AMENDMENT TO THE RULES COMMITTEE PRINT 118–33

Offered by M__.

In title I, add at the end the following:

1	SEC. 112. DIGITAL ASSETS IN VIDEO GAMES AND VIRTUAL
2	WORLDS.
3	(a) FINDINGS.—The Congress finds the following:
4	(1) According to the recent Bureau of Con-
5	sumer Financial Protection report, entitled, "Bank-
6	ing in Video Games and Virtual Worlds", with the
7	rise in value of gaming assets, there have also been
8	increased reports of users losing access to gaming
9	assets through hacking attempts, account theft,
10	scams, and unauthorized transactions.
11	(2) The report goes on to assert that operators
12	of gaming and virtual worlds do not appear to pro-
13	vide the kinds of customer protections that apply to
14	traditional banking and payment systems.
15	(3) Since this Act and the amendments made
16	by this Act will likely result in an increase in the
17	creation and use of digital assets, including those
18	that may be used in video games and virtual worlds,
19	the Commodity Futures Trading Commission and

1	the Securities and Exchange Commission must con-
2	sider the real-life impacts to consumers in these vir-
3	tual spaces.
4	(b) Considerations and Rulemaking.—Not later
5	than the end of the 360-day period beginning on the date
6	of enactment of this Act, the Commodity Futures Trading
7	Commission and the Securities and Exchange Commission
8	shall, jointly, in consultation with the Bureau of Consumer
9	Financial Protection and such other agencies as the com-
10	missions determine appropriate—
11	(1) consider—
12	(A) the issues identified in the findings
13	under subsection (a); and
14	(B) minors who may regard digital assets
15	in video games and virtual worlds as "fake"
16	when in fact they have real-life value; and
17	(2) develop rules and guidance to address those
18	issues.

