

(Not always) For Amusement Only

**A look at gaming device regulation
from the 1900's to 2025**

Chandler Pohl

Major topics

Urban's journal article on free replay

King/Bilek's journal article call and response and response

Federal law on gaming device shipping (Johnson Act / Gaming Device Act)

Nevada gaming device standards, ITL, game approval, field trial

MGM Resorts' Glass Box and Dual Play & GCB cease and desist

Gambling Today via the “Free Replay” Pinball Machine

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GAMBLING TODAY VIA THE “FREE REPLAY” PINBALL MACHINE

I. INTRODUCTION

The terms “gambling” and “gaming” as used today have a meaning notorious, and generally in the United States,¹ a sanction is found annexed to these words in statutory and judicial pronouncements. Phonetically, the fundamental word from which these derivatives issued was an old Anglo-Saxon term, “*gamen*”, which originally was defined as “pleasure, sport”,² but shortly thereafter took on the meaning of “to play”.³ In modern legal parlance, the expression “gambling” consists of three elements; the payment of a price or consideration for a chance to gain a prize.⁴

The practice of gambling appears to have its origin in a psychological stimulus inherent in human nature generally, and thus, the natural development of gambling among the most primitive peoples, and its perseverance throughout history is explained.⁵ The chance of acquiring a greater return by risking a lesser value was an inducement to various forms of gaming among the ancient Egyptians, Chinese and Japanese, the Hebrews, the Greeks and Romans, and the early Germanic Tribes.⁶ In England, gambling with dice dates back to the advent of the Saxons, Danes, and the Romans.⁷

II. ANTI-GAMBLING LEGISLATION

Attempts were made to restrict gambling quite early in English history; one of the first being an edict issued jointly by Richard the First of England and Philip of France, in 1190, for the regulation of the Christian Army during the Crusade.⁸ This edict is typical of the

¹ Nevada alone seems to be the only jurisdiction in the United States not now prohibiting gambling. In *Nevada Tax Comm. v. Hicks*, 310 P.2d 832 (Nev. 1957), that state's court recognized its unique position when it said: “We note that while gambling, duly licensed, is a lawful enterprise in Nevada, it is

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Main topics:

- 1.What is gambling? Three elements.
- 2.When was article written? Who was heavily involved in gambling?
3. Passage of Johnson Act in 1951. Congress power to regulate what?
- 4.The “pinball” illegal gambling biz estimated to be \$1 billion.
- 5.Was there a common definition of “gambling device” between jurisdictions?
- 6.Defining the idea “free replay”.

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"The type of machine which first met the condemnation of our courts was one in which the player by inserting a coin had the chance either of losing the amount played, or securing, as a gain, other coins in varying denominations, the payment being in actual money....

...To avoid judicial disapprobation which the element of chance brought down upon these contrivances, the manufacturers proceeded to introduce a device to indicate in advance of play exactly what the pay-off would be. The court held this subterfuge unavailing...

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...In their ceaseless endeavors to circumvent legislative and judicial condemnation, the contrivers next developed a machine resembling a cash register with a lever on the side, and in the front, a column of packages of mints...

These machines sometimes delivered metal tokens which were purported to have no cash or trade in value, and to be capable of use only for further amusement. These types of machines were declared illegal in numerous state and Federal decisions...

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...As an added inducement to the playing of these devices, a mechanism is inserted whereby the [patron] on attaining a certain score, would be entitled to one or more free games which were automatically furnished."

The concept of a "free game" award was relatively novel in 1958.

What are other novel "awards" from the 1900's that rewarded players?

Hint: eating a certain amount of dots / achieving a certain score

Hint: driving a car on a timed track / reaching a marker

Hint: modern era of pinball end of game

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How did jurisdictions react? Categorizing the various statutes, there appear to be three main classes:

(1) the general, ambiguous acts which leave the courts without guidance in determining whether a particular machine is included as illegal⁵⁹

(2) those containing partial definitions of what will constitute a gambling machine, but which still need clarification when the "free play" devices are encountered,⁶⁰

(3) statutes expressly stating that the free replay pinball machines are embraced within the anti-gambling laws,⁶¹ or are excluded therefrom.⁶²

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If a jurisdiction adopted the “three elements” of gaming...

Does awarding a “free play” violate?

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Ohio:

“Amusement is a thing of value. Were it not so, it would not be commercialized. The less amusement one receives, the less value he receives; and the more amusement, the more value he receives. Since amusement has value, and added amusement has additional value, and since it is subject to be procured by chance without the payment of additional consideration therefor, there is involved in the game three elements of gambling, namely, chance, price, and a prize.”

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Arizona:

"representative of value" is limited to tokens representing money or value in the form of money

Connecticut & Pennsylvania:

the additional game is only trivial amusement, not includible as the element of award necessary to the illegality of a gambling device.

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A state's logic in deeming "free play" to be lawful:

- deeming the game one predominantly of skill,¹⁰⁴
- deeming it primarily amusement,¹⁰⁵
- presuming the free replay not a "thing of value",¹⁰⁶
- **excluding it from general gambling laws where some skill is involved,¹⁰⁷ and**
- the ultra-liberality of excluding pinball machines generally from the effect of the gaming statute.¹⁰⁸

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The quirk of Indiana:

- If the device contained a metered free play device, it was a gambling machine

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Where free games have been actually redeemed [by the patron] for money, merchandise, or in trade, it is manifest that the machine constitutes a forbidden device, and the courts have, with uniformity, so held.¹¹⁴ Similarly where tokens are discharged by the machine, which are exchangeable for money, merchandise, or for additional plays, the machines have met condemnation.¹¹⁵ Tokens awarded which are convertible only into free games,¹¹⁶ or can be used only for amusement on another game,¹¹⁷ are likewise sufficient to denote the device unlawful in a majority of the courts.¹¹⁸

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However, when the replay privilege is automatically awarded by the machine, the objection to a tangible prize¹¹⁹ has been evaded, and only the decisive distinction between unrecorded and metered or recorded extra games remains. The object of this rather recent test, applied where the free replay is permitted under general,¹²⁰ partially definitive,¹²¹ or specific statutes¹²² is to diminish the danger of actual pay-offs made on the number of additional plays, by eliminating any accurate registration of such to determine pay-off amounts.

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Task: You are the owner, why do you need a meter?

Task: You are law enforcement, why do you think the owner needs a meter?

Task: How many meters are acceptable?

Task: Are all meters illegal? Are turnstyles illegal? Is a pad and pencil illegal? What if the game is shipped in two crates. One contains the game. One contains a meter. Legit question: what if meter breaks? What if device comes pre-wired for a meter, but no meter attached?

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Footnotes

8. The edict prohibited any person in the army, beneath the degree of knight, from playing at any sort of game for money: knights and clergymen might play for money, but none of them were permitted to lose more than twenty shillings in one whole day and night, under a penalty of one hundred shillings, to be paid to the archbishops in the army.

