





COMMON PITFALLS

Amusement / Redemption Games

EClipse Compliance Testing has performed evaluations on many devices submitted for review under the rules and regulations established by the New Jersey Legalized Games of Chance Control Commission. In our experience, we have encountered many common pitfalls that must be addressed prior to a recommendation for approval.

The following concerns are a list of common pitfalls:

- Credits may be accumulated for multiple game plays by the insertion of money without offering a discount for multiple game purchases.
- The device may accept more than \$10.00.
- The device may be configured for game play in excess of \$10.00 per play.
- Tickets or prize won, and waiting to be dispensed, may be lost and reset when power is removed from the device.
- Money (credit) inserted is lost and reset to zero (0) when power is removed from the device.
- The device automatically removes credit, without player interaction, after a preset length of time with no activity.
- The device includes options for "Auto Percentaging". An "Auto-Percentage" feature
 may preclude a player from attaining a successful outcome. Such an "AutoPercentage" feature is not permitted under New Jersey requirements.
- Failure to submit full, annotated source code.
- A device or method must be made available to Eclipse Compliance Testing and the New Jersey Legalized Games of Chance Control Commission to read, authenticate and verify the contents of the storage media (other than EPROM) used to house the game program software.

If you should have any questions or require additional information, please feel free to contact our office.