

CHAPTER 104
GENERAL PROVISIONS FOR ALL AMUSEMENT DEVICES

Chapter rescission date pursuant to Iowa Code section 17A.7: 2/25/31

481—104.1(10A,99B) Definitions. Definitions in rules 481—100.1(10A,99B) and 481—105.1(10A,99B) are incorporated by reference in this chapter, along with the following definitions:

“Amusement device” means the same as defined in Iowa Code section 99B.1(2). An amusement device is not a device that plays poker, blackjack, roulette, or keno. Devices specified in Iowa Code section 725.9 as gambling devices are not amusement devices.

“Gambling device” means the same as defined in Iowa Code section 725.9(2) and does not include devices that do not comply with Iowa Code chapter 99B.

“Knock-off switch” means a mechanism or other method that releases free games or credits accumulated toward the award of merchandise.

“Prize” means a ticket(s) or token(s) that is dispensed by an amusement device as an award for use.

“Progressive games” means games in which the value of the prizes increases an incremental amount with each game.

“Slot machine” means a mechanical, electronic, or video gambling device into which a player deposits coins, tokens or currency and from which certain credits, tickets, tokens or coins are paid out when a particular, random configuration of symbols appears on the reels, simulated reels, or screen of the device. The slot machine may have a lever, buttons, or other means to activate or stop the play.

[ARC 0016D, IAB 1/21/26, effective 2/25/26]

481—104.2(99B) Device restrictions. All amusement devices shall comply with Iowa Code section 99B.52 and the following:

104.2(1) The device will be electrical, which includes both electronic and video, or mechanical, or a combination of both.

104.2(2) The device will not be designed or adapted to issue or pay coins or currency.

104.2(3) The device may be designed or adapted to award merchandise or tickets or tokens redeemable for merchandise.

104.2(4) The device may be designed or adapted to issue tickets or tokens except tickets or tokens that may be used to play any device or game.

104.2(5) The device will not have a knock-off switch. Credits may be released by the insertion of coins, currency, or tokens to activate a new game. Free games may only be utilized for playing the device and not released in any other manner.

104.2(6) The device will be designed or adapted to accept only coins, currency, or tokens to play the game.

[ARC 0016D, IAB 1/21/26, effective 2/25/26]

481—104.3(99B) Prohibited games/devices.

104.3(1) The following games or devices are not permitted:

a. Gambling games permitted in Iowa Code chapter 99F.

b. Any machine that does not conform to the requirements in these rules or Iowa Code chapter 99B.

c. Any machine designed like or resembling a machine that is normally used for casino-type gambling.

d. Amusement devices designed or adapted to facilitate gambling.

e. Progressive games.

104.3(2) This rule does not prohibit the possession of antique slot machines when possessed pursuant to Iowa Code chapter 725.

[ARC 0016D, IAB 1/21/26, effective 2/25/26]

481—104.4(99B) Prizes. Prizes not to exceed a retail value of \$50 per play or game may be awarded for use of an amusement device.

104.4(1) Merchandise with a retail value of no more than \$50 per transaction may be awarded.

104.4(2) One or more free games may be awarded by the device.

104.4(3) If the device is designed or adapted to issue tickets or tokens, the following shall apply:

a. Tickets or tokens will not be used to purchase or play a game.

b. Tickets or tokens will not be redeemed for coins or currency.

c. Tickets or tokens may be redeemed for merchandise.

d. Tickets or tokens may be accumulated to the maximum allowable prize limit per play or game to purchase merchandise.

e. Tickets or tokens may be redeemed for food and beverage.

f. If the entire amount of the ticket or token issued by the amusement device is not redeemed for merchandise, the balance will not be redeemed for cash.

g. Tickets or tokens will only be redeemed on the premises where the amusement device is located and only for merchandise sold in the normal course of business on the premises.

104.4(4) Merchandise prizes shall not be repurchased.

[ARC 0016D, IAB 1/21/26, effective 2/25/26]

481—104.5(99B) Registration. An amusement device must be registered in compliance with Iowa Code section 99B.53. Registration is required if chance plays a role equal to or greater than the players' skill or knowledge in determining the outcome of the game. Additional licenses or registrations under Iowa Code chapter 99B are not required.

[ARC 0016D, IAB 1/21/26, effective 2/25/26]

481—104.6(99B) Violations.

104.6(1) Failure to comply with the limitations imposed on the use and possession of amusement devices in Iowa Code chapter 99B constitutes unlawful gambling, which may result in the following consequences:

a. Conviction for illegal gambling under the provisions of Iowa Code chapter 725.

b. Forfeiture of property under the provisions of Iowa Code chapter 809.

104.6(2) Additional consequences apply for registered amusement devices pursuant to 481—Chapter 105.

[ARC 0016D, IAB 1/21/26, effective 2/25/26]

481—104.7(99B,17A) Declaratory orders. In addition to the requirements for declaratory orders found in 7—Chapter 2503, parties seeking a declaratory order shall file with their petition a written evaluation of the game by an independent gaming laboratory approved by the department.

104.7(1) *Approved by the department.* "Approved by the department" means that the gaming laboratory has submitted its qualifications in writing to the director for review and approval in writing by the director or the director's designee.

104.7(2) *Written evaluation—requirements.* The independent gaming laboratory's evaluation must analyze whether chance plays a role equal to or greater than the players' skill or knowledge in determining the outcome of the game. "Outcome of the game" includes both whether the player correctly solves the puzzle and what prize is awarded.

[ARC 0016D, IAB 1/21/26, effective 2/25/26; Editorial change: IAC Supplement 8/5/26]

These rules are intended to implement Iowa Code sections 99B.1, 99B.2, and 99B.51 through 99B.58.

[Filed emergency 12/2/92 after Notice 10/28/92—published 12/23/92, effective 12/2/92]

[Filed 12/17/03, Notice 10/29/03—published 1/7/04, effective 2/11/04¹]

[Filed 7/12/05, Notice 5/11/05—published 8/3/05, effective 9/7/05]

[Filed emergency 8/8/07—published 8/29/07, effective 9/1/07]

[Filed 10/5/07, Notice 8/29/07—published 10/24/07, effective 11/28/07]

[Filed ARC 1930C (Notice ARC 1859C, IAB 2/4/15), IAB 4/1/15, effective 5/6/15]

[Filed ARC 4015C (Notice ARC 3922C, IAB 8/1/18), IAB 9/26/18, effective 10/31/18]

[Filed ARC 0016D (Notice ARC 9757C, IAB 11/26/25), IAB 1/21/26, effective 2/25/26]

[Editorial change: IAC Supplement 8/5/26]

- ¹ February 11, 2004, effective date of 104.1, definition of “prize,” 104.3“5,” 104.4(3) “*f*” and “*g*,” and 104.6“1” delayed 70 days by the Administrative Rules Review Committee at its meeting held February 9, 2004.