

# Microtransaction Game Items in Mobile Legends: A Fiqh Al-Muamalat Perspective on Digital Commodities and Gambling Elements

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## ABSTRACT

The practice of mobile games becomes a discussion in terms of mechanisms and transaction agreements according to the Fiqh Al-Muamalat perspective. This study investigates the permissibility of microtransaction mechanisms in the game Mobile Legends from the perspective of Islamic commercial jurisprudence (Fiqh Al-Muamalat). Using a qualitative methodology, it examines transaction types, including direct purchases and gacha-based systems, in light of Shariah principles such as *gharar* (uncertainty) and *maysir* (gambling). The findings indicate that while direct purchases may be permissible, mechanisms involving uncertainty are prohibited. The study offers insights for Muslim gamers and game developers to ensure Shariah-compliant digital engagement.

**Keywords:** Microtransaction, mobile legends, game items, gambling, Fiqh Al-Muamalat

## INTRODUCTION

In today's digital era, mobile gaming has become a widespread source of entertainment and recreation for millions of people worldwide. Online games have now become a sports industry known as E-sports which is growing well. As the industry grows, developers have sought innovative ways to monetize their games while providing an immersive experience for players. One such method that has gained substantial traction is the implementation of microtransactions. Other than that, microtransactions allow players to purchase virtual items or currency with real money, often for the purpose of enhancing their gameplay experience (Erin Gibson et. al., 2022). While micro-transactions have become a popular source of revenue for game developers, the matter has also sparked controversy and issues about the type of transaction that happens.

Microtransactions are a new thing that is certain that every new thing must have new issues. The problem is whether the transactions in Mobile Legends comply with Shariah, and there are elements of *gharar* (uncertainty) or *maysir* (gambling) especially in popular mobile games such as Mobile Legends, raises several issues or violations of Shariah guidelines such as Gacha or monetisation technique that like loot box to get a random game item or skin. Therefore, are these issues compliant with shariah or are there elements of *gharar*. Therefore, this study will look at the issue which is rarely discussed in Fiqh Al-Muamalat perspective (Setiyawan, 2019).

The increasing prevalence of microtransaction game items in the gaming industry, particularly in popular mobile games like Mobile Legends, raises concerns from the Fiqh Al-

Muamalat perspective. This research paper aims to delve into the topic of microtransaction game items in Mobile Legends from Fiqh Al-Muamalat perspective. By analysing the characteristics, several issues and consequences of these transactions, we aim to assess the status of their transactions with Fiqh Al-Muamalat principles. Furthermore, this study will provide answers about the transaction law that is done from the issues caused by microtransactions in mobile games and suggest the best recommendations for players and Moonton. Moonton is an international mobile gaming company that pioneers MOBA gaming and has dedicated departments leading efforts in esports and game publishing (en.moonton.com; Daniel Nielsen, 2018).

## LITERATURE REVIEW

### Mobile Legends

Mobile Legends: Bang Bang (MLBB) is a multiplayer-online based arena game for Android and iOS that was released in November 2016. According to Ahmed (2021) The game is a multiplayer online battle arena, commonly shortened to MOBA. Two teams of five players go against each other in real-time to try to achieve victory. This is free to install or download, however there is monetization transactions that will happen if you purchase in-game skins or characters. The article does not highlight there is monetization or transaction happen in MLBB game. Racoma (2021) said MLBB is a mobile multiplayer online battle arena (MOBA) game developed and published by Moonton, a subsidiary of Bytedance. The game was released in 2016 and grew in popularity, most prominently in Southeast Asia. This article focuses on the study of the definition and mechanism of the game and its development over time.

According to Paler et.al. (n.d.) explained Playing Mobile Legends has a positive or negative impact on the academic performance of students. Positive effects: improving brain functions and educating children. Negative effects: distraction while performing another important activity, affecting social interaction, sleep problems and loss of productivity. This paper is of a general nature that reveals positive and negative aspects without involving the element of Fiqh Al-Muamalat.

### Microtransactions

According to Iffah Abd Razak & Amir Fazlim Jusoh Yusoff (2022), microtransactions have a positive effect on increasing overall income and affecting the economy, because of the organization of the annual electronic sports games. However, Palmeira (2021) said microtransactions are in-game purchases that unlock additional content and offer companies an opportunity to profit from players continued interest in the games consumers play.

