

**Van:** ██████████ namens [Pers](#)  
**Aan:** ██████████ [@gamesindustry.biz](#)  
**Onderwerp:** RE: Loot box ruling  
**Datum:** vrijdag 20 april 2018 15:03:00

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Dear sir ██████████

The names of the games will not be communicated at this time. The Gaming Authority will enter into contact with the four game providers that have been found to violate the law. The Gaming Authority now wants to first clarify the market by promoting the standard. In the absence of behavioral change, the Gaming Authority can ultimately proceed to take enforcement measures.

2) Six of the ten loot boxes that were studied do not contravene the law. With these games, there is no opportunity to sell the prizes won outside of the game. This means that the goods have no market value and these loot boxes do not satisfy the definition of a prize in Section 1 of the Betting and Gaming Act.

The Netherlands Gaming Authority therefore calls on providers of this type of loot box to remove the addiction-sensitive elements ('almost winning' effects, visual effects, ability to keep opening loot boxes quickly one after the other and suchlike) from the games and to implement measures to exclude vulnerable groups or to demonstrate that the loot boxes on offer are harmless.

3) There is no question of harmonization of regulations. Every European regulator has its own laws and regulations. We now want to work together and act together.

I hope that I have informed you sufficiently.

Kind regards,

██████████  
 Advisor Communications

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**Legal and Communication Department**  
**The Netherlands Gaming Authority**  
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**Safeguarding a safe and fair gaming market**  
**Van:** ██████████ [@gamesindustry.biz](#)

**Verzonden:** vrijdag 20 april 2018 13:54

**Aan:** Pers

**Onderwerp:** Loot box ruling

Hi there,

My name is ██████████ and I'm a journalist with leading B2B publication GamesIndustry.biz.

I was hoping someone at your organisation might be able to answer a few questions regarding the "Study into loot boxes: A treasure or a burden?" which was recently published.

- 1) What are the ten games your organisation studied for the report?
- 2) Will the Gaming Authority be taking any action against loot boxes which did not violate the Better Gaming Act?
- 3) Is the Gaming Authority looking to work with the EU in order to pass European-wide legislation with the other member states?

Any information you could provide on those three points would be very welcome.

Many thanks

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