



## New mandatory classifications for gambling-like content in video games

From 22 September 2024, there will be new mandatory minimum classifications for gambling-like content in video games.

- ▶ Video games containing in-game purchases linked to elements of chance, such as paid loot boxes, will receive a minimum classification of M (not recommended for children under 15 years of age) at a minimum.
- ▶ Video games containing simulated gambling, such as casino games, will be legally restricted to adults with a minimum classification of R 18+ (Restricted – legally restricted to adults aged 18 years or older) at a minimum.
- ▶ The M classification is an advisory rating and places no legal restrictions on the sale or distribution of these games. The R 18+ classification is a legal restriction meaning it is illegal to sell or distribute these games to people under the age of 18.
- ▶ The new mandatory minimum classifications for gambling-like content in video games brings the gaming industry in line with age-based restrictions in the real-world.
- ▶ Video games that have been classified before 22 September 2024 will not be reclassified, unless they become unclassified through revocation or modification. In these scenarios, video games will need to be reclassified in accordance with the new guidelines.
- ▶ Read the [Guidelines for the Classification of Computer Games 2023](https://www.legislation.gov.au/F2023L01424/asmade/text) for further details on how in-game purchases linked to elements of chance and simulated gambling are defined, [legislation.gov.au/F2023L01424/asmade/text](https://www.legislation.gov.au/F2023L01424/asmade/text).



These changes will apply to games on computers, gaming consoles, phones and tablets.



## Examples of games that are likely to be captured by the new changes

### In-game purchases linked to elements of chance:

- ▶ Video games where players can directly purchase loot boxes or other randomised rewards from the in-game shop using real world currency.
- ▶ Video games where players can purchase loot boxes or other randomised rewards using in-game currency that has been purchased using real world currency.
- ▶ Video games where players can purchase keys or other objects used to open loot boxes or other randomised rewards with either real world currency or in-game currency that can be purchased using real world currency.

### Simulated gambling:

- ▶ Social casino games that solely consist of simulated gambling activities such as slot machine simulators, roulette wheels or other age-restricted gambling or betting services.
- ▶ Video games that have interactive activities such as slot machine simulators, roulette wheels or other age-restricted gambling or betting services as part of a broader game (e.g. a role-playing game (RPG) which features a slot machine that players can interact and play with).
- ▶ Simulated gambling activities in video games must not provide rewards that can be redeemed for real world currency or traded to other players in-game for real world currency.

## Examples of games that are **not** likely to be captured by the new changes

### In-game purchases linked to elements of chance:

- ▶ Video games with chance-based mechanics or rewards but no way to directly or indirectly use real world currency to obtain rewards are not intended to be captured.

### Simulated gambling:

- ▶ Video games which feature casino settings, imagery or themes but do not allow players to engage or interact with gambling activities are not intended to be captured.



## Situations where video games may require reclassification

- ▶ Video games that were classified prior to 22 September 2024, but add in-game purchases linked to elements of chance or simulated gambling content may require reclassification if adding this content is likely to affect the classification of the game.

For example:

- video games classified G or PG that add in-game purchases linked to elements of chance after 22 September 2024 are likely to require reclassification



- video games classified G, PG, M or MA 15+ that add simulated gambling content after 22 September 2024 are likely to require reclassification.



- ▶ This also applies to video games that already contain in-game purchases linked to elements of chance or simulated gambling content.