According to Erin Gibson, et. al (2022) said there is variety of microtransactions are now available in videogames, including virtual currency, a currency that can only be used in the specific videogame in which it is purchased, skins items to change the look of heroes, and loot boxes or virtual chest that is opened to reveal a random pick of in-game items. Therefore, when it comes to multiplayer mode games, this transaction advantages players who make payments while competing against other players who do not. Consequently, the players who pay will have more power in the game, which will change how the other players function and increase their chances of winning. Besides, specified from David Chua, et. al. (2019) whichever option is available in the game; players can choose between spending actual cash or virtual money (in-game currency) to pay for items when they decide to make an in-game purchase.

These purchases cost real money, whether purchased with virtual or actual cash. Real money purchases allow players make purchases with real money, as compared to virtual currency, which converts the actual money that the player spent according to the game's exchange rate. All writers have clearly explained the meaning, types of transaction items that

occur. However, no one has clearly stated the focus on games like mobile legends. Everything is stated in general only and as for previous games that lack players.

### Several issues in Mobile Legends

According to Daniel L King & Paul H Delfabbro (2020) these micro-transactions have gained both academic and media attention due to their potentially similar features to gambling activities. One study conducted by Erin Gibson et. al. (2022) Micro-transactions, which are 'paid-for' components in videogames, may have a negative psychological impact on people who purchase them. This is more than with gaming addictions, disorders related to gambling. In comparison to gambling, the gaming business is less regulated, which exposes vulnerable videogame players exposed. It has now been questioned whether using these microtransactions might result in addiction to gambling or unnecessary damage from playing.

Allah SWT (Al-Maidah, 5: 90) said:

﴿يَا أَيُّهَا الَّذِينَ ءَامَنُوا إِنَّمَا الْخَمْرُ وَالْمَيْسِرُ وَالْأَنْصَابُ وَالْأَزْلَامُ رِجْسٌ مِّنْ عَمَلِ الشَّيْطَانِ فَاجْتَنِبُوهُ لَعَلَّكُمْ تُفْلِحُونَ﴾

Meaning:

*"O you believe! That verily wine, and gambling, and idolatry and casting lots with arrow-sticks, are (all) filthy (abominable) from the deeds of Satan. So, stay away from it so that you succeed"*

According to the Quran, gambling is one of the issues and it is clearly prohibited by Islam and there are several verses in the Quran where Allah directly prohibited gambling.

Other than that, there is transaction in Mobile Legends has an element of *gharar*. Gacha or loot boxes to get the items in Mobile Legends is an uncertainty since the item of the purchase is unknown. According to Amir Fazlim Jusoh Yusoff & Iffah Abd Razak (2023) The concept of loot boxes in this transaction is selling an item or items online to a customer who has no knowledge what item he will get. Players are able to enhance their abilities, entertain themselves, and show other players what they are by purchasing game items said Jae Mee Yoo (2015) in his articles. According to Moshirnia (2019), Loot box purchasers, much like pathological gamblers placing a wager, report an initial rush when opening a loot box and then a wave of regret and shame. Loot boxes work similarly to Gacha in that they are virtual boxes that players gain with real money and include virtual material to enhance their in-game experience. However, Nur Rizqi Febriandika et. al. (2022) said the things that will be given to players are unknown in advance. According to Jing Shi, et. al. (2020) The worst things when youth participating in skins betting and gambling may be at elevated risk for gambling-related harms. There is clear that there is element of *gharar* and that is prohibited in Islamic perspective. The author clearly states the concept and that it is prohibited. However, the author does not specify games like Mobile Legends such as my research will purpose the parameter of the transaction in Mobile Legends.

### Concept of Mobile Legends.

Mobile Legends: Bang Bang is a most popular Multiplayer Online Battle Arenas (MOBA) game, played by two teams competing with five players each team. This game was published in 2016 and developed by Moonton, since the release more users are playing Mobile Legends. According to Racoma (2021), one of the games of large-scale esports for the mobile gaming platform is Mobile Legends, which has also started to compete with the large global tournament from those

of bigger gaming platforms like the PC and Consoles. One of the reasons for playing Mobile Legends is because of the directions and how the publisher sustains this game by providing tournaments around the world. In addition, Wasif Ahmed (2019) said in his article there is esports league in country like Indonesia, Philippines and Malaysia called the Mobile Legends: Bang Bang Professional League (MPL) and these tournaments properly structured until now.

