

Annex B – Proposed safeguards for free-to-play online games of chance with in-game monetisation facilities

We propose to allow online games of chance with in-game monetisation facilities if the following conditions are met. These conditions serve as safeguards and are similar to those currently in place for exempted business promotion lucky draws.

- a. Online game must be for purpose of business promotion. The online game of chance conducted by the business organisation is for the purpose of promoting the sale of any product or service (other than a gambling service) sold or supplied by that business organisation in the course of business in Singapore;
- b. No stake involved. No payment for participation, or to affect the odds of winning, in the online game of chance except a reasonable charge for the promotional product or service where sold or supplied to qualify for participation;
- c. No profits from the game of chance. The online game of chance must be organised in such a way as to ensure that no profits are made by the business organisation conducting the online game of chance, from the game per se;
- d. No gambling iconography. The online game of chance cannot involve (i) any game, method, device, scheme or competition declared to be a game of chance or a mixed game of chance and skill, (ii) any instrument or appliance for gaming declared to be instruments or appliances for gaming (see tables below for examples of games of chance and instruments as declared by the Minister of Home Affairs in existing gambling legislation);
- e. No gambling-related advertisement and promotion. The online game of chance should not contain any gambling-related advertisement or promotion.

Examples of Specified Games of Chance

No.	Example
1	Poker
2	Baccarat
3	Mahjong
4	Roulette
5	Fishing or <i>Ang Tiam</i> or <i>Tiew Yue</i>

Examples of Specified Instruments and Appliance for Gaming

No.	Example
1	Dominoes
2	Mahjong Tiles
3	Roulette Wheel
4	Playing Cards