

FIRST AMENDMENT TO
TECHNICAL STANDARDS IN
TRIBAL-STATE COMPACT FOR CONTROL
OF CLASS III VIDEO GAMES OF CHANCE
ON THE UPPER 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 Upper Sioux Community Reservation in Minnesota, (hereinafter "Community") the State of Minnesota, by and through its Commissioner of Public Safety, and the Community agree as follows:

1. Section 6.9(9) is amended to read:

Secure Cash Compartment. The coins 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.

2. Section 6.9(11) is amended to read:

Printed Record of Credits and Payouts Required. A single printing mechanism which must be capable of printing an original ticket and retaining an exact legible copy, either within the game or in a slot management/reporting system approved by the gaming test laboratory, that provides permanent sequential tracking, and which permits monitoring of error conditions on a printed medium for future use, and which records the following information: (a) the number of credits; (b) the value of the credits in dollars and cents; (c) the cash paid by the device; and (d) any other data required by the Tribe. Video games of chance utilizing coin drop hoppers are permitted, provided they are monitored by a slot management/reporting system of the type described in this paragraph which has been approved by an independent gaming test laboratory.

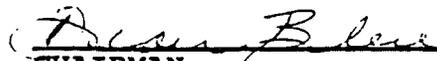
Dated: Nov 28, 1990

Dated: Nov 21, 1990

STATE OF MINNESOTA



PAUL J. TSCHIDA
Commissioner of Public Safety



CHAIRMAN
UPPER SIOUX COMMUNITY