While the monarchs could play for what they pleased, their attendants were limited to the sum of twenty shillings also, and if this ceiling were exceeded, violators were to be whipped naked through the army for three days.

9. The Statute of 24 Henry III, A.D. 1351, prohibited the clergy from playing at dice and chess. See also *United States v. Dixon*, 4 Cranch (C.C.) 107 (D.C. 1830), for a complete analysis of this discriminatory legislation in England.

10. Forbade playing at dice during the Feast of Christmas. See also *United States v. Dixon*, *supra* note 9.

The Rise and Decline of Coin-Machine Gambling

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THE RISE AND DECLINE OF COIN-MACHINE GAMBLING

RUFUS KING

Mr. King is engaged in the practice of law in Washington, D. C. He has served as Counsel to several congressional committees, including the Senate Crime Committee. In 1952, Mr. King drafted the Model Anti-Gambling Act promulgated by the National Conference of Commissioners on Uniform State Laws. From 1956 to 1959, he served as Chairman of the Joint Committee on Narcotic Drugs of the American Bar Association and the American Medical Association and is a former Chairman of the Criminal Law Section of the American Bar Association. He has contributed numerous articles in the field of criminal law to leading law journals.

In the following article Mr. King traces the competing histories of coin-machine gambling and legal efforts to suppress it in the United States. The author documents in detail the legislative acts which have served to thwart coin-machine gambling and which sometimes have served to promote it. He also appraises current indicia regarding the future prospects for coin-machine gambling in the United States.—EDITOR.

The forbears of automated gambling, coin-operated vending machines, made their appearance on the American scene early in the nineteenth century. For pennies or nickels they delivered candy, told fortunes, freed turnstiles, weighed people, or regaled their patrons with marvelously complicated piano-and-orchestra discordances.

In the 1890's two men, Charles Fey of San Francisco and Herbert Stephen Mills of Chicago, began the first important production of coin gambling devices. Their machines, by adding an element of chance and cash pay-outs to what

juke box record or an arcade game), service (a shoeshine or a telephone call), or merchandise (a pack of cigarettes, etc.). Gambling machines always have *three* functions: they receive the consideration from the patron (who is now putting up a stake, *qua* player); they apply some determinative element of chance in each transaction; and they pay out, or control the paying out of, winnings. Hence all gambling machine operations embrace the three classic elements of the generic definition of gambling, namely, consideration, chance, and prize.³

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Main topic: Who is author?

Main topic: Who was his client?

The forbears of automated gambling, coin-operated vending machines, made their appearance on the American scene early in the nineteenth century. For pennies or nickels they delivered candy, told fortunes, freed turnstiles, weighed people, or regaled their patrons with marvelously complicated piano-and-orchestra discordances.

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In the 1890's two men, Charles Fey of San Francisco and Herbert Stephen Mills of Chicago, began the first important production of coin gambling devices. Their machines, by adding an element of chance and cash pay-outs to what had theretofore been simple vending transactions, brought the gambling-house proprietor into the five-and-dime market. "No other machine was ever invented from which the profits derived were so fabulous on so small an investment, and with so little effort."1

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Vending machines always have two functions, akin to the traditional concept of bargain and sale: they take the patron's coin as consideration and, like the sales clerk behind his counter, they deliver something in return. What they deliver is of equal value each time,² be it amusement (a juke box record or an arcade game), service (a shoeshine or a telephone call), or merchandise (a pack of cigarettes, etc.).

Gambling machines always have three functions: they receive the consideration from the patron (who is now putting up a stake); they apply some determinative element of chance in each transaction; and they pay out, or control the paying out of, winnings. Hence all gambling machine operations embrace the three classic elements of the generic definition of gambling, namely, consideration, chance, and prize.³

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By the turn of the twentieth century most American jurisdictions had reacted to variously bitter experiences with lotteries and lottery variants.⁴ Over half the states had written antilottery provisions directly into their constitutions ...Most states also enacted general anti-gambling statutes in this era...

In their race to keep ahead of sheriffs and legislative draftsmen, slots designers evolved subterfuges to conceal each of the three gambling functions their machines had to perform. The standard procedure, when each innovation reached the market – and if and when local "arrangements" broke down – was to apply to the local courts for injunctions against seizure, and then to flood the territory with the questioned device while slots lawyers dragged out each step of appellate review.¹⁰

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- whether attaching a small mint vendor to the side of a one-armed bandit, so it would vend candy every time it was played, effectively converted it into a bona fide vending machine (since it then returned some consideration for each coin).¹²
- In lieu of cash pay-offs the machines were designed to give tokens (conspicuously marked, "not redeemable");¹³ the tokens were adapted to fit the coin chute so it could be argued they were merely free replays "for amusement only";¹⁴
- some models issued tickets or checks on which were printed pay-off values (so it could be insisted the paper itself was not a "thing of value");¹⁵
- mints and gum from the vendor adaptation were delivered in variously colored wrappers keyed to pay-offs;¹⁶ and
- one type merely indicated how much the player had won, requiring deposit of the next coin to drop his winnings (to ground the contention that there was no chance since the value to be received for each coin was determined before it was inserted).¹⁷
- Sometimes the pay-off code was concealed in colored cards bearing horoscopes, humorous sayings, etc.,¹⁸ and
- sometimes the machine simulated vendors by paying in cigars, cigarettes, golf balls, and other merchandise items.¹⁹

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Knock-off Circuit

Into the machine was built a "knock-off" circuit, activated by a concealed button or some other hard-to-detect control.²⁸ The player could still play off the games he won (and the sheriff could be shown that this was a bona-fide amusement feature); but if the player elected to be paid off, the location owner gave him cash and "knocked off" the games, which simultaneously recorded each game thus removed on a meter locked inside the machine, beside the cash box.²⁹

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The early high stakes wager:

While amusement models give only one or two free games per play, and accumulate no more than ten or fifteen (at most, on any current model, 26), the gambling versions will award, typically, up to 600 per play and will accumulate the limit of a three-digit indicator, i.e., 999.

And observe again: this is no longer small-time gambling; on a 10¢ machine 999 games represent a pay-off of \$99.90, and the "win" on a single game can be \$60.00.

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Further complications due to moving the chance element in pinball bingo games:

The first coin *guarantees* the game. The subsequent coins *may* purchase features.

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The early high stakes wager:

Now that the stakes were larger than before, the attraction to the player was greater as was the risk to the operator.

Introducing the reflex unit... constantly adjusting the odds (unbeknownst to the player) to protect the "house."

Task: What did federal Johnson Act not do? Regulate intra or interstate activity?

Task: If the federal law prohibits interstate shipping, as a Chicago-based manufacturer, what is an option? What is difference between manufacturing and assembly?