Mobile Legends is a game that needs teamwork and strategy to achieve winning. The way to get this victory or win against the opponents is by taking down crystal in the enemy base.

**Figure 1:** Battleground of Mobile Legends



Source: via Moonton

Players play Mobile Legends by this map or battlefield; there are three lanes, and each lane has a three block of tower that needs to be destroyed before getting down the crystal. All players or heroes have their own role and responsibility such as Tank, Marksman, Mage, Roamer and Jungler. Players also can increase their rank by victory or win each match and will be dropped when losing. This is how the Mobile Legends game is generally played.

### **Types of Game Items**

According to Iffah Abd Razak & Amir Fazlim Jusoh Yusoff (2022) in their article there are two categories of online game items, namely consumable and unconsumable. Based on the online Cambridge Dictionary (1999) Consumable meaning in finance and economics is bought regularly because of being quickly used and needing to be replaced often. This item is not permanent and has an expiration date or there is a time limit set in the game. This means, the consumable items are no longer fixed because there are times when they lose functionality or advantages in the game. Besides, there is unconsumable items. That means instead of not permanent item there is game items that can buy and use permanently and no limit of usage (Mohd Anim, et.al.: 2023).

Mobile Legends came up with various types of game items that can be bought with real money that has been bought or exchanged for virtual money such as diamonds, coins and fragments. Usually, players in Mobile Legends will buy items in exchange for real money or cash to virtual money. For example, in Mobile Legends players use coin and diamond types of virtual money to buy items such as skin, emblems, and emote. According to Jae Mee Yoo (2015) Players will buy heroes and skins of heroes that can add more power in the battlefield. Players are able to enhance their abilities, entertain themselves, and show other players what they are by purchasing game items. For example, in Mobile Legends all heroes have a lot of types of skin, from



basic skins to special skins. Each skin has advantages and more power than basic skin such as damage and attack speed.

Most online games that are free to download and play offer non-permanent items that are consumable items. However, most free games offer paid game items and can only be used at certain times. No game item is fixed or lasts forever. Iffah Abd Razak & Amir Fazlim Jusoh Yusoff (2022) said in their article this is because, with the transaction of buying and selling game items that can often increase the source of income for the game developer. The benefits obtained by consumable items do not last and need to be renewed by the player.

Unconsumable items are game items that have certain characteristics such as, not having a specific time set, no expiration date and can be used at any time continuously after making a payment for the transaction. The benefits obtained continue to remain for players to use it. This type of item also does not disappear after use and the item also has permanent durability. for example, in mobile legends there is a hero's skin that has a clear price and no period of use, this means that the item remains in the game.

This variety of item types allows players to make choices before making transactions that can affect a player's play pattern. Players can also make payments through various convenient payment methods such as payment in cash, demand, virtual money or accumulated points. The items offered are not only profitable for the developer, but players also get benefits and advantages in the game. Therefore, the researcher feels that this study is important because it can be used as a guide for the players in establishing the necessity of doing microtransactions of game items.

### **Microtransactions in Game Items**

According to Merriem-Webster Dictionary (1828), Microtransactions is an online transaction involving an amount of currency such a transaction made within a video game to purchase exclusive content or competitive advantage. Next, according to Iffah Abd Razak & Amir Fazlim Jusof Yusoff (2022), the increase of Electronic Sports Microtransactions has a positive effect on increasing overall income and affecting the economy, because of the organization of the annual electronic sports games. In addition, according to Palmeira (2021) Microtransactions are in-game purchases that unlock additional content and offer companies an opportunity to profit from players continued interest in the games consumers play. Therefore, when it comes to multiplayer mode games, this transaction advantages players who make payments while competing against other players who do not. Consequently, the players who pay will have more power in the game, which will change how the other players function and increase their chances of winning.

Besides, specified from David Chua, et.al. (2019) whichever option is available in the game; players can choose between spending actual cash or virtual money (in-game currency) to pay for items when they decide to make an in-game purchase. These purchases cost real money, whether purchased with virtual or actual cash. Real money purchases allow players make purchases with real money, as compared to virtual currency, which converts the actual money that the player spent according to the game's exchange rate. Similar to Mobile Legends, players can top-up virtual money with real money and buy heroes skin to get the advantages in battlefield. According to Erin Gibson, et.al. (2022) said there is variety of microtransactions are now available in videogames, including virtual currency, a currency that can only be used in the specific videogame in which it is purchased, skins items to change the look of heroes, and loot boxes or virtual chest that is opened to reveal a random pick of in-game items.

