

1 AN ACT concerning gaming.

2 **Be it enacted by the People of the State of Illinois,**
3 **represented in the General Assembly:**

4 Section 5. The Criminal Code of 1961 is amended by changing
5 Section 28-2 as follows:

6 (720 ILCS 5/28-2) (from Ch. 38, par. 28-2)

7 Sec. 28-2. Definitions.

8 (a) A "gambling device" is any clock, tape machine, slot
9 machine or other machines or device for the reception of money
10 or other thing of value on chance or skill or upon the action
11 of which money or other thing of value is staked, hazarded,
12 bet, won or lost; or any mechanism, furniture, fixture,
13 equipment or other device designed primarily for use in a
14 gambling place. A "gambling device" does not include:

15 (1) A coin-in-the-slot operated mechanical device
16 played for amusement which rewards the player with the
17 right to replay such mechanical device, which device is so
18 constructed or devised as to make such result of the
19 operation thereof depend in part upon the skill of the
20 player and which returns to the player thereof no money,
21 property or right to receive money or property.

22 (2) Vending machines by which full and adequate return
23 is made for the money invested and in which there is no

1 element of chance or hazard.

2 (3) A crane game. For the purposes of this paragraph
3 (3), a "crane game" is an amusement device involving skill,
4 if it rewards the player exclusively with merchandise
5 contained within the amusement device proper and limited to
6 toys, novelties and prizes other than currency, each having
7 a wholesale value which is not more than \$25.

8 (4) A redemption machine. For the purposes of this
9 paragraph (4), a "redemption machine" is a single-player or
10 multi-player amusement device involving a game, the object
11 of which is throwing, rolling, bowling, shooting, placing,
12 or propelling a ball or other object that is either
13 physical or computer generated on a display or with lights
14 into, upon, or against a hole or other target that is
15 either physical or computer generated on a display or with
16 lights, or stopping, by physical, mechanical, or
17 electronic means, a moving object that is either physical
18 or computer generated on a display or with lights into,
19 upon, or against a hole or other target that is either
20 physical or computer generated on a display or with lights,
21 provided that all of the following conditions are met:

22 (A) The outcome of the game is predominantly
23 determined by the skill of the player.

24 (B) The award of the prize is based solely upon the
25 player's achieving the object of the game or otherwise
26 upon the player's score.

1 (C) Only merchandise prizes are awarded.

2 (D) The wholesale value of prizes awarded in lieu
3 of tickets or tokens for single play of the device does
4 not exceed \$25.

5 (E) The redemption value of tickets, tokens, and
6 other representations of value, which may be
7 accumulated by players to redeem prizes of greater
8 value, for a single play of the device does not exceed
9 \$25 ~~the amount charged for a single play of the device.~~

10 (a-5) "Internet" means an interactive computer service or
11 system or an information service, system, or access software
12 provider that provides or enables computer access by multiple
13 users to a computer server, and includes, but is not limited
14 to, an information service, system, or access software provider
15 that provides access to a network system commonly known as the
16 Internet, or any comparable system or service and also
17 includes, but is not limited to, a World Wide Web page,
18 newsgroup, message board, mailing list, or chat area on any
19 interactive computer service or system or other online service.

20 (a-6) "Access" and "computer" have the meanings ascribed to
21 them in Section 16D-2 of this Code.

22 (b) A "lottery" is any scheme or procedure whereby one or
23 more prizes are distributed by chance among persons who have
24 paid or promised consideration for a chance to win such prizes,
25 whether such scheme or procedure is called a lottery, raffle,
26 gift, sale or some other name.

1 (c) A "policy game" is any scheme or procedure whereby a
2 person promises or guarantees by any instrument, bill,
3 certificate, writing, token or other device that any particular
4 number, character, ticket or certificate shall in the event of
5 any contingency in the nature of a lottery entitle the
6 purchaser or holder to receive money, property or evidence of
7 debt.

8 (Source: P.A. 95-676, eff. 6-1-08.)