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February 7, 2012

The Honorable Gilbert S. C. Reith-Agaran,  
Chairman and members of the House Judiciary Committee  
State Capital  
Honolulu, Hawaii 96813

# LATE TESTIMONY

### Testimony - Re: H. B. No. 2241 – Relating to antique gambling devices

I am writing in support of H. B. 2241 which would amend Section 712-1226 of the Hawaii Revised statutes pertaining to the possession of a gambling device. I am part of a small group of antique slot machines aficionados who desire to be able to bring our collections home to Hawaii.

The development of the first slot machine began in the late 1800's. The machines were manually operated through a complex system of gears and springs. Of special interest, however, is the multitude of exterior housings that were created to enclose the operating mechanism. Many include elaborate die castings, machining, lighting effects and other specialized novelties.

The question may arise, "if you are mainly interested in the exterior housing, why do you need a fully operating machine?" The response would be, "why would you want an antique clock, cash register, automobile etcetera if it did not function?"

The legalization of allowing the possession of these antique machines into the State also has multiple implications.

1. It would allow our local residences the personal satisfaction of being able to own and enjoy their machines here in the State.
2. It would provide a business opportunity to sell these items to our multi-national tourist trade. From the attachments you will observe that these are not inexpensive items and not every tourist wants to go home with a coconut hat or ukulele as a souvenir from Hawaii.

Thank you for the opportunity to submit testimony on the Bill.

Sincerely,

Howard K. O. Chong, Jr.

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## Etymology

The term derives from the slots on the machine for inserting and retrieving coins.

## History

The first slot machine was invented by Charles Fey of San Francisco, California, U.S., who devised a much simpler automatic mechanism.<sup>[2]</sup> Most assert that Fey invented the machine in 1887, however some believe that he may have conceived the machine in 1895.<sup>[3]</sup> Due to the vast number of possible wins with the original poker card based game, it proved practically impossible to come up with a way to make a machine capable of making an automatic payout for all possible winning combinations. Charles Fey devised a machine with three spinning reels containing a total of five symbols – horseshoes, diamonds, spades, hearts, and a Liberty Bell, which also gave the machine its name. By replacing ten cards with five symbols and using three reels instead of five drums, the complexity of reading a win was considerably reduced, allowing Fey to devise an effective automatic payout mechanism. Three bells in a row produced the biggest payoff, ten nickels. *Liberty Bell* was a huge success and spawned a thriving mechanical gaming device industry. Even when the use of these gambling devices was banned in his home state after a few years, Fey still couldn't keep up with demand for the game elsewhere. Liberty Bell machine was so popular that it was copied by many slot machine manufacturers. Thus in 1907, manufacturer Herbert Mills from Chicago produced a slot machine called the Operator Bell. By 1908 lots of "bell" machines were installed in most cigar stores, saloons, bowling alleys, brothels and barber stores.<sup>[4]</sup> The original Liberty Bell slot machine can still be seen at the Liberty Belle Saloon & Restaurant in Reno, Nevada.<sup>[5]</sup>



A slot machine

Sittman and Pitt of Brooklyn, New York, U.S. developed a gambling machine in 1891 which was a precursor to the modern slot machine. It contained five drums holding a total of 50 card faces and was based on poker. This machine proved extremely popular and soon many bars in the city had one or more of the machines. Players would insert a nickel and pull a lever, which would spin the drums and the cards they held, the player hoping for a good poker hand. There was no direct payout mechanism, so a pair of kings might get the player a free beer, whereas a royal flush could pay out cigars or drinks, the prizes wholly dependent on what was on offer at the local establishment. To make the odds better for the house, two cards were typically removed from the deck: the ten of spades and the jack of hearts, which doubles the odds against winning a royal flush. The drums could also be rearranged to further reduce a player's chance of winning.

