

**FRENCH REPUBLIC**

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Ministry of Public Action and Accounts

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**Decree No. XXX of XXX**  
**relating to the trialling of games with monetisable digital objects**

NOR: ECOB2516565D

**Target audiences:** *monetisable digital object gaming companies*

**Subject:** *Articles 40 and 41 of Law No. 2024 -449 of 21 May 2024 aimed at securing and regulating the digital space has authorised on a trial basis, for a period of three years, the operation of online games enabling the acquisition, by means of a random mechanism, of monetisable digital objects by major players who have made a financial sacrifice. In this context, this decree sets out the categories of games that are authorised, as well as the categories of incidental rewards that may be distributed and their ceilings. It also specifies the obligations applicable to monetisable digital object gaming companies and the powers of the National Gambling Authority with regard to declarations made prior to the exercise of this economic activity, the arrangements for the opening, management and closure of player accounts, the mechanisms for preventing excessive or pathological gambling and the data made available to the National Gambling Authority.*

**Entry into force:** *the text shall enter into force on the day after its publication.*

**Application:** *this decree is adopted in accordance with Articles 40 and 41 of Law No. 2024-449 of 21 May 2024 on securing and regulating the digital space.*

**The Prime Minister,**

On the report of the Minister of Public Action and Accounts,

Having regard to Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC;

Having regard to Regulation (EU) 2023/1114 of the European Parliament and of the Council of 31 May 2023 on markets in crypto-assets, and amending Regulations (EU) No. 1093/2010 and (EU) No 1095/2010 and Directives 2013/36/EU and (EU) 2019/1937;

Having regard to the Monetary and Financial Code;

Having regard to the Internal Security Code;

Having regard to Law No. 2024-449 of 21 May 2024 on securing and regulating the digital space, in particular, Articles 40 and 41 thereof;

Having regard to notification No. XXX sent to the European Commission on XXX;

Having regard to the opinions of the National Gambling Authority of 15 May 2025 and 24 July 2025;

Having regard to the deliberations of the National Commission on Information Technology and Liberties (CNIL) of 15 May 2025;

Having heard the Council of State (interior section),

### **Hereby decrees:**

#### CHAPTER I AUTHORISED CATEGORIES OF GAMES

##### Article 1

Games with monetisable digital objects, offering a series of interactions between players or between the player and the game as well as a system of in-game progression, and falling within one or more of the following categories, shall be permitted on a trial basis if they meet the conditions set out in Article 40 of the aforementioned Law of 21 May 2024:

1. Action and combat games with or against other players or with game characters;
2. Breeding games which allow players to develop or evolve characters;
3. Sports or horse racing fantasy games based on actual competitions, sporting events, sporting trials or horse racing events;
4. Adventure or quest games;
5. Management or construction games;
6. Racing games with or against other players or game characters.

##### Article 2

Games involving monetisable digital objects cannot be based on the mechanics of games of chance and gambling authorised in casinos under Article D. 321-13 of the Internal Security Code, nor, with the exception of fantasy horse racing games mentioned in Article 1(3) of this decree, on the mechanics of horse racing betting defined in Article L. 322-13 of the same code.

## CHAPTER II

### INCIDENTAL REWARDS

#### Article 3

In games with monetisable digital objects, the following additional rewards may be awarded on a trial basis:

1. Rewards in kind;

2. Crypto-assets falling within the scope of Regulation (EU) 2023/1114 of the European Parliament and of the Council of 31 May 2023 on markets in crypto-assets, and amending Regulations (EU) No 1093/2010 and (EU) No 1095/2010 and Directives 2013/36/EU and (EU) 2019/1937 and other than a token referring to an asset or assets within the meaning of Article 3(1)(6) of that Regulation, an electronic money token within the meaning of Article 3(1)(7) of that Regulation or a utility token within the meaning of Article 3(1)(9) of that Regulation.

#### Article 4

The total value of the rewards in kind referred to in Article 3(1) shall not exceed 1,000 euros per calendar year, per player and per game.

The total value of the rewards distributed to all participants in the same game, during a calendar year, in the form referred to in Article 3(2) shall not exceed 20% of the turnover generated by that game in that calendar year, up to an annual amount of 25,000 euros per player for that game.

For a given game, the turnover from the activity of that game shall be understood to mean the total amount of sales of monetisable digital objects and more generally any other expenses incurred by players with the company in connection with that game as well as the amount of commissions received by the company in exchange for monetisable digital objects issued by the company on the marketplaces as defined in Article 20 of this decree. For the amounts received by the company in crypto-assets, the exchange rate shall be that applicable at the time of the transaction.

#### Article 5

The value of the rewards referred to in Article 3 shall be assessed at the time they are obtained by the player.

The value of the rewards referred to in Article 3(2) shall be assessed in euro equivalent, the exchange rate being that applicable at the time they are obtained by the player.

