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State of Minnesota

HOUSE OF REPRESENTATIVES

NINETY-SECOND SESSION

H. F. No. 2366

03/22/2021 Authored by Stephenson, Davids, Backer and Haley
The bill was read for the first time and referred to the Committee on Commerce Finance and Policy

1.1 A bill for an act
1.2 relating to lawful gambling; clarifying definitions relating to electronic games;
1.3 amending Minnesota Statutes 2020, sections 349.11; 349.12, subdivisions 12a,
1.4 12b, 12c.

1.5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:

1.6 Section 1. Minnesota Statutes 2020, section 349.11, is amended to read:

1.7 349.11 PURPOSE.

1.8 The purpose of sections 349.11 to 349.22 is to regulate lawful gambling, to insure
1.9 integrity of operations, and to provide for the use of net profits only for lawful purposes,
1.10 and to authorize only those games or game features discussed in this chapter.

1.11 Sec. 2. Minnesota Statutes 2020, section 349.12, subdivision 12a, is amended to read:

1.12 Subd. 12a. Electronic bingo device. "Electronic bingo device" means a handheld and
1.13 portable electronic device that:

1.14 (1) is used by a bingo player to:

1.15 (i) monitor bingo paper sheets or a facsimile of a bingo paper sheet purchased and played
1.16 at the time and place of an organization's bingo occasion, or to play an electronic bingo
1.17 game that is linked with other permitted premises;

1.18 (ii) activate numbers announced or displayed, and to compare the numbers to the bingo
1.19 faces previously stored in the memory of the device;

1.20 (iii) identify a winning bingo pattern or game requirement; and

1.21 (iv) play against other bingo players;

2.1 (2) limits the play of bingo faces to 36 faces per game;

2.2 (3) requires coded entry to activate play but does not allow the use of a coin, currency,  
2.3 or tokens to be inserted to activate play;

2.4 (4) may only be used for play against other bingo players in a bingo game;

2.5 (5) may only display the results of the electronic bingo game in a manner typically  
2.6 associated with bingo played in a paper format, may only display the grid of numbers and  
2.7 letters typically associated with paper bingo, and may not display or simulate any other  
2.8 form of gambling, entertainment, slot machines, electronic video lotteries, or video games  
2.9 of chance;

2.10 (6) has no spinning reels or other representations that mimic a slot machine, including  
2.11 but not limited to nonstraight win line graphics, nonstraight pay line graphics, open all  
2.12 features, single button press reveals, hold and spin features, delayed reveals, cascading or  
2.13 tumbling reveals, bonus games, bonus wheels, free play, free spins, or screens or game  
2.14 features that are triggered after the initial symbols are revealed that display the results of  
2.15 the game;

2.16 ~~(5)~~ (7) has no additional function as an amusement or gambling device other than as an  
2.17 electronic pull-tab game defined under section 349.12, subdivision 12c;

2.18 ~~(6)~~ (8) has the capability to ensure adequate levels of security internal controls;

2.19 ~~(7)~~ (9) has the capability to permit the board to electronically monitor the operation of  
2.20 the device and the internal accounting systems; and

2.21 ~~(8)~~ (10) has the capability to allow use by a player who is visually impaired.

2.22 Sec. 3. Minnesota Statutes 2020, section 349.12, subdivision 12b, is amended to read:

2.23 Subd. 12b. **Electronic pull-tab device.** "Electronic pull-tab device" means a handheld  
2.24 and portable electronic device that:

2.25 (1) is used to play one or more electronic pull-tab games;

2.26 (2) requires coded entry to activate play but does not allow the use of coin, currency, or  
2.27 tokens to be inserted to activate play;

2.28 (3) requires that a player must manually activate or open each electronic pull-tab ticket  
2.29 and also manually activate or open each individual line, row, or column of each electronic  
2.30 pull-tab ticket symbols on each electronic pull-tab ticket with a separate push of a button,

3.1 and must display the underlying symbols in a given line, row, or column immediately after  
3.2 the player manually activates or opens the applicable line, row, or column of symbols;

3.3 (4) maintains information pertaining to accumulated win credits that may be applied to  
3.4 games in play or redeemed upon termination of play;

3.5 (5) may only display the results of the electronic pull-tab game in a manner typically  
3.6 associated with paper pull-tabs tickets, may only display symbols typically associated with  
3.7 paper pull-tab tickets, may not include continuation play, bonus games, or additional screens  
3.8 or game features that display the results of the game after the initial symbols are revealed,  
3.9 and may not display or simulate any other form of gambling, entertainment, slot machines,  
3.10 electronic video lotteries, or video games of chance;

3.11 ~~(5)~~ (6) has no spinning reels or other representations that mimic a video slot machine,  
3.12 including but not limited to nonstraight win line graphics, nonstraight pay line graphics,  
3.13 open all features, single button press reveals, hold and spin features, delayed reveals,  
3.14 cascading or tumbling reveals, bonus games, bonus wheels, free play, free spins, progressive  
3.15 prizes or jackpots, or screens or game features that are triggered after the initial symbols  
3.16 are revealed that display the results of the game;

3.17 ~~(6)~~ (7) has no additional function as a gambling device other than as an electronic-linked  
3.18 bingo game played on a device defined under section 349.12, subdivision 12a;

3.19 ~~(7)~~ (8) may incorporate an amusement game feature as part of the pull-tab game but  
3.20 may not require additional consideration for that feature or award any prize, or other benefit  
3.21 for that feature;

3.22 ~~(8)~~ (9) may have auditory or visual enhancements to promote or provide information  
3.23 about the game being played, provided the component does not affect the outcome of a  
3.24 game or display the results of a game;

3.25 ~~(9)~~ (10) maintains, on nonresettable meters, a printable, permanent record of all  
3.26 transactions involving each device and electronic pull-tab games played on the device;

3.27 ~~(10)~~ (11) is not a pull-tab dispensing device as defined under subdivision 32a; and

3.28 ~~(11)~~ (12) has the capability to allow use by a player who is visually impaired.

3.29 Sec. 4. Minnesota Statutes 2020, section 349.12, subdivision 12c, is amended to read:

3.30 Subd. 12c. **Electronic pull-tab game.** "Electronic pull-tab game" means a pull-tab game  
3.31 containing:

- 4.1 (1) facsimiles of pull-tab tickets that are played on an electronic pull-tab device, provided  
4.2 that any game with multiple lines, rows, or columns of symbols requires a separate push of  
4.3 a button to reveal the symbols underneath the applicable line, row, or column and results  
4.4 are displayed pursuant to subdivision 12b;
- 4.5 (2) a predetermined, finite number of winning and losing tickets, not to exceed 7,500  
4.6 tickets;
- 4.7 (3) the same price for each ticket in the game;
- 4.8 (4) a price paid by the player of not less than 25 cents per ticket;
- 4.9 (5) tickets that are in conformance with applicable board rules for pull-tabs;
- 4.10 (6) winning tickets that comply with prize limits under section 349.211;
- 4.11 (7) a unique serial number that may not be regenerated;
- 4.12 (8) an electronic flare that displays the game name; form number; predetermined, finite  
4.13 number of tickets in the game; and prize tier; and
- 4.14 (9) no spinning reels or other representations that mimic a video slot machine as provided  
4.15 in subdivision 12b, clause (6).