There are two types of transaction in Mobile Legends to get the item, Direct Purchase and Indirect purchase.

- 1) Direct Purchase is player can buy the item directly with the specified amount. The player will convert real money to virtual money and buy the item with virtual money based on the set price. For example, Moonton or the publisher Mobile Legends offers skin heroes for the price of 299 diamonds, so the player will continue to pay the price set directly.
- 2) Indirect purchase is through spinning wheel or loot box. There is no price guarantee or fixed price to get the item. It may be that players have to pay more and if they are lucky, they can get it at a cheap price. For example, in Mobile Legends, there is a spinning wheel for interesting or special skins and in the spinning wheel there are various items and it is based on luck to get the desired skin.

Other than that, in Mobile Legends there is a transaction technique called Gacha better known as Loot Box. According to Moshirnia (2019) Loot box purchasers, much like a pathological gambler placing a wager, report an initial rush when opening a loot box and then a wave of regret and shame. Loot boxes work similarly to Gacha in that they are virtual boxes that players gain with real money and include virtual material to enhance their in-game experience. The concept of loot boxes in this transaction is to sell an item or items online to a customer who has no knowledge of what item he will get.

According to Iffah Abd Razak & Amir Fazlim Jusof Yusoff (2022), the game item transaction method is a transaction method that involves two parties, namely the buyer's side which is the player or participant and the seller's side, the participant or game developer. For example, Moonton as developer of Mobile Legends. In Mobile Legends there is Loot box and spinning wheel transactions. Players will use virtual money to gacha until they get the items that they want such as skin. There are various types of heroes' skin, and most players in Mobile Legends are addicted to getting the special skin and usually players need to spend lots of virtual money or diamond pay till he gets it. Therefore, given that these aspects are combined with the element of surprise, this study is important for assessing whether buying treasure boxes or gacha technique in online games is permissible from an Islamic perspective.

### Issues of Microtransactions in Mobile Legends

Nowadays, players that are involved in game monetization invest a large amount to get items or skin. This Microtransactions raises several issues or violations of Shariah guidelines. According to Daniel L King & Paul H Delfabbro (2020) these microtransactions have gained both academic and media attention due to their potentially similar features to gambling activities. One study conducted by Erin Gibson, et. al. (2022) Microtransactions, which are 'paid-for' components in videogames, may have a negative psychological impact on people who purchase them. This is more than with gaming addictions, disorders related to gambling. In comparison to gambling, the gaming business is less regulated, which exposes vulnerable videogame players exposed. It has now been questioned whether using these microtransactions might result in addiction to gambling or unnecessary damage from playing.

Besides, there is transaction in Mobile Legends has an element of *gharar*. Gacha or loot boxes to get the items in Mobile Legends is an uncertainty since the item of the purchase is unknown. In that spinning wheel or loot boxes normally have a lot of items and there is just one item or skin that player wants, so it is based on luck to get it. Gambling means risking cash or other valuables to get what you want, although the possibility is low. This is because of gambling's dependence on luck. By reviewing the case study, the element of gambling is clearly seen in Mobile Legends by indirect purchase through gacha technique. The player can't get the item directly, but he must pass through gacha by spinner the wheel or open the loot boxes until successfully getting the item. This study is important to get the status of gacha technique whether it is allowed or forbidden in Islam.

Other than that, transactions using virtual products such as game items are micro-type transactions that do not involve physical transactions. According to Iffah Abd Razak & Amir Fazlim Jusoh Yusoff (2022) This transaction is an online transaction that involves the concept of property (*mal*) in Islam to determine its necessity due to the existence of items only in the virtual world. In doubts of status game items in the property concept, the issue of buying virtual items or items in Mobile Legends allowed in Islam. This study is important to determine whether the law is allowed or prohibited in buying virtual items.

Finally, among the issues that need to be taken seriously is the impact of microtransactions in the form of gambling on players, especially young people. This is because many of the young players are involved in the gaming world. According to Phillip C. Raneri et. al. (2022), people spent more money on microtransactions as their risk of developing a gambling situation increased. Therefore, this study is very important for players and parents in monitoring their children who play video games.

