

**An analysis of the impact of microtransactions on an online  
gaming community**

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### **Declaration**

This thesis is entirely my own work, and has not been previously submitted to this or any other third level institution

Signature: \_\_\_\_\_

## Acknowledgements

For Rachel – we can catch up on Netflix now.

Thanks to all the lecturers and the Class of Cyberpsychology 2020. None of our research is a solo effort, and I wouldn't have made it here without the support.

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## Contents

List of Tables and Figures .....	5
Tables .....	5
Figures .....	6
Abstract .....	7
Introduction .....	8
Fallout Game Series .....	10
Fallout 1st.....	13
Gamers .....	13
Research Questions and Hypothesis.....	13
Literature Review .....	15
Microtransactions .....	15
Online Culture .....	16
Group Dynamics.....	18
Viral Outrage.....	19
Research Options .....	22
Method .....	24
Survey.....	24
About Microtransactions .....	25
About Microtransaction Users.....	25
About “Fallout 76” .....	26
Variables.....	27
Content Analysis .....	28
Social Media .....	28

Analysis Tools .....	29
Results .....	30
Discussion.....	36
Strengths and Weaknesses .....	37
Implications.....	38
Future research.....	39
References .....	40
Tables .....	44
Figures.....	58
Appendix A - Borderlands 2 Content List.....	63
Appendix B: Survey .....	66
Appendix C: Survey Questions .....	69
Appendix D: Survey Scoring Template.....	75
Scoring Method.....	75
Appendix E: Ethics Form .....	77
Appendix F: SPSS Output .....	80
Appendix G: Reddit Fallout 76 – Pre-Launch .....	99
Appendix H: Reddit Fallout 76 – Post Launch.....	117

### List of Tables and Figures

#### Tables

Table 1: About Microtransactions .....	25
Table 2: About Microtransaction Users .....	26
Table 3: About “Fallout 76” .....	26
Table 4: Summary of Variables and Hypothesis .....	27
Table 5: Example Analysis .....	34
Table 6: Sociodemographic Characteristics of Participants.....	44
Table 7: Frequency breakdown of No of Fallout Games played.....	45
Table 8: Descriptive Statistics for No of Fallout games and MTX Attitude.....	46
Table 9: Correlation table for No of Fallout Games and MTX attitude .....	47
Table 10: Correlation table for No of Fallout Games and Mtx Attitude with Gaming Hours per week.....	48
Table 11: Descriptive of User Attitude by Real Money Spent .....	49
Table 12: Descriptive of User Attitude by Monthly Spending .....	50
Table 13: ANOVA results of User Attitude and Monthly Spending .....	51
Table 14: Summary of Content Analysis Reddit Pre-Launch .....	52
Table 15: Summary of Content Analysis Reddit Post-Launch.....	53
Table 16: Content Themes and percentage of sentiment.....	54
Table 17: Reddit Pre/Post launch Variance - .....	55
Table 18: Pearson’s Correlation between Sentiment and Percentage of the comments made .....	56
Table 19: Borderlands 2 – Content Summary - Types and Cost .....	57

**Figures**

Figure 1: Worldwide value predicted in 2017 by Capcom - (Conroy, 2020) .....	9
Figure 2: Atomic Store showing some of the Ornamental Items .....	10
Figure 3: Metacritic Reviews for “Fallout” Series – (Metacritic, 2020) .....	11
Figure 4: Sales of recent games in “Fallout” franchise worldwide as of February 2019 – (Gough, 2019) .....	12
Figure 5: Example of "Below the Line" comments on news site .....	20
Figure 6: Example of comments segment of Weekly Reset (Taliesin & Evitel, 2020) .....	21
Figure 7: ANOVA Plot of Player Monthly Spending and Attitude to other users of MTX.....	32
Figure 8: Sentiment of Reddit Comments from Fallout and FO76 - 23rd Sep 2020 - 23rd Nov 2020 .....	34
Figure 9: Steam Reviews for Borderlands 2 (‘Borderlands 2 on Steam’, n.d.) .....	38
Figure 10: Distribution Graph of no Fallout Games (Experience).....	58
Figure 11: Distribution Graph of MTX Attitude .....	59
Figure 12: Plot Graph of MTX Attitude and Number of Fallout Games.....	60
Figure 13: Sentiment Breakdown of Themes Pre/Post Launch of Fallout 1st.....	61
Figure 14: Zoho Sentiment Analysis of open question .....	62

### **Abstract**

Gamer's have been protecting their own virtual worlds from change both in-game and from the publishers. As game publishers embrace the microtransaction business model, how does it impact the gamers, their community and behaviour within the online worlds. When one game introduced a subscription feature with microtransactions to a well-loved game series, there were reports of an online civil war between players for and against the new feature. Microtransactions are a \$16 billion industry and growing and there is much research into the links between them and problem gambling. However, this research was set to investigate the impact of introducing microtransactions into the gaming community and the gamers attitude to other players. The research is a mixed-methods approach, with a survey for quantitative analysis and social media scraping and open participant questions for qualitative analysis. The data from both batches is collated and prepared using a computer-assisted qualitative data analysis software (CAQDAS) program, NVivo version 12 (Edwards-Jones, 2014; QSR International Pty Ltd, 2020). The batches will be coded and analysed following the same data analysis process set out by Seidel (Seidel, 1998).

A clear negative trend was discovered in the gamer's attitudes, with those that spend less on microtransactions are less likely to help or engage with players that have spent money on the game's features. Any evidence of the reported "civil war" is anecdotal, but consideration of the viral outrage created by the addition of the features should be carefully balanced against the online community wellbeing.

*Keywords:* microtransactions, online culture, group dynamics, viral outrage, gaming



## Introduction

The introduction of the microtransaction driven subscription service “Fallout 1st” created a “class war” within the “Fallout 76” game’s online community (Alexandra, 2019; Weill, 2019). This study looks at the impact of the introduction of the subscription on the players and community aspects of the Fallout games’ online culture. The research will review the periods leading up to and after the launch of “Fallout 1st” in October 2019. It will use social media to understand the player attitudes to of this feature as it matures. How did this change affect the culture of the online community? How fair is it to introduce this type of feature after a commitment not to?

Microtransactions are in most modern games released in the last decade in some form. They act to generate additional revenue on top of the initial payment of the core “on-disk” game.<sup>1</sup> The small cost transactions also allow the developer scope to continue creating content for the game for much longer than would be previously achieved. In research conducted by the website [www.wepc.com](http://www.wepc.com) into the video game industry (Conroy, 2020), microtransactions – here referred to as DLC, or “Downloadable Content” - were predicted in 2017 by Capcom to overtake the spending on “on-disk” releases rising to 15 billion U.S. Dollars in 2019 (See Table 3).

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<sup>1</sup> On-Disk refers to the game’s release to the mainstream as the core game. In the vast majority of these games, players need the initial release to take part in the additional content added later.

Worldwide value in billion U.S. dollars of video game consumer market from 2011 to 2019

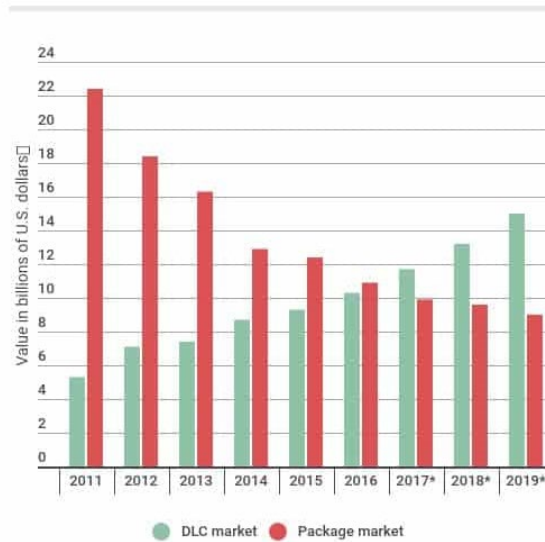


Figure 1: Worldwide value predicted in 2017 by Capcom - (Conroy, 2020)

Microtransactions are available in three formats.

- **Functional items** - those that will affect a player's gameplay or character attributes
- **Ornamental items** - those that are cosmetic, such as in-game housing items or, an innovative design for a piece of in-game armour
- **Content** – provide additional playing areas or story elements. These are range from being full expansions to the original game, to smaller content pack with additional features.

For “Fallout 76”, microtransactions were in place from the launch of the game. They focused on Ornamental usage before introducing a small number of Functional in-game enhancements. Players looking to purchase microtransactions use the game platforms account currency, ATOMS. Players first use real money in exchange for ATOMS before logging on to the Atomic Shop to make their purchases (see Figure 2). For example, 500 ATOMS cost the player €4.99. ATOMS are also awarded by, 10 to 50 ATOMS at a time, the in-game challenges.

