

Gaming micro-transactions have been a plague to the online gaming commitee for a very long time but has recently gained traction as a result of greedy company decisions that allow online players to gain an advantage over others by spending extra money on said micro-transactions.

Whether or not the micro-transactions provide the online player with just a cosmetic item/appearance or an in-game advantage is what I would is irrelavent, as in the end it promotes gambling in the respect that people will spend money on potential chances or earning something quite rewarding but at their costs of their hard earned money and I believe this problem very much runs deep especially with that of children. Potentially or constantly asking their loved ones for money in order to pay for a chance to earn said items (Once again, potentially purely cosmetic or an in-game advantage).

I find it to be no different to any other sort of gambling, and it's sick because generally it's targeted at those of younger ages that may spend their own or their parents hard earned money and may even lead them into a life of bad habits in which they gamble on a much more impactful level.

Please regulate this to a certain extent or disallow it in general.
Thank you.