

# **Online Gambling Restriction Act 2018**

## **As passed**

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**A bill for an Act to prohibit gambling on lotteries and in video games.**

# The Parliament of AustraliaSim enacts the following

## PART 1 - PRELIMINARY

### 1. Commencement

The provisions in this law will commence on the 1st of January 2019 and on gaining Royal Assent.

### 2. Definitions

The definitions in this Bill are:

**Downloadable Content** is defined additional content for a game, such as added modes, levels, characters etc, which are available for purchase separate to a game's main release.

**Ingame currency** is defined as currency used in a video game which is independent of real life currency

**Lottery** is defined as a game where entrants select a set of number in which they believe will be selected out of a larger subset.

**Lottery betting service** is defined as any business where customers may bet on the result of a lottery without entering the lottery.

**Lootbox** is defined as a microtransaction where a player has not guarantee of what they will receive with their purchase

**Microtransaction** is defined when a person who has purchased gaming content contributes further money to the product to receive a reward in game, such as with additional ingame currency, or a way to gain an advantage over players who have not purchased said microtransaction.

**Premium Currency** is defined as currency which can only be obtained by purchasing it through a microtransaction.

**Regular Play** is defined as play which is either normal as a result of quests or mission based system. **Regular Play** does not include rewarding a player due to constant or repeated playing.

**Video game** is defined as a digital game, played either on a video game console, personal computer, phone or tablet.

## **PART 2 - APPLICATION**

### **3. Lottery betting services**

3.1 Any companies providing a lottery betting service will cease providing all lottery betting services to consumers upon commencement of this bill

3.2 Any company who fails to cease lottery betting services upon commencement of this bill will be fined 1000 penalty units

### **4. Microtransactions**

4.1 Any video game with a Australian Classification of G, PG, P or M shall not have microtransactions or lootboxes of any kind.

4.2 Video games shall not have lootboxes.

4.2.1 Section 4.2 does not apply to free lootboxes or lootboxes bought with ingame currency

4.3 Unless obtainable via normal play, Video games shall not include premium currency.

4.4 Any video games in breach of Sections 4.1, 4.2 or 4.3 upon commencement of this bill shall be removed from sale in Australia until they comply with Sections 4.1, 4.2 or 4.3.