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Amusement Game
Certification of Permissibility Number 2-930
Space Invaders Frenzy

NAME OF GAME: Space Invaders Frenzy

MANUFACTURER: Raw Thrills
5441 Fargo Ave.
Skokie, IL 60077

APPLICANT: Betson Enterprises
303 Paterson Plank Rd.
Carlstadt, NJ 07072

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.

GAME DESCRIPTION

The Space Invaders Frenzy game is a dual player station noncompetitive electronic arcade redemption game. The game is based upon the popular 1970's video game called Space Invaders. The game is equipped with two player positions, each position consists with a gaming chair and a cannon gun which is secured to the base of the player position. The playfield consists of a large video monitor which displays each players score, alien invader ships and UFO targets.

The object of the game is for the player to move the cannon gun across the video playfield which displays a target hex. Once the player positions the target to the desired location on the video playfield the player them presses the fire button on the cannon gun which deploys a beam shooting the selected target. The alien invader ships move left to right and descend down through the playfield and the UFO targets move across the top of the playfield. During game play when an alien invader ship is hit it is removed from the playfield and the existing alien invader ships move faster. Game play continues until an alien space invader ship reaches the bottom of the video playfield. The player receives points for each alien invader ship and UFO target hit. Tickets are awarded to the player based upon the games payout schedule. Upon completion of the game all tickets are dispensed to the player for prize redemption.

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 in the form of tickets for prize redemption.

3.) Game shall be clean and free of debris.

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

The approved operating software version is listed below:

Software Identification

Raw Thrills, Inc. has agreed to the terms by completing the certification section #1 of the application for Amusement Game Certification that reflects the software **version V1.06NJ-8** for the Space Invaders Frenzy electronic redemption 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: 02/14/2017
SL: jc
LGC 17-14