



New mandatory classifications for gambling-like content in games

Frequently Asked Questions

Q. If players can purchase loot boxes using in-game currency which is earned through gameplay but can also be purchased using real world currency is this considered a paid loot box?

A. Yes, if the video game allows players to directly or indirectly purchase chance-based rewards this will meet the criteria for an in-game purchase linked to elements of chance, even if players can also earn the rewards through gameplay.

Q. If a video game allows players to purchase an in-game currency that can be exchanged for another in-game currency that cannot be purchased by the player but can be used to purchase a loot box, is this still considered a paid loot box?

A. Yes, this would still be considered a paid loot box. As the player can purchase the initial in-game currency, then this constitutes indirectly being able to purchase the loot box.

Q. Does it affect the classification if video games containing simulated gambling only uses in-game currency vs purchasable currency?

A. No, the test for 'simulated gambling' does not consider the type of currency used.

Q. Does the incidental display of a slot machine (display, but not usable) in a video game meet the 'simulated gambling' definition?

A. No, the definition of simulated gambling only applies to interactive activity

Q. If the simulated gambling element is a minor part of a broader video game (e.g. a RPG) which is not the focus of the video game, does this still meet the definition of 'simulated gambling'?

A. Yes, this would likely meet the definition for simulated gambling. The definition of simulated gambling applies to any interactive activity within a video game and does not consider how much of the game consists of simulated gambling.

Q. If my video game requires reclassification; how can I get it reclassified?

A. Video games may be classified through 3 ways:

1. by submitting to the Classification Board
2. through the use of the International Age Rating Coalition (IARC) tool for digital games
3. by an Accredited Classifier.

Q. Does paying to predict the outcome of your own game meet the definition of 'simulated gambling'? For example, a player is competing in a race and can pay an additional amount to unlock a potentially higher prize if they win?

A. On its own, predicting an outcome is unlikely to resemble or function like an age-restricted gambling or betting service.

However, if the player is placing a bet or a stake on the outcome of their prediction this will likely meet the criteria for resembling or functioning like an age-restricted gambling or betting service, as it implicitly includes interactivity, a win or loss by participating and a random/chance based outcome.

Q. While loot boxes tend to be swift purchases with the instant delivery of a randomised item, would something like a battle pass where there's a delay between purchase and randomised items still meet this gambling criteria?

A. The new mandatory minimum classifications apply to all video games with in-app purchases linked to elements of chance not just loot boxes. If a battle pass contains randomised items it will likely be captured by the new mandatory minimum classifications as it is purchasable and contains chance-based rewards.

Q. What is the relevant criteria in a video game that would determine whether it should be treated as simulated gambling and classified R 18+?

A. To meet the criteria for simulated gambling and be classified R 18 +, the following criteria must be met:

- Interactivity
- the environment resembles or functions like a real-world, age-restricted betting or gambling service
- a stake of value is required to participate
- there is a randomised outcome, and
- there is the possibility of losing the stake.

Q. Would changing the rewards within an existing paid loot box, cause the video game to require reclassification?

A. Adding new rewards to existing paid loot boxes constitutes adding new in-game purchases linked to elements of chance and may cause a video game to become unclassified and require reclassification depending on the original classification of the video game.

Q. How will these changes affect users of the IARC tool?

A. The IARC tool will be updated so when users complete the questionnaire and answer yes to their video games containing in-game purchases linked to elements of chance or simulated gambling it will generate classifications that align with the new mandatory minimum classifications.

Q. Do video games with money themes or mechanics, with elements of chance, meet the loot box definition? For example, a Monopoly style video game.

A. No, unless there is a purchase directly or indirectly with real world currency, for a random item of unknown value.

Q. Does predicting the outcome of events meet the definition of 'simulated gambling'?

A. Predicting the outcome of events without placing a bet or a stake on it is unlikely to meet the criteria for simulated gambling. This includes if there is a prize or benefit for making a correct prediction.

Q. Does it affect the classification if video games containing simulated gambling only uses in-game currency vs purchasable currency?

A. No, the test for 'simulated gambling' does not consider the type of currency used.