



Mille Lacs Band of Ojibwe Indians
Gaming Regulatory Authority
Detailed Gaming Regulations

Video Games of Chance

Document No. DGR - 11

Effective: January 10, 2006

Section 1. Scope. This section includes the Detailed Gaming Regulations for Video Games of Chance, to be regulated and played in Compliance with Title 15 of the Mille Lacs Band Statutes Annotated.

Section 2. Computer Applications. Any computer applications utilized, alternate documentation and/or procedures that provide at least the level of control described by the standards found within this regulation as approved by the GRA Board, will be acceptable.

Section 3. Standards for Drop and Count. The procedures for the collection of the video games of chance drop and the account thereof shall comply with **DGR 16.**

Section 4. Technical Standards for Video Games of Chance.

A. Testing and Approval of Video Games of Chance. No video game of chance may be purchased, leased or otherwise acquired by a Gaming Enterprise unless:

1. the video game of chance is purchased, leased or acquired from a manufacturer or distributor licensed to sell, lease or distribute video games of chance by the GRA Board pursuant to Section 3 hereof; and
2. the video game of chance, or a prototype thereof, has been tested, approved or certified by an independent gaming testing laboratory as meeting the requirements and standards of these Regulations and the Compact.

For purposes of these Regulations and the Compact, an independent gaming testing laboratory is a laboratory agreed to and designated in writing by the State Commissioner of Public Safety and a designee of the Band as competent and qualified to conduct scientific tests and

evaluations of video games of chance and related equipment. A laboratory operated by or under contract with the states of Minnesota or Nevada, or New Jersey, or South Dakota constitutes a designated gaming test laboratory.

- B. Application for Approval of Prototype Video Game of Chance. The GRA Board shall provide or require that the manufacturer provide to the gaming test laboratory two copies of video game of chance illustrations, schematics, block diagrams, circuit analyses, technical and operation manuals, program object and source codes, hexadecimal dumps (the compiled computer program represented in base 16 format) and any other information requested by the gaming test laboratory.
- C. Testing of Video Game of Chance. If required by the gaming test laboratory, the GRA Board shall require the manufacturer to transport not more than two working models of the video game of chance and related equipment to a location designated by the laboratory for testing, examination and analysis. The GRA Board shall require the manufacturer to pay for any and all costs for the transportation, testing, examination, and analysis. The testing, examination, and analysis may include the entire dismantling of the video games of chance and related equipment and some tests may result in damage or destruction to one or more electronic components of the devices. If required by the laboratory, the GRA Board must require the manufacturer to provide, specialized equipment or the services of an independent technical expert to assist with the testing, examination and analysis.
- D. Report of Test Results. At the conclusion of each test, the laboratory shall provide to the State Commissioner of Public Safety and the GRA Board a report that contains findings,



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conclusions and a determination that the video game of chance and related equipment conforms or fails to conform to the technical requirements and standards set forth in these Regulations and the Compact. If modifications can be made which would bring the video game or related equipment into compliance, the report may contain recommendations for such modifications.

- E. Modifications of Approved Video Games of Chance. The manufacturer or distributor shall assemble and install all video games of chance and related equipment in a manner approved and licensed by the GRA Board. No modification to the assembly or operational functions of any video game of chance or related equipment may be made after testing and installation unless a gaming test laboratory certifies to the State Department of Public Safety and the GRA Board that the modified video games of chance conforms to the standards of these Regulations and the Compact. All proposed modifications shall be described in a written request made to the State Commissioner of Public Safety, the gaming test laboratory and the GRA Board, which contains information describing the modification, the reason therefore and all documentation required by the laboratory. In emergency situations where modifications are necessary to prevent cheating or malfunction, the laboratory may grant temporary certification of the modifications for up to 15 days pending compliance with this section.
- F. Conformity to Technical Standards. The GRA Board shall require the manufacturer or distributor to certify, in writing, to the GRA Board and to the State Commissioner of Public Safety that, upon installation, each video game of chance placed in a gaming facility within the reservation:

1. Prototype. Conforms precisely to the exact specifications of the video game of chance prototype tested and approved by the gaming test laboratory; and
 2. Technical Standards. Operates and plays in accordance with the technical standards set forth in Sections 4(G) and 4(H) of these Regulations.
- G. Hardware Requirements for Video Games of Chance. Video games of chance operated within the jurisdiction of the Band must be licensed by the GRA Board and meet the following specifications:
1. No Physical Hazard. Electrical and mechanical parts and design principals may not subject a player to any physical hazards.
 2. Surge Protectors. A surge protector must be installed for all power which is fed to the device. This device may or may not be integrated as part of the power supply.
 3. Battery Back-up. A battery back-up, or an equivalent, for the electronic meters must be capable of maintaining accurate readings for 180 days after power is discontinued from the device for all information regarding:
 - a. Current and total tallies of amounts wagered and paid out;
 - b. Records of access to logic board compartment;
 - c. Records of access to cash and coin compartment; and
 - d. Such other data as may be required by written regulation of the GRA Board.

The back-up device shall be located within the locked logic board compartment and shall not be accessible to the manufacturer or distributor after the initial installation of the equipment.



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4. Power Switch. A power switch must be located in an accessible place within the interior of the game, which controls the electrical current used in the operation of the game.
5. Resistance to Electromagnetic Interference. The operation of the video game of chance, including the coin drop and other such component parts, must not be adversely affected by static discharge, radio frequency interference or other electromagnetic interference.
6. 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 devices may also contain token or bill acceptors or cashless ticket acceptors and cashless ticket dispensers, for denominations determined by the GRA Board. Prior to operation within the Gaming Enterprise, 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 4.
7. Secure Cabinets. The internal space of the video game of chance shall not be readily accessible when the door is closed and sealed.
8. Secure Electronic Components. Logic boards and software electronically programmable read only memory chips (hereinafter EPROMS) and other Logic Control Components (defined in Section 24) shall be located in a separate compartment within the video game of chance and that compartment shall be locked with a different key or combination than that used for the main cabinet door.
 - a. Storage media shall 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;
 - b. Sealing tape, or its equivalent, shall be used over areas that are access sensitive;
 - c. Logic control components along with EPROMs and logic boards must be maintained in a locked, sealed area; and
 - d. Logic control components must be able to be inspected in the field. To this end, such devices must be able to (i) be verified by using signatures, hash codes, or other secure algorithm; and (2) be compared on a bit for bit basis.
 - e. The supplier of the gaming devices, utilizing said logic control components, shall supply to both the Band 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.
9. 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 a machine that accepts cashless tickets and issues cashless tickets.
10. No Hardware Modification of Pay Tables or Payouts. No hardware



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switches (DIP Switches) may be installed which alter the pay tables or payout percentages for the game.

