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Governor

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Amusement Game
Certification of Permissibility Number, 2-898
Sweet Stuff

NAME OF GAME: Sweet Stuff

MANUFACTURER: Coast to Coast Entertainment
4000 Bordentown Ave. Suite 16
Sayreville, NJ 08872

APPLICANT: Coast to Coast Entertainment
4000 Bordentown Ave. Suite 16
Sayreville, NJ 08872

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 Sweet Stuff game is a single player crane redemption game. The Sweet Stuff crane redemption device consists of an electronic / mechanical claw, a joystick controller, a claw release button and a play field of merchandise. The joystick controller and the claw release button are located at the player position. The crane redemption device consists of a play field within the game cabinet which house all the advertised prizes.

The object of the game is for the player to utilize the joystick controller to maneuver the mechanical claw over the play field of prizes in an attempt to retrieve the selected prize within an allotted amount of time. If the player fails to deploy the claw into the play field within the allotted amount of time the claw will then automatically drop into the play field and attempt to grab a prize. 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 to retrieve it. If the claw fails to grab or drops the prize in transit, then the claw will return to the redemption area, but no prize will be awarded and the game is deemed over.

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 in the form of a prize.

3.) The game play field shall be clean and free of debris.

4.) Game shall be installed and maintained according to manufacturer specifications

5.) The device is being operated by the following software version:

Software Identification

Coast to Coast Entertainment has agreed to the terms by completing the certification section #1 of the application for Amusement Game Certification that reflects the software version **NJABC 4-3** for the Sweet Stuff electronic redemption crane game is in full compliance with the Amusement Games Licensing Law. If device is found not to be incompliance with the Amusement Games Licensing Law the Commission has the right to revoke this certification.

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
CONTROL COMMISSION CHANCE

By: Steven P Layman

Steven P. Layman
Chairman

DATE: 02/23/2016
SL:jc
LGC 16-19