

3772-50-17 Duties of skill-based amusement machine vendors.

In addition to all other requirements under this chapter, each skill-based amusement machine vendor has an ongoing duty to:

- (A) Only manufacture, for use in this state, skill-based amusement machines and related equipment in accordance with the specifications of Chapters 2915. and 3772. of the Revised Code and the rules adopted thereunder.
- (B) Ensure that each skill-based amusement machine sold or otherwise provided in this state meets the minimum technical standards established by the commission.
- (C) Unless otherwise approved, submit all type-B and type-C skill-based amusement machines to a certified independent skill-based testing laboratory for testing in accordance with this chapter prior to selling or otherwise providing a type-B or type-C skill-based amusement machine for use in this state.
- (D) Ensure copies of testing reports and all other documentation from a certified independent skill-based amusement machine testing laboratory are made available to the commission upon request.
- (E) Ensure that all electronic or mechanical components, including the motherboard, that can or could be manipulated to affect the outcome of a game, excluding those components that interact with a player, are located in a locked cabinet or console.
- (F) Comply with all notices or directives from the commission, executive director of the commission, or his or her designee, to draft, edit, or implement policies, procedures, or practices.