

REPUBLIC OF ZAMBIA

**THE GAMING MACHINES (PROHIBITION) ACT**

**CHAPTER 92 OF THE LAWS OF ZAMBIA**

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*Act No.*

*2 of 1974*

**THE GAMING MACHINES (PROHIBITION) ACT**

*13 of 1994*

**An Act to repeal the Gaming Machines Act and to prohibit the keeping of gaming machines.**

[22nd February 1974]

1. This Act may be cited as the Gaming Machines (Prohibition) Act.

Short title

2. In this Act, unless context otherwise requires-

Interpretation

"gaming machine" means a machine for playing a game of chance, being a game which requires no action by any player other than the actuation or manipulation of the machine.

3. (1) Any person who, not being the holder of a casino licence under the Casino Act-

Penalty for keeping gaming machine for the purpose of gaming.  
Cap 157

(a) keeps; or

(b) allows to be kept;

on any premises a gaming machine for the purpose of gaming shall be guilty of an offence and liable to a fine not exceeding ten thousand penalty units or to imprisonment for a period not exceeding one year, or to both.

The Laws of Zambia

(2) When any person is convicted of an offence under the provisions of sub-section (1), the court by which he is convicted shall, in addition to any fine or imprisonment imposed under subsection (1), order the forfeiture to the Government of the gaming machine which was the subject-matter of the offence.

*(As amended by Act No. 13 of 1994)*

**4.** The Gaming Machine Act is hereby repealed.

Repeal of Cap. 431 of  
the 1971 edition