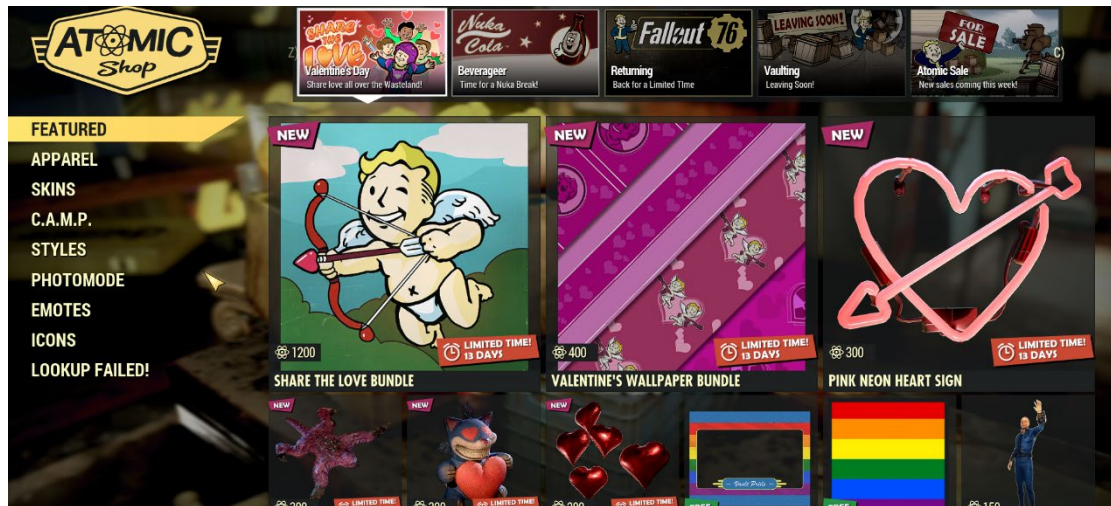


Figure 2: Atomic Store showing some of the Ornamental Items

### Fallout Game Series

“Fallout” was released in 1997 by Interplay Productions (Interplay, n.d.). Set in the year 2161 as a post-nuclear war role-playing game, “Fallout” gained high acclaim from game review publishers at the time (Fallout Review, n.d.; GameSpot presents CGW’s “Fallout” review, n.d.; PC Gamer Online, n.d.). The “Fallout” series is traditionally a single-player game. From reviews accumulated on Metacritic – a website that collates published and user reviews of games, films and other entertainment – the original “Fallout” maintains a score of 89/100. “Fallout” remains one of the top 150 PC games reviewed (Metacritic, 2020). The “Fallout” series continued with three direct sequels and four spin-off games. Each sequel begins with the player in a “Vault”, where they and their family have survived the nuclear fallout.

“Fallout 76” is the latest spin-off from the main game and released in 2018 by Bethesda (Bethesda, 2018). “Fallout 76” is the first of the series to be multi-player and is a prequel to the previously released games. The player begins in Vault 76 situated in West Virginia. The players must group and regain control of America by re-establishing a working government, ultimately to serve as the leaders of the future Vault survivors.

Released in November 2018, “Fallout 76” received massive criticism and poor reviews. In comparison to the previous releases, review scores for critics and users dropped to 52/100 and 27/100, respectively (see Figure 3).

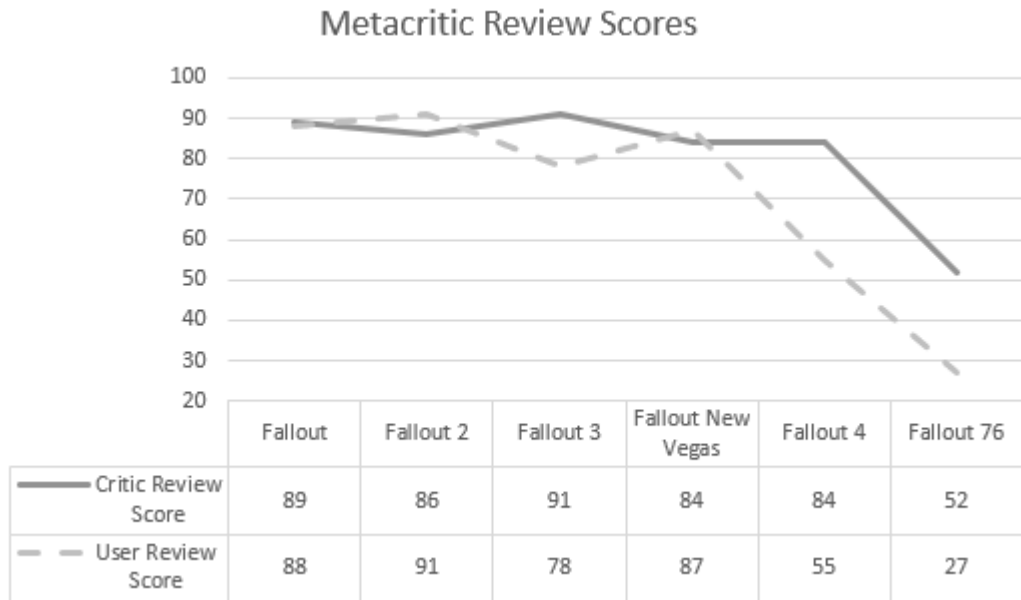


Figure 3: Metacritic Reviews for “Fallout” Series – (Metacritic, 2020)

“Fallout 76” has not sold as well as its predecessors (Gough, 2019). There have been only 2.46 million sales compared to the previous release of “Fallout 4’s” 14.91 million sales (see Figure 4). The publishers, Bethesda, have since released several updates to the game over the last year. The two main updates, “Wild Appalachia” and “Nuclear Winter” brought in new features and gameplay to improving the status of the game.

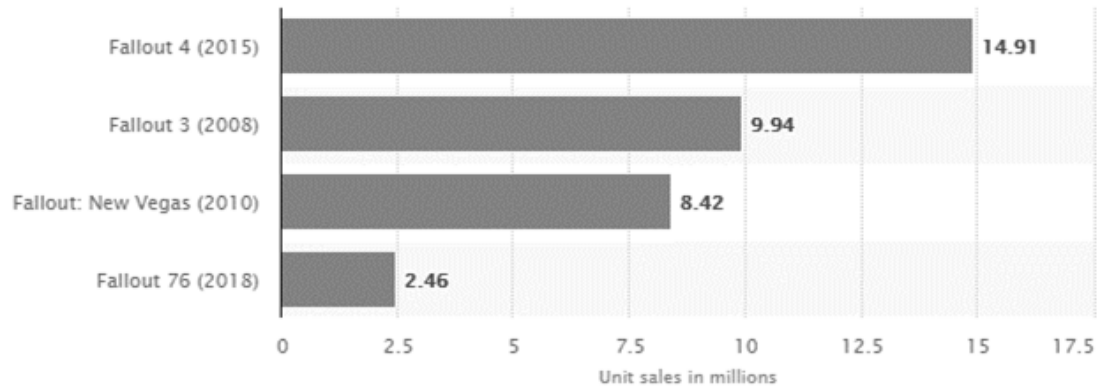


Figure 4: Sales of recent games in “Fallout” franchise worldwide as of February 2019 – (Gough, 2019)

Throughout these updates, there has been a small but close community of players forming. One of the reasons for this community feel is due to the storytelling aspect, or narrative, of the lead characters from previous releases. “Fallout 4” - released in 2015 - surpassed the previous records on the “Steam” gaming platform for concurrent play with over 470,000 players (ZeniMax Media Inc, 2020). Many players enjoy the “Fallout” narrative style of social justice and gameplay that encourages a more profound thought process (Martinez, 2018) than a simple “hack and slash” or “shooter” mechanic.

Social media sites such as Reddit.com have 660k (/r/Fallout) and 207k (/r/FO76) active users. Within this network, players will not only help others but engage in acts of self-policing or otherwise trying to protect the integrity of the online world.

*i go into area chat, and i manage to get one of their attention. I asked if i could help with anything and he says we are duper hunters. I told him we dont dupe and he requested to see my stuff via trade. i allowed him and then he went to my buddy and he saw there was nothing out of the ordinary. - (‘Jullz-Wolf’, 2019)*

In this example, the player “Jullz-Wolf” came across other players in-game that were looking for people that are “duping” – a technique to duplicate equipment by crashing the game, then profiting from the cheat.

### **Fallout 1st**

On the 23<sup>rd</sup> October 2019, “Fallout 1st” launched a monthly subscription that allows players several cosmetic enhancements, in-game benefits and unique icons. The launch of the subscription led to players attacking the publisher and mocking the players that paid for the service in-game.

