

## **Vetting Criteria for Amusement Games/Machines for Installation in Amusement Game Centres for Persons who are under the age of 16 years**

In considering whether or not an amusement game or device should be approved for installation in AGCs for persons under the age of 16 years (Children AGCs), the public officer appointed by the Secretary for Home and Youth Affairs would take the following factors into account:

- (i) the degree of violence;
- (ii) the existence of sexually explicit features;
- (iii) the presence of gambling element in the game; and
- (iv) the safety of the games for players and the public.

2. According to the prevailing guide, games with the following features would not be approved:

**(i) Excessive Violence**

Excessive violence e.g. striking action causing and showing vivid facial agony, inordinate bursting of blood with vivid visual effect, close-up shots of the wounds, dismemberment of human bodies, gang-fighting involving the use of readily accessible weapons such as knives, clubs etc. in a simulated real-life situation; and any fighting games in a simulated real life situation, e.g. in schools, in playgrounds, on the streets etc., with or without above-mentioned features.

**(ii) Sexually Explicit Pictures/Images**

Games with a sexual content and/or display of anything sexual in nature. Particularly those with sexually explicit pictures / images e.g. appearance of nudity involving the exposure of female breasts and/or genitals or male genitals; or where the human figure though properly dressed is posed with seductive and inviting gestures such as pulling down part of the dress.

**(iii) Gambling**

Gambling games and games of pure chance with little or no skill involved, such as Black Jack, Poker, roulette, slot machine etc., or games which resemble some generally-accepted gambling games, such as horse-racing and mahjong game.

**(iv) Public Safety**

Games requiring extreme alertness, physical strength and/or strenuous efforts and/or games posing safety hazards to players and people around.

3. The above only serves as a general guide. Each game/machine has to be considered on its own merits.

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