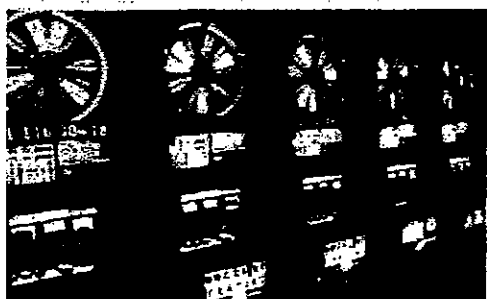
Another early machine gave out winnings in the form of fruit flavoured chewing gums with pictures of the flavours as symbols on the reels. The popular cherry and melon symbols derive from this machine. The BAR symbol now common in slot machines was derived from an early logo of the Bell-Fruit Gum Company. The payment of food prizes was a commonly used technique to avoid laws against gambling in a number of states, and for this reason a number of gumball and other vending machines were regarded with mistrust by the courts. The two Iowa cases of *State v. Ellis*<sup>[6]</sup> and *State v. Striggles*<sup>[7]</sup> are both used in classes on criminal law to illustrate the concept of reliance upon authority as it relates to the axiomatic *ignorantia juris non excusat* ("Ignorance of the law is no excuse").<sup>[8]</sup> In these cases, a mint vending machine was declared to be a gambling device because by (internally manufactured) chance the machine would occasionally give the next user a number of tokens exchangeable for more candy. Despite the fact that the result of the next use would be displayed on the machine, both courts ruled that "The inducement for each play was the chance that by that play the machine would be set to indicate that it would pay checks on the following play. The thing that attracted the player was the chance that ultimately he would receive something for nothing. The machine appealed to the player's propensity to gamble, and that is [a] vice."<sup>[9]</sup>

In 1963, Bally developed the first fully electromechanical slot machine called *Money Honey*, although earlier machines such as the *High Hand* draw poker machine by Bally had exhibited the basics of electromechanical construction as early as 1940. The electromechanical approach of the 1960s allowed Money Honey to be the first slot machine with a bottomless hopper and automatic payout, of up to 500 coins, without the help of an attendant.<sup>[10]</sup> The popularity of this machine led to the increasing predominance of electronic games, and the side lever soon became vestigial.

The first true, video slot machine was developed in 1976 in an industrial suite in Kearney Mesa, CA by N. Cerracchio, R. Greene, W. Beckman, J. Reukes, and L. Black under the direction of Fortune Coin Co., Las Vegas NV. This slot machine used a modified 19" Sony Trinitron color receiver for the display, and logic boards for all slot machine functions. The prototype was mounted in a full size, show-ready slot machine cabinet. The first production units went on trial in the Las Vegas Hilton Hotel. After some "cheat-proofing" modifications, the video slot machine was approved by the Nevada State Gaming Commission and eventually found popularity in Las Vegas "Strip" and downtown casinos. Fortune Coin Co. and their video slot machine technology were purchased by IGT (International Gaming Technology) in 1978.

The first American video slot machine to offer a "second screen" bonus round was *Reel 'Em In* developed by WMS Industries Inc. in 1996.<sup>[11]</sup> This type of machine had appeared in Australia from at least 1994 with the "Three Bags Full" game.<sup>[12]</sup> In this type of machine, the display changes to provide a different game where an additional payout may be won or accumulated.

## Description



A person playing a slot machine purchases the right to play by inserting coins, cash, or in newer Ticket-In, Ticket-Out machines, a paper ticket with a barcode, into a designated slot on the machine. The machine is then activated by means of a lever or button, or on newer machines, by pressing a touchscreen on its face. The game itself may or may not involve skill on the player's part — or it may create the illusion of involving skill while only being a game of chance.