*not only does the dumpster fire for “Fallout 76” keep burning, Bethesda reveals their true colors in games-as-a-live-service model by continuing to manipulate their consumers into shelling out more cash on a game many paid full price for -*  
*(‘newcontortionist’, 2019)*

### **Gamers**

Throughout this study, there will be references to “Gamers” as a culture. Defining what makes a gamer so is not an easy task. It is possible to draw from the various research about what the stereotype or definition would be (De Grove et al., 2015; Fox & Tang, 2017). However, to limit a potential bias or reduction in participants, a more straightforward definition will be used.

“Gamers”, therefore, will be considered as anyone that would self-identify as such. The research completed by Paaßen (Paaßen et al., 2017) supports this approach by suggesting that gamers can be so with a level of self-awareness and enjoyment from the genre.

### **Research Questions and Hypothesis**

The research aims to look at the effects on an online community of introducing microtransactions at a late stage. The study will look at the dynamic of players inter-relationships and how it has evolved with the addition in the subscription service. The objective of the study is to shape part of the decision making of future game developers and provide an insight into the impact adding microtransactions will have on their next releases.

- RQ1: What is the impact of introducing functional microtransactions on an online gaming community?
  - H1: As a player's time spent throughout a game series grows, the disapproval of introducing microtransactions will also grow
  - H2: Players who do engage in microtransactions will have a more favourable view of other players
  - H3: The propensity to help another player in-game is related to the level of microtransactions purchased by both parties
- RQ2: Is there a difference in the community tone following the introduction of functional microtransactions?
  - H4: The sentiment of the community will become more negative after the introduction of functional microtransactions

## Literature Review

### Microtransactions

Microtransactions have become part of the gaming culture. These are born from the need of the gaming industry to monetize continued play, counter the effects of digital piracy and allow for a more staggering development and release cycle. It is now possible for a games studio to continue making small content updates without needing a supply chain for their customers with physical disks.

In looking at the cost of Microtransactions, sometimes referred to as MTX, a paper by Evers, van de Ven and Weeda (2015) considers how the purchasing of these items affect a player's "status". This work looked at microtransactions as two types; Functional – those that affect a player's gameplay or character attributes – and Ornamental – those that are purely cosmetic in-game items. The paper also draws on the theory that a player considers their game world as a "Magic Circle", and "gamers dislike any outside influence that penetrates the game world" (Evers et al., 2015, p 21).

The results of the research by Evers seem to support the "Magic Circle" idea and correctly predicts that there is a negative impact on the online social status of players that purchase functional Microtransactions. The paper concludes that while the players find it unfair to affect the "Magic Circle", they are also tempted to do the same.

Evers (2015) looked at the functional and ornamental microtransactions of games. However, the study would have benefited from also include content microtransactions (sometimes referred to as expansions, Downloadable Content (DLC's) or addon's). These are usually more considerable additions to the game that includes hours of additional gameplay. Where the game relies on random item drops as part of its gameplay (e.g. *Borderlands 2* (Gearbox Software, 2012)), these will also include unique attributes. These content microtransactions often combine elements of both functional and ornamental aspects and would potentially be more socially acceptable.

Evers (2015) did look at three diverse types of games which would likely draw different audiences. However, there is no comparison to games that either does not have



microtransactions or one that limits the purchases to Ornamental (e.g. Path of Exile (Grinding Gear Games, 2013)).

In reviewing if microtransactions are necessary, Edwin (2019) considered their impact in on AAA (“Triple-A”) games – those created with high Hollywood blockbuster sized budgets and established games studios – and concluded that there is “a time and place for everything” (Edwin, 2019, p 140). Including microtransactions in these “blockbuster” games comes with a risk of player backlash. However, Edwin points out that there is a general acceptance that microtransactions are an asset and a way to support smaller developers.

Including these transactions in the higher budget games is increasingly ending up in public outrage and developers reconsidering. In one example, EA Games announced that they would include microtransactions in all their games (Phillips, 2013) before suffering gamer backlash with the approach in “Star Wars: Battlefront 2” (Purchase, 2018) and when quizzed by government bodies (Iwaniuk, 2018). Most recently, loot boxes – microtransactions that allow the player the chance at gaining rare rewards – have been linked to gambling (Griffiths, 2018), with Belgium being one of the first countries to ban this approach from games.

### **Online Culture**

*Society is the social grouping to which a person belongs, as defined by its geographical location.” - (Attrill, 2016, p 39)*

This study needs to consider what exactly the community is. In summary of the work on Culture by Hofstede, Hofstede & Minkov confides that culture is a set of “unwritten rules” used in society to group people together (Hofstede, Hofstede, & Minkov, 2010). Attrill conducted more recent research into this culture from an online perspective.

Attrill (2016) proposes that it is possible to see a cultural divide online by monitoring that of the Western and Eastern worlds. The Western world gained a distinct set of habits compared to their Eastern counterparts, likely due to being able to access more of the

World Wide Web. For example, in comparing participants from Belgium and Beijing (Vuylsteke, Wen, Baesens, & Poelmans, 2010), the study shows that the Beijing consumers were searching faster and more satisfied with the initial results than the Belgium participants. These results link to the online cultural elements on a Chinese search engine results. The engines will display a higher volume of sponsorship and ads, as well as copy-and-paste reviews on the Asian product sites. It would be difficult not to discount the additional level of censorship within China's internet, and the relatively new concept of consumerism within their own real-life culture (Huang, 2019) over communism.

In one chapter "Heroes" (Attrill, 2016) briefly discusses symbols in a cultural setting. Symbols are of interest to this study as signifies that people will admire those that they believe have a higher community status or standing than of their own. For this research, the group culture of gamers and the activities they undertake while playing a "Hero" avatar (or indeed, "Villain" in some cases) is under review. It is useful to note that some gamers transcend the confines of the online game itself. These gamers have managed to cultivate a healthy community following and become cultural "Heroes" through their online activities, such as game streaming, content creation and knowledge sharing. This celebrity status comes with a level of social responsibility that is still being understood by the gaming culture. The balance between ownership of the social media or streaming service and the protection of viewers is still an evolving topic. There is a growing list of Twitch streamers ('Twitch', n.d.) that have broken the terms of service and removed from the platform. However, these bans from the streaming services are, at times, perceived as out of step. In one example, Twitch suspended one streamer for having someone else guesting in his stream that had a poster that would potentially offend a small group of people<sup>2</sup> (Ashcroft, 2019).

Attrill (2016) continues to discuss the various facets of the internet. This study includes how bandwagons form within public domains and the unwitting attraction to like-

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<sup>2</sup> The poster itself was Pink Floyds "Back" Catalogue, a print of the advertisement used by EMI in 1997 to promote the re-release of Pink Floyds catalogue and featured body painted models.

minded groups due to the complex search algorithms pulling a person towards what they already have an interest in, creating echo-chambers.

*If information-seeking behaviour is linked to individuals' educational needs and requirements, both automated processing and features such as the bandwagon effect could have strong influences on applied areas of online behaviour. - (Attrill, 2016, p 52)*

In a study looking at the dynamics of multiplayer game servers, and the internal cultures, Strimling & Frey asked participants to discuss their behaviour in a situation where a piece of loot - in-game equipment - is dropped and how the group would distribute the loot at the time (Strimling & Frey, 2018). Players of World of Warcraft (Blizzard Entertainment, 2004) are split into self-picked servers to play on. The research by Strimling & Frey shows that these servers evolve into very isolated and diverse cultural spaces, despite that fact that the game is the same from server to server.

Both Attrill and Strimling & Frey's work indicates that that "Society" does not need to have geographical location any longer. Culture grows naturally when a group of people get together with a shared interest or through the creation of bandwagons in virtual space.

However, neither study looked at the cross-group impacts, and so there is scope for future research in this area. One example would be looking more in-depth at the cultural differences between groups, and if a participant that is active in both will they carry their own beliefs from one to another. It would be interesting to pair this work up with that of the retired "Daedalus Project" (Yee, 2014) and consider how things have evolved with a new generation of gamers engaging more actively in online society as a norm.

### **Group Dynamics**

Virtual group theory suggests that self-advocacy and active participation are essential aspects of an online community (McKenna & Green, 2002). For users to consider themselves as a valued member of the group, the more active they need to be in the topics

of the day. Subjectively, McKenna & Green suggest that “Lurkers” within an online community – that is, users of the group that read and enjoy the community, but rarely provide their insights – will see themselves as the outcasts.

Within the online communities, there are indications that users will bond quickly.

Overall, people tend to want to be ‘liked’ and to be ‘right’ (Wijenayake et al., 2020, p 1). Within the online community, it is no different. It would, however, be interesting to see where the balance between like and right lies and if it is any different in a social media, physical or virtual/gaming typesetting.

