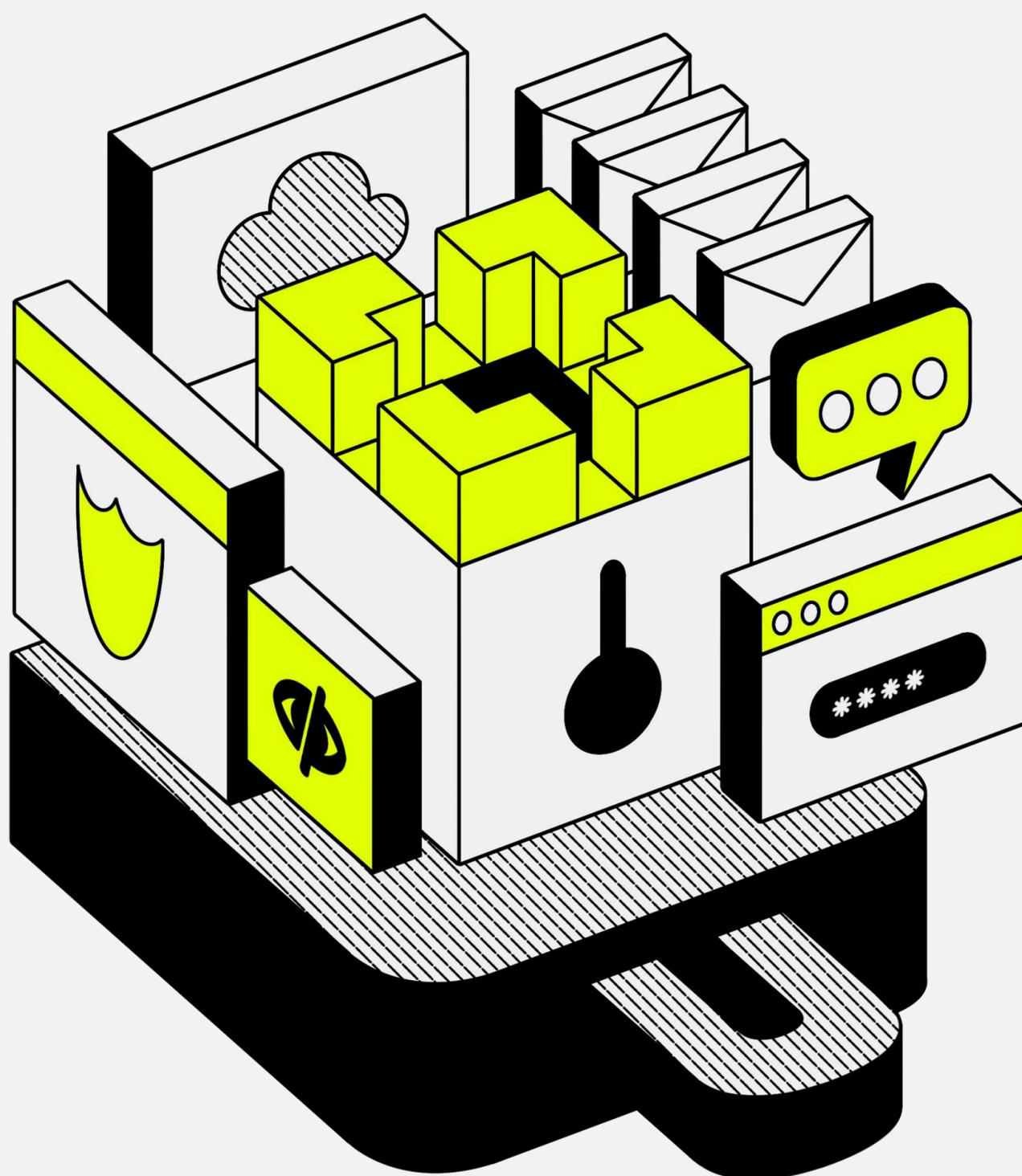


CHECKLIST

Age verification laws

A practical guide for publishers



Age verification laws are tightening worldwide, and game publishers must act quickly to comply or face massive fines. In this step-by-step guide, we walk you through what you can do to build safer ecosystems and design experiences that protect young players without adding unnecessary friction.

Step 1: Map your risks

List the content and features in your game, such as in-game purchases, ads, social tools, and matchmaking. Then check which age rules apply in each region. Many laws apply across borders, so you'll need to follow the rules where your players live, not just where your studio is based.

Content checklist:

- | | | | |
|--------------------------|-----------------------|--------------------------|---|
| <input type="checkbox"/> | Paid in-game items | <input type="checkbox"/> | Targeted advertising |
| <input type="checkbox"/> | Video or text chat | <input type="checkbox"/> | Content personalization and recommendations |
| <input type="checkbox"/> | Group lobbies | <input type="checkbox"/> | Shared UGC |
| <input type="checkbox"/> | Friend requests | <input type="checkbox"/> | Adult-themed content |
| <input type="checkbox"/> | Custom skins | <input type="checkbox"/> | Lootboxes |
| <input type="checkbox"/> | Player-created worlds | <input type="checkbox"/> | Other dark patterns |
| <input type="checkbox"/> | Matchmaking | | |

Step 2: Age verification or estimation?

Choose the right age checks for your risks. Some regions allow lighter methods like facial estimation, while others expect stricter verification. Higher-risk content needs stronger checks. Offer multiple options to minimize player friction, such as ID scans, selfie checks, email-based estimation, or credit card checks. Weigh each one against privacy concerns.

Age verification methods:

- Bank / Credit card checks
- Government ID checks
- SMS verification
- Digital identity or age tokens

Age estimation methods:

- Facial age estimation (selfie)
- Email-based estimation
- Knowledge-based question

Step 3: Invest in owned ecosystems

Webshops and player accounts give you first-party data. With it, you can create family accounts, age-banded experiences, and cross-game moderation systems. A trusted integration partner can help you connect your data to SaaS tools that track global laws and enable you to switch age-restricted features on or off by region.

Step 4: Build safety into the design

Smooth consent flows reduce friction. Restricted-by-default accounts let players keep playing while certain features stay locked until age or consent is confirmed. Designing safety into the game makes it easier to protect young players and adapt to future changes in legislation.

Reaktor it.

Talk to us about fraud prevention, parental controls, ecosystem safety, or age verification solutions that can scale with new laws.