

WAC 230-13-045 Group 7—Crane amusement game standards. In Group 7 games, players maneuver a crane or claw mechanism to attempt to retrieve a prize. All crane amusement games must:

- (1) Allow at least twenty seconds playing time per operation; and
- (2) Have a crane or claw capable of reaching, picking up, and dispensing all prizes in the machine; and
- (3) Have the machine controls clearly labeled as to their function; and
- (4) Have prizes loose and not packed, arranged, lodged, or intertwined in the machine in any way that would prevent the crane or claw from picking up and dispensing the prize.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-045, filed 7/16/07, effective 1/1/08.]