There are definite mental health benefits of a virtual group and gaming for socially anxious people. (research). Participants will find engaging in these groups easier as they are less shy, anxious or uncomfortable with meeting new people. Consequently, the increase in confidence allows the participant to expand on their thoughts in a safer environment. These online interactions are not without risk. They are known to inflate bad situations and lead to what is known as “viral outrage.”

### **Viral Outrage**

The rise of online cultures has made it easier to join in the conversation, but this also makes it easier to be part outrage when it appears. (some numbers and stats) A review of this “Viral Outrage” (Sawaoka & Monin, 2018) looked at examples of social media posts that had “racists, sexist or unpatriotic” tones. The study by Sawaoka & Monin (2018) asked participants to review comments from a non-viral or viral context to such a post. Before the internet, airing these comments would be limited to a living room or social gathering. The age of the internet has turned “Armchair Critics” into a community full of “Keyboard Warriors” ready to share their commentary. Morally, the commenters raise points that could be valuable to the discourse if well handled. However, as the examples in the study (Sawaoka & Monin, 2018) shows, this default action is an outrage, rather than communication.

The paradox is that participants would be happy to participate in what is effectively cyberbullying when the original post is considered outrageous to them personally. That is

until a group of others echoes it. As the anti-post commentary grows, participants become more sympathetic to the original poster, rather than the critics. Likewise, when a participant is viewing from the outside, they will be more sympathetic to the original poster as the number of comments grows. D. H. Lawrence said: *“Ethics and equity and the principles of justice do not change with the calendar”*, but this work (Sawaoka & Monin, 2018) appears to suggest an amendment is required.

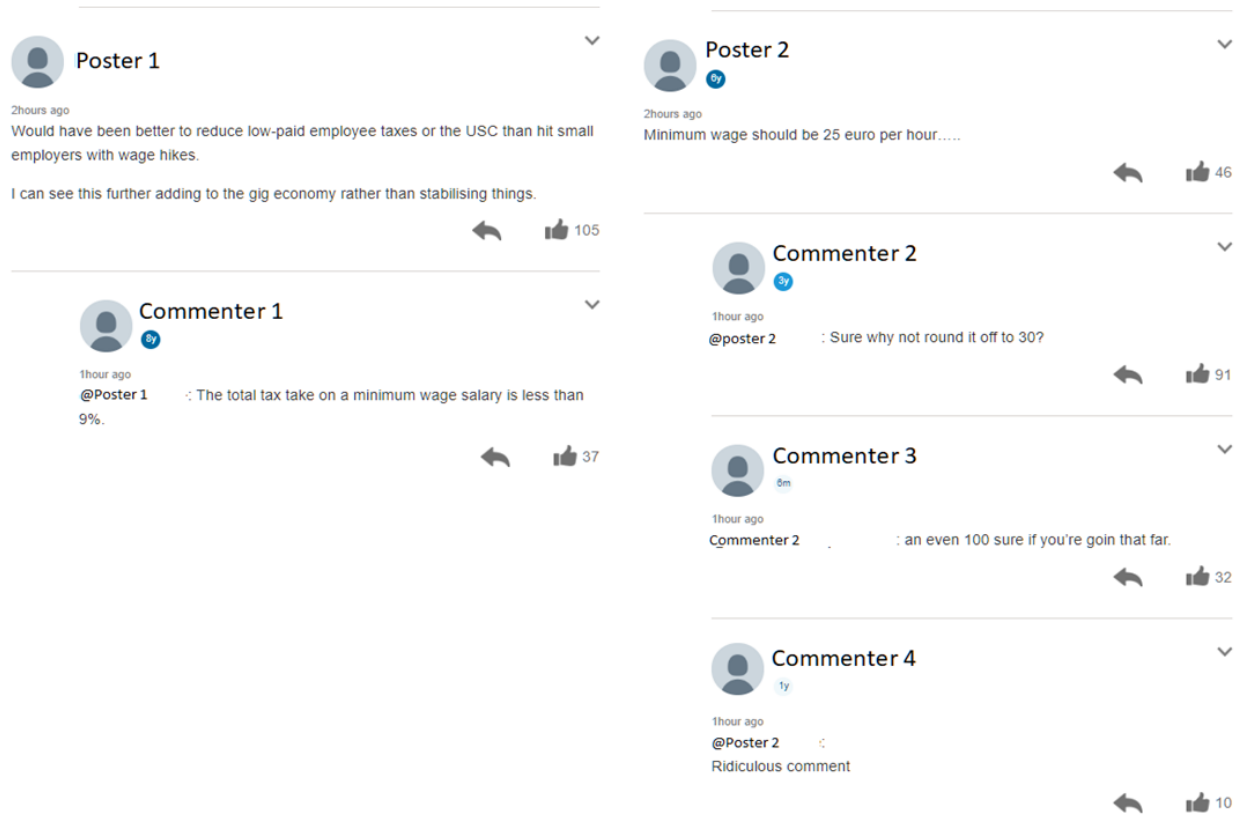


Figure 5: Example of "Below the Line" comments on news site <sup>3</sup>

There are areas that Sawaoka & Monin did not cover. Firstly, forum messages or comments “below the line” of news sites tend to have more of a structured layout with directed replies. For example, in Figure 1, there is a list of comments that appeared on an

<sup>3</sup> The comments here are from an article posted on the 19<sup>th</sup> December about minimum wage increases being announced. This snapshot was taken two hours after the article was posted. All personal info has been removed.

Irish news site showing a post and reply format instead of the single thread approach used in the study. The manipulation of the examples used for the study may have removed these types of conversational comments – See Commenter 2 and Commenter 3, instead found only the antagonised people, such as Commenter 4.

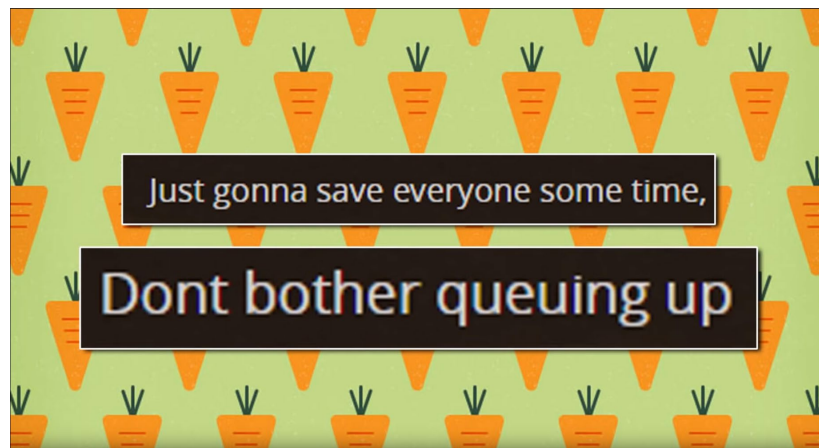


Figure 6: Example of comments segment of *Weekly Reset* (Taliesin & Eitel, 2020)

Secondly, the paper considers the viral outrage against people making strongly phrased statements chosen to offend. The study does not look at the outrage pushed towards companies, employees or otherwise innocent parties. In the Gaming culture, particularly with Massively Multiplayer Online games (MMO), it is rare to find an update to the game that is universally well-received. Streaming shows such as “The Weekly Reset” by Taliesin and Eitel (Taliesin & Eitel, 2020) - a popular YouTube channel talking about the “World of Warcraft” MMO (Blizzard Entertainment, 2004) - regularly play on this fact as part of their show by quoting some of the more ridiculous over-reactions of the player base to changes implemented, or planned, for the game (see Figure 4).

With all this in mind, is it ever possible to be critical of an online culture without leading to an avalanche of viral outrage and bandwagon-jumping?

## Research Options

The study of online communities can be difficult. The ultra-transient nature of the community members, shifting and out of activity or members, can make it hard to pinpoint a suitable framework. The Reddit Social media platform –short form users generated news feed – provided researchers with some insight into this. Hamilton et al. (2017) looked into the “loyalty” of users that belonged to two warlike online games. The researcher was able to analyse the number of comments a user made across the various subpages. This study found that there was a cyclical nature to the subreddits – the individual sections of Reddit – and the participant's loyalty. Redditors – the term given to users of the Reddit site – that was more engaged would be more loyal to the page, that is, less likely to be commenting elsewhere. This increased engagement is due to the level of conversation that exists within the subreddit that is, in turn, driven by other loyal Redditors. Therefore, the popularity of the page coincides with the amount of conversation happening on the site.

