

# SKIN GAMBLING

January 30, 2018

HB 2881 | Public Hearing House Committee on Public Safety



#### WHAT ARE SKINS?

Skins are virtual items that can be used in games like Counter-Strike: Global Offensive (CS:GO). They change the appearance of a player's weapon or equipment. The skins simply change the appearance of weapons, having no effect on the functionality or power of the weapons.



CS:GO's AWP (Arctic Warfare Police) sniper rifle is shown in its original state and with various skins.

### **HOW DO PLAYERS GET SKINS?**

Players can get skins in a variety of ways. In CS:GO, players can acquire skins by:

- Receiving them while playing the game
- Receiving them as a promotional giveaway
- Trading skins with other players
- Purchasing skins on third-party marketplace sites

#### **HOW DO PLAYERS BET SKINS?**

To understand how skins work, it's important to think of skins as simple units containing value – like a poker chips.

Like poker chips, CS:GO skins can be traded between players and the house. This functionality enables skins to serve as a currency that can be used for wagering in any type of gambling activity you can imagine. Here's how it works:

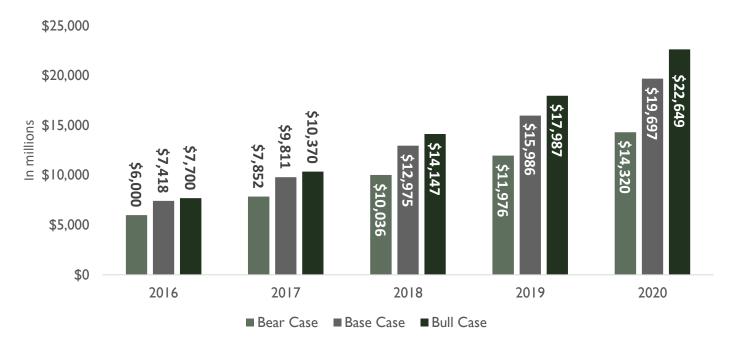
- 1. Players "deposit" skins at a skin betting site (sportsbooks, roulette, etc.).
- 2. They gamble using their deposited skins.
- 3. If they win, they're paid in additional skins, which they "cash out" by requesting that the skin betting site transfer skins back to the player.
- 4. Once players have skins in their Steam account, they can:
  - Leave the skins in their inventory; OR
  - Use the skins to change the appearance of their weapons; OR
  - Trade skins with other players; OR
  - Sell skins on the Steam marketplace for Steam credit (not cash) that can be used to buy other skins and games via Steam; OR
  - Exchange skins for cash on third-party sites outside of Steam.

#### SKIN GAMBLING INDUSTRY

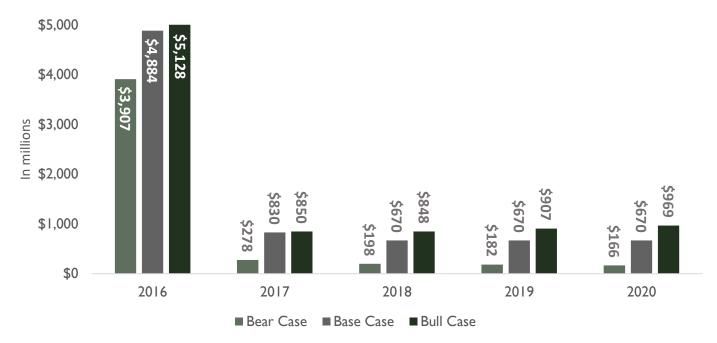
According to industry experts Narus Advisors and Eilers & Krejcik Gaming, \$5 billion was wagered in skins in 2016. While about 40% are bet on esports matches and tournaments, roughly \$3 billion worth flows to a darker corner of the Internet – one populated by fly-by-night websites that accept skins for casino-style gaming.

In a May 2016 report, Narus Advisors and Eilers & Krejcik Gaming estimated that the skins gambling market size would reach \$19.7 billion by 2020. In July 2016, Valve -- owner of CS:GO and Steam -- announced its intent to crack down on the use of its platform to facilitate skins gambling. As a result, an updated outlook was released in September 2016, which dramatically reduced the estimated size of the skins gambling market to \$670 million in 2020.

May 2016: Skin gambling on esports - Market size outlook



Sept 2016: Skin gambling on esports - Market size outlook



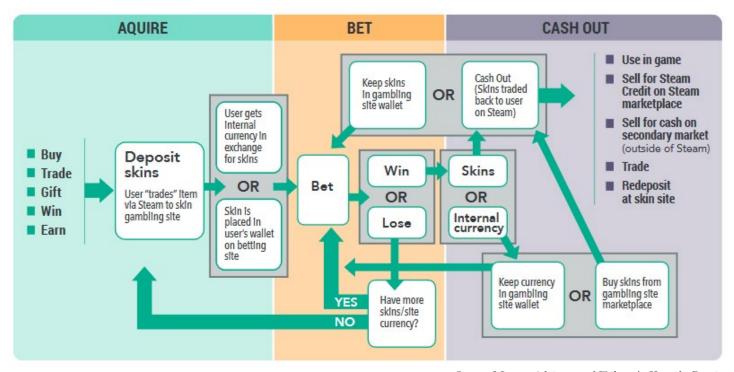
#### FEDERAL GAMBLING LAWS

The Unlawful Internet Gambling Enforcement Act (UIGEA) makes it illegal for businesses to accept payment over the Internet for a bet or wager that is otherwise unlawful under state law.

The **Illegal Gambling Business Act (IGBA)** is not Internet specific, but makes it unlawful for a person to take part in an illegal gambling business.

The Wire Act outlaws the use of telephones or other wire devices to transmit bets or wagers on sporting events.

## **INFOGRAPHIC: SKINS GAMBLING PROCESS**



Source: Narus Advisors and Eilers & Krejcik Gaming

# **THIRD-PARTY SITES: GAMBLING ACTIVITIES**