## Jennings Deluxe Club Chief TIC-TAC-TOE Console Slot Machine

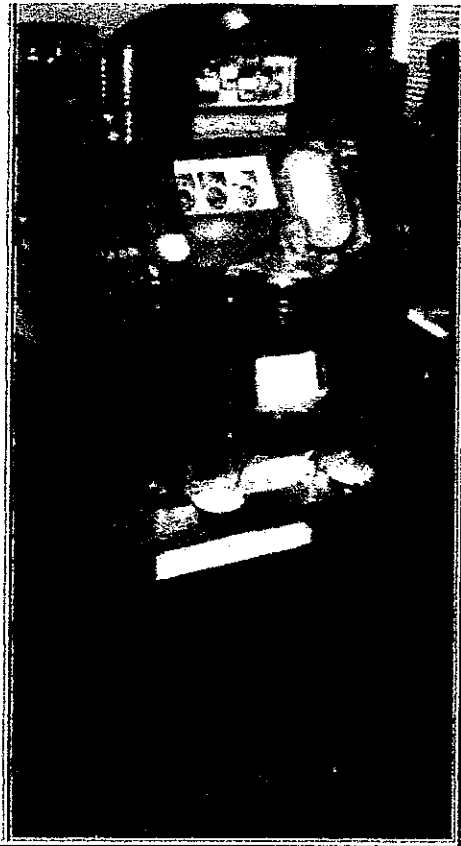
circa: 1949, neat Jennings Light Up in a floor standing wood cabinet featuring ash trays, glove shelf and foot rest.

The TIC-TAC-TOE slot is one of the most liberal payout slot machines ever made. It has the standard payouts, but at the upper end of the payout scale it has twelve different tic-tac-toe payouts of 18 coins each. Any time three bars show up, no matter where they are on the three reels, the 18 coin payout comes pouring out.

Price: \$5500 plus shipping

For more information, send an e-mail to:

[durham@GameRoomAntiques.com](mailto:durham@GameRoomAntiques.com) or call Ken Durham on 202-338-1342.



## Mills ExtraBell Slot Machine

This 25 cent slot machine was made by Mills Novelty Company. It features an eye catching modern design that is seldom seen on a slot. This slot machine has a fully restored original slot machine mechanism and professionally finished new castings and case.

Price is \$2995 plus \$225 shipping to most mainland USA locations

Five year repair assistance & support to original buyer at no extra cost.

Game Stands are also available

For more information, send an e-mail to: [durham@GameRoomAntiques.com](mailto:durham@GameRoomAntiques.com) or call Ken Durham on 202-338-1342.



## 50 cent Mills Golden Nugget Slot Machines

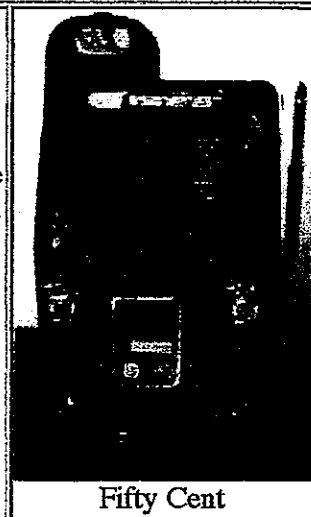
The 50 cent regular coin entry slot machine was made by Mills in 1947 and then converted by Mills for the Golden Nugget Casino which wanted their own distinctive slot machine. This machine has a fully restored original slot machine mechanism and professionally finished new castings and case. Price: \$2995 plus \$225 shipping to most mainland USA locations

Five year repair assistance & support to original buyer at no extra cost.

A matching light up golden nugget oak stand with door is available to buyers for \$540 price plus \$45 shipping.

Game Stands with Specialty Doors are also available

For more information, send an e-mail to: [durham@GameRoomAntiques.com](mailto:durham@GameRoomAntiques.com) or call



Fifty Cent

## Jennings Hunting Scene Slot Machine

This rare twenty five cent hunting scene 1941 Victory Chief slot machine was made by Jennings. It is a fully restored original slot machines with a beautifully painted hunting scene of two indians.

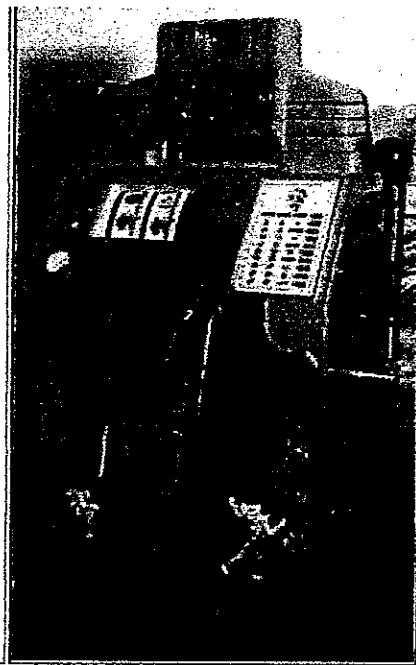
Price: \$4670 plus \$225 shipping to most mainland USA locations.