The research (Hamilton et al., 2017) did not take into account the age of the group, and would benefit from a repeat study with different topics. However, for this study, the same extraction process can be used. With this it is possible to gain a snapshot of Fallout’s Subreddits (/r/Fallout and /r/FO76) threads and comments for the periods before and after the launch announcement of “Fallout 1<sup>st</sup>”.

With the echo chamber effect of social media (Attrill, 2016), research into the content of the Fallout communities alone would create bias. The previously discussed research into Microtransactions (Evers et al., 2015) provided participants with a survey on different games. It will be possible to adapt these to suit “Fallout 76” and the subject matter under consideration for this paper. The survey will add an open question to provide the participants with the opportunity to explain their thoughts on microtransactions in general.

By combining these techniques, it will make it possible to gain insight into the impact of introducing functional microtransactions on an online gaming community.





## Method

This research is a mixed-methods approach, with a survey for quantitative analysis and social media scraping and open participant questions for qualitative analysis.

### Survey

Players of the “Fallout 76” were approached on several open online communities and asked to voluntarily complete a quick survey about microtransactions, “Fallout 76” and the community. The survey link was published on social media groups for the game in Reddit, Discord and Facebook as well as shared on Twitter. Hosting for the survey is on the Zoho platform (Zoho, 2020) between the 11th February 2020 and the 17th February 2020.

Participants are asked to be over 18 and have played “Fallout 76” to take part. There was no financial incentive or reward to complete the survey.

The survey contained four core themes of questions. The participants discussed their opinions on microtransactions, users in general, “Fallout 76”, and the “Fallout” Community. At the end of the survey, the participants also had an optional question to discuss in a free text format their insights into the microtransactions of “Fallout” 76. The survey uses a mixed approach, with several questions to be scored in reverse, similar to the approach taken by the System Usability Scale (Lewis & Sauro, 2017).

Each of the question in section 5, 6 and 7 of the survey will form part of one of the four underlying attitudinal measures. The questions are totalled based on these measures:

- Microtransactions Attitude - Items 5i + 5 iii + 7 viii + 7 ix + (5 ii reversed)
- User Attitude - Items 5v + 6i + 6ii + 6iii + 6 iv + 6 vi + 6 vii + 7 vii + (5 iv + 5 vi + 6 v + 7 vi reversed)
- Game Attitude - Items 5 i + 5 ii + 5 iii + 5 iv
- Community Attitude - Item 7 v

The average total score is calculated by dividing the raw total score by number of items in the measure.

### ***About Microtransactions***

Participants completed six questions on microtransactions and the users of them (see Table 1). The theme of the questions are based on the research conducted by Evers et al. into microtransactions (Evers et al., 2015), and adapted to a uniform 5 point Likert Scale.

*Table 1: About Microtransactions*

Question	Scale	
	1	5
I approve with the possibility to buy functional items?	Strongly Agree	Strongly Disagree
It annoys me that others buy functional items?*	Strongly Agree	Strongly Disagree
I believe that Items that are bought with real money should be temporary boosts	Strongly Agree	Strongly Disagree
I think different of a stronger player that bought functional items with real money compared to a player who never bought functional items?*	Strongly Agree	Strongly Disagree
When in a game and I encounter a player, who has bought functional items with real money, I like to cooperate or help them	Strongly Agree	Strongly Disagree
When in a game and I encounter a player, who has bought functional items with real money, I tend to ignore them *	Strongly Agree	Strongly Disagree

\* reverse response coding

### ***About Microtransaction Users***

Participants completed about a recent encounter they had with a player using microtransactions and who had a “Fallout” 1st subscription (see Table 2). The questions are also based on the research conducted by Evers et al. into microtransactions (Evers et al., 2015) and adapted to a uniform 5 point Likert Scale.

*Table 2: About Microtransaction Users*

Question	Scale	
	1	5
I believe that this player is a skilled one	Strongly Agree	Strongly Disagree
I would team up with this player in a future game	Strongly Agree	Strongly Disagree
This player is considered to have a high status within the general gaming Community	Strongly Agree	Strongly Disagree
I believe this player should have a high status in the gaming community	Strongly Agree	Strongly Disagree
In PVP, I am more motivated to eliminate the player than that of a player without the subscription*	Strongly Agree	Strongly Disagree
Seeing this player motives me to improve my own equipment	Strongly Agree	Strongly Disagree
If it were possible, seeing this player would motivate me to purchase equipment or upgrades with micro-transactions	Strongly Agree	Strongly Disagree

\* reverse response coding

### ***About “Fallout 76”***

Participants completed nine questions on “Fallout 76” itself, before and after functional microtransactions were introduced (see Table 3).

*Table 3: About “Fallout 76”*

Question	Scale	
	1	5
“Fallout 76” is an enjoyable game to play	Strongly Agree	Strongly Disagree

Question	Scale	
	1	5
“Fallout 76” is a fair game to play	Strongly Agree	Strongly Disagree
Prior to the release of the Repair Kits, “Fallout 76” was more enjoyable	Strongly Agree	Strongly Disagree
Prior to the release of “Fallout” 1st, “Fallout 76” was more enjoyable	Strongly Agree	Strongly Disagree
Since the release of “Fallout” 1st, the “Fallout 76” community has got better	Strongly Agree	Strongly Disagree
I would avoid playing with a Subscription player*	Strongly Agree	Strongly Disagree
I would help a Subscription player	Strongly Agree	Strongly Disagree
Fallout 76’s Microtransactions are value for money	Strongly Agree	Strongly Disagree
Fallout 76’s Subscription Service is value for money	Strongly Agree	Strongly Disagree

\* reverse response coding

**Variables**

The scoring used for the results of the survey will align with the following variables used within the hypothesis (See Appendix D).

*Table 4: Summary of Variables and Hypothesis*

Variable Name	Hypothesis	Item on Survey
Experience	H1: As a player’s time spent throughout a game series grows, the disapproval of introducing microtransactions will also grow	See Question 3.2

Variable Name	Hypothesis	Item on Survey
	H3: The propensity to help another player in-game is related to the level of microtransactions purchased by both parties	
Disapproval of Microtransactions	H1: As a player's time spent throughout a game series grows, the disapproval of introducing microtransactions will also grow	See Question 5, i, ii, iii and Question 7, viii, ix
Microtransaction Use	H2: Players who do engage in microtransactions will have a more favourable view of other players	See Question 4 And Question 6
Attitude to Microtransactions	H2: Players who do engage in microtransactions will have a more favourable view of other players	See Question 5 And Question 6
Helpfulness in Game	H3: The propensity to help another player in-game is related to the level of microtransactions purchased by both parties	Question 7, vi, vii

### Content Analysis

Two areas of content are included for analysis to support the survey. The first is a data extract from the Reddit social media – a short form newsreader, based on content added by the users. The second is from the optional question at the end of the survey, inviting comments on the topic of microtransactions and the gaming communities.

### Social Media

The first is a data extract (Jason, 2019) from the Reddit Fallout pages – “r/Fallout” & “r/FO76” from before and after the announcement of the “Fallout 1<sup>st</sup>” in October 2019. This extract was created for research into Loyalty in Online communities (Hamilton et al., 2017), and is still maintained. The comments are grouped into the most popular threads

based on the Reddit's "upvote" capacity. Upvotes bring more popular or engaged with threads to the top of a readers list.

- Extract 1 – Top 200 upvoted comments for one month before the official announcement on the 23<sup>rd</sup> October 2019
- Extract 2 – Top 200 upvoted comments for one month after the official announcement on the 23<sup>rd</sup> October 2019

### ***Analysis Tools***

The data from both batches is collated and prepared using a computer-assisted qualitative data analysis software (CAQDAS) program, NVivo version 12 (Edwards-Jones, 2014; QSR International Pty Ltd, 2020). The batches will be coded and analysed following the same data analysis process set out by Seidel (Seidel, 1998).

The researcher reviews the content of each entry and confirms the validity to the study. With the open nature of both the social media; items that did not relate to the research topic are excluded. For example, comments that targeted the previous commenter rather than the topic or replies to the researcher - *"Done, good luck with the research"*.

The remaining content was passed through NVivo's auto-code feature to provide a first pass of themes and sentiment. A researcher will then act as a second review and update the sentiment to account for localised nuance, such as sarcasm.

In a final stage, the researcher will regroup themes to keep like-minded topics together – such as grouping discussions about private servers and subscriptions under the "Fallout 1<sup>st</sup>" theme, while server performance is under the general game theme.

## Results

The survey gathered 495 responses, with 390 completed in full. The responses were reviewed, with 25 removed due to inconsistent replies, refused to provide age and, malicious or abusive language used in the open text question. In the final count, the number of participants used for analysis was 365. See Table 5 for a full breakdown.

