Results: In Germany in April 2020, there was a 51.19% decrease in number of players when compared to April 2019, but a 116.46% rise in the number of tickets per player. In comparison, in April 2021 a rise of 704.43% occurred in number of active players compared to April 2020, with a 277.56% increase in ballots and a decrease in number of tickets per player by 53%. Additional results showed a 1.2% decrease in spendings on sports events in April 2020 compared to April 2019, but a 277.88% increase for sporting events spendings in April 2021. Preliminary results from Croatia show an increase in online gambling activities.
Conclusions: In 2020, despite a drop in active players, the increase in stakes and frequency of play resulted only in a slight decrease in sporting events spendings. In 2021 the recorded increase in all categories except in frequency, points to the idea that restoring life to usual rhythm reduces the frequency of an individual's play. In conclusion, further research and monitoring of gambling addicts' behaviour in the "new normal" is needed.

Disclosure: No significant relationships.
Keywords: gambling; sports betting; Covid-19

EPP0010

Concurrent use of alcohol and cocaine: which is the best drug choice?

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Introduction: Patients with comorbid cocaine and alcohol dependence have a worse prognosis with lack of adherence to follow-up and treatment, frequent psychosocial problems, and higher rates of relapse [1]. Concurrent use of both substances produces cocaethylene, which is associated with more toxicity than cocaine alone [2].
Objectives: To determine the efficacy of disulfiram compared to nalmefene in the treatment of comorbid cocaine and alcohol use.
Methods: A quasi-experimental open study was designed on 41 outpatients, with a follow-up of at least 1 year at the Mental Health Unit, aged between 18 and 65 years, diagnosed with cocaine and alcohol dependence (ICD-10). A minimum simultaneous weekly consumption of 2 grams of cocaine and 12 SD (Standard Drink) of alcohol during the month before, described by self-records was established. Treatment with oral disulfiram 250mg/day was assigned to 21 patients, and with oral nalmefene 18mg/day to 20 individuals. Observation period was for 6 months. Urinalysis and alcohol breath test were carried out twice a week. Abstinence was defined by obtaining negative results for at least 4 consecutive weeks. Statistical analysis were performed using SPSS v21.0 (significance $p<0.05$).
Results: 61.9% of patients treated with disulfiram achieved a minimum of 4 consecutive weeks of abstinence from cocaine and alcohol, compared to 40% in the nalmefene group ($\chi^2=1.188$; gl=1; p=0.276). There were no significant differences.
Conclusions: Disulfiram or nalmefene monotherapy seems clinically ineffective or insufficient in reducing the combined use of cocaine and alcohol. Further research is needed to assess the effect of both drugs simultaneously.

Disclosure: No significant relationships.
Keywords: nalmefene; alcohol; cocaine; disulfiram

EPP0011

Gaming Disorder: looking for a specific psychopathological profile in a Russian sample

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Introduction: ICD-11 describes Gaming disorder as a behavioral pattern characterized by impaired control over gaming, increased gaming priority, and escalation despite consequences. This description is similar to other addictive behaviors with minor specifics. However, it is unclear if gaming disorder has any specific psychopathological profile.
Objectives: The study aimed to investigate gaming disorder's connection to primary psychopathological symptomatology.
Methods: 515 gamers aged 16-56 (75% male) anonymously completed online questionnaires: SCL-90-R and Video Games Addiction Scale (VGAS) – our new 26-items questionnaire based on ICD-11 criteria for gaming disorder. VGAS showed good reliability (Cronbach`s $\alpha=0.858$) and external validity (positive correlation with Chen Internet Addiction Scale, $r=0.472$, $p=0.000$).
Results: Gaming disorder severity showed positive correlations ($p=0.000$) with all SCL-90-R scales. Pearson`s r ranged from 0.311 (phobic anxiety) to 0.431 (depression). Thus, gaming disorder showed no specific combination of psychopathological symptoms. Instead, all symptoms had almost equal correlations with the VGAS score.
Conclusions: Gaming disorder is not linked to any particular combination of psychopathological symptoms. On the contrary, as suggested by our study, different symptoms are almost equally related to excessive gaming. Several interpretations are possible. Problematic gaming can be a way for psychologically distressed people to deal with different symptoms. Conversely, gaming disorder can itself lead to psychological maladjustment. Thus, further thorough research is required, specifically when deciding on the primary diagnosis in comorbid cases or choosing the therapeutic aims.

Disclosure: No significant relationships.
Keywords: Gaming Disorder

Schizophrenia 09

EPP0013

Aripirazole-Long Acting Injectable in Pregnant Women with Schizophrenia: A Case Series

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