
THE GENERAL ASSEMBLY OF PENNSYLVANIA

SENATE RESOLUTION

No. 374 Session of
2018

INTRODUCED BY FARNESE AND BREWSTER, MAY 30, 2018

REFERRED TO COMMUNITY, ECONOMIC AND RECREATIONAL DEVELOPMENT,
MAY 30, 2018

A CONCURRENT RESOLUTION

1 Urging the Pennsylvania Gaming Control Board to study loot boxes
2 and report to the Community, Economic and Recreational
3 Development Committee of the Senate and the Gaming Oversight
4 Committee of the House of Representatives its findings.

5 WHEREAS, Loot boxes are randomized, in-game virtual items
6 that are available for purchase; and

7 WHEREAS, The contents of loot boxes vary and many games do
8 not include the odds of obtaining the items; and

9 WHEREAS, The use of loot boxes and similar mechanisms that
10 provide randomized virtual items in online games or applications
11 have raised a number of concerns, including accessibility to
12 minors and lack of disclosure and transparency; and

13 WHEREAS, Legislatures in Hawaii and Washington have
14 introduced bills to address this issue and legislators from
15 Connecticut, North Carolina, Georgia and Minnesota have also
16 publicly expressed concerns; therefore be it

17 RESOLVED (the House of Representatives concurring), That the
18 Pennsylvania Gaming Control Board be urged to study loot boxes
19 to:

1 (1) identify the similarities and differences between
2 games containing loot boxes and games that are unlawful to
3 engage in this Commonwealth as gambling activities.

4 (2) determine the extent to which minors and individuals
5 with gambling addictions are vulnerable to games containing
6 loot boxes.

7 (3) determine the extent to which games containing loot
8 boxes disclose to players the odds of receiving each type of
9 virtual item that may be redeemed; and

10 (4) make recommendations for the regulation of or
11 restrictions on games containing loot boxes;

12 and be it further

13 RESOLVED, That the Pennsylvania Gaming Control Board submit a
14 written report containing the results of the study and
15 recommendations to the Community, Economic and Recreational
16 Development Committee of the Senate and the Gaming Oversight
17 Committee of the House of Representatives no later than December
18 31, 2018.