

**MISSISSIPPI GAMING COMMISSION REGULATIONS**  
**VII. INTERNAL CONTROLS FOR GAMING ESTABLISHMENTS**

**A. DEFINITIONS**

(10) No change to text

- (a) bingo games or raffles which are held pursuant to the provisions of Miss. Code Ann. Section 97-33-51;
- (b) games, devices or machines designed and manufactured for bona fide amusement purposes which, as a result of the insertion of coins, tokens or tickets, award prizes based more upon the skill of the player rather than upon the element of chance, if: (i) the amount of consideration required to play the game or operate the device or machine is fixed in an unvarying amount and cannot be increased or decreased to vary the potential prize, and; (ii) the amount of consideration required to play the game or operate the device or machine is not more than \$0.25, and; (iii) a prize of some value or a token or ticket redeemable toward a prize is awarded on each play of the game or operation of the device or machine, and; (iv) prizes are limited to non-cash merchandise, prizes, toys, or novelties, and; (v) the maximum value of any potential prize earned on a single play of the game or operation of the device or machine has a wholesale value not exceeding five dollars (\$5.00), and; (vi) the game, device or machine is not classified by the United States government as requiring a federal gaming stamp under applicable provisions of the Internal Revenue Code; and
- (c) amusement skill devices or machines, if:
  - (i) prizes are limited to non-cash merchandise, toys or novelties; and
  - (ii) the element of skill is a determinate in the awarding of any prize; and
  - (iii) the player, on any single play of the device or machine, may not be awarded or become entitled to any prize with a wholesale value of more than \$10.00; and
  - (iv) the amount of consideration required to operate the device or machine one time is fixed in an unvarying amount not to exceed \$1.00; and
  - (v) there is no banking mechanism or automatic percentaging mechanism that determines whether a player wins or loses with any play of the device or machine.

“Skill” for purposes of this Regulation VII. A. 10. means that a player’s experience, precision, dexterity or ability to use his or her knowledge enables him or her to obtain

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more frequent rewards or prizes than those obtained by another less experienced, precise, dexterous or knowledgeable player.