

Annex I

Traders in-game purchasing processes with their premium in-game currencies



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Scope of the document:

Annex 1 compiles screenshots of all targeted traders in-game purchasing processes with their premium in-game currencies. The document highlights that consumers have no equivalence in real currency before making in-game purchases of digital content. Instead, they must buy digital content using premium in-game currencies (sometimes multiple).

All screenshots have been taking during the year 2024.

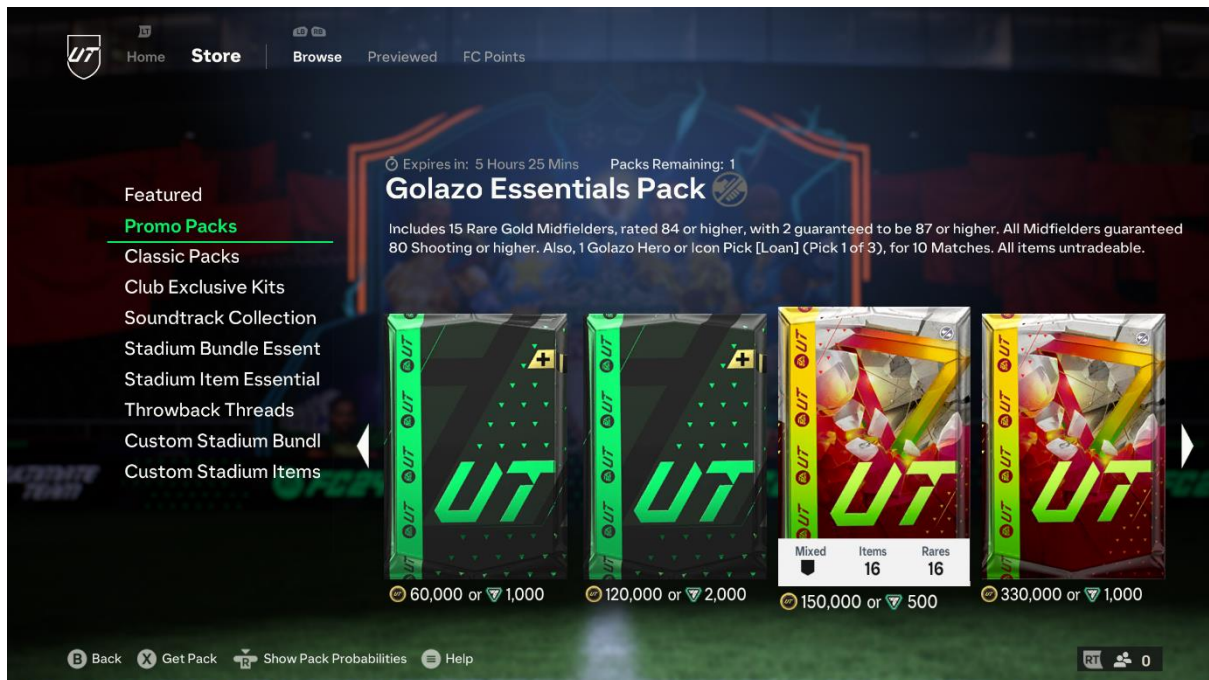
1. Activision Blizzard: Diablo IV

Figure 1: Buying virtual items in Diablo IV – Price shown in 'Platinum'.