## METHODOLOGY

This article uses a qualitative research method. Qualitative research is a valuable approach to exploring complex topics and gaining a deeper understanding of people's experiences, perspectives and behaviors. In the context of studying microtransaction game items from the perspective of Fiqh Al-Muamalat in Mobile Legends, qualitative methods can be used to gain insights and solutions to the resulting issues. Initial exposure is done about the theory, history and mechanism of mobile games in general through journals, scholarly books and the views of relevant paper project researchers.

Next, the Fiqh Al-Muamalat aspect will be seen to consider the legal status of transactions using mobile games through the approach of studying journals, articles and books from scholars. In addition, the study also referred to several cases that have been previously studied to carry out an in-depth analysis of specific cases involving microtransaction game items in Mobile Legends can offer a detailed understanding of the challenges and solutions of these items through the approach of the Fiqh Al-Muamalat principle. Clearly, this method allows us to explore shared experiences, social norms and different points of view related to the Fiqh Al-Muamalat aspect of game items. In the end, this qualitative study was used to obtain a nuanced understanding of the perception and status of microtransaction game items from the perspective of Fiqh Al-Muamalat.

## RESULTS AND DISCUSSION

Based on the collection of data documented in this paper, this paper produces the findings of research, as the following are:

### Parameter of Microtransaction in Islamic Perspective

#### 1. *Status of Game Items*

Islam has outlined guidelines in living life by taking care of five important basic needs, namely religion, self, lineage, property and also reason. According to Iffah Abd Razak & Amir Fazlim Jusoh Yusoff (2022) property plays an important role in whether it complies with the principles of buying and selling in Fiqh Al-Muamalat, especially the items purchased. In addition, Misno (2021) said in his article's property is something that has value either materially or beneficially for the owner. There are some differences in the definition of the property from the scholar's perspective.

According to Ibn Nujaim (1997), the definition of property is something that is physical, owned in full, can be controlled even without need, inclines people towards it naturally (*tabi'i*) and can be stored and used at a time when it is needed. Whereas, according to Muhammad Rawas Qal'aji, property is everything that is owned, valuable for sale, paid if damage occurs, financed and beneficial to the owner.

Based on the definition that stated, the characteristics of the benefits that distinguish between the two views of the jurist can be distinguished. According to Ibn Nujaim, there are no benefits, and the items must look physically, but in Muhammad Rawas Qal'aji, have adopted the characteristics of benefits as rights and property in ownership. The benefit is the main point that players get from the items purchased. Most jurists put useful things as property. For example, a house that is rented is counted as property, because of the benefits and rental income received by the tenant.

After being assessed, according to Iffah Abd Razak & Amir Fazlim Jusoh Yusoff, (2022) the opinion of Muhammad Rawas Qal'aji one of *jumhur fuqaha* is more valid than the opinion of Ibn Nujaim and it is used to this day by the community and is appropriate in daily affairs. The Malaysian legal system also uses the public view in recognizing property. This study takes a *jumhur fuqaha* view and recognizes game items as properties because of the benefits obtained by various parties. Therefore, game items are property, then the game items are permissible, and should be bought and sold because of the benefits received by the player. This study recognizes property based on the *jumhur fuqaha* based on the benefits received by the player and not just physical property. Therefore, the transaction of game items should be done and allowed because of the benefits it has.

## **2. Direct Purchase Game Items**

As is well known, there are some clear guidelines for carrying out buying and selling transaction activities in daily life based on the principles that have been set. Next, the person who makes the contract and the last is the thing that is contracted or bought. In this study, the purchased item plays a role in the transaction of game items. Game items are items that are purchased or in other words items purchased by the player and they must comply with all purchase and sale rules.

Among the conditions of sale and purchase is that the goods purchased must exist and not be intangible goods. Game items are items that exist even if they are only in the game or virtual, but they provide benefits to players and can be bought and sold. In addition, among the conditions of sale and purchase are that the goods purchased must be valuable and the goods purchased must not be impure like alcohol. The transaction of game items in Mobile Legends meets the conditions of the purchase and sale clause. This is because the game item is a valuable property and it benefits the buyer, i.e., the player and benefits the seller i.e., the game publisher in generating income.