## CHAPTER III

### PRIOR DECLARATION OF MONETISABLE DIGITAL OBJECT GAMING COMPANIES

#### Article 6

Any legal person intending to offer to the public a game offering with monetisable digital objects shall declare it in advance to the National Gambling Authority and provide

the required information relating to the legal person, the game offering and its marketing and the technologies used.

#### Article 7

The legal entity shall provide information on its corporate name and the trade name(s) it uses.

The legal entity shall provide proof of:

1. Its registered office and its legal form;
2. The identity of the persons holding the status of director, the postal address of their domicile and a description of their duties;
3. Where applicable, the registered office of the company(ies) controlling it directly or indirectly, of its subsidiary(ies), and more generally organic links between companies in the same group to which it belongs.

In the event that the legal entity is incorporated as a joint stock company, the legal entity shall disclose all natural or legal persons who hold more than 25% of its capital or voting rights and, where applicable, the person(s) directly or indirectly controlling entity within the meaning of Article L. 233-16 of the French Commercial Code.

The legal entity shall indicate the identity of the person(s) responsible for ensuring that the games it offers comply with the regulations applicable to them.

#### Article 8

The legal entity shall outline, for each of its games where applicable, the characteristics and operating conditions of the gaming offering it intends to make available to the public, enabling the Authority to ensure that the game complies with the authorised gaming categories and meets the legal obligations imposed on the company.

#### Article 9

The legal entity shall present, for each of its games, where applicable, the technical and functional characteristics of the gaming platform, and where applicable, those of the random number generator.

The legal entity using distributed ledger technology or similar technology shall present the characteristics of the chosen technology and the associated technical solutions.

#### Article 10

The filing procedures and the content of the pre-declaration file are set by the National Gambling Authority.

CHAPTER IV  
PROCEDURES FOR OPENING, MANAGING AND CLOSING A PLAYER ACCOUNT

Article 11

Where a person requests the opening of an account to participate in a game with monetisable digital objects, the monetisable digital object gaming company shall, prior to the opening of that account, ask that person:

1. To provide their surname, first name(s), date and place of birth and home postal address. The company may also require the person asking to open an account to provide it with an email address.

2. To certify that they have read and accept the general terms and conditions of the game offering; this acceptance must be renewed each time the general terms and conditions are modified;

3. Whether they consent to the use of personal data they are entrusting to the company for commercial marketing purposes.

The request provided for in paragraph 3 must be separate from the application mentioned in point 2.

The responses to the requests listed in paragraphs 1 to 3 are mandatory. The company shall refuse to open an account for any person who has not provided it with all of the information required above. It shall also refuse to open an account for any minor.

Article 12

I. - A player account may not be opened until the identity and age of the person requesting its opening have been verified.

II. – Without prejudice to the application of the obligations laid down in Sections 2 to 7 of Chapter I and Chapter II of Title VI of Book V of the Monetary and Financial Code with regard to the fight against money laundering and the financing of terrorism, verification of the identity and majority age of any person requesting the opening of a player account with a monetisable digital object gaming company may be carried out by any reliable means and in accordance with the rules in force which make it possible to establish the identity and age of the person with a sufficient degree of certainty with regard to the purposes pursued.

The monetisable digital object gaming company must document the measures implemented, ensure they are regularly monitored, and be able to demonstrate their effectiveness and compliance, in particular to the National Gambling Authority.

After a period of thirty days from the request to open this account, if the company has not been able to verify the identity of the applicant, it shall refuse to open the account.

III. In the event that, prior to opening the account, the company notices a discrepancy between the information entered by the player and that obtained in accordance with the means of identification mentioned in this section I, due to material input error, it shall immediately notify the player, who shall have a maximum period of

sixty days from the date of this notification to correct the information. If the information is not rectified within this period, the company shall refuse to open the account.

IV. Until the company can carry out the verifications provided for in section II, it may offer the player a gaming activity with monetisable digital objects before a player account is opened. Verification by the company of the player's identity and majority age is, however, a prerequisite for the validation of the player account and the actual acquisition of monetisable digital objects and additional rewards by the player. If it is not possible to do so, the company shall refuse to open the account.

When the player requests to open an account, the company shall inform them that any monetisable digital objects and additional rewards they may receive while playing can only be definitively acquired after their identity and age have been verified.

### Article 13

From the moment the player account is opened, and without prejudice to the clauses relating to the regularity of the game laid down in the general terms and conditions of the game offering, the player shall immediately receive the awards distributed by the company.

However, the distribution of rewards may be deferred, pursuant to Article L561-16 of the Monetary and Financial Code, if the company suspects that it is linked to money laundering or the financing of terrorism.

The company applying Article L561-16 of the Monetary and Financial Code in the cases provided for in this Article is required to issue the declaration provided for in Article L561-15 of the same code.

