

S 1629

A bill to regulate certain pay-to-win microtransactions and sales of loot boxes in interactive digital entertainment products, and for other purposes.

Congress: 116 (2019–2021, Ended)

Chamber: Senate

Policy Area: Commerce

Introduced: May 23, 2019

Current Status: Read twice and referred to the Committee on Commerce, Science, and Transportation.

Latest Action: Read twice and referred to the Committee on Commerce, Science, and Transportation. (May 23, 2019)

Official Text: <https://www.congress.gov/bill/116th-congress/senate-bill/1629>

Sponsor

Name: Sen. Hawley, Josh [R-MO]

Party: Republican • **State:** MO • **Chamber:** Senate

Cosponsors (2 total)

Cosponsor	Party / State	Role	Date Joined
Sen. Blumenthal, Richard [D-CT]	D · CT		May 23, 2019
Sen. Markey, Edward J. [D-MA]	D · MA		May 23, 2019

Committee Activity

Committee	Chamber	Activity	Date
Commerce, Science, and Transportation Committee	Senate	Referred To	May 23, 2019

Subjects & Policy Tags

Policy Area:

Commerce

Related Bills

No related bills are listed.

This bill prohibits the publication or distribution of interactive video games and digital entertainment products that (1) include pay-to-win features and (2) are targeted to minors under the age of 18.

Pay-to-win features include making available for purchase assistance, advantages, or other awards that a reasonable user would perceive provides a competitive advantage in the progression of the game or product over those users who do not make such purchase. Pay-to-play features do not include purchases (1) that alter only the appearance of the game, (2) of game modes that make game-play progression more difficult than without such purchase, or (3) of add-ons that do not assist in the progression of the underlying game or product.

Additionally, game publishers and distributors are prohibited from including pay-to-play features in games and digital entertainment products that are not targeted to minors but where the publisher or distributor reasonably should know that minors use such games or products.

Actions Timeline

- **May 23, 2019:** Introduced in Senate
- **May 23, 2019:** Read twice and referred to the Committee on Commerce, Science, and Transportation.

LegiList

CONGRESS, MADE CLEAR.

Search Every Federal Bill, Law, and Vote

LegiList is the fastest way to research Congress. Track any bill from introduction to enactment, see how every legislator voted, follow committee activity, and read the full text of every bill — all in one place, always up to date.

legilist.com

Free Course: Learn How Congress Actually Works

LegiList Learn is a free, self-paced course that walks through the entire legislative process — from drafting a bill to a presidential signature. Seven modules, plain language, no politics. Earn a certificate when you finish.

legilist.com/learn

Developer API: Build Apps on Legislative Data

The LegiList API gives developers direct access to bills, votes, legislators, committees, and more. Start free with 1,000 requests per day — no credit card required. Upgrade to Pro when you need to scale.

legilist.com/api

Public data belongs to the public. — legilist.com