

Table 2 Influence of age on the use of the dejected game

	Effective n (Percentage)	Consumption n (Percentage)	Consumption-sale n (Percentage)	Sale n (Percentage)
<18years old	-	1 (4.5%)	21 (95.5%)	0
18 to 35years old	22 (42.3%)	0	17 (94.4%)	1 (5.6%)
36 to 53years old	18 (34.6%)	1 (8.3%)	10 (83.3%)	1 (8.3%)
>53years old	12 (23.1%)	-	-	-
Total	52 (100%)	2 (3.8%)	48 (92.3%)	2 (3.8%)