

**Question for written answer E-004184/2019
to the Commission**

Rule 138

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Subject: Regulation of loot boxes and gambling in computer games

Nowadays, a lot of children play computer games based on multiplayer mode. In these games, players can buy better equipment directly instead of spending time playing and accumulating it slowly. The problem is that some companies use a 'pay-to-win' system called 'loot boxes'. Players can either be given them during the game or buy them. The loot box is based on randomised selection, which makes it similar to gambling. The loot box exists in games such as the Call of Duty or FIFA series, but the issue is that some games are not rated PEGI 18, which corresponds to the legal age for gambling in most Member States. For example, FIFA is rated PEGI 3. Loot boxes can be dangerous, especially for children, who have a tendency to become addicted to computer games easily.

- 1 Does the Commission consider 'loot boxes' to be a form of gambling?
- 2 If so, what would the Commission's advice to the Member States be on how to regulate 'loot boxes' in their countries?
- 3 How will the Commission work with the Member States to ensure an EU-wide harmonised approach to this practice?