

**6th AMENDMENT TO TECHNICAL STANDARDS IN TRIBAL-STATE
COMPACT FOR CONTROL OF CLASS III VIDEO GAMES OF CHANCE ON
THE PRAIRIE ISLAND INDIAN COMMUNITY IN MINNESOTA**

Pursuant to Section 6.12 of the Tribal-State Compact for Control of Class III Video Games of Chance on the Prairie Island Indian Community in Minnesota, the State of Minnesota, by and through its Commissioner of Public Safety, and the Prairie Island Indian Community (hereinafter "the Community") agree to amend the Compact as follows:

1. Section 6.9(6) is amended to read (additions in underlined type; deletions in ~~strikethrough~~ type):

Approved Coin and Bill Acceptors. At least one electronic or mechanical coin acceptor must be installed in or on each video game of chance, with the exception of cashless ticket devices. The video games of chance may also contain token or bill acceptors, or cashless ticket acceptors and cashless ticket dispensers, for denominations determined by the Community. Prior to operation within the territory of the Community, all models of coin, token, bill or cashless ticket acceptors and cashless ticket dispensers installed must have been tested and approved in writing by a gaming test laboratory as provided in Section 6.

2. Section 6.9(9) is amended to read (additions in underlined type; deletions in ~~strikethrough~~ type):

Secure Cash Compartment. The coin and currency compartment shall be secured with a different key or combination than that used for the main cabinet door, except that a separate cash compartment shall not be required for coins necessary to pay prizes in a machine which pays prizes through a drop hopper, or in a ~~machine that accepts cashless tickets and issues cashless~~ video game of chance tickets.

3. Section 6.9(16) is amended to read (additions in underlined type; deletions in ~~strikethrough~~ type):

No Credit Card Meters Permitted. No video game of chance may be equipped with a device which permits the player to use a credit card or debit card rather than currency, tokens, coins, ~~or cashless tickets~~ or cashless electronic credits to activate the game.

4. Section 6.9(17) is amended to read (additions in underlined type; deletions in ~~strikethrough~~ type):

Cashless Video Games of Chance. The following technical standards are applicable for video games of chance that accept coins, tokens, currency, cashless electronic credits, or cashless tickets and issue cashless tickets. For purposes of this section, the term

”cashless electronic credits” means electronic credits awarded by a cashless promotional system. These video gaming devices and the associated equipment must be tested and approved by a gaming test laboratory as provided in Section 6. In order to ensure that the cashless system, and the cashless video games of chance, is properly functioning prior to public play, the State of Minnesota, through its Commissioner of Public Safety, will test and certify the cashless video games of chance operated as part of an initial installation of the cashless system. This requirement shall apply only to those video games of chance which are part of the initial installation of devices on a cashless system, and shall not apply to subsequent additions of video gaming devices to such a cashless system. Nothing contained in this provision is intended to, nor does, modify alter or otherwise restrict the authority of the State of Minnesota, through its Commissioner of Public Safety, to conduct those inspections contemplated by Section 4.4 of The Tribal-State Compact for Control of Class III Video Games of Chance on the Prairie Island Community, including, for the purposes of investigating potential criminal activity, any related promotional systems.

5. Section 6.9(19) is amended to read (additions in underlined type; deletions in ~~strikethrough~~ type):

Adoption of Minimum Internal Control Standards. Prior to public use of those video gaming devices activated by cashless tickets and cashless electronic credits installed by the Community in its gaming facilities, the Community shall adopt minimum internal control standards (“MICS”) governing the use by the Community of such video gaming devices. The controls imposed by the MICS adopted by the Community on the operation and use of video gaming devices activated by cashless tickets and cashless electronic credits shall be no less stringent than those proposed by the National Indian Gaming Commission for use of cashless technology. The MICS adopted by the Community will be provided to the State of Minnesota for its review and comment. Ten (10) business days before the implementation of any proposed changes to the MICS, such changes will be provided to the State for its review and comment.

6. Section 6.10(5) is amended to read (additions in underlined type; deletions in ~~strikethrough~~ type):

Software Requirements for Play Transaction Records. Each game shall maintain electronic accounting meters. Such meters shall be maintained at all times, whether or not the game is being supplied with external power, unless an online gaming machine monitoring system is utilized that captures similar data. Mechanical meters are not required. If mechanical meters are utilized, they must be fully functional. The following information must be recorded and stored on meters capable of maintaining totals no less than eight digits in length:

- (a) Total number of coins inserted (the meter must count the total number of coins, or the equivalent value if a bill acceptor is used, which are inserted by players);
- (b) Number of credits wagered;

- (c) Number of credits won;
- (d) Credits paid out by Printed ticket Voucher or cash paid by the device.

The following information must be recorded and stored on meters capable of maintaining totals no less than six digits in length:

- (e) Number of times the Logic Area was accessed;
- (f) Number of coins or credits wagered in the current game;
- (g) Number of coins or credits wagered in the last complete, valid game; and
- (h) Number of cumulative credits representing credits won and money inserted by a player but not collected, commonly referred to as the credit meter.

Meter Requirements for Promotional Gaming Devices. The following specific promotional meters are required:

(a) Total Promotional Awards in (received by game) meter, which includes:

- (1) Total non-restricted (cashable) Promotional In, if applicable,
- (2) Total restricted (non-cashable) Promotional In, if applicable.

(b) Total Promotional Awards Out (removed from game and transferred back to player account) meter, if applicable, which includes:


- (1) Total non-restricted (cashable) Promotional Out,
- (2) Total restricted (non-cashable) Promotional Out.

Audit Trails for Promotional Transactions. A cashless promotional system must have the ability to recall the last twenty-five (25) promotional transactions received from the system and the last twenty-five (25) promotional transactions transmitted to the system for each gaming device associated with the system. However, if a gaming device has bonusing or host-cashless features, or both, enabled simultaneously with promotional features, a single 100-event log shall suffice. The following information must be displayed:

- (a) The type of transaction (upload/download) including restrictions (cashable or non-cashable, etc.) if utilizing a single 100-event log;
- (b) Transaction value;
- (c) Time and date;
- (d) The players account number or a unique identifier, either of which can be used to authenticate the source of the funds (i.e. source of where the funds came from/went to.)

DATED: 2-12-2009


STATE OF MINNESOTA



Commissioner of Public Safety

DATED: 2-25-09

PRAIRIE ISLAND INDIAN
COMMUNITY IN MINNESOTA



Ronald Johnson, President