

CHAPTER 690. CRAZY TIME—TEMPORARY REGULATIONS

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Authority

The temporary provisions of this Chapter 690 added under 4 Pa.C.S. §§ 1202(b)(30), 13A02(1) and (2) and 13A03, unless otherwise noted.

Source

The temporary provisions of this Chapter 690 added March 22, 2024, effective March 23, 2024 expire March 23, 2026, 54 Pa.B. 1537, unless otherwise noted.

§ 690.1. Crazy Time layout; physical characteristics.

(a) Crazy Time gaming shall be conducted at a circular wheel at least 5 feet in diameter. The rim of the wheel must be divided into 54 equally spaced sections with 21 sections containing the number 1, 13 sections containing the number 2, 7 sections containing the number 5, 4 sections containing the number 10, 4 sections containing the Coin Flip bonus game symbol, 2 sections containing the Cash Hunt bonus game symbol, 2 sections containing the Pachinko bonus game symbol and 1 section containing the Crazy Time World bonus game symbol.

(b) The sections required under subsection (a) must be arranged clockwise around the rim of the wheel in the following order: 1, 2, 5, 1, 2, Pachinko bonus game, 1, 5, 1, 2, 1, Coin Flip bonus game, 1, 2, 1, 10, 2, Cash Hunt bonus game, 1, 2, 1, 5, 1, Coin Flip bonus game, 1, 5, 2, 10, 1, Pachinko bonus game, 1, 2, 5, 1, 2, Coin Flip bonus game, 1, 10, 1, 5, 1, Cash Hunt bonus game, 1, 2, 5, 1, 2, Coin Flip bonus game, 2, 1, 10, 2, 1, Crazy Time World bonus game.

(c) Each section of the wheel must also display the base payout odds in § 690.4 (relating to payout odds) for the wager, except when the following occur:

(1) The final payout odds for each wager may be increased based upon the results of the Top Slot multiplier as outlined under § 690.3 (relating to Top Slot multiplier).

(2) The final payout odds for any bonus game shall be established during the play of the bonus game as outlined in §§ 690.5—690.8.

(d) The sections containing bonus game symbols trigger a subsequent bonus game.

(e) The wheel must contain a clapper capable of selecting a particular section of the wheel upon the conclusion of the spin.

(f) Each Crazy Time table must have a drop box and tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer, as approved by the Bureau of Casino Compliance in accordance with § 601a.10(g) (relating to approval of table game layouts, signage and equipment).

(g) The layout for a Crazy Time table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) and contain the following, at a minimum:

- (1) The name or logo of the certificate holder.
- (2) Specific betting areas for the placement of wagers, including spaces for 1, 2, 5, 10, Coin Flip bonus game, Cash Hunt bonus game, Pachinko bonus game and Crazy Time World bonus game.
- (3) The payout odds for each of the permissible wagers.
- (4) The minimum or maximum wagers, or both, that may be placed and the maximum payout limit per round, if applicable.

§ 690.2. Wagers and rotation of the wheel.

(a) Prior to the spinning of the Crazy Time wheel, the dealer shall announce “no more bets.”

(b) The Crazy Time wheel shall be spun by the dealer in either direction and must complete at least three revolutions to constitute a valid spin.

(c) A wager shall be settled in accordance with the wager’s position on the layout when the clapper comes to rest in a section of the wheel.

(d) If the clapper comes to rest between two numbers or symbols upon completion of the spin of the wheel, the spin shall be void and the dealer shall respin the wheel.

(e) If upon completion of the spin the wheel comes to rest on a section of the wheel with 1, 2, 5 or 10, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with § 690.4 (relating to payout odds).

(f) If upon completion of the spin the wheel comes to rest on a section of the wheel with a Coin Flip bonus game symbol, a Cash Hunt bonus game symbol, a Pachinko bonus game symbol or the Crazy Time World bonus game symbol, the dealer shall first collect all losing wagers. The dealer shall then proceed to play the winning bonus game to determine the payout odds and pay off all winning wagers.

Cross References

This section cited in 58 Pa. Code § 690.3 (relating to Top Slot multiplier).

§ 690.3. Top Slot multiplier.

(a) The Top Slot multiplier shall be a slot machine-style game to determine what, if any, multiplier shall be applied to the Crazy Time game.

(b) The Top Slot multiplier shall consist of the following two reels:

- (1) The first reel shall contain each of the betting options available to players: 1, 2, 5, 10, Coin Flip bonus game, Cash Hunt bonus game, Pachinko bonus game and Crazy Time World bonus game.
- (2) The second reel shall contain potential multipliers consisting of 1, 2, 3, 4, 5, 7, 10, 15 and 20.
- (c) The Top Slot multiplier shall be spun during each round of Crazy Time. The Top Slot multiplier spin shall commence concurrently with the spinning of the Crazy Time wheel under § 690.2(b) (relating to wagers and rotation of the wheel). The following apply:
- (1) If the first reel (betting option) and second reel (multiplier) align, then the multiplier shown shall be applied to the betting option shown.
- (2) If the first reel (betting option) and the second reel (multiplier) do not align on both a betting option and a multiplier, then no Top Slot multiplier shall be applied to the Crazy Time game.

