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Content

Title: Regulations Governing of Electronic Game and Electronic Game Arcade

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Legislative: 1. Promulgated on December 6, 2018

Content: Article 1

The Regulations Governing of Electronic Game and Electronic Game Arcade ("the Regulations") are formulated according to Article 4-3, Article 5-3, Article 6-3 and Article 13 of the Electronic Game Arcade Business Regulation Act.

Article 2

The classification and classification standards of electronic game machines are as follows:

- 1. Education category
- (1) Physical exposure: no physical exposure, contents socially friendly
- (2) Violence, blood or horrors: no excessive violence, blood or horrors
- (3) Rewards to game players: scores only exchangeable for gifts, not to be used for betting 2. Steel ball category
- (1) Physical exposure: some physical exposure, contents still socially friendly
- (2) Violence, blood or horrors: violence, blood or horrors in contents
- (3) Rewards to game players: steel balls as rewards to players who manipulate steel balls
- 3. Entertainment category
- (1) Physical exposure: some physical exposure, contents still socially friendly
- (2) Violence, blood or horrors: violence, blood or horrors in contents
- (3) Rewards to game players: based on chance, rewards in exchange for gifts or used for betting

Article 3

The tasks of the Review Committee for Electronic Game are as follows:

- 1. The definition of electronic game;
- 2. The review and categorization of electronic game.

The Chairperson of the Committee will be served by the Director General of Department of Commerce, Ministry of Economic Affairs (M. O. E. A.). There are 12 to 18 members, each at a tenure of two years and served by scholars, experts, representatives from other government agencies, trade and industry associations and the Department of Commerce.

Article 4

The Director General shall serve as the Chairperson of the Review Committee for Electronic Game by convening a regular meeting each month and ad-hoc meetings when necessary. If the General Director is unable to attend meetings, he/she may appoint a member to act as the deputy chairperson.

The decision from the Committee requires the attendance by at least half of the members and the agreement by more than half of the attending members. The commitment members should attend the meetings. However, the members from other government agencies may assign representatives to speak and vote in the meetings on his/her behalf.

Article 5

The applicant for the review and categorization should attach the following documents and submit the application to the Ministry of Economic Affairs.

- 1. Application for Electronic Game Assessments (Appendix 1)
- 2. Details of the Electronic Game (Appendix 2), four copies
- 3. Video files showing how to operate the electronic game
- 4. Photocopies of the certificates from manufacturers (e.g. factory

registrations, importer/exporter registration)

The 25th of each month is the deadline for applications. Any change in the deadline will be announced by the M. O. E. A. website.

The M. O. E. A. shall demand rectifications before deadlines for any of the following situations and will not accept the application if amendments have not been made before deadlines.

- 1. Qualifications of the applicant not meeting the requirements;
- 2. Any wrong format or missing documents and data.

Article 6

The Review Committee for Electronic Game shall make reviews based on the description of the machines and the video files showing how to operate the machines. If necessary, the applicant may be invited to explain to the Committee. If the Review Committee for Electronic Game believes further clarification is in order, the Ministry of Economic Affairs shall inform the applicant to make amends before deadlines. If the applicant fails to rectify the issue, the Committee may decide not to render a review.

The Review Committee for Electronic Game may decide not to provide a review if there are other issues preventing the completion of review.

The Ministry of Economic Affairs shall inform in writing of the applicant and make public announcements regarding the results of completed review. The applicant whose applications are not to be reivewed shall also be informed by the Ministry of Economic Affairs in writing.

Article 7

The business premise referred to in Article 5-2 of the Electronic Game Arcade Business Regulation Act is the premise of the same door number.

A business premise of the same door number is limited to an electronic game arcade. However, it is possible to apply for different certificates for electronic game arcades by treating the same door number as multiple business premises in the following situations:

- 1. The floor space is more than 300 square meters. There are dividing walls, and the entrances are independent.
- 2. There are different floors, with independent entrances.

Article 8

Electronic game arcades should purchase liability insurance for public accidents according to the Electronic Game Arcade Business Regulation Act. Each business premise is a policyholder, with the minimum coverage as follows:

- 1. Physical injury per person: NT\$ 6 million
- 2. Physical injury per accident: NT\$30 million
- 3. Property loss per accident: NT\$3 million
- 4. Total insurance during the insurance period: NT\$ 66 million

The electronic game arcades shall renew the liability insurance policy for public accidents by adhering to the Electronic Game Arcade Business Regulation Act if the previous policy was purchased before the Regulations took effect.

Article 9

The Regulations Governing of Electronic Game and Electronic Game Arcade took effect on January 1, 2019.

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