

Skills-Based Amusement Device Standards

Please read the information below, and check your machines to ensure they are in compliance with Code of Maryland Regulation [36.08.01](#), [36.08.03](#), and [36.08.04](#).



LAWFUL Skills-Based Amusement Devices

Devices that are registered with Maryland Lottery and Gaming with an outcome based on player skill. These offer non-cash prizes with a wholesale value of **\$40.00 or less**.

UNLAWFUL Skills-Based Amusement Devices

- Prizes awarded per play **exceed** minimal value (\$40.00).
- Devices award cash prizes or prizes readily convertible to cash.
- Outcome of games are determined by chance.
- Ability of players to succeed is impacted by the number or ratio of prior wins/losses on the device.
- Outcome of games can be determined by sources other than player.
- Success of player is determined by chance event(s) outside players' control.
- Ability of players to succeed is impacted by game features not known or visible to a reasonable player.
- Ability of players to succeed is impacted by an exercise of skill no reasonable player could exercise.

**Amusement devices are subject to inspection by Maryland Lottery & Gaming*

Skill = a learned ability of doing a thing competently; a particular ability, strategy, or tactic; a coordinated set of actions; dexterity, fluency, or coordination in executing physical or mental tasks; technical proficiency or expertise; development of a strategy or tactic to achieve a goal; and/or knowledge of the means of completing a task.

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MARYLAND LOTTERY AND GAMING

For more information on the skills-based amusement device requirements, please refer to Code of Maryland Regulations 36.08.