### Article 14

The player account details shall include:

1. The following data provided by the player: surname, first name(s), date and place of birth, home postal address and, where applicable, email address;
2. The username allowing the player to access their account;
3. The most recent date on which the player accepted the general conditions of the game offering;
4. The account creation date;
5. If the company uses distributed ledger technology or similar technology, the crypto-asset account(s) or self-hosted address(es) referred to in Article 18 of this decree;
6. The player's choices for the self-limitation devices provided for in Articles 21 and 22 of this decree;
7. The monetisable digital objects held by the player;
8. The history, over the course of one year, of acquisitions and transfers of monetisable digital objects by the player, with the corresponding amounts under the conditions specified in Article 15, distinguishing in particular those acquired from the company, those received, purchased, exchanged, given or sold by the player on the

marketplace defined in Article 20 of this Decree, those obtained as rewards and those lost in the game; those obtained as a reward and those lost as part of the game;

9. The history, over the course of one year, of the additional rewards obtained by the player as part of the game;

10. The history, over the course of one year, of the other expenses incurred by the player as part of the game;

11. The history, over the course of one year, of promotional offers awarded by the company in any form whatsoever;

12. The playing time as defined in article 22 of this decree, per day and per week.

These data are made available to the player on a permanent and easily accessible basis by the company.

#### Article 15

The amounts referred to in paragraphs 8 to 11 of Article 14, paid or received by the player in crypto-assets, are indicated in the player's account in euro equivalent. The exchange rate is that applicable at the time of the transaction for purchases and sales made by the player and at the time of obtaining the reward for the player's additional rewards.

#### Article 16

The company shall put in place a simple and easily accessible procedure allowing the player to request the closure of their player account at any time.

The data referred to in Article 14 shall be kept for a period of five years from the closure of the player account or the last connection to the player account.

In the event that the crypto-assets account is hosted under the responsibility of the monetisable digital object gaming company, the data mentioned in paragraphs Article 14(1), (7) and (9) shall be kept for a period of eight years from the last login to the player account.

#### Article 17

Without prejudice to cases of account closure that may be provided for in the general terms and conditions of the game offering, the company shall immediately close a player account when requested to do so by the account holder.

#### Article 18

The player must at all times be able to freely dispose of their assets relating to the company's game, which, including monetisable digital objects and additional rewards obtained, are stored, if the company uses distributed ledger technology or similar technology, in the crypto-asset account(s) or self-hosted address(es) used by the player in the context of the game.

If applicable, the player must be able to transfer the credit balance of their player account in legal tender to a player payment account.

The company shall provide the player with all information relating to the free disposal of their assets relating to the company's game and the data retention period mentioned in Article 14, in particular when closing the player account.

#### Article 19

The player may correct the personal information concerning them indicated on their player account.

When the correction relates to the civil status information referred to in Article 11(1), the player shall verify their identity in accordance with the conditions set out in Article 12, within thirty days of this correction. If the player has not done so by the end of this period, the company shall deactivate the account. If the player has not done so within sixty days of the correction of the information, the company shall close the account.

In the event that the company identifies any discrepancy between the information entered by the player and that obtained through the identification methods mentioned in Article 12, II due to data entry error, it shall notify the player immediately and offer them the opportunity to correct this information within seven days of this notification. The player may either correct the information initially entered by accessing their account, or give their consent to the company to make the necessary correction. In the latter case, the player must validate the correction the next time they log in to their account. Should no correction be made, the company shall close the account immediately.

### CHAPTER V

#### PREVENTION OF EXCESSIVE OR PATHOLOGICAL GAMBLING

#### Article 20

For the purposes of this Decree, marketplace means any online interface that allows players to acquire or dispose of monetised digital objects relating to the games of the monetised digital object game company.

An online interface shall be understood as it is defined in paragraph m of Article 3 of Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market for Digital Services and amending Directive 2000/31/EC.

#### Article 21

An expense is any financial sacrifice made by the player to the company or, where it exists, to the game marketplace made available to the player by the company.

Upon opening the player account, the company shall ask the player to limit their gambling capacity by setting in euros the maximum total amount of expenditure they can incur over a seven-day period. No game action can be performed until the player has set this limit, which cannot be predefined by the company.

For expenditure incurred in crypto-assets, conversion into euros is determined according to the exchange rate at the time of the transaction.



The player may modify these limits at any time by means of an easily accessible device. If they increase it, the modification shall take effect no sooner than 48 hours after the player makes the modification. If they decrease it, the modification shall take effect immediately.

When the limit of expenditure is reached, the player may no longer, until the end of the period referred to in the second paragraph, make any further purchases from the company or, where applicable, on the game marketplace made available to the player by the company.

## Article 22

Playing time shall be understood as the player's actual login time to the game interface on the company's game or, where it exists, to the marketplace made available to the player by the company.

