

IS IT OKAY TO PAY FOR UPGRADES IN VIDEO GAMES?

If you've ever played Roblox, you might have noticed that money can change the game. Paying for enchanted fruits or swords in Blox Fruits can make you a stronger warrior, while purchasing VIP status in Dress to Impress can skyrocket your model from a "Rising Star" to a "Fashion Goddess." These are called in-game purchases. Players can use their money (or their parents' money) to buy special abilities, outfits, or in-game currency that typically makes the game easier to win. A basic add-on in these games will cost only a couple dollars, but buying large packages of in-game rewards can quickly reach the \$20 range. With these "pay-to-win" advantages all around us, it's time to consider: is it okay to pay for upgrades in video games?



WHAT DO YOU THINK?

1. Have you ever paid for an upgrade in a video game? Why or why not?
2. Should kids have access to video games at all? Why or why not?
3. Are there any examples outside of video games where people can "pay to win?"



YES, IT'S OKAY TO PAY FOR UPGRADES

People should be allowed to do what they want with their money, even if that includes making video games easier to play. Add-ons can even make the game better since they unlock new experiences for the player. Not only that, but many upgrades don't even help players win. They can just be decorative, or collectors items. At the end of the day, these video games are already free. If we want to keep playing, we should give the video game makers money somehow. It's fair that the creators include some way to get paid for the video game they made.

NO, IT'S NOT OKAY TO PAY FOR UPGRADES

Pay-to-win upgrades aren't fair to players who don't have money to buy them. These add-ons can get really expensive, and no one should be left out just because they can't afford to play. Paying for upgrades is also unfair because players who normally wouldn't win can pay to beat players who deserve to win. That seems more like cheating than actually playing. This makes the game less fun for all players. Part of fun of video games also comes from overcoming the hard parts. If you get rid of any part that is challenging, then there isn't a point to playing the game at all. Instead of buying upgrades, players should work hard to collect in-game money and accomplishments that don't cost real world money so everyone has the same opportunities.