Out of 365 participants (317 males, 40 females, eight other), 241 (66.0%) aged between 18-34, 261 (71.5%) from the Americas region. The participants have played an average of 6 different versions of the “Fallout” series games ( $M = 5.56$ ,  $SD = 1.688$ ) and 214 (58.6%) would spend up to 29 hours gaming per week. Of the 365 participants, 207 (56.7%) indicated having spent money on “Fallout” 76. The average amount of money spent in this group was €21.72 ( $SD = €106.57$ ). Most participants (120) will only spend up to €15 if they spend anything at all. Two participants implied they spend over €1000 per month.

### ***H1: As a player’s time spent throughout a game series grows, the disapproval of introducing microtransactions will also grow***

This research’s hypothesis was to review the correlation, if any, of a player’s time spent with a game series (experience) and the introduction of microtransactions.

Of the 365 participants, they reported as having played an average of six different versions of the “Fallout” series games as seen in Figure 8, ( $M = 5.56$ ,  $SD = 1.688$ ). This shows that participants have played most of the game series, with 126 creating a spike at five games. The participant’s ( $N = 365$ ,  $M = 3.05$ ,  $SD = .932$ ) also had a neutral view of microtransactions being introduced into the game (see Figure 8 and Figure 9 ).

The results are reviewed to find any relationship between perceived control of the number of games a participant played and any feelings towards the addition of microtransactions using Pearson product-moment correlation coefficient. Preliminary analyses were performed to ensure no violation of the assumptions of normality, linearity and homoscedasticity. There was a no correlation found between the variables ( $r = .017$ ,  $n = 365$ ,  $p >.05$ ).

Therefore, with H1, it is only possible to conclude that this hypothesis is not supported.

***H2: Players who do engage in microtransactions will have a more favourable view of other players***

This hypothesis reviews any correlation between gamers and their attitude towards other players that have purchased the microtransactions. Of the 365 participants, 207 (56.7%) have partaken in real money spending at some point in the lifetime of the “Fallout 76” game. In the real money groups, participants remain favourable to the other player. Participants that had purchased microtransactions slightly more so ( $M = 2.39$ ,  $SD = .72126$ ) than those that had not spent real money ( $M = 2.66$ ,  $SD = .71534$ ;  $t(339) = 3.661$   $p < .01$ , two-tailed). The magnitude of the differences in the means (mean difference = .278, 95% CI:  $-.128$  to  $.427$ ). This difference of the means between the two groups of 0.27 does represent a moderate significance (eta squared = .387). It was possible to do a further breakdown of the monthly spend value provided by participants gives a more detailed picture.

Participants fall into one of six groups, based on the amount spent monthly in comparison to the “Fallout 1st” Subscription amount. “Fallout 1st” cost €14.99 per month, but due to the multiple currencies uses and the fluctuations that occur, a small range is used.



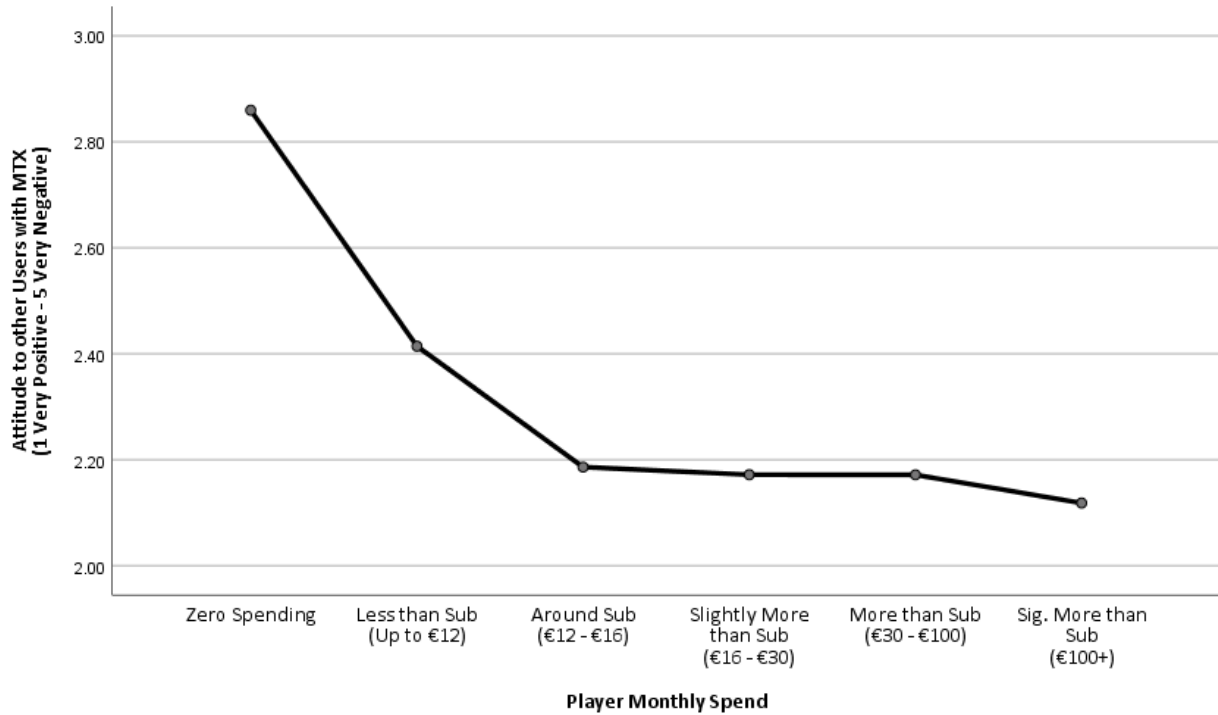


Figure 7: ANOVA Plot of Player Monthly Spending and Attitude to other users of MTX

A one-way between-groups analysis of variance is conducted to explore the impact of this monthly spending and on levels of attitude to users with microtransactions.

Participants provided a range of attitude scores between 2.9 and 2.1, a generally positive attitude on the scale used in the survey. There was a statistically significant difference at the  $p < .001$  level in User Attitude scores for the six groups:  $F(5, 111) = 20.5, p < .001$ .

Despite reaching statistical significance, the actual difference in mean scores between the groups was mainly significant between participants with Zero spending ( $M = 2.86, SD = .776$ ) and the other 5 groups.

H2 has been supported, and it can be included that as the spend level increases, the other users attitude become significantly more positive than those that do not spend anything.

***H3: The propensity to help another player is related to the gamer's opinions of microtransactions and community***

Hierarchical multiple regression is used to assess the ability of four control measures (Game Series Experience, Microtransactions Attitude, Game Attitude, Community Attitude) to predict the likelihood of the participant helping another user (Help Attitude). A preliminary analysis was conducted to ensure no violation of the assumptions of normality, linearity, multicollinearity and homoscedasticity.

The total variance explained by the model was 50.9%,  $F(4, 360) = 31.43, p < .001$ . In the final model, only the two control measures were statistically significant, with the Microtransactions Attitude score recording a lower beta value ( $\beta = .324, p < .001$ ) than the Community Attitude score ( $\beta = .286, p < .001$ ).

H3 signifies that as a gamer becomes more negative towards the community and microtransactions, the likelihood of them helping another player decreases. Therefore, H3 is supported. Also, there is no impact on the gamers attitude towards the game itself or their time spent with the game series and their likelihood to assist the other player.

***H4: The sentiment of the community will become more negative after the introduction of functional microtransactions***

An extract of Reddit comments between the 23<sup>rd</sup> September 2020 to the 23<sup>rd</sup> November 2020 was collected from the “/r/Fallout” and “/r/FO76” subreddit feeds. The extract is split into two. The first, Pre-Launch (A) – those before the 23<sup>rd</sup> of October. The second, Post-Launch (B) – those on or after the 23<sup>rd</sup> of October. The top 200 comments from each batch reviewed for content and sentiment.

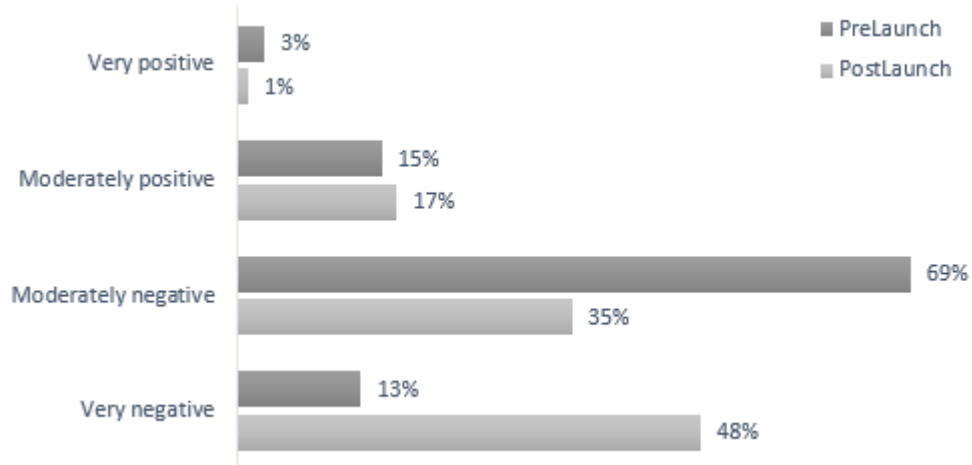


Figure 8: Sentiment of Reddit Comments from Fallout and FO76 - 23rd Sep 2020 - 23rd Nov 2020

The sentiment of the comments moved from being “Moderately Negative” (69%) during the pre-launch window, to “Very Negative” (48%) after the “Fallout 1st” announcement. In both batches, only 18% of comments were positive.