The company shall ask the player, as soon as the gaming account is opened, to regulate their gaming capacity by setting a gaming time limit. No game action can be performed until the player has set this limit, which cannot be predefined by the company.

This limit shall apply immediately to the accumulated playing time for each seven-day period.

The company shall inform the player at all times and in an easily accessible manner about their playing time.

The company shall notify the player that their playing limit will soon be reached and continuously display a playing time counter when 75% of the player's playing time has elapsed or no later than thirty minutes before the deadline. It shall alert the player again ten minutes before the deadline.

The player may modify this limit at any time, by means of an easily accessible device, until the first notification provided for in the fifth paragraph. If they increase it, the modification shall take effect no sooner than 48 hours after the player makes the modification. If they decrease it, the modification shall take effect immediately.

When the gaming time limit is reached, the player can no longer carry out gaming operations.

## Article 23

Companies shall permanently offer players the possibility to request their exclusion from the game via an easily accessible tool.

The player shall determine the duration of their exclusion, which may not be less than twenty-four hours or more than twelve months.

When the player requests to be excluded from the game, this shall take immediate effect.

During this period, the player may not engage in any gaming activities or purchase any monetisable digital objects, either from the company or, where applicable, on the game marketplace made available to the player by the company.

In the event that a player requests the closure of their player account during a period of self-exclusion, he may not open a new account during this period.

## CHAPTER VI

### DATA MADE AVAILABLE TO THE NATIONAL GAMBLING AUTHORITY

#### Article 24

The data that the monetisable digital object gaming company is required to make available to the National Gambling Authority relates to:

1. Any information held by the company in the context of the game concerning each player, and in particular the following information: birth name, first names, date and place of birth, date of opening and, where applicable, date of closure of the player account, home postal address, e-mail address, username enabling the player to access their account, crypto-asset account(s) or the self-hosted address(es) on which the company distributes the player's rewards, the player's 'IP address', understood as the 'Internet Protocol' address of the terminal from which the player logs into the company's game, used when requesting the opening of the player account and each time the player logs into his player account;

2. The player's choices for self-limitation devices in accordance with Articles 21 and 22 of this decree;

3. The list of acquisitions and disposals of monetisable digital objects by the player, specifying, where appropriate, the price paid or received by the player in return, and distinguishing in particular those acquired from the company, those received, purchased, exchanged, donated or sold by the player on the gaming marketplace, those obtained as rewards and those lost as part of the game;

4. The list of other expenses incurred by the player as part of the game;

5. The list of additional rewards obtained by the player;

6. The promotional offers awarded by the company in any form whatsoever and their use by players;

7. The gaming operations carried out by the players;

8. The catalogue of games offered;

9. The profiles of players and their gaming behaviour with regard to their gaming practice, in particular any behaviour that may make it possible to detect a risk of excessive or pathological gambling, including in particular the frequency and duration of play;

10. Checks performed by the company and the results thereof, and any gaming incidents and fraudulent operations detected.

#### Article 25

The amounts mentioned in paragraphs 3 to 6 of Article 24, paid or received by the player in crypto-assets, are indicated in euro equivalents. The exchange rate is that

applicable at the time of the transaction for purchases and sales made by the player and at the time of obtaining the reward for the player's additional rewards.

#### Article 26

The data referred to in Article 24 shall be stored for a period of six years.

In the case of the personal data concerning each player, the period mentioned in the preceding paragraph shall run from the closure of the player account or the last connection to the corresponding player account.

#### Article 27

The digital monetisable object game company shall transmit the data referred to in Article 24 in a file the format of which is defined by order of the minister responsible for the budget.

If the monetisable digital object gaming company uses distributed ledger technology or similar technology, it shall also be required to make available to the Authority an online interface that enables detailed tracking of crypto-asset transactions relating to the data referred to in Article 24(3) and (6).

#### Article 28

The data mentioned in Article 24 shall be made available to the National Gambling Authority:

1. By permanent access to the online interface referred to in Article 27;
2. Following a specific request made by the Authority. Where applicable, they must be submitted to the Authority within thirty days of the request.

### CHAPTER VII FINAL PROVISIONS

#### Article 29

The Minister for the Economy, Finance and Industrial, Energy and Digital Sovereignty and the Minister for Public Action and Accounts are responsible, each within their own area of competence, for the implementation of this decree, which will be published in the *Official Journal* of the French Republic.

Dated

By the Prime Minister:

Sébastien Lecornu

The Minister for the Economy, Finance and Industrial, Energy and Digital Sovereignty,

Roland Lescure

The Minister for Public Action and Accounts,

Amélie de Montchalin

The Minister attached to the Minister for the Economy, Finance and Industrial, Energy and Digital Sovereignty, responsible for artificial intelligence and digital technology

Anne Le Henanff