

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 102.00: CONSTRUCTION AND APPLICATION

102.02: Definitions

Game is defined in M.G.L. c. 23K, § 2.

Game of chance means a game in which randomness determines all outcomes of the game as determined over a period of continuous play.

Game of skill means a game in which the skill of the player, rather than chance, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.

Host Community is defined in M.G.L. c.23K, § 2.

Hybrid game means a game in which a combination of the skill of the player and chance affects the outcome of the game as determined over a period of continuous play.

Identifier means any specific and verifiable fact concerning a player or group of players which is based upon objective criteria relating to the player or group of players, including, without limitation:

- (1) The frequency, value or extent of predefined commercial activity;
- (2) The subscription to or enrollment in particular services;
- (3) The use of a particular technology concurrent with the play of a gaming device;
- (4) The skill of the player;
- (5) The skill of the player relative to the skill of any other player participating in the same game;
- (6) The degree of skill required by the game; or
- (7) Any combination of (1) to (7), inclusive.

Impacted Live Entertainment Venue is defined in M.G.L. c. 23K, § 2.

In-Session feature means an option presented to the player prior to the initiation of a game or within a gaming session that allows a player to select an artistic attribute such as graphics or sound to provide entertainment value to the game for which consideration is paid. An in-session feature does not include options that influence the game outcome.

Person is defined in M.G.L. c. 23K, § 2.

Player interaction technology means equipment that facilitates a player's physical interaction with a gaming device, allowing the player to direct commands, perform physical actions, or simulate physical activity. Examples include, without limitation, touch screens, keypads, joy sticks, motion sensors, image sensors, image displays, infrared emitters and detectors, and accelerometers.

Rake means the entry fee or percentage of a pot taken by a gaming licensee as compensation for hosting a table game or allowing play on an electronic gaming device.

Record means a book, paper, map, photograph, recorded tape, financial statement, statistical, tabulation, or any other documentary material or data, regardless of physical form or characteristics.

Security Protocols means the system for securing and preserving the confidentiality of records in accordance with 205 CMR 103.14: *Security Protocols; Restricted Access*.

Skill means the knowledge, dexterity or any other ability or expertise of a player of an electronic gaming device.