

State AGs Roll the Dice on Gaming

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What happens when state AGs decide that predictive markets, casino apps, and loot boxes look a lot more like gambling than gaming? In this episode, we unpack a fast-moving wave of state enforcement as attorneys general scrutinize Kalshi's predictive markets, Washington's lawsuit against casino app operators Playtika and Aristocrat, and New York's suit against Valve over loot boxes—signaling that companies offering chance-based online games, especially those involving virtual currency, item value, or youth audiences, may face growing legal risk under state gambling and consumer protection laws.

Hosted by Simone Roach. Based on a blog post by [Paul L. Singer](#), [Beth Bolen Chun](#), [Abigail Stempson](#), and [Andrea deLorimier](#).