

TITLE 6: CRIMES AND CRIMINAL PROCEDURE
DIVISION 3: MISCELLANEOUS OFFENSES

§ 3601. Definitions.

(a) “Associated equipment” means any equipment or mechanical, electromechanical or electronic contrivance, component or machine used remotely or directly in connection with gaming, any game, race or sports book or pool that would not otherwise be classified as a gaming device, including dice, playing cards, links which connect to progressive slot machines, equipment which affects the proper reporting of gross revenue, computerized systems of betting at a race book or sports pool, computerized systems for monitoring slot machines and devices for weighing or counting money.

(b) “Cashless wagering system” means a method of wagering and accounting in which the validity and value of a wagering instrument or wagering credits are determined, monitored and retained by a computer operated and maintained by a licensee which maintains a record of each transaction involving the wagering instrument or wagering credits, exclusive of the game or gaming device on which wagers are being made. The term includes computerized systems which facilitate electronic transfers of money directly to or from a game or gaming device.

(c) “Cheat” means to alter the elements of chance, method of selection or criteria which determine:

- (1) The result of a game;
- (2) The amount or frequency of payment in a game;
- (3) The value of a wagering instrument; or
- (4) The value of a wagering credit.

(d) “Commission” mean the Commonwealth Casino Commission.

(e) “Game” means any activity that includes elements of prize, consideration, and chance; or any “game” that is approved by the Commission for the casino’s purposes.

(f) “Gaming” means to deal, operate, carry on, conduct, maintain, expose for play, or the playing of any game;

(g) “Gaming device” means any object used remotely or directly in connection with casino 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 machines or other electronic gaming machines (EGMs), however styled.
- (2) A collection of two or more of the following components:
 - (i) An assembled electronic circuit which cannot be reasonably demonstrated to have any use other than in a slot machine or in a electronic gaming machine;
 - (ii) 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;
 - (iii) An assembled mechanical or electromechanical display unit intended for use in gambling or gaming; or

TITLE 6: CRIMES AND CRIMINAL PROCEDURE
DIVISION 3: MISCELLANEOUS OFFENSES

(iv) An assembled mechanical or electromechanical unit which cannot be demonstrated to have any practical use other than in a slot machine.

(3) 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.

(4) 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.

(5) A control program, which includes 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 or orders issued by the Commission.

(6) Any combination of one of the components set forth in paragraphs

(i) to (iv), inclusive, of this subsection 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.

(7) Any object that has been determined to be a gaming device pursuant to regulations adopted or orders issued by the Commission.

(h) “Wager” or “Wagering” means a contract in which two or more parties agree that a sum of money or other thing, tangible or intangible, shall be paid or delivered to one of them or that shall gain or lose on the happening of an uncertain event or upon the ascertainment of a fact in dispute.

(i) “Wagering credit” means a representative of value, other than a chip, token or wagering instrument approved by the Commonwealth Casino Commission, that is used for wagering at a game, gaming device, race book or sports pool and is obtained by the payment of cash or a cash equivalent, the use of a wagering instrument or the electronic transfer of money.

Source: PL 21-38 § 31 (Jan. 7, 2021), modified.

Comment: Commission capitalized each word of the section title; numbered the chapter and sections; renumbered subsections under (g)(2); and changed “(A)” and “(D)” to “(i)” and “(iv)” in subsection (g)(6) pursuant to 1 CMC § 3806(a), 1 CMC § 3806(f), and 1 CMC § 3806(a).

See also, Commission comment to 4 CMC § 2305.