THE PINBALL PROBLEM—ALTERNATIVE SOLUTIONS

ARTHUR J. BILEK AND ALAN S. GANZ

Mr. Bilek is Chief of the Cook County (Chicago), Illinois Sheriff's Police Department. Chief Bilek received the B.S. degree in 1951 from Loyola University, Chicago, and the Master of Social Work degree in 1953 from Loyola University. He is a graduate of several courses in police science and administration and is presently an instructor at the University of Illinois, University of Louisville, and Northwestern University. He has also served as an instructor at Indiana University and St. Joseph's College, East Chicago, Indiana. Chief Bilek is currently Vice-Chairman of the International Association of Chiefs of Police Education and Training Committee.

Mr. Ganz is a member of the Bar of the State of Illinois. Mr. Ganz received the B.A. degree in 1954 from Wabash College and the LL.B. degree in 1959 from the Harvard Law School. From 1959 to 1961, Mr. Ganz served as an Assistant State's Attorney in the State's Attorney's office of Cook County, Illinois.

Both the technical and important distinctions between "amusement" and "gambling" pinball machines and the host of problems engendered by current attempts to regulate the manufacture and use of the devices are explored in this article. The authors offer alternative legislative solutions for the consideration of state and local law-making bodies and include model legislation developed after considerable law enforcement experience in this area.—Editors.

I. AMUSEMENT AND GAMBLING PINBALL MACHINES

A pinball machine is a coin-operated electronic device. The player propels a ball or balls by means of a spring plunger to the top of an inclined playing surface, the lowest point of the playing surface being closest to the player. By gravity, the ball proceeds down the surface and strikes electronic bumpers or falls into holes in the playing surface. The activation of the bumpers or holes by a ball causes points or numbers to register on an illuminated score board. If the player attains a specified

the replays he has won. The owner or lessee then automatically erases the replays from the machine.

When a cash payoff is observed by the police, there is no problem of classifying the pinball machine as a gambling device. However, it is impossible to station a police officer in every place having a pinball machine in order to conduct a surveillance of possible pinball machine gambling. Further, it is unlikely that the machine will be used for gambling purposes when an officer is present.

Traditionally, the pinball industry has consisted

Bilek and Ganz' response to King

3 Bilek and Ganz 56JCrimLCriminology Pinball Problem-Alternative Solutions 1965 CP edit redline

THE PINBALL PROBLEM IN ILLINOIS—AN OVERDUE SOLUTION

RUFUS KING

Mr. King is a member of the New York, Maryland and District of Columbia bars, practices in the District of Columbia and has been variously identified with criminal law and law enforcement—particularly in the field of gambling—since his service as legislative counsel to the Kefauver Committee in 1951. He has contributed numerous articles to leading law publications, including this *Journal*. See King, *The Rise and Decline Of Coin-Machine Gambling*, 55 J. CRIM. L., C. & P.S. 199 (1964).

The following article was written by Mr. King, at the invitation of the *Journal* editors, in response to the article published in the last issue, Bilek and Ganz, *The Pinball Problem—Alternative Solutions*, 56 J. CRIM. L., C. & P.S. 432(1965). In his article, Mr. King disputes the conclusions of the Bilek and Ganz article that gambling and amusement pinball devices are indistinguishable and that total prohibition of all such machines is the only effective way to curb their potential use for gambling, and traces recent legislative and judicial history in Illinois as illustrative of the difficulties encountered in dealing with the pinball problem.

In a recent issue of this *Journal*¹ two officials of Cook County² propound universal solutions for the "pinball problem" in three alternative draft statutes, one wiping out the industry altogether, one consisting of some three thousand words of fine print about licensing and inspection, and the third being a do-it-yourself revision of the second. All prior legislative drafting attempts in this area, the authors say, have failed. All regulatory measures aimed at letting the industry survive without their proposed inspectional provisions are, they conclude, doomed to failure.

Total prohibition of all pinball games appeals to these authors most because (1) it makes the legislative drafting "very simple," (2) it would impose "almost no burden" on the police, (3) it would only ruin those connected with the industry (unless

the 'one-armed bandit,'³ still flourish openly.⁴ Cook County is one of the few metropolitan areas that has not done anything—at least not anything effective—about them.⁵ Let it be conceded also that the makers of amusement pinball games and those who distribute and operate them do not claim to benefit society on any gigantic scale; they merely provide, for a pittance, a few moments' spritely entertainment to those who patronize their machines—though in truth the products of this amusement industry look pretty good in the company of those who fill the airwaves with bland idiocy, purvey smut and trash to the quasi-literate, grind out C-minus titillation for the screen, and drench the American public with toxic substances like nicotine and ethyl alcohol.

If my readers hold the article I am discussing

King's response to Bilek and Ganz

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King_55JCrimLCriminology_Rise and Decline of Coin-Machine Gaming_1964_CP edit redline

Vs.

Bilek and Ganz_56JCrimLCriminology_Pinball Problem-Alternative Solutions_1965_CP edit redline

Vs.

King_57JCrimLCriminology_Pinball Problem in Illinois-An Overdue Solution_1966_CP edit redline

Who are Bilek and Ganz?

Who is King?

3 Bilek and Ganz 56JCrimLCriminology Pinball Problem-Alternative Solutions 1965 CP edit redline

Main issue: how to enforce illegal gambling on amusement(?) devices???

When a cash payoff is observed by the police, there is no problem of classifying the pinball machine as a gambling device.

However, it is impossible to station a police officer in every place having a pinball machine in order to conduct a surveillance of possible pinball machine gambling.

Further, it is unlikely that the machine will be used for gambling purposes when an officer is present.

3 Bilek and Ganz 56JCrimLCriminology Pinball Problem-Alternative Solutions 1965 CP edit redline

Three proposed solutions:

Ban everything. (Disadvantages = economic and amusement)

Police right to inspect without probable cause. (Disadvantages = constitutional?)

Robust licensing and inspections. (Disadvantages = cost and training)

3 Bilek and Ganz_56JCrimLCriminology_Pinball Problem-Alternative Solutions_1965_CP edit redline

Task: Police find an illegal device. Who should be arrested? Lessor or lessee?

Task: Tavern has an illegal device. What is punishment?

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King's response to Bilek and Ganz...

Let it be conceded at the outset that there is a "pinball problem" and that it is an aggravated problem in Illinois.

Let it be conceded also that the makers of amusement pinball games and those who distribute and operate them do not claim to benefit society on any gigantic scale ...

though in truth the products of this amusement industry look pretty good in the company of those who fill the airwaves with bland idiocy, purvey smut and trash to the quasi-literate, grind out C-minus titillation for the screen, and drench the American public with toxic substances like nicotine and ethyl alcohol.

4 King 57JCrimLCriminology Pinball Problem in Illinois-An Overdue Solution 1966 CP edit redline

First, all United States pinball machines are produced in the Chicago area, in Cook County, by a handful of manufacturers who make no secret of what they put into their products.

Second, one type of machine, produced by one company, is designed and manufactured for gambling operations, and despite protestations to the contrary, for nothing else.

