

Content

Title :	Implementation Guidelines for Inspection Certificate Stickers on Electronic Game Ch
Date :	2001.02.09
Legislative :	1.Promulgated on March 29, 2000 2.Amended on February 9, 2001
Content :	<p>1.Basis The Implementation Guidelines for Inspection Certificate Stickers on Electronic Game are formulated according to Article 6-1 and Article 6-2 of the Electronic Game Arcade Business Regulation Act.</p> <p>2.Division of responsibilities (1)The inspection certificate stickers will be implemented by the Ministry of Economic Affairs. (2)The Ministry of Economic Affairs may request local trade/industry associations to provide technical support and assistance for the implementation of inspection certificate stickers.</p> <p>3.Implementation method: (1)The inspection certificate stickers are for the motherboards (software) of the electronic game; (2)The stickers will be attached to machines by the Bureau of Standards, Metrology and Inspection, Ministry of Economic Affairs. (3)There is no need to go through assessments or attach certificate stickers for electronic game to be exported, may they be for education, entertainment or steel ball games. (4)The name of the manufacturer (importer), the title and duration of the game should be noted on the motherboards. (5)The machines should be inspected first by the Bureau of Standards, Metrology and Inspection, Ministry of Economic Affairs and the approval stickers should be attached. It is necessary to provide the approval documents from the Ministry of Economic Affairs or the motherboards that have passed the inspection by the Ministry of Economic Affairs.</p> <p>4.Procedures (1)When the manufacturer or importer apply for inspection and certificate stickers, it is necessary to attach the photocopies of the review & approval document, the original application for reviews, game descriptions, and the location of the main program on the motherboard (Appendix 1). (2)The applicant should present the electronic game machines that already passed the inspection by the Bureau of Standards, Metrology and Inspection or testing models (or product catalogues) for inspectors. (3)The Ministry of Economic Affairs may request trade/industry associations to assist the onsite inspections and sticker attachments. (4)Percentage and quality for random sampling: a.5% sampled for a collection of less than 1,000 motherboards; b.5% sampled for the first 1,000 motherboards and 3% for the additional volume. (5)The stickers shall be attached to the ROM (read-only memory) on the motherboard and should not be torn or destroyed. If repairment and maintenance is necessary, the machines should be sent to the manufacturer. Any change of the motherboard requires reapplication for inspections and certificate stickers. (6)Some imported and domestically manufactured machines for education games have installed protective casings on motherboards. Such casings are well fabricated and not easy to remove. Meanwhile, education game machines are less likely to</p>

be tempered in programming. Therefore, the stickers may be attached on the exterior of the protective casings.

(7)It is currently impossible to test the software program of steel ball games. The Ministry of Economic Affairs shall send personnel for inspections and attach the stickers to an apparent spot of the machine bodies.

(8)Format of Electronic Game Machine Classification Certificates (Appendix 2)

5.Any change of motherboards due to software modifications should comply with the Implementation Guidelines for Inspection Certificate Stickers on Electronic Game if the machines already passed the assessment and had stickers attached before the effect of these Guidelines.

Data Source : Ministry of Economic Affairs R.O.C.(Taiwan) Laws and Regulations Retrieving System