

**Question for written answer P-007514/2017/rev.1  
to the Commission**

Rule 130

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Subject: Consumer protection in connection with online gambling services - video games with gambling elements

Belgium's justice minister has said that he wants to see a Europe-wide ban imposed on video games with loot box functions, as he deems them to constitute gambling and therefore to be subject to a licence. In the light of the above I would like to ask the following:

1. Does the Commission consider loot boxes to qualify as gambling?
2. Does the Commission consider video games with individual gambling elements such as loot boxes to be online gambling services or commodities in the single market?
3. What would be the legal basis for an EU regulation safeguarding consumer protection in the case of video games with gambling elements?