11. 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), and which provides permanent sequential tracking, and which permits monitoring of error conditions on a printed medium for future use, and which records the following information:
- the number of credits;
 - the value of the credits in dollars and cents;
 - the cash paid by the device; and
 - any other data required by the GRA Board shall be permitted to be installed in each device.

Video games of chance utilizing coin drop hoppers and that accept and issue cashless tickets 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 as provided in Section 4.

12. Identification Plates Required. Each video game of chance shall have an unremovable identification plate on the exterior right side of the cabinet which contains the following information:
- Manufacturer;
 - Serial number;
 - Model number; and
 - License stamp and number issued by the GRA Board certifying compliance with the technical

standards set forth in these Regulations and the Compact.

13. Rules of Play and Possible Winnings Displayed. The rules of play for each game must be prominently displayed on the game screen or the cabinet face. A Gaming Enterprise shall not permit the display of any rules of play which are incomplete, confusing, or misleading. Each game must display the coins or credits wagered and the credits awarded for the occurrence of each possible winning combination based on the amount wagered. All information required by this section must be kept under glass or other transparent substance and at no time shall stickers or other such materials be placed on the machine face, which obscure the rules of play or the operational features of the game.
14. Operation as Part of Telecommunications Network. The hardware requirements above shall not be construed to prevent the operation of the video game of chance as part of a local or telecommunications area network with an aggregate prize or prizes. A video game of chance capable of bi-directional communication with external associated equipment must utilize communication protocol which ensures that erroneous data or signals will not adversely affect the operation of the device.
15. Security Tape for EPROMS. Upon installation, a Gaming Enterprise shall affix or cause to be affixed to the EPROM of each video game of chance a strip of security tape, capable of evidencing the removal of the EPROM if the EPROM is removed from the circuit board. The security tape shall be



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- secured and available only to the authorized personnel of a Gaming Enterprise whom are independent of the Slot Department. Each Gaming Enterprise shall maintain accurate and complete records of the identification number of each EPROM installed in each video game of chance.
16. 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.
- H. Software Requirements for Video Games of Chance. Video games of chance operated at a Gaming Enterprise must meet the following specifications:
1. 1. Software Requirements for Randomness Testing. Each video game of chance must have a true random number generator which will determine the occurrence of a specific symbol or a specific number to be displayed on the video screen where such symbol, card, or number is wholly or partially determinative of the outcome of a game. A selected process will be considered random if:
 - a. Chi-Square Analysis. Each symbol, card, stop position, or number position which is wholly or partially determinative of the outcome of a game, satisfies the 99 percent confidence limit using the standard chi-square analysis.
 - b. Runs Test. Each symbol, card, stop position or number does not as a significant statistic produce detectable patterns of game elements or occurrences. Each symbol, card, stop position or number will be regarded as random if it meets the 99 percent confidence level with regard to the "runs test" or any generally accepted pattern testing statistic.
 - c. Correlation Analysis. Each pair of symbol, card, stop positions or number positions is independently chosen without regard for any other symbol, card or number drawn within that game play. Each pair of symbol, card or number positions is considered random if it meets the 99 percent confidence level using standard correlation analysis.
 - d. Serial Correlation Analysis. Each symbol, card, stop position or number is independently chosen without reference to the same symbol, card, stop position or number in the previous game. Each symbol, card, stop position or number position is considered random if it meets the 99 percent confidence level using standard serial correlation analysis.
 - e. Live Game Correlation. Video games of chance that are representative of live gambling games must fairly and accurately depict the play of the live game.
- I. Software Requirements for Percentage Payout. Each video game of chance must meet the following maximum and minimum theoretical percentage pay out during the expected lifetime of the game:
1. Games Not Affected by Player Skill. Video games of chance with game outcomes not affected by player skill shall pay out a minimum of 80 percent and not more than 95 percent of the amount wagered, including replays. For



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- the video game of keno and other similar games, the theoretical payout percentage requirements apply to each number of spots marked, but in no instance less than 75 percent for each wager.
2. Video Games That Are Affected by Player Skill. Video games that are affected by player skill, such as draw poker and blackjack, shall payout a minimum of 83 percent and no more than 98 percent of the amount wagered, including replays. This standard is met when using a method of play which will provide the greatest return to the player.
 3. Minimum Probability Standard for Maximum Payout. Each video game of chance must have a probability of obtaining the maximum payout which is greater than 1 in 17,000,000 (ONE IN SEVENTEEN MILLION) for each play.
 4. Software Requirements for Continuation of Game After Malfunction. Each video game of chance must be capable of continuing the current game with **all** current game features after a game malfunction is cleared automatically or by an attendant.
- J 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. If mechanical meters are utilized, they must be fully functional.
1. 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; and
 - d. Credits paid out by Printed Ticket Voucher or cash paid by the device.
 2. The following information must be recorded and stored on meters capable of maintaining totals no less than six digits in length:
 - a. Number of Times the Logic Area was accessed;
 - b. Number of coins or credits wagered in the current game;
 - c. Number of coins or credits wagered in the last complete valid game; and
 - d. Number of cumulative credits representing credits won and money inserted by a player but not collected, commonly referred to as the credit meter.
 3. For promotional gaming devices, the following information must be recorded and stored on specific promotional meters:
 - a. Total Promotional Awards In (received by the game) meter which includes:
 - i. Total non-restricted (cashable), Promotional In
 - ii. Total restricted (non-cashable), Promotional In
 - b. Total Promotional Awards Out (removed from game and transferred back to player account)
 - i. Total non-restricted (cashable), Promotional Out
 - ii. Total restricted (non-cashable, Promotional Out



