

Question for written answer E-002116/2026

to the Commission

Rule 144

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Subject: Protection of consumers, particularly minors, from predatory practices in mobile video games distributed through major app stores

The mobile game Age of Origins allegedly uses manipulative monetisation systems, including dark patterns, misleading advertising and simulated gambling mechanics, to encourage spending by users. Concerns have been raised about inadequate moderation of hate speech and violent threats within the game's social environment, and inconsistent Pan-European Game Information (PEGI) ratings across platforms.

The game also promoted speculative crypto-assets whose collapse caused financial losses to users. Questions arise as to whether Apple and Alphabet (Google Play) fulfilled their responsibilities under EU consumer protection law, namely the Unfair Commercial Practices Directive, the Digital Services Act (DSA) and the Digital Markets Act (DMA).

In this context:

1. Does the Commission consider that very large online platforms under the DSA and app store operators designated as 'gatekeepers' under the DMA bear greater responsibility when profiting from harmful or unlawful monetisation and crypto-asset systems targeting minors?
2. If so, will the Commission consider launching an investigation or coordinated enforcement action into the systemic risks that mobile gaming ecosystems may pose to consumers' mental health, financial security and fundamental rights?
3. How will the Commission strengthen EU-wide protection for minors against loot boxes (randomised in-game purchases with unknown rewards), simulated gambling and manipulative monetisation mechanisms in online games through the upcoming Digital Fairness Act and the revision of the Consumer Protection Cooperation Regulation?

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