Third, all other pinball machines now marketed by the industry are machines of types designed and manufactured merely to vend amusement, are incapable of being used to promote gambling,¹⁰ and have never been (in thirty years' experience with them) so used.¹¹

Fourth, to convert an amusement pinball game into a gambling device is only possible in the sense that one could rebuild a moppet sports car into a ten-ton truck (and no such makeshift conversion has ever been encountered in the entire history of the industry).¹²

Fifth, a blind child could tell any gambling pinball machine now in common use unerringly from any contemporary amusement type by touch and sound alone – binocular federal agents¹³ and the normally endowed lawmakers and enforcement agencies of most states¹⁴ have been making this distinction successfully for years.

Moppet sports car



Videos

- Bagatelle
 - <https://www.youtube.com/watch?v=vhEWADevEs0&feature=youtu.be&themeRefresh=1>
- Humpty Dumpty
 - <https://www.youtube.com/watch?v=ckDu-xT6iQA>
- Non-Video Poker?
 - <https://www.youtube.com/watch?v=DMvTuLvGpZQ>
- Roulette
 - <https://www.youtube.com/watch?v= bi1tpzRJUM>
- HRM? With coin check window
 - <https://www.youtube.com/watch?v=IBnwFErJZnE>
- Big Wheel horse race
 - <https://www.youtube.com/watch?v=hMZIKDAZ3G8>
- Looff's Lite-a-Line
 - https://www.youtube.com/watch?v=vzd5Y5SrX_w
- Bally Frolics with Reflex Unit
 - <https://www.youtube.com/watch?v=Qc1sThfWYuE&list=PLO3lJlu9D-ilrpUnEYQ07bebhDgyw-MhM&index=6>
- Bally Miss America pt 1
 - <https://www.youtube.com/watch?v=WTjsvHWTiyl&list=PLO3lJlu9D-ilrpUnEYQ07bebhDgyw-MhM&index=18>
- Bally Miss America pt 2
 - <https://www.youtube.com/watch?v=C9tOaHlHZqo>
- Roller Derby - bingo typical patron
 - <https://www.youtube.com/watch?v=IR9Rrp7o0fo&list=PLO3lJlu9D-ilrpUnEYQ07bebhDgyw-MhM&index=11>
- Trade Stimulator - Mantiques 1:30 to 7:42
 - <https://www.youtube.com/watch?v=2ASb3ETwEtk>

Suggested 60%
to Operator and
40% to Location



<https://www.youtube.com/watch?v=KPmGtEciV9M>

John Osborne video

- <https://www.youtube.com/watch?v=P6WZVDUzq8w>
- Flying High (1936) - 0:00 to 3:45
- One ball, “pay table” by coin or ticket, coin escalator

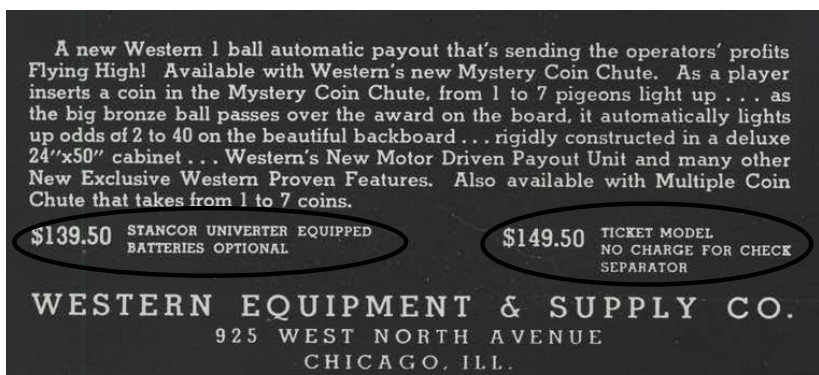


Image <https://www.ipdb.org/showpic.pl?id=904&picno=83800>

Game & Device Compliance

John Osborne video

- <https://www.youtube.com/watch?v=P6WZVDUzq8w>
- Turf King (1941) - 24:06 to 29:21
- One ball vs five ball models
- Convertible (pays coin or replays)
- Purchase features

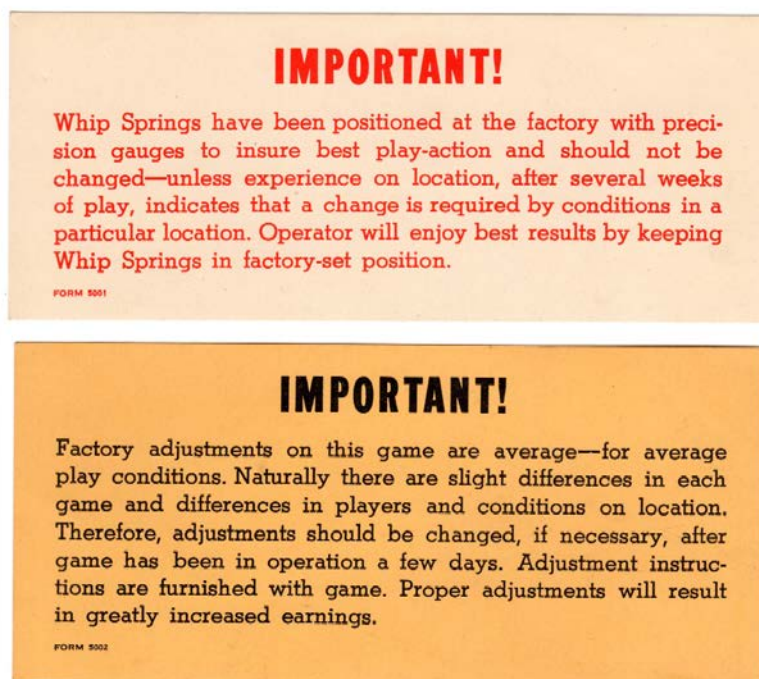
Note: image showing 1950 version
Image <https://www.ipdb.org/showpic.pl?id=2672&picno=51425>



Turf King (1950)

- Bally's instructions to the operator
- Did an attorney draft this? Which word is unwritten?

Image <https://www.ipdb.org/showpic.pl?id=2672&picno=83547>



Game & Device Compliance

John Osborne video

- <https://www.youtube.com/watch?v=P6WZVDUzq8w>
- Feature Bell (1947) - 26:21 to 29:21
- Slot machine console
- Example of purchasing features (chance)

Image <https://www.arcade-museum.com/Slot-Machine/feature-bell#gallery-1>



Game & Device Compliance

John Osborne video

- <https://www.youtube.com/watch?v=P6WZVDUzq8w>
- Tropicana (1947) - 22:00 to 23:24
- Roll down, no plunger

Image <https://www.ipdb.org/showpic.pl?id=2663&picno=25387>



Game & Device Compliance

Player review from [ipdb.org](https://www.ipdb.org)

- “I played this game in the fifties in an arcade in Tooting South London, England. It was a great game and one of the few you could win a prize on by getting a high score. As long as you could make TROPICANA and collect the double bonus. Many hours were spent and enjoyed on this machine. I often went home with no money left, but happy.”