When looking at themes occurring within the comments, there is an increase in negativity while discussing microtransactions and any details around “Fallout 1st”. Alternative games appear in conversation more, such as “The Outer Worlds” – created by some of the original “Fallout” team that released in the summer of 2019.

Table 5: Example Analysis

Example	Sentiment	Themes
<i>Pro Tip, Excavator Power Armor does have a bright light option</i>	Very Positive	In-Game: Items, Quality of Life
<i>Do you hunt wanted players?</i>	Moderately Positive	In-Game: Events, People & Players
<i>INSIDE THE VAULT – MISCHIEF NIGHT SEASONAL EVENT PREVIEW</i>	Neutral	News <sup>1</sup>

Example	Sentiment	Themes
<i>Anyone else think shotguns need a buff of some sort?</i>	Moderately Negative	In-Game: Items, Quality of Life
<i>There is not much people left. No new content for another 6 months. People just leave. P2w in atom shop? Do whatever you want with your dying game, bethesda</i>	Very Negative	Bethesda, Microtransactions, Quality of Life, In-Game: General, People & Players

Notes. 1: News articles, blogs and other neutral content are excluded from the analysis

Despite the visual increase, there is no statistical significance between the commentary differences, with the relationship between sentiment and the percentage (see Table 5) of comments the best output with  $r = .066$ ,  $N = 44$ . Therefore, H4 is not conclusive.

## Discussion

In the gaming world, players will defend their magic circle (Evers et al., 2015) from change while embracing newcomers to expand the network. The active participation of the game and the intensity of that participation can be tied back to work by Mckenna & Green (2002) on virtual group theory. Yee (2006) suggested a link between this defensiveness of this network and to the player's motivation. The investment in these games is real to these players as their normal working life. Gamers are spending 10 to 30 hours a week in the virtual worlds, and seeing others circumvent the effort they put in decreases the value of their efforts. It is reasonable to assume that anger would follow these microtransaction inclusions into the game.

While the evidence presented here suggests that anger is limited to a small amount of outrage within the forums, the reports indicated that actual attacks were happening in-game. Several commenters noted a belief that these attacks may not have happened. It was not possible to verify either way for this research.

Overall, the findings of the research questions indicate that there is a link between gamers desire to limit the effect of microtransactions on their gaming universe. Both H2 and H3 point to a minor increase in anti-social behaviour, albeit a mostly passive one, towards other players that purchase the functional microtransactions. The findings of this research support the work completed into Pro-Social engagement (Ryan, 2019), and it is reasonable to conclude that the anti-social aspect creates additional stress to the players in comparison to prosocial aspects mitigating the stress. This research is also in line with the findings of the study completed by Evers (2015) on microtransactions.

As a final note, this study adds to the above that loyalty to the game series may mitigate the negative impact slightly. However, the gamers loyalty also does not provide game developers an open invitation to bombard games with microtransactions. Game developers should instead take heart in the online communities being created around their work and look to see exactly what the 'unwritten rules' (Hofstede et al., 2010) are. They, after all, are part of that online community (Attrill, 2016) as much as their customers.

### Strengths and Weaknesses

This study used robust methods to capture a snapshot of the community but is not without flaws. The survey was open to abuse by the participants, and the small amount of negative feedback received shows that there was, at times, a lack of understanding of the intention. It has been noted before by researchers suggesting that “*lack of control over the participant’s environment and susceptibility to fake responses*” - (Gosling, Vazire, Srivastava, & John, 2004, p. 102) are factors that need to take into account when conducting research via the internet and social media.

The content analysis, used for RQ2, would have benefited from a larger batch. By using the top 150 comments in a self-policed community, the likelihood of content bias is high. “*Qualitative research is on participants’ perceptions and experiences, and the way they make sense of their lives*” (Creswell & Creswell, 2018, p 278). While it did not make it into the results – due to the vast difference in coding techniques required – the survey did include an open question on thoughts of microtransactions. The survey site, Zoho will auto-categorise the comments for the sentiment (see Figure 14)/ From the participants that completed the question (n = 157), 49.67% had a tone of Anger, 11.92% Disappointment and 25.17% Happy. The remaining responses were neutral or sarcasm<sup>4</sup>. In both cases, there does appear to be a level of anger at the inclusion of Microtransactions. However, it would be remiss not to consider this an impact of viral outrage (Sawaoka & Monin, 2018) of a small handful of players, and the bandwagon effect (Attrill, 2016) that is clear within the online community.

The study also indicates that there may be a link between a rise in negativity within the community (H4). Without a more extensive period of analysis, it is difficult to attribute this solely to the addition of the “Fallout 1<sup>st</sup>”.

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<sup>4</sup> 2 responses were classed “extremely happy”. These would have been removed as they were well wishing for the researcher, rather than answering the question.

## Implications

The topic of microtransactions is a decisive one in any community, but not all are bad. For example, *Borderlands 2* released a steady stream of Functional, Ornamental and Content microtransactions for two years (see Table 19). The updates were all optional and generally well-received by the gamers. With the pending release of the sequel, *Borderlands 3*, the publishers release two final Microtransactions, one free and one content that boosted the community and game publicity with over 30,000 reviews added to the games page, and “overwhelmingly positive” ratings, in June and July of 2019 (See Figure 9).



Figure 9: Steam Reviews for *Borderlands 2* (*'Borderlands 2 on Steam', n.d.*)

As one survey participant noted: “None of this exists in a vacuum, gaming companies do not take the money and throw it in a pit”. It is critical to the publishers and the gamers that a proper balance between raising funds and throwing everything into a loot box is found.

This study used methods that can be replicated to other games, or other periods for “Fallout 76”. The findings here will add to any ongoing research into game design, and research into microtransactions. In particular, this research can add a different viewpoint to

the ongoing discussions about loot boxes, their anti-social impact, and the link to problem gambling such as the work concluded by Griffiths (Griffiths, 2018) recently.

### **Future research**

Future research options could expand on the existing framework here. During this study, Bethesda announced several positive changes to “Fallout 76”, including a free expansion that re-worked much of the game. The publishers also allowed players to change from Bethesda’s hosting platform to Steam without incurring the cost of purchasing a new copy – a rare event for game developers. These changes launched on the 14<sup>th</sup> of April and saw players returning to the game. Will these positive changes create a causal shift in the Reddit community? Will players’ feelings improve towards the game and acceptance of microtransactions as a legitimate business model? Will gamers help each other more, and ignore the Nuka-Cola armour and American flag gun?

This study also raises a question about mental wellbeing in-game. If a small group of players felt it necessary to take out frustration at other players, rather than the publisher or simply stop playing, have games become overwhelmingly encroaching? With gaming becoming more accessible (Yee, 2014) to all walks of life, there could be merit in researching what a proper work-game-life balance would look like.