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4. Promotional gaming devices 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. 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.)
 5. No Automatic Clearing of Accounting Meters. No video game of chance shall have a mechanism or program that causes the electronic accounting meters to automatically clear. The electronic accounting meters may be cleared only after the Gaming Enterprise has taken written records of the readings both before and after the clearing process. The Gaming enterprise shall also provide a written explanation for why the meter was cleared.
 - K.. Revocation of License
 1. No video game of chance may be operated without a valid license issued under (G) of this Section or restored after revocation under this Section (I).
 2. If a video game of chance is malfunctioning, does not conform with technical standards, or otherwise does not meet the standards of DGR 11, Title 15 or the Compact, the Gaming Enterprise shall notify the Gaming Regulatory Authority Board or Director of the Office of Gaming Regulation & Compliance as soon as possible. Verbal notification is acceptable.
 3. If a video game of chance is malfunctioning, does not conform with technical standards, or otherwise does not meet the standards of DGR 11, Title 15 or the Compact, the GRA Board may revoke the license of the video game of chance.
 4. A license that has been revoked is invalid.
 5. Once a video game of chance's license has been revoked, it may be placed back in operation when a new license has been issued or the previous license has been restored by the GRA.
 6. In order to restore a license, the GRA Board must be satisfied that the video game of chance can be operated in compliance with this Section and all other applicable laws and requirements.
 7. In circumstances where it is not possible to make an immediate determination as to whether a video game of chance is in compliance with the law, the GRA Board or the Director of the OGR&C may order a video game of chance to be taken out of service for up to 48 hours. At the end of the 48 hours, GRA Board or Director of the OGR&C shall either revoke the machine's license or place the machine back in service. If no determination is made within 48 hours then the machine may be placed back in service.
 - L. Video Games of Chance Malfunctions



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1. Forensic Testing: The Gaming Regulatory Authority or the property as approved by the GRA, shall write procedures for forensic testing by an independent testing laboratory of Video Games of Chance when "exceptional" events or malfunctions occur. Such procedures shall at a minimum include:
 - a. training of all associates
 - b. immediately securing the Video Game of Chance to prevent any occurrence which could impede forensic testing
 - c. securing the scene
 - d. notification of property management, OGR&C and surveillance as part of the initial notification process.
2. Machine Malfunctions: Logs reflecting every video game of chance software malfunction and major hardware malfunction shall be maintained and submitted to the Office of Gaming Regulation and Compliance on a weekly basis. Malfunctions shall include but not be limited to: duplicate tickets, lockups, blackouts, reboots, soft RAMs, metering issues, etc.
Logs at a minimum shall contain:
 - a. Date of occurrence
 - b. Time of occurrence
 - c. Machine Serial Number and location
 - d. Manufacturer
 - e. Main Program and Game Software
 - f. Detailed description of malfunction
 - g. Detailed description of each step taken to correct the malfunction
 - h. All Associates involved.
 - i. Date malfunction corrected
3. RAM Clears: Once a Video Game of Chance has been tested, licensed and is offered for play, a RAM clear should only be needed in extenuating circumstances and/or after all other avenues have been tried. A log shall be maintained which contains at minimum:
 - a. Date of occurrence
 - b. Time of occurrence
 - c. Machine Serial number and location
 - d. Manufacturer
 - e. Main Program and Game Software
 - f. Detailed reason for RAM Clear
 - g. Steps taken to resolve game issue prior to RAM Clear
 - h. All Associates involved

Section 5. Technical Standards for Gaming Devices That Accept Coin, Currency or Cashless Tickets and Issue Cashless Tickets.

- A. Cashless Gaming Devices. The following technical standards are applicable for gaming devices that accept coins, tokens, currency, cashless electronic credits, cashless tickets and issue cashless tickets. (for the purpose of this section, the term cashless electronic credits means electronic credits awarded by the cashless promotional system.) These video gaming devices and the associated equipment must be tested and approved by a gaming test laboratory as provided in the regulations. In order to ensure that the cashless system and the cashless video games of chance are 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



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subsequent additions of video gaming devices to such 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 Mille Lacs Band of Ojibwe Reservation in Minnesota, including, for the purposes of investigating potential criminal activity, any related promotional systems.

- B. **Credit Redemption.** Available credits may be collected from the gaming device by the player pressing the "COLLECT" button at any time other than during:
1. A game being played;
 2. Audit mode;
 3. Any door open;
 4. Test mode;
 5. A credit Meter or Win Meter incrementation, unless the entire amount is placed on the meters when the collect button is pressed; or
 6. An error condition.
- C. **Cancel Credit.** If credits are collected, and the total credit value is greater than or equal to \$2,999.99 (e.g. Printer Limit for printer games), the games shall lock up until the credits have been paid, and the handpay is cleared by an attendant.
- D. **Printers.** The printer shall print on a ticket and provide the data to an on-line data management system that records the following information regarding each payout ticket printed. The information listed below can be obtained from the gaming device, validation terminal, the on-line data management system or other means:
1. Value of credits in U.S. Currency, presented in numerical format;

2. Time of day the ticket was printed, presented in twenty-four (24) hour format showing hours and minutes;
3. Date, in any recognized format, indicating the day, month and year;
4. Gaming device number or machine number; and
5. Unique validation number, or bar code.

The gaming device shall either keep a duplicate copy or print only one (1) copy to the player. Each gaming device shall have two dedicated logs that will record and maintain a ticket history at a minimum of (i) thirty-five (35) tickets printed; and (ii) thirty-five (35) tickets redeemed. In addition, an approved system shall be used to validate the payout ticket, and the ticket information shall be retained by the slot management/reporting system at least as long as the ticket is valid for redemption at that location.

- E. **Printer Location.** In order to ensure that changing the paper does not require access to the drop (cash) or logic areas, the ticket printer shall be located in a locked area of the video gaming device (e.g., require opening the main door to access the ticket printer), but shall not be located in the logic area or in the drop box (cabinet).
- F. **Error Conditions.** A printer shall have mechanisms to allow software to interpret and act upon the following conditions:
1. Out of paper/paper low;
 2. Printer jam/failure; and
 3. Printer disconnected (this may only be detected when the software tries to print).
- These conditions shall trigger an error condition to indicate the error has occurred.
- G. **Ticket Validation.** Payment by ticket printer as a method of credit redemption is only permissible where the gaming device is linked to an on-line data system, which



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allows validation of the printed ticket. Validation approval or information must come from the host system and shall be validated by a cashier. Tickets may be validated at the gaming device or at any validation terminal as long as it meets the standards of this section. The video gaming device must contain a mechanism ensuring an alternate method of payment which will be utilized if communication is lost and validation information cannot be sent to the slot management/reporting system.