Review from <https://www.ipdb.org/rate/showrate.pl?gid=2663>

- Any artful crafting of manufacturer's language can be easily negated by customer, is the review harmful?

Image <https://www.ipdb.org/showpic.pl?id=2663&picno=25387>



Game & Device Compliance

John Osborne video

- <https://www.youtube.com/watch?v=P6WZVDUzq8w>
- Variety (1954) - 7:13 to 9:00

Image <https://www.ipdb.org/showpic.pl?id=2663&picno=25387>



Variety - bingo

- Replay register (three digit)
- Some features:
- Rollovers: Yellow (spots 25), Red (spots 10)
- Magic Lines
- Super-Card - 3-in-line in an active Super Card will pay as 4-in-line.
- Extra Ball(s)

Image <https://www.ipdb.org/showpic.pl?id=2719&picno=8973>



Variety - bingo

- Replay register (three digit)
- Some features:
- Rollovers: Yellow (spots 25), Red (spots 10)
- Magic Lines
- Super-Card - 3-in-line in an active Super Card will pay as 4-in-line.
- Extra Ball(s)

Image <https://www.ipdb.org/showpic.pl?id=2719&picno=8973>



Pay Table

- Five in a row
- Four in a row
- Three in a row
- Pay table advances by purchase (chance)



Image <https://www.ipdb.org/showpic.pl?id=2719&picno=11117>

Pay Table

- Five in a row
- Four in a row
- Three in a row
- Pay table advances by purchase (chance)



Image <https://www.ipdb.org/showpic.pl?id=2719&picno=11117>

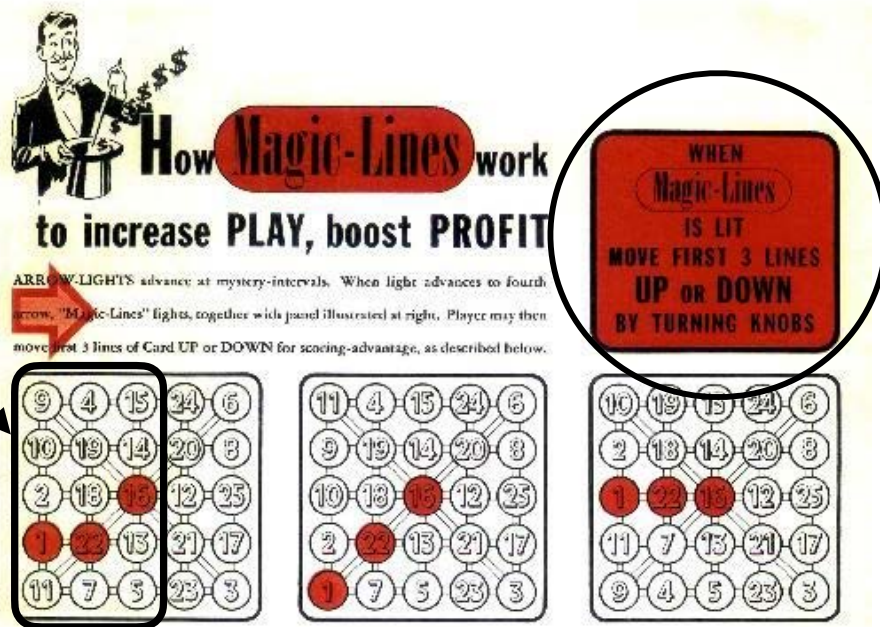
Magic Lines

- Purchased feature (chance)
- Player moves first 3 rows up or down

Image <https://bingo.cdyn.com/machines/bally/variety/resources/cab-variety-2.jpg>



Image <https://www.ipdb.org/showpic.pl?id=2719&picno=11117>



Variety - bingo (cabinet)



Image <https://bingo.cdyn.com/machines/bally/variety/>

Variety - bingo (mechanics)

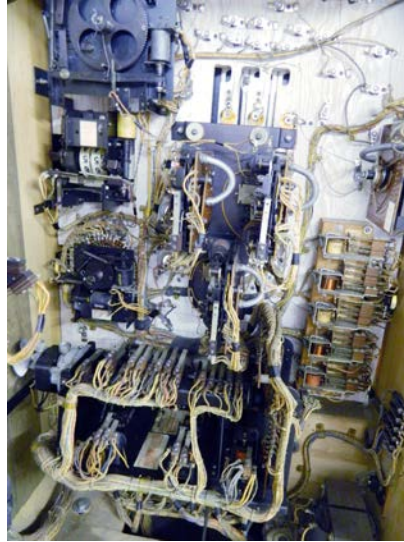


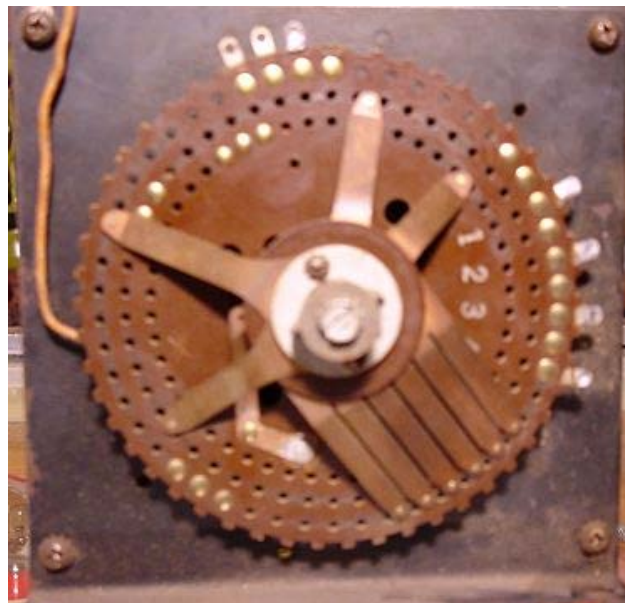
Image <https://bingo.cdyn.com/machines/bally/variety/>

Reflex Unit

“the mind of the machine”

the more coins or replays a player plays without winning ... the easier the machine becomes in giving extra advantages such as features, higher odds, and extra balls.

the more replays a player wins the harder it becomes to obtain these same advantages.



Notice how all the rivets aren't being touched by the wipers.

