

**AMENDMENT TO
TECHNICAL STANDARDS IN
TRIBAL-STATE COMPACT
FOR CONTROL OF CLASS III VIDEO GAMES OF CHANCE
ON THE SHAKOPEE MDEWAKANTON SIOUX COMMUNITY RESERVATION
IN MINNESOTA**

Pursuant to Section 6.12 of the Tribal-State Compact for control of Class III video games of chance on the Shakopee Mdewakanton Sioux Community Reservation in Minnesota, (hereinafter "Community"), the State of Minnesota, by and through its Commissioner of Public Safety, and the Community by and through its Chairman agree as follows:

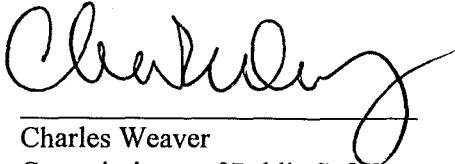
A new Section 6.14(5) is hereby added:

"Logic Control Components" means all types of Program storage media used to maintain the executable program that causes the gaming device to operate. Such devices include, but are not limited to hard disc drives, PCMCIA cards, EPROMs, EEPROMs, CD-ROMs and similar storage media. Such storage media shall:

- (1) Be disabled from being written to when in the machine via a physical or hardware write disable to ensure that it is impossible to write any contents to the storage media any time, either from an internal or external source.
- (2) Sealing tape, or its equivalent, shall be used over areas that are access sensitive.
- (3) Logic control components along with EPROMs, and logic boards must be maintained in a locked, sealed area.
- (4) Logic control components must be able to be inspected in the field. To this end, such devices must be able to be verified by using signatures, hash codes, or other secure algorithm. In addition, such devices must be able to be compared on a bit for bit basis.
- (5) The supplier of the gaming devices, utilizing said logic control components, shall supply to both the Tribe and the State approved field test equipment for carrying out tests required in (4), above. In addition, the supplier is required to provide verification training to all parties who request it.

Dated: 2-10-99

STATE OF MINNESOTA



Charles Weaver
Commissioner of Public Safety

Dated: 1-26-99

SHAKOPEE MDEWAKANTON
SIOUX COMMUNITY



Stanley Crooks
Chairman