- H. Duplicate Tickets. If the gaming device is capable of printing duplicate tickets, it must be clearly indicated on its face that it is a duplicate ticket. The validation system must be able to identify duplicate tickets to prevent fraud by reprinting and redeeming a ticket that was previously issued by the gaming device.
- I. Metering Modifications. To account for cashless tickets accepted by a gaming device, the following electronic gaming device meters shall be incremented:
1. Total value of all items accepted;
 2. Total number of all items accepted;
 3. The "drop" meter which shall maintain a cumulative count of the number of coins that have been diverted into a drop bucket and credit value of all bills or cashless tickets inserted into the bill acceptor for play. It is acceptable to have both a coins-dropped meter and a bills-dropped meter. The game shall have a separate meter that accumulates the number of cashless tickets accepted, not including bills; and
 4. A separate meter that accumulates and increments the total value of cashless tickets accepted, not including bills which are included in section 3 above.

- J. No Credit Extended. No person shall be extended credit for gaming, except as provided herein.

Section 6. Minimum Internal Control Standards for Gaming Devices That Accept Coin, Currency, or Cashless Tickets and Issue Cashless Tickets. The Gaming Enterprise shall present for GRA Board approval within ninety (90) days of Band Assembly approval of these Detailed Gaming Regulations minimum internal control standards governing cashless acceptance and dispersing devices that at a minimum shall provide:

- A. The Customer may request a cashless ticket from the video game of chance which reflects all remaining credits. The cashless ticket shall be printed at the video game of chance by an internal document printer.
- B. The cashless ticket shall contain the following printed information:
1. Casino name;
 2. Machine number and location;
 3. Date & time;
 4. Alpha and numeric dollar amount of the cashout;
 5. Voucher (cashless ticket) serial number;
 6. Validation number;
 7. Bar code;
 8. Type of transaction;
 9. A phrase stating that the voucher will expire sixty (60) days after issuance.
- C. Cashless ticket must be redeemed within sixty (60) days from the time of issue by the gaming device. After that period, an unredeemed cashless ticket will have no cash value. If payment is made on the expired cashless ticket, an override to the on-line data system must be processed by an authorized supervisor or management personnel.
- D. The customer shall redeem the cashless ticket at a change booth or cashiers' cage.



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Once presented for redemption, the cashier shall:

1. Scan the bar code via an optical reader or its equivalent; or
 2. Input the cashless ticket validation number into the computer.
- E. The information contained in paragraph D of this Section 6 shall be transmitted to the host computer. The host computer shall verify the authenticity of the cashless ticket and communicate directly to the redeemer of the cash-out ticket.
- F. If valid, the cashier pays the customer the appropriate amount and the cashless ticket is electronically noted "paid" in the system. The paid cashless ticket shall remain in the cashiers' bank for reconciliation purposes.
- G. If invalid, the host computer shall notify the cashier that one of the following conditions exists:
1. Serial number cannot be found on file (stale date, forgery, etc);
 2. Cashless ticket has already been paid; or
 3. Amount of cashless ticket differs from amount on file. The cashier shall refuse payment to the customer and notify a supervisor of the invalid condition. The supervisor shall resolve the dispute. If the dispute is \$500 or greater, the OGR&C shall be immediately notified.
- H. At the end of the cashier's shift, a "Validation Window Closer" report shall be printed. This information shall be compared to the sum of cashless tickets paid by the cashier during that cashier's sign-on period and be used to reconcile cash for the shift. The cashier and a supervisor shall sign the "Validation Window Closer" report.
- I. In the event that the cashier is unable to communicate with the system for any reason, the cashless ticket is presented to an authorized supervisory or management personnel for payment. Authorized personnel will then scan the voucher at an alternative validation terminal that is located in the general proximity, but outside of the change booth or cashiers' cage. The ticket will be validated in the system and a validation receipt will print out. The receipt is then attached to the cashless ticket, and both are presented to the cashier for payment. All validation terminals shall be secured and password controlled.
- J. If the on-line data system temporarily goes down, cashiers may redeem cashless tickets after recording at a minimum the following in a log:
1. Serial number of the cashless ticket;
 2. Date;
 3. Dollar amount; and
 4. Issuing video game of chance number.
- K. Cashless tickets shall be validated as expeditiously as possible when the on-line data system is restored.
- L. If the on-line electronic game management system generates a jackpot slip when a jackpot occurs on a cashless gaming device, the jackpot receipt generated by the gaming device shall be stapled to either the cashier's copy of the jackpot ticket or the copy that is given to the attendant handling the payment of the jackpot. A W-2G Form shall be completed in accordance with IRS regulations for single award payments of \$1,200 or more.
- M. The following Soft Count procedures shall be performed:
1. At least once during each week prior to the commencement of each soft count, the count team shall test the accuracy of the Duplo ticket counter with a varying sample of cashless tickets. The test shall be documented and attested to by



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- the signatures of at least two count team members.
2. For each gaming device, foot the tickets removed from the bill validator drop box and agree to the system-generated report that list all of the dropped tickets for a given period.
- N. The following reports at a minimum shall be generated by the accounting department and reconciled to all validated/redeemed tickets, as well as to the on-line data system on a daily basis:
1. Ticket Liability Report;
 2. Ticket Issuance Report; and
 3. Ticket Redemption Report.
- O. The Gaming Enterprise shall develop and implement (subject to presentation for GRA Board approval within ninety (90) days of Band Assembly's approval of these Detailed Gaming Regulations) procedures to control cashless ticket paper which shall include procedures that:
1. Mitigate the risk of counterfeiting of cashless ticket paper;
 2. Adequately controls the inventory of the cashless ticket paper; and
 3. Provide for the destruction of all unused cashless ticket paper.
 4. Alternatively, if the gaming enterprise utilizes a computer validation system, this standard shall not apply.
- P. If the cashless on-line data system is down for more than four (4) hours, the Gaming Enterprise shall promptly notify the GRA Board.
- Q. All applicable accounting and auditing procedures and standards as set forth in Section 7 and 8 of this Section shall be performed.
- R. The on-line data systems shall comply with all other standards (as applicable) in these Regulations, including but not limited to:
1. Standards for currency acceptor drop and count; and
 2. Standard for coin drop and count.
 3. Standards concerning EPROMS or other equivalent game software media.
- S. The on-line data system shall be secured and password controlled. Each user shall have his/her own password and passwords shall be changed and documented at least quarterly.
- Section 7. Accounting and Auditing Standards.** The following accounting and auditing standards shall apply with respect to video games of chance:
- A. Video game of chance accounting and auditing procedures shall be performed by employees who are independent of the transactions being reviewed and as provided in Section 8 of this Section.
 - B. For on-line video game of chance monitoring systems, procedures shall be performed at least monthly to verify that the system is transmitting and receiving data from the Video Games of Chance properly and to verify the continuing accuracy of the coin-in meter readings as recorded in the video game of chance statistical report.
 - C. For weigh scale and currency interface systems, for at least one drop period per month, accounting/auditing employees shall make such comparisons as necessary to the system generated count as recorded in the video game of chance statistical report. Discrepancies shall be resolved prior to generation/distribution of video game of chance reports.
 - D. For each drop period, accounting/auditing personnel shall compare the coin-to-drop meter reading to the actual drop amount. Discrepancies should be resolved prior to generation/distribution of on-line video