Cross References

This section cited in 58 Pa. Code § 690.1 (relating to Crazy Time layout; physical characteristics); 58 Pa. Code § 690.4 (relating to payout odds); 58 Pa. Code § 690.5 (relating to Coin Flip bonus game); 58 Pa. Code § 690.6 (relating to Cash Hunt bonus game); 58 Pa. Code § 690.7 (relating to Pachinko bonus game); and 58 Pa. Code § 690.8 (relating to Crazy Time World bonus game).

§ 690.4. Payout odds.

- (a) A certificate holder shall pay out winning Crazy Time wagers at no less than the odds in the following payable:

<i>Result</i>	<i>Payout Odds</i>
1	1 to 1
2	2 to 1
5	5 to 1
10	10 to 1
Coin Flip	2 to 1
Cash Hunt	5 to 1
Pachinko	2 to 1
Crazy Time World	15 to 1

- (b) If upon completion of the spin the wheel came to rest on a bonus game section of the wheel, the bonus game shall be played to determine the winning wager payout odds in accordance with §§ 690.5—690.8.
- (c) Notwithstanding subsections (a) and (b), if a Top Slot multiplier was triggered in accordance with § 690.3 (relating to Top Slot multiplier), then the win-

ning payout odds shall be applied. For example, if a Top Slot multiplier results in 7× on the 5 betting position, winning bets on the 5 would be paid at odds of 35 to 1. Similarly, if a Coin Flip bonus game results in a winning payout of 10× (10 to 1) and the Top Slot multiplier during the base game resulted in 7× on the Coin Flip betting position, then the winning Coin Flip wager would be settled as odds of 70 to 1.

Cross References

This section cited in 58 Pa. Code § 690.1 (relating to Crazy Time layout; physical characteristics); and 58 Pa. Code § 690.2 (relating to wagers and rotation of the wheel).

§ 690.5. Coin Flip bonus game.

(a) Coin Flip is a bonus game in which the result of a coin flip determines the payout odds.

(b) The Coin Flip game shall be comprised of a coin with two distinct sides, such as red and blue.

(c) Before the coin is flipped, multiplier values shall be randomly generated and assigned to either side of the coin. The following apply to multipliers:

(1) The multipliers may range from 2× to 100×.

(2) If a Top Slot multiplier is applied in accordance with subsection (e), the final payout odds may exceed the 100× stated in paragraph (1).

(d) Once multiplier values have been assigned, the coin shall be flipped and the side of the coin that comes to rest face up shall constitute the winning payout odds.

(e) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by the payout odds determined in accordance with subsection (c) prior to the coin being flipped. For example, if the Coin Flip results in 5× (5 to 1 odds) and the Top Slot multiplier was 7× on the Coin Flip bonus game, then the winning payout odds for the round would be 35 to 1.

(f) Notwithstanding subsection (d), a Rescue Flip may randomly be activated after an initial flip where all of the following occur:

(1) The small multiplier was 2× or 3×.

(2) The big multiplier was greater than 15×.

(3) The coin landed with the small multiplier facing up.

(g) If the conditions of subsection (f)(1)—(3) have been met, a Rescue Flip may commence, with the coin being flipped and the face up side of the coin constituting the winning payout odds. The result of the Rescue Flip is the final outcome.

Cross References

This section cited in 58 Pa. Code § 690.1 (relating to Crazy Time layout; physical characteristics); and 58 Pa. Code § 690.4 (relating to payout odds).

§ 690.6. Cash Hunt bonus game.

(a) Cash Hunt is a shooting gallery-style bonus game in which the payout odds are revealed by shooting a symbol to reveal the payout odds hidden beneath.

(b) Cash Hunt shall be comprised of a board containing 108 multipliers. The following apply:

(1) The multipliers may range from 5× to 500×.

(2) If a Top Slot multiplier is applied in accordance with subsection (g), the final payout odds may exceed the 500× stated in paragraph (1).

(c) At the beginning of the Cash Hunt game, the multipliers shall start by being visible to players. The multipliers shall then be covered by symbols and shuffled.

(d) Following the shuffling of the multipliers, a countdown timer shall commence, indicating the time a player has left to select one of the 108 symbols. If the player does not make a selection before the time elapses, one of the 108 symbols will be automatically selected at random.

(e) After a symbol has been selected, the multiplier beneath shall be revealed and shall constitute the winning payout odds.

(f) Each eligible player's payout shall be based upon their individual selection made in accordance with subsection (d) and not on the outcome of any other player's selection.

(g) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by all 108 payout odds prior to the multipliers being covered and shuffled under subsection (c). For example, if the initial Cash Hunt multiplier is 5× (5 to 1 odds) and the Top Slot multiplier was 7×, the Cash Hunt multiplier would become 35× (35 to 1) prior to the multiplier being covered and shuffled.

Cross References

This section cited in 58 Pa. Code § 690.1 (relating to Crazy Time layout; physical characteristics); and 58 Pa. Code § 690.4 (relating to payout odds).

§ 690.7. Pachinko bonus game.

