ntÿ® kht£l Kj‹ik¡ fšé mYtyç‹ brašKiwfŸ.

e.f.v©. 8344/ <2/2018. ehŸ. .10.2018.

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| bghUŸ | R‰w¿¡if – muR/efuit/ãÂÍjé k‰W« Á.Ã.v°.Ï / I.Á.v°.Ï /bk£çFnyr‹ gŸëfŸ – gŸë khzt®fŸ “Momo Challenge” v‹»w mghafukhd Ïizajs éisah£il¤ j§fŸ if¥ngÁæš éisahLtij¤ jL¡f K‹bd¢rç¡if – m¿Îiu tH§Fjš – rh®ò. |
| gh®it | jäœehL bk£çFnyr‹ gŸëfŸ Ïa¡Feç‹ brašKiwfŸ, br‹id – e.f. v©.5772/m1/2018. ehŸ. 11.10.2018. |

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 gh®it 1- Ïš fhQ« bk£çFnyr‹ gŸëfŸ Ïa¡Feç‹ brašKiwfëš bjçé¤JŸsthW “Momo Challenge” v‹»w mghafukhd Ïizajs éisah£il¡ if¥ngÁæš FHªijfŸ éisahLtjhš äf égßjkhd KoÎfS¡F Mshf neçL»wJ v‹gjhš, ÏJ F¿¤J éê¥òz®Î V‰gL¤J« tifæš mid¤J gŸëfS¡F« cça K‹bd¢rç¡if k‰W« j¡f m¿Îiu tH§fnt©L« vd m¿ÎW¤j¥g£LŸsJ.

Content of the Letter from the Ministry of Electronics & information Technology

* Recently through media new online dangerous game named as “Momo challenge” has been reported/
* it is belived that, in this game, members are challenged to communicate with unknown mumbers.
* The game consists of a variety of self- harming dares which becomes increasingly ricky as the game progresses and it finaly end with suicide challenge.
* it involes challenges that encourage teenagers/children/any other user to engage in series of violent acts as challenges of the game.
* it inspires teenagers/children/any other user (the player) to add unknown contacts on whats App by the name of “Momo’.
* once the contact is added, the image of the terrifying Japanese “Momo” doll with bulging ayes appears in contact.
* The game controller then entices player to perform a series of challenges and playing the game or threatened with violent images, audious or videos, if player do not follow instructions.
* it is understood that an administrator of game uses social media platform to invite/incite children to play this game, which may eventually lead the chield to extreme steps for self-inflicting injuries suicide.
* Few instances of children committing suicide while playing “Momo Challenge” game have also been reported in india.

 nk‰F¿¥Ã£l étu§fis gŸë khzt®fS¡F cça Kiwæš vL¤Jiu¤f, Ï¤jifa éisah£il v¡fhuz« bfh©L« éisahl¡TlhJ v‹W«, m¿Kf« Ïšyhj v©fëèUªJ tU« miH¥òfis V‰f nt©lh« v‹W«, m›bt©fis¡ if¥ngÁæš bjhl®ò g£oaèš nr®¡fTlhJ vd Â£lt£lkhf m¿ÎU¤J« bghU£L, Ï¥bghUŸ rh®ªJ mid¤J gŸëfë‹ tF¥ò MÁça®fS¡F« R‰w¿¡if mD¥Ã j¡f elto¡if nk‰bfhŸSkhW mid¤J tif jiyik MÁça®fŸ k‰W« jåah® gŸë Kjšt®fŸ nf£L¡ bfhŸs¥gL»wh®fŸ.

Kj‹ik¡ fšé mYty®,

ntÿ®.

bgWe®:

jiyik MÁça®fŸ /Kjšt®fŸ.

muR/efuit/ãÂÍjé/ Á.Ã.v°.Ï / I.Á.v°.Ï k‰W« bk£çFnyr‹ gŸëfŸ.

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kht£l¡ fšé mYty®fŸ

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