Image and text <https://bingo.cdyn.com/techno/howtheywork/insidebingo/reflex.html>

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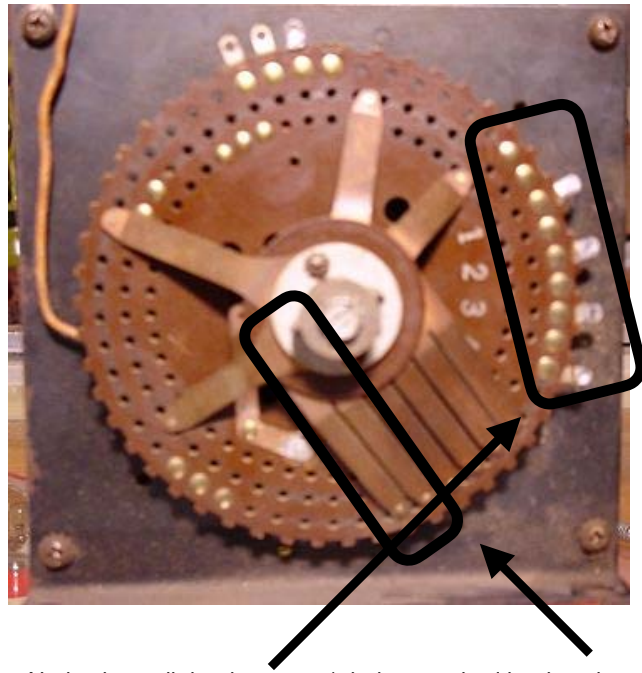


Image and text <https://bingo.cdyn.com/techno/howtheywork/insidebingo/reflex.html>

Notice how all the rivets aren't being touched by the wipers.

Bingo - accounting log #1

The following is from a paper cocktail napkin found in a Bally Bikini - who says the operators didn't keep good records!

The meters in this game were wired to record the number of coins deposited and the number of coins payed out (reset from the replay register by power cycling the game). Note that this is different than the number of games played and the number of credits won. In slot machine terms, it's the amount people cashed out....and we all know that most people keep playing until there are no credits left.

The year is unknown. If you aren't used to casino terms, Hold is the money that you took in, minus the money you paid out.

Assuming the operator split the income with the bartender, this machine pretty much paid for itself in the 9 months recorded on the napkin. A strong location could do 4 times more volume - or more.

This game operated on nickles.

Source <https://bingo.cdyn.com/paper/profits.html>

Bingo - accounting log #1

Coin in	Date	Coin out	Coin in/period	Coin out/period	Days in period	Avg coin in/day	Avg coin out/day	Hold	Payout	Profit
98020	10/16	86590								
99253	10/30	87187	1233	597	14	88.07	42.64	51.58%	48.42%	\$31.80
99843	11/06	87347	590	160	7	84.29	22.86	72.88%	27.12%	\$21.50
102779	11/16	88316	2936	969	10	293.6	96.9	67.00%	33.00%	\$98.35
105325	11/24	89056	2546	740	8	318.25	92.5	70.93%	29.07%	\$90.30
106518	11/30	89567	1193	511	6	198.83	85.17	57.17%	42.83%	\$34.10
107091	12/08	89707	573	140	8	71.63	17.5	75.57%	24.43%	\$21.65
108594	12/14	89907	1503	200	6	250.5	33.33	86.69%	13.31%	\$65.15
109238	12/21	90097	644	190	7	92	27.14	70.50%	29.50%	\$22.70
111087	12/28	90249	1849	152	7	264.14	21.71	91.78%	8.22%	\$84.85
114727	01/10	90957	3640	708	13	280	54.46	80.55%	19.45%	\$146.60
117645	01/25	91656	2918	699	15	194.53	46.6	76.05%	23.95%	\$110.95
130095	02/27	94687	12450	3031	33	377.27	91.85	75.65%	24.35%	\$470.95
133311	03/22	96307	3216	1620	23	139.83	70.43	49.63%	50.37%	\$79.80
134794	03/28	96808	1483	501	6	247.17	83.5	66.22%	33.78%	\$49.10
159845	07/16	103855	25051	7047	110	227.74	64.06	71.87%	28.13%	\$900.20
			61825	17265				72.07%	27.93%	\$2,228.00

Source <https://bingo.cdyn.com/paper/profits.html>

Bingo - accounting log #2

*this ledger was found in a bingo machine

first column = cash in

second column = cash payout

revenue split 50/50

1958 Mrs Kelly									
MOR NO. 8811-2									
								LOCATION	OPERATOR
1	JAN 2	BALANCE FORWARD	5200	-	1000			2100	2100
2	11	"	3600		800			1400	1400
3	18	"	4500		900			1800	1800
4	21	"	2800		1800			500	500
5	27	"	5500		1500			2000	2000
6									7800
7	FEB 1	GAY TIME - DUDE RANCH	3800		1800			1000	1000
8	FEB 2	"	2500		700			900	900
9	8	"	4950		1150			1900	1900
10	9	"	2400		600			900	900
11	15	"	4000		900			1550	1550
12	17	"	6125		1565			2300	2300
13	22	"	5200		1200			2000	2000
14	28	"	3800		1800			1000	1000
15								11550	11550
16	MAR 2	"	2500		1000			750	750
17	8	"	5100		1000			2000	2000
18	9	"	1600		1000			300	300
19	21	"	4100		1100			1500	1500
20	27	"	4850		850			2000	2000
21									6550

Source <https://bingo.cdyn.com/paper/kelly/>

Bingo - spot the difference



Image <https://www.ipdb.org/showpic.pl?id=3608&picno=60199>

Bingo - same game, new backglass

Subject: Sea Fair Bingo

There is a fellow in Sparks, NV ... a former Bally employee who ran bingo routes at one time. They are not legal in Nevada at the present time because the odds are not well defined.

He received certification as an expert on the machines to be able to testify about the true odds going through the reflex unit, spotting disk and mixers. Still, no approval because of a lack of accounting system that seems to be built into modern slots.

He explained that *backglass rescreening* was done to alter the names and sometimes characteristics of machines... (i.e., change odds, change identity) ... When law enforcement had a list of "factory" machines defined as illegal, these machines did not fit that definition...

Thanks again

Ray

Note: The Sea Fair glass is a converted Big Show glass. These games were only run in the Seattle area. We have a yearly event called Sea Fair and this was an attempt to please the city fathers. Also in King County, where Seattle is located, you could only pay off odds up to 160. That is why on the glass they only go up to 160. Other games in Seattle had to have the higher numbers painted out. - Ray

Email <https://danny.cdyn.com/Bingo%20Pinballs15.htm>

Game & Device Compliance

Pinball or Gambling

- <https://www.youtube.com/watch?v=x1rEoihvF-c&t=44s>
- Royal Belles 0:00 to 7:25
- Hi Straight 7:25 to 12:50
- Poker Face 12:50 to 22:30
- Go Cart 22:30 to 27:34
- Larry Zartarian, Pacific Pinball Museum
- Keeney - flipper pinballs
- Flippers arrived in 1947

Image <https://www.youtube.com/watch?v=x1rEoihvF-c&t=44s>



Game & Device Compliance

Pinball or Gambling

- <https://www.youtube.com/watch?v=Wdh7XApdQuU&t=1481s>
- Old Plantation 9:58 to 13:24
- El Rancho 17:48 to 22:58 "hit or miss"
- Larry Zartarian, Pacific Pinball Museum

Image <https://www.youtube.com/watch?v=x1rEoihvF-c&t=44s>



Johnson Act / Gaming Device Control Act

<https://www.gamingregulation.com/shipping-gaming-devices/>

The Johnson Act of 1951

In 1951, Congress enacted the Transportation of Gambling Devices Act.

