

BILL011(25)
Testimony

MISC. COMM. 294

BUDGET (BUD)

BUDGET (BUD) Meeting

Meeting Date: May 27, 2025 @ 09:00 AM

Support: 0

Oppose: 0

I wish to comment: 1

Name: Natalie Iwasa	Email: iwasajunk@mail.com	Zip: 96825
Representing: Self	Position: I wish to comment	Submitted: May 26, 2025 @ 10:07 PM

TO: Members of the Budget Committee

FROM: Natalie Iwasa
808-395-3233

DATE: Tuesday, May 27, 2025

SUBJECT: Bill 11, CD1, Electronic Amusement Devices – **COMMENTS**

Aloha Chair Dos Santos-Tam and Councilmembers,

Thank you for this opportunity to testify on Bill 11, CD1 and the proposed CD2, which relate to Electronic Amusement Devices.

The CD1 revised the definition of “electronic amusement device” to include the requirement that money, tokens, credits or other valuable consideration be **inserted** into it. While this is an improvement over the definition in the original bill, it may still provide a loophole and/or unintended consequences.

“Insert” or “insertion” often means pushing one thing into something else, e.g., a coin into a machine. However, current technology allows people to play games with tap to pay (and therefore play), by entering a code or merely signing into an account. **Are these actions covered by the current definition of “insertion”?** If not, this would offer a loophole for illegal gaming operations.

Unintended consequences are also a possibility. A while ago a fast-food chain offered a toy to kids that allowed them to play a game. The toy was set on top of the device to allow play. While the toy wasn’t “inserted” into the device, it was in contact with it. (Examples of similar technology can be seen at <https://www.amazon.com/Nintendo-NFC-Reader-Writer-Accessory-3DS/dp/B01307Q6ZC> and <https://www.nintendo.com/au/support/articles/how-to-scan-amiibo-on-nintendo-switch/>.)

Please review the definition of electronic amusement device very carefully before passing this out of committee.