
GENERAL INSTRUCTIONS FOR SUBMISSION OF MODIFICATIONS TO APPROVED GAMING DEVICES

Gaming Device Software Modification Request

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| <i>Reference Number</i> | Manufacturers internal reference number. |
| <i>Requested By</i> | Company requesting approval. |
| <i>Manufacturers ID Number</i> | ID Number used by Manufacturer to identify software as it will appear in the field. |
| <i>Version</i> | Specific version designation, if applicable. |
| <i>Chip Type</i> | OEM Manufacturers type number. (<i>ie: 27C512, 271004 etc...</i>) |
| <i>Position</i> | Alpha/Numeric location designator on PCB |
| <i>MT2K Sig</i> | Alpha/Numeric four character Kobetron MT2000 Signature. |
| <i>Function</i> | Functionality supported by device. (<i>ie: BIOS, Boot, Graphics etc...</i>) |
| <i>Original Lab Reference Number</i> | Number Assigned by the Mississippi Gaming Laboratory to the approval of the base software. |
| <i>Previously Approved ID</i> | ID Number of the software this request is a modification of. |
| <i>Minimum Payback Percentage</i> | Mathematically demonstrated minimum payback percentage. |
| <i>Maximum Payback Percentage</i> | Mathematically demonstrated maximum payback percentage. |
| <i>Optimum Payback Percentage</i> | Maximum payback percentage expected for optimum bet and strategy. |
| <i>Pay Method</i> | Pay method used by game. (<i>ie: Coin Multiplier, Multi-Line, BuyAPay etc</i>) |
| <i>Total Maximum Wager/Play</i> | Entered in coins, the maximum number of coins which may be wagered in total for a particular play of the device. |
| <i>Maximum Coins In</i> | Maximum number of coins which may be accrued as "coin-in" prior to a bet being placed or the game played. |
| <i>Maximum Credits</i> | Maximum number of credits accruable on credit meter. |
| <i>Maximum Coins/Wager</i> | Maximum number of coins which may be wagered on a particular game outcome. (Games with Feature Code 12 Only) |
| <i>Number of Reels</i> | Number of reels, video or stepper, if request involves a reel style game. |
| <i>Stops/Reel</i> | Number of stops per reel, if request involves a reel style game. |
| <i>Maximum Jackpot Odds</i> | Odds of hitting the top award jackpot, normalized to 1. |
| <i>Features Supported</i> | All applicable codes that the device supports from the included Feature Codes list. |
| <i>Description of Modification</i> | Complete technical description of the modification to the device as well as the reasons the modification(s) are being requested. In the event the modification is to remedy a known bug or malfunction, a <i>Gaming Device Software/Hardware Deficiency Report</i> must be on file prior to the submission of the request for modification. |
| <i>Authorized Signature</i> | Legal signature, in blue ink, of the authorized company official attesting to the accuracy and completeness of the documentation to support the request. |
| <i>Date</i> | Date of signature must be included in order to process the form. |

Gaming Device Hardware Modification Request

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| <i>Reference Number</i> | Manufacturers internal reference number. |
| <i>Requested By</i> | Company requesting approval. |
| <i>Manufacturers Part Number</i> | Part Number used by Manufacturer to identify component. |
| <i>Version</i> | Specific version designation, if applicable. |
| <i>Specifications</i> | Description, functionality of specific component. |
| <i>Original Lab Reference Number</i> | Number Assigned by the Mississippi Gaming Laboratory to the approval of the base product. |
| <i>Features Supported</i> | All applicable codes that the device supports from the included Feature Codes list. |
| <i>Description of Modification</i> | Complete technical description of the modification to the device as well as the reasons the modification(s) are being requested. In the event the modification is to remedy a known bug or malfunction, a <i>Gaming Device Software/Hardware Deficiency Report</i> must be on file prior to the submission of the request for modification. |
| <i>Authorized Signature</i> | Legal signature, in blue ink, of the authorized company official attesting to the accuracy and completeness of the documentation to support the request. |
| <i>Date</i> | Date of signature must be included in order to process request. |

Gaming Device Software/Hardware Deficiency Report

This report is intended to be utilized as a mechanism for reporting any concerns or problems identified on a specific device hardware or software component. It is required that the *Deficiency Report* be submitted at the time the Manufacturer is first notified of the occurrence, even in the event a solution is not currently available. It is imperative that reporting of such issues occur in a timely and accurate manner in order to help facilitate interim solutions in the field.

At the time these forms are received, it is required that they are complete and accurate in every aspect. Failure to disclose complete and accurate information could result in unnecessary delays in the approval process or disciplinary action from the Commission.

If there are any questions regarding these instructions, please do not hesitate to contact the Gaming Laboratory in Jackson at (601) 576-3964.