The Act, more commonly known as the Johnson Act, has been amended several times during the intervening years (see, 1962's Gaming Device Control Act).

Most notably, the Act makes it unlawful to knowingly transport a gambling device to a state where such a device is prohibited by law.

Johnson Act / Gaming Device Control Act

<https://www.gamingregulation.com/shipping-gaming-devices/>

Overview

The Johnson Act, 15 USC §1171 *et seq.*, is a broad federal law that prohibits the shipment of gambling devices. The law does, however, allow shipments of gambling devices to states or localities that have passed legislation that specifically exempts the state or locality from the provisions of the Johnson Act. After its passage, the law was amended by the Gambling Devices Act of 1962, which clarified the kinds of devices covered and the reporting requirements for those dealing in gambling machines.

The plain language of the Johnson Act prohibits the transportation of the materials defined as a “gambling device” to a jurisdiction that has not exempted itself from the Johnson Act. 15 USC §1172(a).

The statute was drafted, in part, to assist states and local jurisdictions in prohibiting the shipping of products into their jurisdictions. Games can “pass through” a jurisdiction (Nevada can ship through Utah).

Johnson Act / Gaming Device Control Act

<https://www.govinfo.gov/content/pkg/USCODE-2023-title15/html/USCODE-2023-title15-chap24.htm>

15 USC §1171. Definitions

(a) The term "gambling device" means—

- (1) any so-called "slot machine" or any other machine or mechanical device an essential part of which is a drum or reel with insignia thereon, and (A) which when operated may deliver, as the result of the application of an element of chance, any money or property, **or** (B) by the operation of which a person may become entitled to receive, as the result of the application of an element of chance, any money or property; or
- (2) any other machine or mechanical device (including, but not limited to, roulette wheels and similar devices) designed and manufactured primarily for use in connection with gambling, and (A) which when operated may deliver, as the result of the application of an element of chance, any money or property, or (B) by the operation of which a person may become entitled to receive, as the result of the application of an element of chance, any money or property; or
- (3) any subassembly or essential part intended to be used in connection with any such machine or mechanical device, but which is not attached to any such machine or mechanical device as a constituent part.

Johnson Act / Gaming Device Control Act

<https://www.govinfo.gov/content/pkg/USCODE-2023-title15/html/USCODE-2023-title15-chap24.htm>

15 USC §1178. Nonapplicability of chapter to certain machines and devices

None of the provisions of this chapter shall be construed to apply—

- (1) to any machine or mechanical device designed and manufactured primarily for use at a racetrack in connection with parimutuel betting,
- (2) to any machine or mechanical device, such as a coin-operated bowling alley, shuffleboard, marble machine (a so-called pinball machine), or mechanical gun, which is not designed and manufactured primarily for use in connection with gambling, **and** (A) which when operated does not deliver, as a result of the application of an element of chance, any money or property, or (B) by the operation of which a person may not become entitled to receive, as the result of the application of an element of chance, any money or property, or
- (3) to any so-called claw, crane, or digger machine and similar devices which are not operated by coin, are actuated by a crank, and are designed and manufactured primarily for use at carnivals or county or State fairs.

Nevada

Nevada definition of “gaming device”

Nevada gaming statute - NRS 463.0155 - <https://www.leg.state.nv.us/NRS/NRS-463.html#NRS463Sec0155>

NRS 463.0155 “Gaming device” defined. “Gaming device” means any object used remotely or directly in connection with gaming or any game which affects the result of a wager by determining win or loss and which does not otherwise constitute associated equipment. The term includes, without limitation:

1. A slot machine.
2. Mobile gaming.
3. A collection of two or more of the following components:
 - (a) An assembled electronic circuit which cannot be reasonably demonstrated to have any use other than in a slot machine;
 - (b) A cabinet with electrical wiring and provisions for mounting a coin, token or currency acceptor and provisions for mounting a dispenser of coins, tokens or anything of value;
 - (c) An assembled mechanical or electromechanical display unit intended for use in gambling;or
 - (d) An assembled mechanical unit which cannot be demonstrated to have any use other than in a slot machine.

Nevada definition of “gaming device”

Nevada gaming statute - NRS 463.0155 - <https://www.leg.state.nv.us/NRS/NRS-463.html#NRS463Sec0155>

NRS 463.0155 “Gaming device” defined.

4. Any object which may be connected to or used with a slot machine to alter the normal criteria of random selection or affect the outcome of a game.

5. A system for the accounting or management of any game in which the result of the wager is determined electronically by using any combination of hardware or software for computers.

6. A control program.

7. Any combination of one of the components set forth in paragraphs (a) to (d), inclusive, of subsection 3 and any other component which the Commission determines by regulation to be a machine used directly or remotely in connection with gaming or any game which affects the results of a wager by determining a win or loss.

8. Any object that has been determined to be a gaming device pursuant to regulations adopted by the Commission.

Nevada definition of “gaming device”

Nevada gaming statute - NRS 463.0155 - <https://www.leg.state.nv.us/NRS/NRS-463.html#NRS463Sec0155>

NRS 463.0155 “Gaming device” defined.

9. As used in this section:

(a) “Control program” means any software, source language or executable code which affects the result of a wager by determining win or loss as determined pursuant to regulations adopted by the Commission.

(b) “Mobile gaming” means the conduct of gambling games through communications devices operated solely in an establishment which holds a nonrestricted gaming license and which operates at least 100 slot machines and at least one other game by the use of communications technology that allows a person to transmit information to a computer to assist in the placing of a bet or wager and corresponding information related to the display of the game, game outcomes or other similar information. For the purposes of this paragraph, “communications technology” means any method used and the components employed by an establishment to facilitate the transmission of information, including, without limitation, transmission and reception by systems based on wireless network, wireless fidelity, wire, cable, radio, microwave, light, optics or computer data networks. The term does not include the Internet.

Independent Testing Laboratory

Nevada Gaming Regulation - <https://gaming.nv.gov/uploadedFiles/gamingnv.gov/content/regs/AllRegulations.pdf>

Reg. 14.010 Definitions

18. "Independent testing laboratory" means a private laboratory that is registered by the Commission to inspect and certify games, gaming devices, associated equipment, cashless wagering systems, intercasino linked systems, mobile gaming systems or interactive gaming systems, and any components thereof and modifications thereto, and to perform such other services as the Board and Commission may request.