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- game of chance monitoring system statistical reports.
- E. Follow-up shall be performed for any one video game of chance having an unresolved variance between actual coin drop and coin-to-drop meter reading in excess of three percent (3%) and over \$25.00. The follow-up performed and results of the investigation shall be documented, maintained for inspection, and provided to the Office of Gaming Regulation and Compliance.
- F. For each drop period accounting/auditing employees shall compare the bill-in meter reading to the total bill acceptor drop amount for the period. Discrepancies shall be resolved before the generation/distribution of video game of chance statistical reports.
- G. Follow-up shall be performed for any one video game of chance having an unresolved variance between actual currency drop and bill-in meter reading in excess of an amount that is both more than \$25 and at least three percent (3%) of the actual currency drop. The follow-up performed and results of the investigation shall be documented, maintained for inspection, and provided to the OGR&C.
- H. At least annually, accounting/auditing personnel shall randomly verify that EPROM or other equivalent game software media changes are properly reflected in the video game of chance analysis reports.
- I. Accounting/auditing employees shall review exception reports for all computerized video game of chance systems on a daily basis for propriety of transactions and unusual occurrences.
- J. All video game of chance auditing procedures and any follow-up performed shall be documented, maintained for inspection, and provided to the OGR&C.

- K. On a quarterly basis, the Gaming Enterprise shall foot all jackpot cash-out tickets equal to or greater than \$1,200 and trace totals to those produced by the host validation computer system.

Section 8. Accounting and Audit

Procedures. The GRA Board shall engage an independent certified public accountant to audit the books and records of all video gaming conducted pursuant to these Regulations and the Compact and shall make copies of the audit and all current internal accounting and audit procedures available to the State upon written request. The GRA Board shall permit the State to consult with the auditors before or after any audits or periodic checks on procedures which may be conducted by the auditors, and shall allow the State to submit written or oral comments or suggestions for improvements regarding the accounting and audit procedures. Within 30 days of receipt of any written or oral comments, the GRA Board shall: (a) accept the comments and modify the procedures accordingly; or (b) respond to the comments with counter proposals or amendments. The State shall pay for any additional work performed by the auditors at the request of the State.

Section 9. Amendments to Hardware and Software Requirements for Video Games of

Chance. The technical standards set forth in Sections 4(G) and 4(H) shall govern the operation of video games of chance unless amended pursuant to Section 2 of the Video Games of Chance Compact with the State of Minnesota or pursuant to the procedures set forth in this Section 8. For purposes of this section, amendments to Sections 4(G) and 4(H) may be made only upon the written recommendation for, and detailed explanation



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of, the proposed amendment by the gaming test laboratory designated pursuant to Section 4(A). The State Commissioner of Public Safety and the designee of the Band may thereafter, by mutual written agreement, amend the technical standards contained in the Compact and in Sections 4(G) and 4(H) of these Regulations.

Section 10. GRA Board Licensing. The GRA Board shall only issue licenses to manufacturers **and distributors** of video gaming equipment whom possess valid licenses from the States of Minnesota, New Jersey, Nevada, or South Dakota. In the event that the State of Minnesota, or the States of New Jersey, Nevada, or South Dakota suspend, revoke, or refuse to renew a license of a manufacturer or distributor similarly licensed by the GRA Board, the GRA Board shall accept the state's determination and shall require the suspension, revocation, or non-renewal of the license issued by the GRA Board.

Section 11. Standards For Video Games of Chance. For this section only, (1) credit or customer credit means a unit of value equivalent to cash or cash equivalents deposited, wagered, won, lost, or redeemed by a customer; and (2) coins shall include tokens. For all computerized video game of chance systems, a personnel access listing shall be maintained, which includes at a minimum:

- A. Employee name or employee identification number (or equivalent); and
- B. Listing of functions employee can perform or equivalent means of identifying same.

Section 12. Jackpot Payouts, Video Games of Chance Fills, Short Pays and Accumulated Credit Payouts Standards.

- A. For jackpot payouts and video games of chance fills, documentation shall include the following information:
 1. Date and time;

2. Machine number;
3. Dollar amount of cash payout or video game of chance fill (both alpha and numeric) or description of personal property awarded, including fair market value. Alpha is optional if another unalterable method is used for evidencing the amount of the payout;
4. Game outcome (including reel symbols, card values, suits, etc.) for jackpot payouts. Game outcome is not required if a computerized jackpot/fill system is used;
5. Preprinted or concurrently printed sequential number; and
6. Signatures of at least two employees verifying and witnessing the payout or video game of chance fill (except as otherwise provided in Section 12(6)(a) and (b) of this section).
 - a. Jackpot payouts of \$5,000 to \$20,000 shall require the signature and verification of an employee independent of the gaming machine department in addition to the two signatures required.
 - b. Jackpot payouts of \$20,000 or more shall require the signature and verification of three employees from independent departments, one of which is management, in addition to the two signatures required.
- B. Computerized jackpot/fill systems shall be restricted so as to prevent unauthorized access and fraudulent payouts by one person as required by these Regulations.
- C. Payout forms shall be controlled and routed in a manner that precludes any one person from producing a fraudulent payout by forging signatures or by altering the amount paid out subsequent to the payout and misappropriating the funds.



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Section 13. Promotional Payouts or Awards.

If a Gaming Enterprise offers promotional payouts or awards that are not reflected on the video game of chance pay table, then the payout form/documentation shall include:

- A. Date and time;
- B. Machine number and denomination;
- C. Dollar amount of payout or description of personal property (e.g., jacket, toaster, car, etc.), including fair market value;
- D. Type of promotion (e.g., double jackpots, four-of-a-kind bonus, etc.); and
- E. Signature of at least two employees authorizing and completing the transaction.

