then an exterior sign should display, two (2) 10,000 point values, eight (8) 5,000 point values, ten (10) 100 point values and thirty (30) 25 point values.
- 16.) Plastic capsules, jewelry boxes and various types of containers must have an identifier either inside, or outside in order to specifically identify the prize obtained.
- 17.) All plastic capsules, jewelry boxes and various types of containers shall be clearly marked with a distinctive exterior marking in order to identify the enclosed prizes. This condition applies to all crane games that operate with multiple level of plastic capsules, jewelry boxes and various types of containers.
- 18.) The enclosed capsules or prizes shall not be positioned in a predetermined location or such a scheme by the operator that would prohibit the prize to be won.
- 19.) No prizes shall be weighed down, attached to another prize, packed or positioned in a way to hinder, the ability of the claw to move or pick up the prize.

- 20.) All available prizes inside the game's play field must be able to be reached by the claw at all times.
- 21.) The size of all the enclosed prizes in the play field shall not exceed the span of the claw when the claw is fully opened.
- 22.) Any and all prizes inside the play field shall be similar in size and weight. For the purpose of this provision, no prize shall deviate more than fifteen (15%) percent from the mean. (Deviation from the mean shall not exceed 15%)
- 23.) According to the manufacturer's specifications the available prizes shall not exceed the weight requirements.
- 24.) There shall be no form of trade up schemes between merchandise prizes or point systems.
- 25.) Any merchandise that is being utilized as a marketing tool or a form of advertising and is not an available prize must be clearly marked "For Display Only."
- 26.) The approved operating software version is listed below:

Software identification:

Version - *10 05 revision 00.1*

Note: The software which controls the operation of the E-Claw device was identified by the independent lab as version *10 05 revision 00.1*. The software which controls the operation of the game is housed directly on the main Central Processing Unit (CPU) board. For software verification purposes the above mentioned software version *10 05 revision 00.1* can be identified on the device's external display during the power cycle.

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: 11/09/2011
MCH:jac
LGC 11-204