Five year repair assistance & support to original buyer at no extra cost.

Game Stands are also available

For more information, send an e-mail to:

[durham@GameRoomAntiques.com](mailto:durham@GameRoomAntiques.com) or call Ken Durham on 202-338-1342.



## Jennings Light Up Slot Machine

circa late 1950s. The light up slots are one of the most collectible slots. The ones available here are among the most desirable and special light ups.

Prices:

25 Cent Jennings Chief - \$3495 plus \$225 shipping

50 Cent Jennings Chief - \$5450 plus \$225 shipping

One Dollar Jennings Bucharoo - \$7995 plus \$250 shipping

Game Stands are also available

To Order: use SECURE ORDER FORM

or call 202-338-1342 (10 am - 9 pm East Coast Time)

Other Inquiries, please email:

[durham@GameRoomAntiques.com](mailto:durham@GameRoomAntiques.com)



25 cent  
Jennings Chief



50 cent  
Jennings Chief

# United States state slot machine ownership regulations

From Wikipedia, the free encyclopedia

Here is a list of potential restrictions and regulations on private ownership of slot machines in the United States on a state by state basis.

<b>State</b>	<b>Age of Machine</b>	<b>Legal Status</b>
Alabama	Any Class II	LEGAL
Alaska	Any machine	LEGAL
Arizona	Any machine	LEGAL
Arkansas	Any machine	LEGAL
California	25 years or older	
Colorado	Pre-1984	
Connecticut	Any Machine	PROHIBITED
Delaware	25 years or older	
District of Columbia	Pre-1952	
Florida	20 years or older	
Georgia	Pre-1950	
Hawaii	Any machine	PROHIBITED
Idaho	Pre-1950	
Illinois	25 years or older	
Indiana	40 years or older	
Iowa	25 years or older	
Kansas	Pre-1950	
Kentucky	Any machine	LEGAL
Louisiana	25 years or older	
Maine	Any machine	LEGAL
Maryland	Any machine	LEGAL
Massachusetts	30 years or older	
Michigan	25 years or older	
Minnesota	Any machine	LEGAL
Mississippi	25 years or older	
Missouri	30 years or older	
Montana	25 years or older	
Nebraska	Any machine	PROHIBITED
New Hampshire	25 years or older	
New Jersey	Pre-1941	
New Mexico	25 years or older	
New York	30 years or older	
Nevada	Any machine	LEGAL

North Carolina	25 years or older	
North Dakota	25 years or older	
Ohio	Any machine	LEGAL
Oklahoma	25 years or older	
Oregon	25 years or older	
Pennsylvania	25 years or older	
Rhode Island	Any machine	LEGAL
South Carolina	Any machine	PROHIBITED
South Dakota	Pre-1941	
Tennessee	Any machine	PROHIBITED
Texas	Any machine	LEGAL
Utah	Any machine	LEGAL
Vermont	Pre-1954	
Virginia	Any machine	LEGAL
Washington	25 years or older	
West Virginia	Any machine	LEGAL
Wisconsin	25 years or older	
Wyoming	25 years or older	

## References

- Gambling Law US (<http://www.gambling-law-us.com/State-Laws/>)
- U.S. Slot Machine Laws & Statutes by State (<http://www.gameroomshow.com/index.php?page/Laws>)

## External links

- Is Owning a Slot Machine Legal? (<http://www.slotmachinefan.com/owning-slot-machines-legal.htm>)

Retrieved from "http://en.wikipedia.org/w/index.php?"

title=United\_States\_state\_slot\_machine\_ownership\_regulations&oldid=430803675"

Categories: Gambling regulation in the United States | Slot machines | State law in the United States

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