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## State of Minnesota

A bill for an act

relating to commerce; requiring disclosure with respect to video games that contain

## HOUSE OF REPRESENTATIVES

NINETIETH SESSION

H. F. No. 4062

03/21/2018

Authored by Zerwas and Maye Quade
The bill was read for the first time and referred to the Committee on Commerce and Regulatory Reform

1.3 1.4	a system of further purchasing of randomized rewards; proposing coding for new law in Minnesota Statutes, chapter 325I.
1.5	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:
1.6	Section 1. [3251.08] VIDEO GAMES; PROBABILITY RATES; DISCLOSURE.
1.7	Subdivision 1. Disclosure. Video game publishers that distribute video games that
1.8	contain a system of further purchasing of (1) a randomized reward or rewards, or (2) a
1.9	consumable virtual item that can be redeemed and directly or indirectly converted to a
1.10	randomized reward or rewards; shall prominently disclose and publish to the consumer the
1.11	probability rates of receiving each type of randomized reward or rewards at the time of
1.12	purchase and at the time any mechanism to receive a randomized reward or rewards is
1.13	activated so as to meaningfully inform the consumer's decision prior to the purchase or
1.14	activation of any mechanism to receive a randomized reward or rewards.
1.15	Subd. 2. <b>Definitions.</b> (a) For purposes of this section, the terms have the meanings given.
1.16	(b) "Video game" means an object or device that stores recorded data or instructions,
1.17	receives data or instructions generated by a person who uses it, and, by processing the data
1.18	or instructions, creates an interactive game capable of being played, viewed, or experienced
1.19	on or through a computer, gaming system, console, or other technology.
1.20	(c) "Video game publisher" means an entity that publishes video games that have either

Section 1.

been created internally or through a separate entity.

Subd. 3. **Enforcement.** The attorney general shall enforce this section under section

- 2.2 <u>8.31.</u>
- 2.3 **EFFECTIVE DATE.** This section is effective July 1, 2018.

Section 1. 2