

Dear *[FNAME]*,

The new year finds the global push for regulation of Web3 businesses gaining considerable strength in the wake of high-profile failures in the crypto, NFT, and video game industries. We dive deep into two of these scandals, using them as case studies to examine the legal challenges involved.

Don't worry – there are no stories about the founder of a certain failed crypto exchange in this issue. However, we do take a look at the lawsuits filed against Hollywood actors and athletes hired to pitch for the exchange. We evaluate plaintiffs' chances of recovering damages from Shaquille O'Neal, Tom Brady, Larry David, and their co-defendants in light of similar cases against paid celebrity spokespersons.

Next, we discuss the record fine handed down over Fortnite's collection and use of young players' personal information and its in-game marketing practices. The FTC's charges concerning so-called "dark patterns" to encourage in-game purchases, access to in-game communication channels by juveniles, and certain data-collection practices may provide valuable guidance for video game developers and platforms.

Regulators also continue to examine in-game economies and regulation of real-money transactions. Singapore recently adopted sweeping changes to its gambling and remote gaming laws, and many believe that the US and other major jurisdictions implement similar regulations. We look at the three major areas addressed by the island nation's Gambling Control Act and Gambling Regulatory Authority Act, and possible implications for developing legal standards in other jurisdictions.

Best regards,

David B. Hoppe
Managing Partner
Gamma Law


[Gamma Law](#) provides premium legal support to select clients in cutting-edge media/tech business sectors. To discuss how we can support you to achieve your objectives, please [contact us](#).

YOU SHOULD KNOW



PLAINTIFFS TARGET ATHLETES, CELEBS IN CRYPTO IMPLOSION'S WAKE

Imploding FTX and other crypto and NFT companies have sent investors scrambling to sue not only company principals but also celebrity endorsers. Should these high-profile spokespeople be worried they will be held liable? [Read more.](#)



AFTER EPIC FAILURE, FIRMS MUST RE-EVALUATE REVENUE MODELS

Epic Games' massive fine over data privacy and sales tactics is a warning to digital media companies to ensure not only that their own policies are sufficient but also that their partners, users, and hosts collect and use data responsibly. [Read more.](#)



SINGAPORE'S REMOTE GAMBLING LAWS: BLUEPRINT FOR U.S., JAPAN?

Singapore's updated gambling law is one of the most comprehensive in modern times. Regulators in the US, Japan, China, and other major gaming/gambling centers may use it as a template in reconsidering their own regulations. [Read more](#)

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24th edition of The IPR Gorilla IPR GORILLA
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Virtual, February 23

David will participate in a panel discussion, "Challenges and Protection of IPR in Today's Digital Economy" at 8:40 a.m. Pacific.



GamesBeat SUMMIT GAMESBEAT SUMMIT 2023
May 22-23, 2023

Santa Monica, CA May 22-23

GamesBeat Summit brings together the brightest minds within the gaming industry to share updates and opinions on the future of gaming.



HAVE DAVID SPEAK AT YOUR EVENT

Gamma Law's founding partner, David B. Hoppe, speaks and writes frequently about legal topics in emerging technologies and entertainment in the US and Japan. If you'd like David to speak at your event, please [contact us](#).

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