Section 14. Slot Department Funds

Standards. The following standards shall apply with respect to Slot Department Funds:

- A. The video game of chance booths and change banks that are active during the shift, shall be counted down and reconciled each shift by two employees utilizing appropriate accountability documentation. Unverified transfer of cash and/or cash equivalents are prohibited.
- B. The wrapping of loose video game of chance booth and cage cashier coin shall be performed at a time or location that does not interfere with the hard count/wrap process or the accountability of that process.
- C. A record shall be maintained evidencing the transfers of wrapped and unwrapped coins and retained for seven (7) days.

Section 15. EPROM Control Standards. The following standards shall apply with respect to control of EPROM:

- A. At least annually, procedures shall be performed to ensure the integrity of a sample of video game of chance game program EPROMs, or other equivalent game software media, by personnel independent of

the Slot Department or the machines being tested.

- B. The Gaming Enterprise shall develop and present for GRA Board approval within ninety (90) days of Band Assembly's approval of these Detailed Gaming Regulations procedures for the following:
 1. Removal of EPROMs, or other equivalent game software media, from devices, the verification of the existence of errors as applicable, and the correction via duplication from the master game program EPROM, or other equivalent game software media;
 2. Copying one gaming device program to another approved program;
 3. Verification of duplicated EPROMs before being offered for play;
 4. Receipt and destruction of EPROMs, or other equivalent game software media; and
 5. Securing the EPROM, or other equivalent game software media, duplicator, and master game EPROMs, or other equivalent game software media, from unrestricted access.
- C. The master game program number, par percentage, and the pay table shall be verified to the par sheet when initially received from the manufacturer.
- D. Video Games of Chance shall have the game software circuit boards locked or physically sealed. The lock or seal shall necessitate the presence of a person independent of the Slot Department to access the device game program EPROM, or other equivalent game software media. If a seal is used to secure the board to the frame of the gaming device, it shall be pre-numbered.
- E. Records that document the procedures in Section 15(B)(1) of this section shall include the following information:
 1. Date;



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2. Machine number (source and destination);
 3. Manufacturer;
 4. Program number;
 5. Personnel involved;
 6. Reason for duplication;
 7. Disposition of any permanently removed EPROM, or other equivalent game software media;
 8. Seal numbers, if applicable; and
 9. Approved testing lab approval numbers, if available.
- F. EPROMS, or other equivalent game software media, returned to gaming devices shall be labeled with the program number. Supporting documentation shall include the date, program number, information identical to that shown on the manufacturer's label, and initials of the person replacing the EPROM, or other equivalent game software media.
- Section 16. Standards for Evaluating Theoretical and Actual Hold Percentages.**
The following standards for evaluating theoretical and actual hold percentages shall apply:
- A. Accurate and current theoretical hold worksheets shall be maintained for each video game of chance.
 - B. For multi-game/multi-denominational machines, an employee or department independent of the gaming machine department shall:
 1. Weekly, record the total coin-in meter;
 2. Quarterly, record the coin-in meters for each payable contained in the machine; and
 3. On an annual basis, adjust the machine(s) theoretical hold percentage in the video game of chance statistical report to a weighted average based upon the ratio of coin-in for each game payable.
 - C. For those Gaming Enterprises that are unable to perform the weighted average calculation as required by Section 16(B) of this section, the following procedures shall apply:
 1. On at least an annual basis, calculate the actual hold percentage for each video game of chance;
 2. On at least an annual basis, adjust the theoretical hold percentage in the video game of chance statistical report for each video game of chance to the previously calculated actual hold percentage; and
 3. The adjusted theoretical hold percentage shall be within the spread between the minimum and maximum theoretical payback percentages.
 - D. The adjusted theoretical hold percentage for multi-game/multi denominational Video Games of Chance may be combined for Video Games of Chance with exactly the same game mix throughout the year.
 - E. The theoretical hold percentages used in the video game of chance analysis reports should be within the performance standards set by the manufacturer.
 - F. Records shall be maintained for each machine indicating the dates and type of changes made and the recalculation of theoretical hold as a result of the changes.
 - G. Records shall be maintained for each video game of chance that indicate the date the video game of chance was placed into service, the date the video game of chance was removed from operation, the date the video game of chance was placed back into operation, and any changes in video game of chance numbers and designations.
 - H. All of the Video Games of Chance shall contain functioning meters that shall record



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- coin-in or credit-in, or on-line video game of chance monitoring system that captures similar data.
- I. All Video Games of Chance with bill acceptors shall contain functioning bill-in meters that record the dollar amounts or number of bills accepted by denomination.
 - J. Video game of chance in-meter readings shall be recorded at least weekly immediately prior to or subsequent to a video game of chance drop. On-line video game of chance monitoring systems can satisfy this requirement. However, the time between readings may extend beyond one week in order for a reading to coincide with the end of an accounting period only if such extension is for no longer than six (6) days.
 - K. The employee who records the in-meter reading shall either be independent of the hard count team or shall be assigned on a rotating basis, unless the in-meter readings are randomly verified quarterly for all video game of chances and bill acceptors by a person other than the regular in-meter reader.
 - L. Upon receipt of the meter reading summary, the Accounting Department shall review all meter readings for reasonableness using pre-established parameters.
 - M. Prior to final preparation of statistical reports, meter readings that do not appear reasonable shall be reviewed with Slot Department employees or other appropriate designees, and exceptions documented, so that meters can be repaired or clerical errors in the recording of meter readings can be corrected.
 - N. A report shall be produced at least monthly showing month-to-date, year-to-date (previous twelve (12) months data preferred), and if practicable, life-to-date actual hold percentage computations for individual machines and a comparison to each Video Games of Chance theoretical hold percentage previously discussed.
 - O. Each change to a Video Games of Chance theoretical hold percentage, including progressive percentage contributions, shall result in that video game of chance being treated as a new video game of chance in the statistical reports (i.e., not commingling various hold percentages), except for adjustments made in accordance with Section 15(B) of this section.
 - P. If promotional payouts or awards are included on the video game of chance statistical reports, it shall be in a manner that prevents distorting the actual hold percentages of the affected Video Games of Chance.
 - Q. The statistical reports shall be reviewed by both Slot Department management and management employees independent of the Slot Department on at least a monthly basis.
 - R. For those Video Games of Chance having experienced at least 100,000 wagering transactions, large variances (three percent (3%) recommended) between theoretical hold and actual hold shall be investigated and resolved by a department independent of the Slot Department with the findings documented and provided to the GRA Board in a timely manner.
 - S. Maintenance of the on-line video game of chance monitoring system data files shall be performed by a department independent of the Video Game of Chance Department. Alternatively, maintenance may be performed by video game of chance supervisory employees if sufficient documentation is generated and it is randomly verified on a monthly basis by employees independent of the Slot Department.
 - T. Updates to the on-line video game of chance monitoring system to reflect additions,
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deletions, or movements of Video Games of Chance shall be made at least weekly prior to in-meter readings and the weigh process.

