

Amendment No.

CHAMBER ACTION

Senate

House

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1 Representative Trumbull offered the following:

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3 **Amendment**

4 Remove lines 132-153 and insert:

5 (a) "Type A" is an amusement game or machine that, upon
6 activation and game play, does not deliver, entitle, or enable a
7 person playing or operating the amusement game or machine to
8 receive cash, billets, tickets, tokens, points, coupons,
9 merchandise, or any other thing of value, including electronic
10 credits to be exchanged for cash, regardless of whether such
11 things are delivered or paid automatically from the machine or
12 manually. However, Type A amusement games and machines may
13 entitle or enable a person to replay the game without the

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14 insertion or use of any additional currency, coin, card, coupon,
15 slug, token, or similar device, only if:

16 1. The amusement game or machine can accumulate and react
17 to no more than 15 such replays;

18 2. The amusement game or machine can be discharged of
19 accumulated replays only by reactivating the game or device for
20 one additional play for each accumulated replay;

21 3. The amusement game or machine cannot make a permanent
22 record, directly or indirectly, of any free replay;

23 4. The amusement game or machine does not entitle the
24 player to receive anything of value other than a free replay;

25 5. An unused free replay may not be exchanged for anything
26 of value, including merchandise or a coupon or a point that may
27 be redeemed for merchandise; and

28 6. The amusement game or machine does not contain any
29 device that awards a credit and contains a circuit, meter, or
30 switch capable of removing and recording the removal of a credit
31 if the award of a credit is dependent upon chance.

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