(a) Pachinko is a bonus game in which a puck is dropped down a wall to determine the winning multiplier.

(b) Pachinko shall be conducted on a Pachinko board which shall be a wall consisting of a multitude of pegs above 16 landing spots which display potential multipliers.

(c) The Pachinko game shall begin with potential multiplier being generated and displayed at the bottom of the Pachinko board. The following apply to multipliers:

(1) The multipliers may range from 2× to 400×.

(2) In addition to the multiplier range stated in paragraph (1), "Double" may be displayed in one slot.

- (3) If a Top Slot multiplier is applied in accordance with subsection (f), the final payout odds may exceed the 400× stated in paragraph (1).
- (d) The game presenter shall drop the puck from the randomly selected location at the top of the Pachinko board in the area directly above and between landing spots 4 through 13—the center half of the Pachinko board. The puck will proceed to travel through the pegs on the board and come to rest in one of the landing spots indicating the winning payout odds.
- (e) In the event that the puck comes to rest in slot marked “Double,” all of the following apply:
- (1) All other multipliers in the other landing spots shall be doubled.
 - (2) The “Double” shall be replaced with 50×.
 - (3) The puck drop zone shall be randomly selected and the game presenter shall drop the puck from the randomly selected drop zone.
 - (4) The puck shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds.
- (f) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by all 16 payout odds prior to the puck being dropped in accordance with subsection (d). For example, if the initial Pachinko multiplier is 5× (5 to 1 odds) and the Top Slot multiplier was 7× on Pachinko, the multiplier would become 35× (35 to 1).
- (g) Notwithstanding subsections (d) and (e), a Rescue Drop may randomly be activated when the puck comes to rest on a 2×, 3× or 4× multiplier. When a Rescue Drop is activated, all of the following apply:
- (1) A multiplier lower than the triggering multiplier shall be updated to be equal to the triggering multiplier. For example, if the puck came to rest in a 4× multiplier slot, all 2× or 3× shall be replaced with 4×.
 - (2) A multiplier equal to or greater than the triggering multiplier shall remain the same. For example, if the puck came to rest in a 4× multiplier slot, the 4× and any multipliers greater than 4× will remain unchanged.
 - (3) The puck drop zone shall be randomly selected and the game presenter shall drop the puck from the randomly selected drop zone.
 - (4) The puck shall proceed to travel through the pegs on the board and come to rest in a landing spot. The multiplier displayed in the landing spot shall constitute the winning payout odds. No additional Rescue Drops shall follow.

Cross References

This section cited in 58 Pa. Code § 690.1 (relating to Crazy Time layout; physical characteristics); and 58 Pa. Code § 690.4 (relating to payout odds).

§ 690.8. Crazy Time World bonus game.

- (a) Crazy Time World is a virtual wheel-based bonus game.

(b) Crazy Time World shall be played on a wheel comprised of 64 sections and three clappers. The following apply:

(1) Each of the 64 sections of the wheel shall contain multipliers ranging from 15× to 400×.

(2) In addition to the multiplier range stated in paragraph (1), “Double” may be displayed in one section of the wheel.

(3) The multipliers shall be randomly assigned to the 64 wheel sections.

(4) The three clappers shall be spaced so that there are at least two sections of the wheel between clappers. For example, if the first clapper is on section 1, then the second clapper will be on section 4, and the third clapper shall be on section 7.

(5) If a Top Slot multiplier is applied in accordance with subsection (f), or the doubling outlined under subsection (e), the final payout odds may exceed the 400× stated in paragraph (1).

(c) At the beginning of the Crazy Time World game, a countdown timer shall commence, indicating the time a player has left to select one of the three clappers. If the player does not make a selection before the time elapses, one of the clappers will be automatically selected at random.

(d) After the time for players to select a clapper has elapsed, the game presenter shall start the wheel rotation by pressing the button. When the wheel stops spinning, the multiplier indicated by the player’s selected clapper shall constitute the winning payout odds.

(e) In the event that the player’s selected clapper comes to rest on wheel section marked “Double,” all of the following apply:

(1) All multipliers on the wheel shall be doubled and the wheel spun again.

(2) Only those players who selected the clapper which landed on double shall continue to take part. The result of the spin shall constitute the winning payout odds.

(3) If the clapper lands on a section marked with “Double” a second time, all multipliers on the wheel shall be doubled a second time. The “Double” shall be replaced by a 50× multiplier and the wheel spun again. The result of the spin shall constitute the winning payout odds and may exceed the 400× stated in subsection (b)(1).

(f) If applicable, the Top Slot multiplier authorized under § 690.3 (relating to Top Slot multiplier) shall be multiplied by all 64 payout odds prior to the timer for players to select a clapper commencing under subsection (c). For example, if the initial Crazy Time World multiplier is 15× (15 to 1 odds) and the Top Slot multiplier was 7× on Crazy Time World, the multiplier would become 105× (105 to 1).

Cross References

This section cited in 58 Pa. Code § 690.1 (relating to Crazy Time layout; physical characteristics); and 58 Pa. Code § 690.4 (relating to payout odds).

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