Section 17. Video Game of Chance Hopper Contents Standards. The following standards shall apply with respect to the contents of video game of chance hoppers:

- A. When Video Games of Chance are temporarily removed from the floor, video game of chance drop and hopper contents shall be protected to preclude the misappropriation of stored funds.
- B. When Video Games of Chance are permanently removed from the floor, the video game of chance drop and hopper contents shall be counted and recorded by at least two employees with appropriate documentation being routed to the Accounting Department for proper recording and accounting for initial hopper loads.

Section 18. Player Tracking System. The following standards apply if a player tracking system is utilized:

- A. The player tracking system shall be secured so as to prevent unauthorized access (e.g., changing passwords at least quarterly and physical access to computer hardware, etc.).
- B. The addition of points to members' accounts other than through actual video game of chance play shall be sufficiently documented (including substantiation of reasons for increases) and shall be authorized by a department independent of the player tracking and Slot Department. Alternatively, addition of points to members' accounts may be authorized by video game of chance supervisory employees if sufficient documentation is generated and it is randomly verified by employees independent of the Slot Department on a quarterly basis.

- C. Booth employees who redeem points for members shall be allowed to receive lost players club cards, provided that they are immediately deposited into a secured container for retrieval by independent personnel.
- D. Changes to the player tracking system parameters, such as point structures and employee access, shall be performed by supervisory employees independent of the Slot Department. Alternatively, changes to player tracking system parameters may be performed by video game of chance supervisory employees if sufficient documentation is generated and it is randomly verified by supervisory employees independent of the Video Game of Chance Department on a monthly basis.
- E. All other changes to the player tracking system shall be appropriately documented.

Section 19. In-House Progressive Video Game of Chance Standards. The following standards shall apply with respect to in-house progressive Video Games of Chance:

- A. A meter that shows the amount of the progressive jackpot shall be conspicuously displayed at or near the Video Games of Chance to which the jackpot applies;
- B. At least once each day, each Gaming Enterprise shall record the amount shown on each progressive jackpot meter at the Gaming Enterprise except for those jackpots that can be paid directly from the Video Games of Chance hopper;
- C. Explanations for meter reading decreases shall be maintained with the progressive meter reading sheets, and where the payment of a jackpot is the explanation for a decrease, the Gaming Enterprise shall record the jackpot payout number on the sheet or have the number reasonably available;



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- D. Each Gaming Enterprise shall record the base amount of each progressive jackpot the Gaming Enterprise offers; and
- E. The GRA Board shall approve procedures specific to the transfer of progressive amounts in excess of the base amount to other Video Games of Chance. Such procedures may also include other methods of distribution that accrue to the benefit of the gaming public via an award or prize.

Section 20. Wide Area Progressive Video Game of Chance Standards. The followings standards shall apply with respect to wide area progressive Video Games of Chance:

- A. A meter that shows the amount of the progressive jackpot shall be conspicuously displayed at or near the video games of chance to which the jackpot applies.
- B. As applicable to participating Gaming Enterprises, the wide area progressive video game of chance system shall be adequately restricted to prevent unauthorized access (e.g., changing passwords at least quarterly, restrict access to EPROMs or other equivalent game software media, and restrict physical access to computer hardware, etc.).
- C. Within ninety (90) days of Band Assembly approval of these Detailed Gaming Regulations, the Gaming Enterprise shall present for GRA approval procedures for the wide area progressive system that:
 - 1. Reconcile meters and jackpot payouts;
 - 2. Collect/drop video game of chance funds;
 - 3. Verify jackpot, payment, and billing to Gaming Enterprises on pro-rata basis;
 - 4. System maintenance;
 - 5. System accuracy; and
 - 6. System security.
- D. Reports, where applicable, adequately documenting the procedures required in

Section 20(C) of this section shall be generated and retained.

Section 21. Account Access Cards. For video games of chance that utilize account access cards to activate play of the video game of chance, the following standards shall apply:

- A. Equipment.
 - 1. A central computer, with supporting hardware and software, to coordinate network activities, provide system interface, and store and manage a player/account database.
 - 2. A network of contiguous player terminals with touch-screen or button-controlled video monitors connected to an electronic selection device and the central computer via a communications network.
 - 3. One or more electronic selection devices, utilizing random number generators, each of which selects any combination or combinations of numbers, colors, and/or symbols for a network of player terminals.
- B. Player terminals standards.
 - 1. The player terminals are connected to a game server.
 - 2. The game server shall generate and transmit to the bank of player terminals a set of random numbers, colors, and/or symbols at regular intervals. The subsequent game results are determined at the player terminal and the resulting information is transmitted to the account server.
 - 3. The game server shall be housed in a game server room or a secure locked cabinet.
- C. Customer account maintenance standards.
 - 1. A central computer acting as an account server shall provide customer account