Direct purchase game items refer to items or content in a video game that can be obtained directly by making a purchase using real-world currency that is converted to virtual money. Direct purchase items are typically available for a set price and can be obtained immediately without any element of chance. For example, in Mobile Legends there is items or hero skin the value of the set price and will be available directly after paying for it. Players can buy like a normal purchase without going through any process related to luck such as loot box and so on.

Meanwhile, according to Saiful Adlie (2021) virtual money is used to buy goods directly without the stabbing or gacha process, the law is necessary and allowed such as purchases through silver money and so on. Players will change the real money to virtual money and can buy directly the items and get what they want without another gacha technique or process. Buying directly is clear prices and items without a process involving elements of uncertainty or gambling,



the law is permissible according to the Islamic perspective such as purchasing through virtual money. According to the fatwa that has been issued, this study found that the direct purchase of items is allowed according to the Islamic perspective. Therefore, the researcher recognizes the transaction of game items directly is necessary and allowed in Islam.

### 3. Indirect Purchase Game items

Indirect purchase game items usually refer to virtual goods or content that can be obtained in-game through means other than direct monetary transactions. Instead of buying these items directly with real-world currency, players can earn them through various in-game activities, loot boxes or spinning wheels. For example, in Mobile Legends after players change the real money to the diamonds, they need to Gacha or spin to get the items based on luck.

Next, this case study finds indirect purchases or transactions there are elements of *gharar* (uncertainty) or *maysir* (gambling). Through the features of gambling games, the element of gambling in loot boxes may be clearly recognized. According to Amir Fazlim Jusoh Yusoff & Iffah Abd Razak (2023), loot box purchases encourage gamers to try their luck by purchasing unknown items. The concept is same in game Mobile Legends show that the indirect purchased same as gambling activities and it is clearly prohibited in Islam.

Allah SWT (Al-Maidah 5: 90) said:

﴿يَا أَيُّهَا الَّذِينَ ءَامَنُوا إِنَّمَا الْخَمْرُ وَالْمَيْسِرُ وَالْأَنْصَابُ وَالْأَزْلَامُ رِجْسٌ مِّنْ عَمَلِ الشَّيْطَانِ فَاجْتَنِبُوهُ لَعَلَّكُمْ تُفْلِحُونَ﴾

Meaning:

*"O you believe! That verily wine, and gambling, and idolatry and casting lots with arrow-sticks, are (all) filthy (abominable) from the deeds of Satan. So, stay away from it so that you succeed"*

According to the *ayat* (verse) above, gambling is one of the issues and it is clearly prohibited by Islam and there are several verses in the Quran where Allah directly prohibited gambling. Saiful Adlie (2021) said in his article, in classifying a game as gambling, scholars state the characteristics of gambling, First, joined by two or more people or two or more groups of people, each party risks property or benefit, and whichever party wins will obtain property or benefit from the party that loses. All those characteristics or features are available in this transaction, for example, in Mobile Legends using diamonds and placing bets in the purchase to get skin heroes, but it is based on luck and not one hundred percent sure that he will get the item.

Prophet SAW (Narrated by al-Bukhari, 5482) said:

[أَنَّ رَسُولَ اللَّهِ صَلَّى اللَّهُ عَلَيْهِ وَسَلَّمَ نَهَى عَنِ الْمُلَامَسَةِ وَالْمُنَابَذَةِ فِي الْبَيْعِ]

Based on a hadith narrated by Abu Sa'id al-Khudri RA (al-Bukhari), the Prophet SAW forbade buying and selling by touching (*mulamasah*) and throwing measles (*munabazah*). According to the al-Fiqh al-Manhaji, every game based on luck such as dice, (which has an element of betting) and so on is *haram*. This is because the game gets used to relying on luck in everything it does. This makes them think that fate determines everything in this world. According to Saiful Adlie (2021), this kind of game has a lot of negative effects on people. Gambling is a prohibited and dangerous thing for players that can cause addiction in buying and selling without realizing it is illegal and prohibited.

In this study, indirectly purchased in Mobile Legends has elements or characteristics of gambling. In this case, players exchange real money for virtual money or diamonds to get game items, but there is a spinning wheel process or loot boxes in Mobile Legends. Players will pay with one attempt or ten attempts directly in the spinner wheels, but there is no guarantee of getting the desired item because there are various other items in one wheel or loot boxes. Therefore, indirect purchased is prohibited in this regard because it is based on fate and luck and is prohibited in Islam.