Independent Testing Laboratory

Gaming Laboratories International (GLI) - <https://gaminglabs.com/>

Videos:

<https://www.youtube.com/watch?v=tljVeNcxk3U> (new tech)

<https://www.youtube.com/watch?v=SLSKfJDR7LE&t=4s> (drafting standards)

Standards: <https://gaminglabs.com/gli-standards/>

GLI-11 Standard (gaming device):

<https://gaminglabs.com/wp-content/uploads/2018/09/GLI-11-Gaming-Devices-V3-0.pdf>

GLI-20 Standard (kiosks - hardware, not software):

<https://gaminglabs.com/wp-content/uploads/2024/06/GLI-20-Kiosks-v2.0.pdf>

Minimum Standards - Reg 14.040

Nevada Gaming Regulation - <https://gaming.nv.gov/uploadedFiles/gamingnvgov/content/regs/AllRegulations.pdf>

Reg. 14.040 Minimum standards for gaming devices

1. All gaming devices must:

- (a) Theoretically pay out a mathematically demonstrable percentage of all amounts wagered, which must not be less than 75 percent for each wager available for play on the device.
- (b) Determine game outcome solely by the application of: (1) Chance; (2) The skill of the player; or (3) A combination of the skill of the player and chance.
- (c) Display in an accurate and non-misleading manner: (1) The rules of play; (2) The amount required to wager on the game or series of games in a gaming session; (3) The amount to be paid on winning wagers; (4) Any rake-off percentage or any fee charged to play the game or series of games in a gaming session; (5) Any monetary wagering limits for games representative of live gambling games; (6) The total amount wagered by the player; (7) The game outcome; and (8) Such additional information sufficient for the player to reasonably understand the game outcome. (d) Satisfy the technical standards adopted pursuant to section 14.050.

Minimum Standards - Reg 14.040

Nevada Gaming Regulation - <https://gaming.nv.gov/uploadedFiles/gamingnvgov/content/regs/AllRegulations.pdf>

Reg. 14.040 Minimum standards for gaming devices.

2. Once a game is initiated by a player on a gaming device, the rules of play for that game, including the probability and award of a game outcome, cannot be changed. In the event the game or rules of play for the game, including probability and award of a game outcome, change between games during a gaming session, notice of the change must be prominently displayed to the player.

...

5. For gaming devices that are representative of live gambling games, the mathematical probability of a symbol or other element appearing in a game outcome must be equal to the mathematical probability of that symbol or element occurring in the live gambling game.

...

Minimum Standards - Reg 14.040

Nevada Gaming Regulation - <https://gaming.nv.gov/uploadedFiles/gamingnvgov/content/regs/AllRegulations.pdf>

Reg. 14.040 Minimum standards for gaming devices.

6. Gaming devices that offer games of skill or hybrid games must indicate prominently on the gaming device that the outcome of the game is affected by player skill.

7. Gaming devices must not alter any function of the device based on the actual hold percentage.

...

New Game Approval - Reg 14.230

Nevada Gaming Regulation - <https://gaming.nv.gov/uploadedFiles/gamingnvgov/content/regs/AllRegulations.pdf>

Reg. 14.230 Approval of new games and game variations; applications and procedures.

1. A licensee shall not offer a new game for play unless the new game has received a recommendation for approval from the Board subject to final disposition by the Commission, or been approved by the Commission. A licensee shall not offer a game variation for play unless the game variation has been approved in writing by the Chair.

2. ...Each [new game] application must include... :

- (a) [applicant's info];
- (b) [name of the game];
- (c) [copyrights, trademarks, or patents involving the new game or game variation];
- (d) A description of the new game or game variation, including the rules of play, the proposed schedule of payouts, and a statistical evaluation of the theoretical percentages of the game; and
- (e) All materials relating to the results of the registered independent testing laboratory's inspection and certification process that are required under section 14.400.

...

Field Trial - Reg 14.240

Nevada Gaming Regulation - <https://gaming.nv.gov/uploadedFiles/gamingnvgov/content/regs/AllRegulations.pdf>

Reg. 14.240 Field trials of new games and game variations.

1. The Chair may allow or require that a new game or game variation to be tested at a licensed gaming establishment for not more than 180 days under terms and conditions that the Chair may approve or require.
2. The Chair may order termination of the test period, if the Chair determines, in the Chair's sole and absolute discretion, that the developer of the new game or the licensed gaming establishment has not complied with the terms and conditions of the order allowing or requiring a test period. (Adopted: 7/89. Amended: 7/10.)

1900's to 2024/25

Glass Box, Dual Play

GCB cease and desist

Nevada - Enforcement

Live Dealer Studios

- https://www.gaming.nv.gov/siteassets/content/about/press-release/Nevada_Gaming_Control_Board_Issues_Cease_and_Desist_to_Producer_of_Live_Gaming_Content_in_Las_Vegas.pdf



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KIRK D. HENDRICK, *Chairman*
DR. BRITTNE WATKINS, *Member*
HON. GEORGE ASSAD (RET.), *Member*

Las Vegas, NV – July 25, 2024

Nevada Gaming Control Board Issues Cease and Desist to Producer of Live Gaming Content in Las Vegas

The Nevada Gaming Control Board (NGCB) issued a cease and desist demanding that Playgon Interactive, Inc. (Playgon) and its affiliate, Bitrate Productions (Bitrate), cease production of live dealer content from a studio located in Las Vegas, NV. The demand, signed by NGCB Chairman Kirk Hendrick, alleges that Bitrate is using live dealers in Las Vegas to deal games such as baccarat and roulette, and broadcasts the content to online casinos located around the world. The NGCB advised Playgon that Bitrate's activity requires appropriate licensing, which Bitrate does not possess, from the Nevada Gaming Commission (NGC). The NGCB also advised Playgon that the company's outside legal counsel, on two separate occasions in 2016, represented on behalf of the company that Bitrate's activity would not require NGC licensing because the content would be used for entertainment purposes only. At some point, however, Bitrate's activities went beyond social gaming.

The NGCB's letter dated July 18, 2024, demands that Playgon, Bitrate and their respective

MGM Grand & Bellagio

Dual Play- https://www.dropbox.com/scl/fo/o9il4hnds1u4j89xurr29/APNVy-nEiqO5OucUo_li-4E?dl=0&e=1&preview=vegas_live_tables_overview.mp4&rikey=eysnia3oi9fa53ab7nblaruhq&st=ej52oxs0



MGM Grand

Live Dealer- https://www.dropbox.com/scl/fo/o9il4hnds1u4j89xurr29/APNVy-nEiqO5OucUo_li-4E?dl=0&e=1&preview=vegas_live_tables_overview.mp4&rlkey=eysnia3oi9fa53ab7nblaruhq&st=ej52oxs0



MGM Grand

Glass Box Studio - https://www.dropbox.com/scl/fo/o9il4hnds1u4j89xurr29/APNVy-nEiqO5OucUo_li-4E?dl=0&e=1&preview=FF_Reel_online_v07.mp4&rlkey=eysnia3oi9fa53ab7nblaruhq&st=ej52oxs0