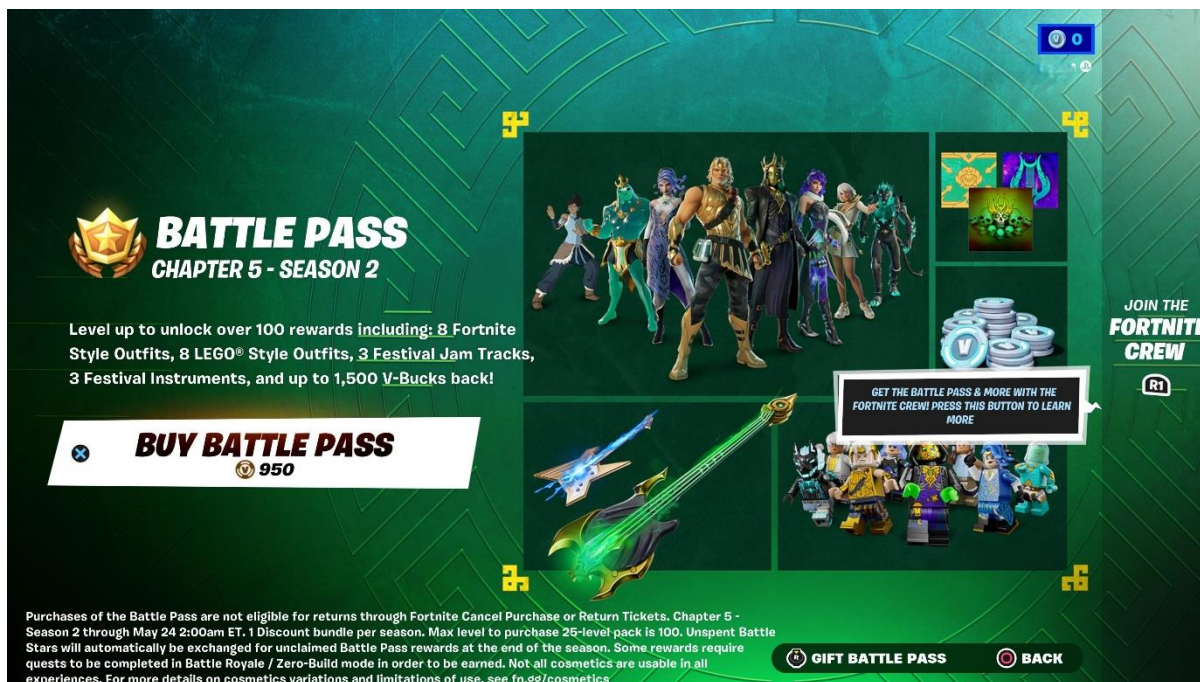
2. Electronic Arts: EA Sports FC 24

Figure 2: Buying virtual items in EA Sports FC 24 – Price shown in 'FC Points'



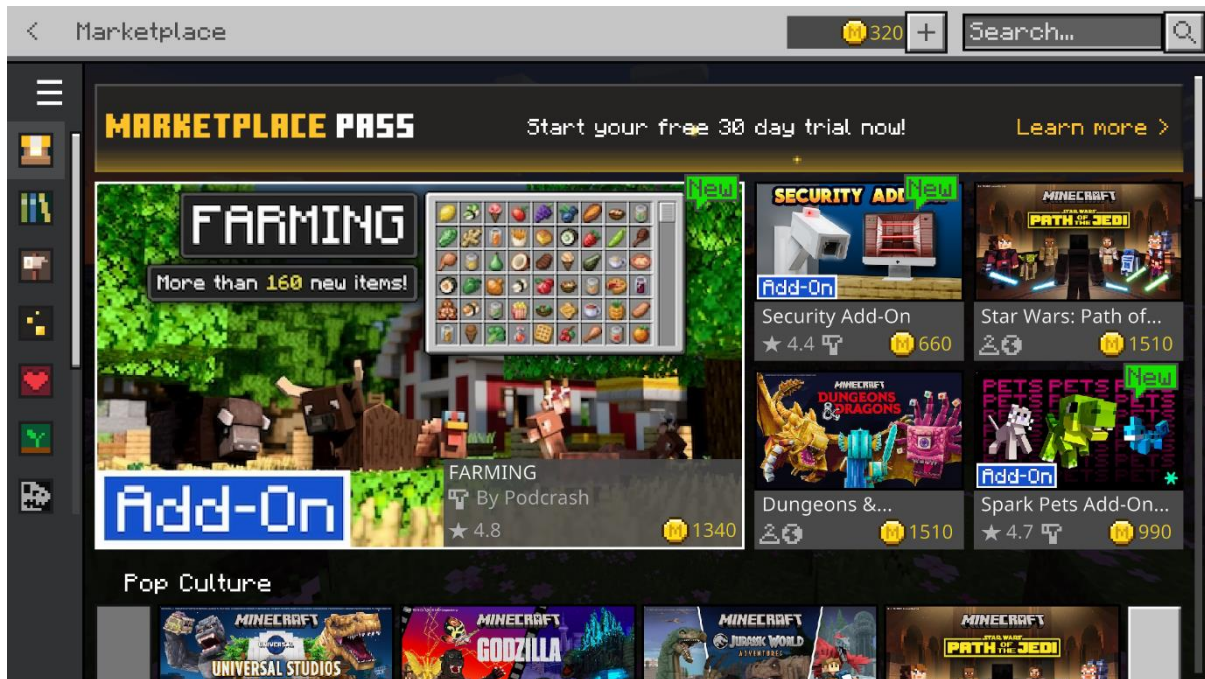
3.Epic Games: Fortnite

Figure 3: Buying virtual items in Fortnite – Price shown in 'V-Bucks'



4. Mojang Studios: Minecraft

Figure 4: Buying virtual items in Minecraft – Price shown in 'Minecoins'