After analyzing and observing the above transaction method, we found it problematic and forbidden in Islam. Gacha buying technique has features that resemble gambling such as random elements in items purchased by the player. It is clearly shown that gambling is something that is forbidden in Islam. If luck is on the player's side, then he will get the item with just one attempt to open the chest. Otherwise, it is possible that he will not be able to get the item even after a lot of attempts. Therefore, the researcher recognizes the transaction of game items not directly in Mobile Legends is haram and not allowed in Islam. This is because, clearly in the transaction there is an element of *gharar* or uncertainty and the same as the concept of gambling.

#### **4. View of Islamic Scholar of Microtransaction**

This study tends to buy and sell, which is *ma'qud alayh* (purchased goods) because game items belong to the category of *ma'qud alayh* and are goods that are contracted, in other words, goods that are sold. In, law of Fiqh Al-Muamalat we have to fulfil all kinds of mandatory rules in transactions. According to Abdul Naseer (2004) in his study, among the conditions of buying and selling that have been agreed upon by the jurists is, firstly, the *ma'qud alayh* of the goods sold must be in the category of property and not something that does not exist (*ma'dum*). This is fixed with online game items that are in the property category because of the benefits found in them.

In addition, according to Mushaddad (2018), a transaction is allowed because the transaction is based on the general method, *al-aslu ibahah* which means the origin of something is legally required. Therefore, in this study, agreeing to the transaction of buying and selling game items is a must and it not only fulfils the principles of buying and selling but also fulfils the conditions of the goods being sold which is *ma'qud alayh*. The sale and purchase transaction of this game item also fulfils the principles of sale and purchase in Islam when the transaction carried out has a *sighah*, which is a contract that requires the seller (player or operator) and also the buyer (player) to agree to the sale and purchase transaction agreement before the payment is made by discussion through their respective virtual accounts.

Next, according to Abdul Naseer (2004), the goods are capable of being handed over, while the goods sold must belong to (*mal mutaqawwim*) which is something valuable and useful. Both of those conditions meet the microtransaction characteristics of game items when the items that are bought and sold will be handed over to the player who buys after the payment is made. For example, the player will benefit by owning the item to have a better chance of winning the competition and then winning the prize offered as a source of income while the game producer, operator and also the player who sells the item will profit from the sale of the game item online.

Finally, according to Abdul Naseer (2004) both parties should know about the goods being sold (*ma'luman li-alaqidin*) because the sale and purchase of unknown goods (*majhul*) is illegal. This matter is also fixed with the transaction of game items when the item being sold will be placed with a complete description of it and all the characteristics found on the item will also be labelled or stated to the player before the player buys an item. The seller and also the buyer of the item are aware of the item being sold and the transaction will be carried out after the agreement of both parties.

## CONCLUSION

In conclusion, this in-depth study examines micro-transactions in online games, mainly focusing on Mobile Legends, and the corresponding positive and negative parameters according to brain comprehensibility. Differences between consumable and non-consumable items, direct and indirect purchases, and the impact of microtransactions on the player need to be examined. This research has identified that consumable items, subject to expiration or time limits, pose a challenge in complying with Fiqh Al-Muamalat principles, especially when obtained through uncertain methods such as loot boxes or gacha.

The importance of recognizing game items as property can emphasize the benefits derived from them. Direct purchases, where players exchange real money for virtual currency, are found to be permissible under the Islamic perspective, meeting the conditions of existences, values and benefits. However, the research strongly warns against indirect purchases, such as loot boxes or gacha, which highlight the presence of elements resembling gambling, which is clearly forbidden in Islam. Islamic scholars have confirmed that this is in line with the general view of jurists on toys that are considered property. Therefore, to support transparent and informative transactions, emphasize the need for buyers and sellers to be well informed and detailed about the goods involved. In conclusion, this study not only provides a comprehensive understanding of the complexities surrounding microtransactions but also offers valuable insights for players, developers and policymakers navigating the intersection of gambling, commerce and Islamic principles.

Therefore, it is suggested that these mobile games must contain items that are in line with the principles of Fiqh Al-Muamalat through the approach of the benefits and harms of using them. In addition, the content in the game should contain elements that lead to the appreciation of Islam, for example: elements of Islamic history or Fiqh Al-Muamalat transaction.

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