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2. Customers may access their accounts on the computer system by means of an account access card at the player terminal. Each player terminal may be equipped with a card reader and personal identification number (PIN) pad or touch screen array for this purpose.
 3. All communications between the player terminal, or bank of player terminals, and the account server shall be encrypted for security reasons.
- D. Customer account generation standards.
1. A computer file for each customer shall be prepared by a clerk, with no incompatible functions, prior to the customer being issued an account access card to be utilized for machine play. The customer may select his/her PIN to be used in conjunction with the account access card. For each customer file an employee shall:
 - a. Record the customer's name and current address;
 - b. The date the account was opened; and
 - c. At the time the initial deposit is made, account opened, or credit extended, the identity of the customer shall be verified by examination of a valid driver's license or other reliable identity credential.
 2. The clerk shall sign-on with a unique password to a terminal equipped with peripherals required to establish a customer account. Passwords are issued and can only be changed by information technology personnel at the discretion of the department director.
 3. After entering a specified number of incorrect PIN entries at the cage or player terminal, the customer shall be directed to proceed to the clerk to obtain a new PIN. If a customer forgets, misplaces or requests a change to their PIN, the customer shall proceed to the clerk.
- E. Deposit of credits standards.
1. The cashier shall sign-on with a unique password to a cashier terminal equipped with peripherals required to complete the credit transactions. Passwords are issued and can only be changed by information technology personnel at the discretion of the department director.
 2. The customer shall present cash, chips, coin or coupons along with their account access card to a cashier to deposit credits.
 3. The cashier shall complete the transaction by utilizing a card scanner that the cashier shall slide the customer's account access card through.
 4. The cashier shall accept the funds from the customer and enter the appropriate amount on the cashier terminal.
 5. A multi-part deposit slip shall be generated by the point of sale receipt printer. The cashier shall direct the customer to sign the deposit slip receipt. One copy of the deposit slip shall be given to the customer. The other copy of the deposit slip shall be secured in the cashier's cash drawer.
 6. The cashier shall verify the customer's balance before completing the transaction. The cashier shall secure the funds in their cash drawer and return the account access card to the customer.
 7. Alternatively, if a kiosk is utilized to accept a deposit of credits, the Gaming Enterprise shall submit for GRA Board approval, prior to the use of such a



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system, a set of procedures that safeguard the integrity of the kiosk system.

F. Prize standards.

1. Winners at the video games of chance may receive cash, prizes redeemable for cash, or merchandise.
2. If merchandise prizes are to be awarded, the specific type of prize or prizes that may be won shall be disclosed to the player before the game begins.
3. The redemption period for account access cards, as approved by the GRA Board, shall be conspicuously posted in the Gaming Enterprise.

G. Credit withdrawal. The customer shall present their account access card to a cashier to withdraw their credits. The cashier shall perform the following:

1. Scan the account access card;
2. Request the customer to enter their PIN, if the PIN was selected by the customer;
3. The cashier shall ascertain the amount the customer wishes to withdraw and enter the amount into the computer;
4. A multi-part withdrawal slip shall be generated by the point of sale receipt printer. The cashier shall direct the customer to sign the withdrawal slip;
5. The cashier shall verify that the account access card and the customer match by:
 - a. Comparing the customer to image on the computer screen;
 - b. Comparing the customer to image on customer's picture ID; or
 - c. Comparing the customer signature on the withdrawal slip to signature on the computer screen.
6. The cashier shall verify the customer's balance before completing the transaction. The cashier shall pay the customer the appropriate amount, issue the customer the original withdrawal

slip and return the account access card to the customer;

7. The copy of the withdrawal slip shall be placed in the cash drawer. All account transactions shall be accurately tracked by the account server computer system. The copy of the withdrawal slip shall be forwarded to the accounting department at the end of the gaming day; and
8. In the event the imaging function is temporarily disabled, customers shall be required to provide positive ID for cash withdrawal transactions at the cashier stations.

Section 22. Smart Cards. All smart cards (i.e., cards that possess the means to electronically store and retrieve data) that maintain the only source of account data are prohibited.

Section 23. Definitions.

- A. "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 (Personal Computer Memory Card International Association) cards, EPROMs, EEPROMs, CD-ROMs and similar storage media.
- B. "Chi-Squared Analysis" is the sum of the squares of the difference between the expected result and the observed result.
- C. "Runs Test" is a mathematical statistic which determines the existence of recurring patterns within a set of data.
- D. "Symbol Position" means first symbol drawn, second symbol drawn, in sequential order, up to the 20th number drawn.
- E. "Video Games of Chance" means electronic or electromechanical video devices that simulate games commonly referred to as



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poker, blackjack, craps, hi-lo, roulette, line-up symbols and numbers, or other common gambling forms, which are activated by the insertion of a coin, token, or currency, and which award game credits, cash, tokens, or replays, and contain a meter or device to record unplayed credits or replays.

History. Approved by Band Assembly on January 10, 2006.

Addition of section 4(I), deletion of section 6(M)(3) and addition of section 6(O)(4) approved by the Gaming Regulatory Authority Board on June 13, 2006. Effective Date June 13, 2006.

Changes to section 4(G) 16 or debt card, or cashless electronic credits added; Changes to section 4(J) unless an online gaming machine monitoring system is utilized that captures similar data. If mechanical meters are utilized, they must be fully functional added; Addition of section 4(J)(3) Required promotional meters for promotional gaming devices added; Addition of section (J)(4) Recall requirements for promotional gaming devices added; Changes to section 5(A) cashless electronic credits definition added and including, for the purposes of investigating potential criminal activity, any related promotional systems added approved by the Gaming Regulatory Authority on September 26, 2006. Effective Date September 26, 2006.

Changes to Section 3 (25 C.F.R., § 542.21§ 542.31 or § 542.41(as applicable) changed to DGR 16. Changes to Section 4 added L. Video Games of Chance Malfunctions. Changes to Section 6(F) Added The paid cashless ticket shall remain in the cashiers' bank for reconciliation purposes (R) e. Standards concerning EPROMS. Changes to Section 7(F) removed At least weekly and added For each drop period. Removed the week and added for the period (G) removed \$200.00 and added an amount that is both more than \$25.00 and at least three percent (3%) of the actual currency drop. Added upon request (J) added upon request added (K) on a quarterly basis, the Gaming Enterprise shall foot all

jackpot cashout tickets. Changes to Section 12 removed (A). Changes to Section 14 (A) added by two employees and Unverified transfer of cash. Changes to Section 15(D) removed with potential jackpots in excess of \$100,000. Changes to Section 16(B) removed For those Video Games of Chance added for multi-game/multi-denominationa (1) removed On a quarterly basis .added Weekly, record the total coin-in meter; (2) removed On an annual basis. added Quarterly, record the coin-in meter. (3) remove reflect this revised percentage; and add a weighted average based. (4) removed (D)(1)(2)(3) removed (E) added game/multidenominational (S) removed in play for at least six (6) months added having experienced at least 100,000 wagering transaction. Changes to Section 21(A) – (L) removed Changes to Section 22 became Section 21(D)(1) added for each customer file an employee shall (a)-(c) (3) removed Slots Information Center added clerk and removed Slots Information Center added clerk. Changes to Section 23 became Section 22. Changes to Section 24 became Section 23 (A) removed *Such storage media shall: (1)–(5)* approved by the Gaming Regulatory Authority Board on September 11, 2008. Effective Date of changes September 11, 2008.