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Amusement Game Certification of Permissibility Number 2-926 Ticket Train Prize Express

Mailing Address:
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NAME OF GAME: Ticket Train Prize Express

MANUFACTURER: St. Louis Game Company
1535 North Broadway
St. Louis, MO 63102

APPLICANT: St. Louis Game Company
1535 North Broadway
St. Louis, MO 63102

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. This is page 1 of 5.

GAME DESCRIPTION

The Ticket Train Prize Express features two (2) games within the same game cabinet. The main game is a crane redemption game and the second featured game is a stop the light game. The crane game consists of an electronic/mechanical claw, a joystick and drop claw button. The stop the light game consists of lights around the front cabinet and a game button which stops the light.

Crane Game - The object of the game is for the player to use the joystick located at the player position to move the mechanical claw over the selected prize within the game play field. Once the player has moved the claw over the desired located the player then presses the drop claw button. The claw will then travel down toward the 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 area is where the player retrieves the obtained prize.

Spinning Light Game – Once the player has completed the round of play with the crane game the game automatically begins the second game which is the Spinning Light Game. This game does not require any additional fees to participate. The game light will begin to spin rapidly around the game cabinet and the player must press the drop claw button to stop the spinning light at the desired location. The game lights are labeled with ticket values once the light has been stopped by the player the player is then awarded tickets based on the ticket value of the light. Upon completion of the game 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.) Price to play shall be conspicuously posted on each individual game.
- 3.) Payout must occur immediately in the form of a prize or tickets
- 4.) The play field shall be free from all obstructions 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 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 manufactures 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 within 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. The voltage shall be properly set and maintained so that all offered prizes are obtainable.
- 9.) The crane's claw must operate with non-slip, rubber tips on all the claws.
- 10.) The claw's non-slip rubber tips shall be free on 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 the 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 player field then the 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 the 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 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 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 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 prizes shall deviate more than fifteen (15%) percent from the mean. (Deviation from the mean shall not exceed 15%)
- 23.) According to the manufacture's specification the available prizes shall not exceed the weight requirements.
- 24.) There shall be no form of trade up scheme between merchandise prizes or point systems.
- 25.) Any merchandise that is being utilized as a marketing tool or form of advertising and is not an available prize must be clearly marked "For Display Only".
- 26.) All the lights being used for the spinning light portion of the game must be properly maintained. Any bulb that is burned out or broken must be replaced immediately.
- 27.) The approved operating software version is listed below:

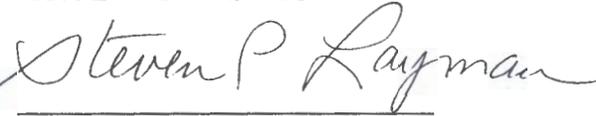
Software Identification

St. Louis Game Company has agreed to the terms by completing the certification section #1 of the application for Amusement Game Certification that reflects the software **version 24** for the Ticket Train Prize Express electronic redemption game is in full compliance with the Amusement Games Licensing Law. If this device is found not to be in compliance 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
Chairman

DATE: 02/22/2017

SL: jc

LGC 17-06