



Australian Government

Department of Infrastructure, Transport,
Regional Development, Communications, Sport and the Arts

Australian Classification

Helping parents and carers spot gambling-like content in children's video games



1

Gambling-like content in video games children play can be hard to spot.



2

Gambling-like content is features in games where players **spend real or in-game money for a chance to win random rewards**, like in real gambling.



3

Research shows children who play these games are at a **higher risk of having problems with gambling, emotional or mental health**.



4

New ratings or classifications are there to help you spot video games with gambling-like content.



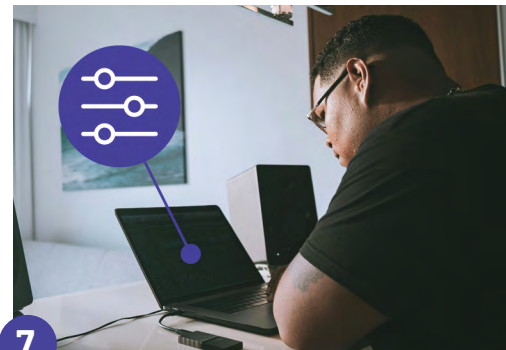
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Games where people pay for things with real or in-game money and don't know what they'll get until they've bought it - like loot or mystery boxes - are **rated M** (not recommended for children under 15). Games that look and feel like gambling - like casino games - are **rated R18+** and should only be played by adults.



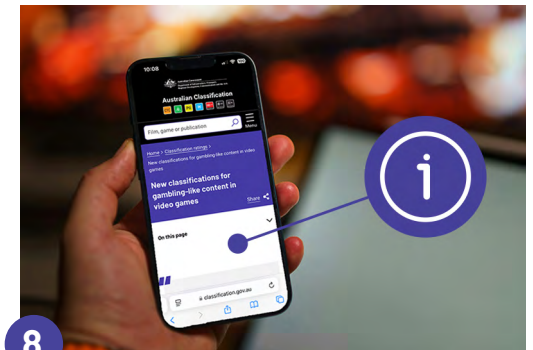
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You can **have a chat** with your kids about the games they play and some of the risks that may be in those games. Check out the [conversation guide](#) for tips.



7

You can set up **parental controls** to limit what games your kids play and how much time or money they can spend on them.



8

Visit classification.gov.au/NewGameRatings to check the classifications and for more tips and resources to help keep kids safe when gaming.