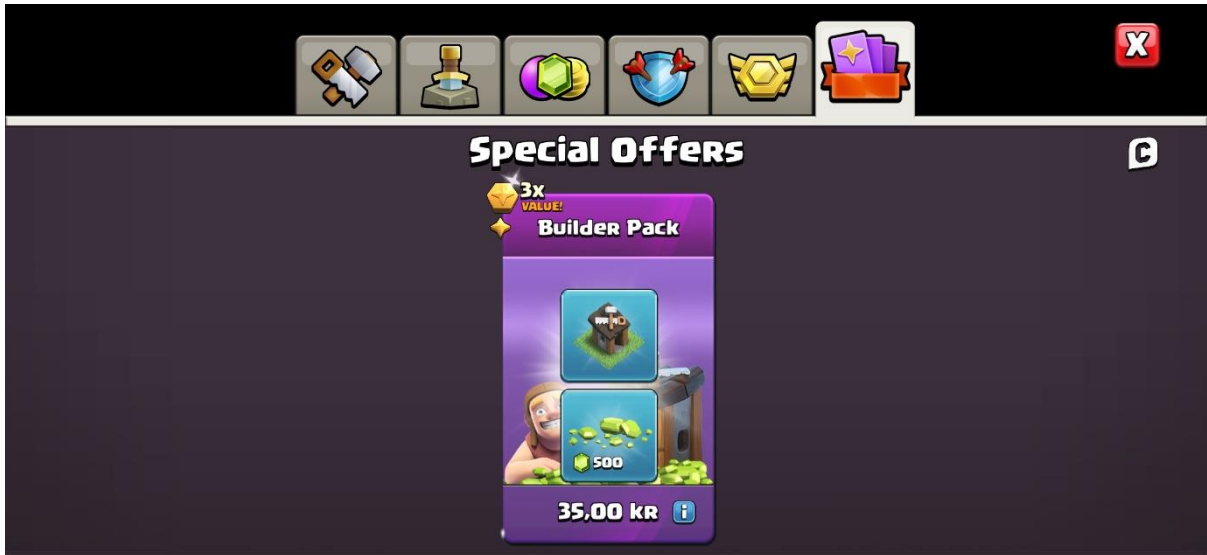
5. Roblox Corporation: Roblox

Figure 5: Buying virtual items in Roblox – Price shown in 'Robux'



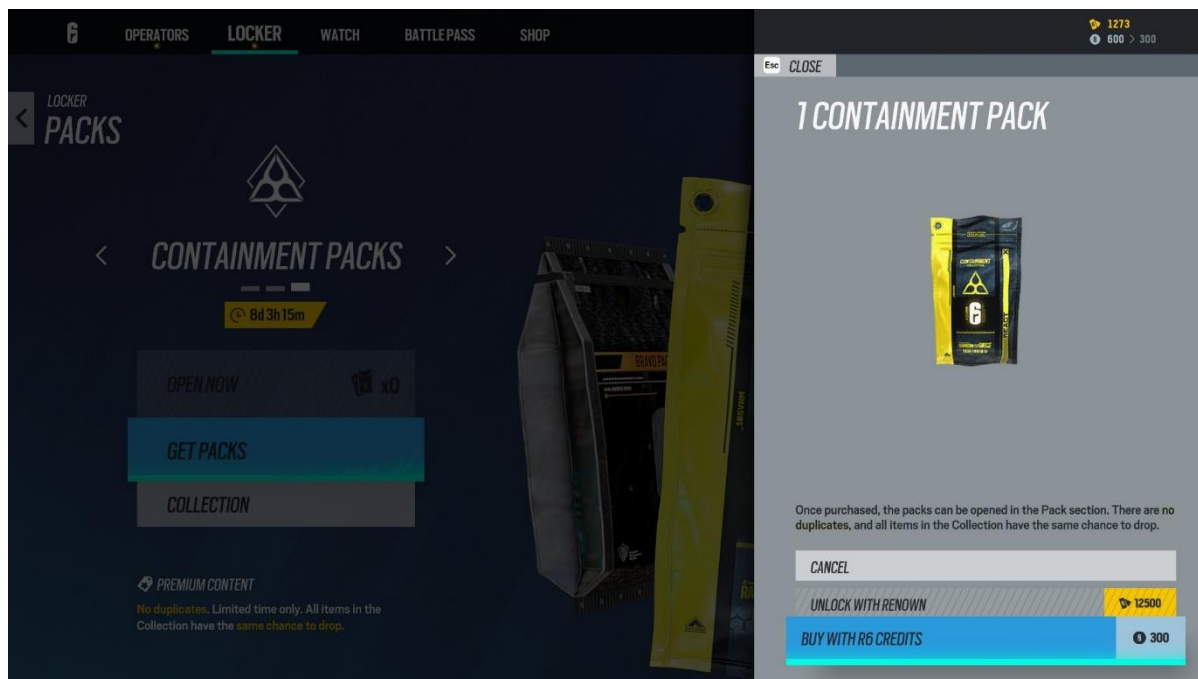
6. Supercell: Clash of Clans

Figure 6: Buying virtual items in Clash of Clans – Price shown in 'Gems'



7. Ubisoft: Tom Clancy's Rainbow Six Siege

Figure 7: Buying virtual items in Tom Clancy's Rainbow Six Siege – Price shown in 'R6 Credits'



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