

1 **Title 36 STATE LOTTERY AND GAMING CONTROL AGENCY**

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3 **Subtitle 08 SKILLS-BASED AMUSEMENT DEVICES**

4
5 **Chapter 01 General**

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7 Authority: Criminal Law Article § 12-301, Annotated Code of Maryland

8 **.01 Scope.**

9 A. This subtitle applies to skills-based amusement devices regulated by the Commission under
10 Criminal Law Article, § 12-301, Annotated Code of Maryland.

11 **.02 Definitions.**

12 A. In this subtitle, the following terms have the meanings indicated.

13 B. Terms Defined.

14 (1) (a) “Merchandise device” means a skills-based amusement device by which:

15 (i) a player controls a mechanical or electromechanical claw or other device to retrieve noncash
16 merchandise or prizes of minimal value; and

17 (ii) Every noncash merchandise or prize within the device must be retrievable during each play.

18 (b) A Merchandise device may not include a feature that provides for the random or
19 predetermined variability of the level of skill required for a successful outcome.

20 (2) “Minimal value” means having a wholesale value of not more than \$30 unless approved by
21 the Commission under Chapter 2 of this subtitle.

22 (3) “Redemption device” means a skills-based amusement device that only issues tickets, tokens
23 or other objects that represent or that can be converted into noncash merchandise or prizes:

24 (a) At the location where the Redemption device is located or an affiliated franchise location;

25 (b) Where the wholesale value per ticket, token, or other object shall not exceed 50 cents;

26 (c) Where the cumulative award per play shall not exceed minimal value;

27 (d) Where tickets, tokens or other objects may be accumulated and converted into noncash
28 merchandise or prizes; and

29 (e) Where the tickets, tokens or other object or noncash merchandise or prizes may not be
30 readily converted into cash.

- 1 (4) "Return" means the ratio of prizes won to the amount played.
- 2 (5) "Skill" means the ability to alter the return by not less than 75% in favor of the player over a
3 completely random outcome.
- 4 (6) "Skills-based amusement device" means a machine, apparatus, or device that:
 - 5 (a) Operates or can be made to operate by inserting, depositing, or placing with another person
6 money, a token, or another object; and
 - 7 (b) Through the element of skill awards the user:
 - 8 (i) Noncash merchandise or prizes of minimal value;
 - 9 (ii) A ticket, token, or other object that represents or that can be converted into noncash
10 merchandise or prizes of minimal value; or
 - 11 (iii) The right to receive an item specified in (i) or (ii) above.