

**WAC 230-13-125 Factors affecting skill readily visible for amusement games.** If there are physical limitations which affect the degree of skill needed to win a prize, the amusement game operator must make these factors readily visible to the player. For example, if a target, basket, or hoop used in the amusement game has a limiting feature, such as shape or size, the operator must prominently post a duplicate of the target, basket, or hoop which shows the limitation.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-125, filed 7/16/07, effective 1/1/08.]