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## Tables

Table 6: Sociodemographic Characteristics of Participants

Baseline characteristic	Real Money Spend	
	No	Yes
Gender		
Female	13	27
Male	141	176
Other (Please specify) - Nonbinary	0	2
Other (Please specify) - Nonbinary/Agender	1	0
Other (Please specify) - pre-op FTM	0	1
Prefer not to say	3	1
Age Group		
18 - 24	46	66
25 - 34	64	65
35 - 44	28	53
45 - 54	14	20
55 - 64	6	3
Region		
Africa	2	1
Americas	103	158
Asia	1	4
Europe	48	42
None	0	1
Oceania	4	1
Gaming Hours Per Week		
0 Hours	0	0
1-9 Hours	9	15
10-19 Hours	45	54
20-29 Hours	44	47
30-39 Hours	26	37
40-49 Hours	22	26
50-99 Hours	11	21
100+ Hours	1	7

*Table 7: Frequency breakdown of No of Fallout Games played*

# Played	Frequency	Percent	Valid Percent	Cumulative Percent
1	4	1.1	1.1	1.1
2	9	2.5	2.5	3.6
3	21	5.8	5.8	9.3
4	46	12.6	12.6	21.9
5	126	34.5	34.5	56.4
6	54	14.8	14.8	71.2
7	50	13.7	13.7	84.9
8	39	10.7	10.7	95.6
9	14	3.8	3.8	99.5
10	2	.5	.5	100.0

*Table 8: Descriptive Statistics for No of Fallout games and MTX Attitude*

	Mean	Std. Deviation
No of "Fallout" Games	5.56	1.688
Microtransactions Attitude	3.0526	.93190

Note:  $N = 365$

*Table 9: Correlation table for No of Fallout Games and MTX attitude*

		Microtransactions Attitude
No of "Fallout" Games	Pearson Correlation	.017
	Sig. (2-tailed)	.740
	N	365

Note: *N* = 365



*Table 10: Correlation table for No of Fallout Games and Mtx Attitude with Gaming Hours per week*

Hours Gaming		MTX Attitude	
1-9 Hours	No of Fallout Games	Pearson Correlation	.262
		Sig. (2-tailed)	.217
		N	24
10-19 Hours	No of Fallout Games	Pearson Correlation	.007
		Sig. (2-tailed)	.946
		N	99
20-29 Hours	No of Fallout Games	Pearson Correlation	.109
		Sig. (2-tailed)	.304
		N	91
30-39 Hours	No of Fallout Games	Pearson Correlation	-.007
		Sig. (2-tailed)	.959
		N	63
40-49 Hours	No of Fallout Games	Pearson Correlation	.061
		Sig. (2-tailed)	.680
		N	48
50-99 Hours	No of Fallout Games	Pearson Correlation	-.226
		Sig. (2-tailed)	.213
		N	32
100+ Hours	No of Fallout Games	Pearson Correlation	-.419
		Sig. (2-tailed)	.302
		N	8

Note:  $N = 365$

*Table 11: Descriptive of User Attitude by Real Money Spent*

Real Money						
Spending	N	%	Mean	Std. Deviation	Std. Error Mean	
No	158	43.3	2.6690	.71534	.05691	
Yes	207	56.7	2.3913	.72126	.05013	

Note. *N* = 365

Table 12: Descriptive of User Attitude by Monthly Spending

User Attitude Score	N	%	Mean	Std. Deviation	Minimum	Maximum
Zero Spending	153	41.9	2.8595	.77557	1.60	5.00
Less than Sub (Up to €12)	77	21.1	2.4143	.70032	.80	5.00
Around Sub (€12 - €16)	50	13.7	2.1860	.37363	1.30	2.90
Slightly More than Sub (€16 - €30)	60	16.4	2.1717	.54465	1.00	4.00
More than Sub (€30 - €100)	14	3.8	2.1714	.38516	1.70	2.80
Sig. More than Sub (€100+)	11	3.0	2.1182	.68091	1.00	3.00

Note. N = 365

*Table 13: ANOVA results of User Attitude and Monthly Spending*

	Sum of Squares	df	Mean Square	F	Sig.
Between Groups	34.802	5	6.960	15.655	.000
Within Groups	159.610	359	.445		
Total	194.412	364			

*Table 14: Summary of Content Analysis Reddit Pre-Launch*

Theme	Very positive	Moderately positive	Moderately negative	Very negative
Bethesda	0	0	70	0
Fallout 1st	0	0	439	0
In Game - Events	0	114	185	90
In Game - General	19	98	317	38
In Game - Items	17	80	25	17
Microtransactions	0	0	110	33
Other Games	0	0	0	0
People & Players	0	0	160	79
Quality of Life	25	25	168	15

*Table 15: Summary of Content Analysis Reddit Post-Launch*

Theme	Very positive	Moderately positive	Moderately negative	Very negative
Bethesda	0	21	88	60
Fallout 1st	0	56	206	170
In Game - Events	0	26	121	157
In Game - General	25	11	28	89
In Game - Items	0	66	9	112
Microtransactions	0	107	104	320
Other Games	0	0	52	13
People & Players	0	0	97	83
Quality of Life	0	66	33	18

*Table 16: Content Themes and percentage of sentiment*

Theme	Very positive		Moderately positive		Moderately negative		Very negative	
	% Pre	% Post	% Pre	% Post	% Pre	% Post	% Pre	% Post
Bethesda	-	-	-	12.4	100	52.1	-	35.5
Fallout 1st	-	-	-	13.0	100	47.7	-	39.4
In Game - Events	-	-	29.3	8.6	47.6	39.8	23.1	51.6
In Game - General	4.0	16.3	20.8	7.2	67.2	18.3	8.1	58.2
In Game - Items	12.2	-	57.6	35.3	18.0	4.8	12.2	59.9
Microtransactions	-	-	-	20.2	77.0	19.6	23.1	60.3
Other Games	-	-	-	-	-	80.0	-	20.0
People & Players	-	-	-	-	67.0	53.9	33.1	46.1
Quality of Life	10.7	-	10.7	56.4	72.1	28.2	6.4	15.4

Table 17: Reddit Pre/Post launch Variance -

	F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference
Bethesda	.237	.644	-.940	6	.384	-24.750	26.331
Fallout 1st	2.241	.185	.015	6	.989	1.750	119.846
In Game - Events	.184	.683	.397	6	.705	21.250	53.504
In Game -							
General	3.741	.101	1.130	6	.302	79.750	70.593
In Game - Items	2.534	.163	-.396	6	.706	-12.000	30.292
Microtransactions			-				
	1.767	.232	1.347	6	.227	-97.000	72.025
Other Games			-				
	7.118	.037	1.321	6	.235	-16.250	12.304
People & Players	.773	.413	.318	6	.761	14.750	46.331
Quality of Life	3.005	.134	.739	6	.488	29.000	39.236

Note: Levene's Test for Equality of Variances - Equal variances assumed



*Table 18: Pearson's Correlation between Sentiment and Percentage of the comments made*

		Sentiment	Percentage
Sentiment	Pearson Correlation	1	.267
	Sig. (2-tailed)		.066
	N	44	44

*Table 19: Borderlands 2 – Content Summary - Types and Cost*

Type	2012		2013				2014		2019	Total
	Qtr3	Qtr4	Qtr1	Qtr2	Qtr3	Qtr4	Qtr1	Qtr2		
Main Game	29.99									29.99
Content		33.96	9.99	19.98		8.97	2.99	2.99	14.99	93.87
Functional		3.99		4.99	3.99					12.97
Ornamental			14.85		14.85				Free	29.70
Grand Total	29.99	37.95	24.84	24.97	18.84	8.97	2.99	2.99	14.99	166.53

Note. Prices correct as of 12th Dec 2019 ('Steam DLC Page: Borderlands 2', n.d.)

Figures

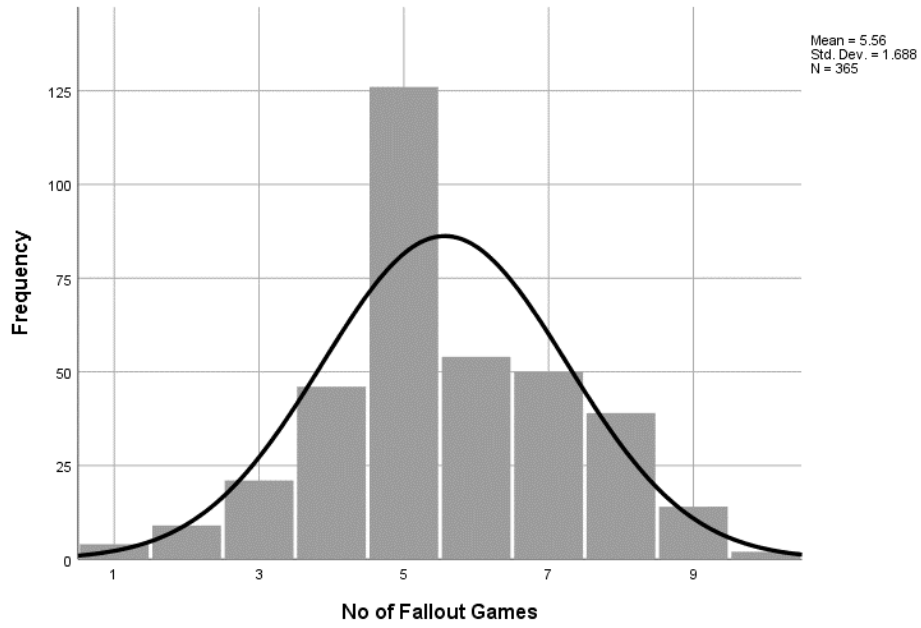


Figure 10: Distribution Graph of no Fallout Games (Experience)

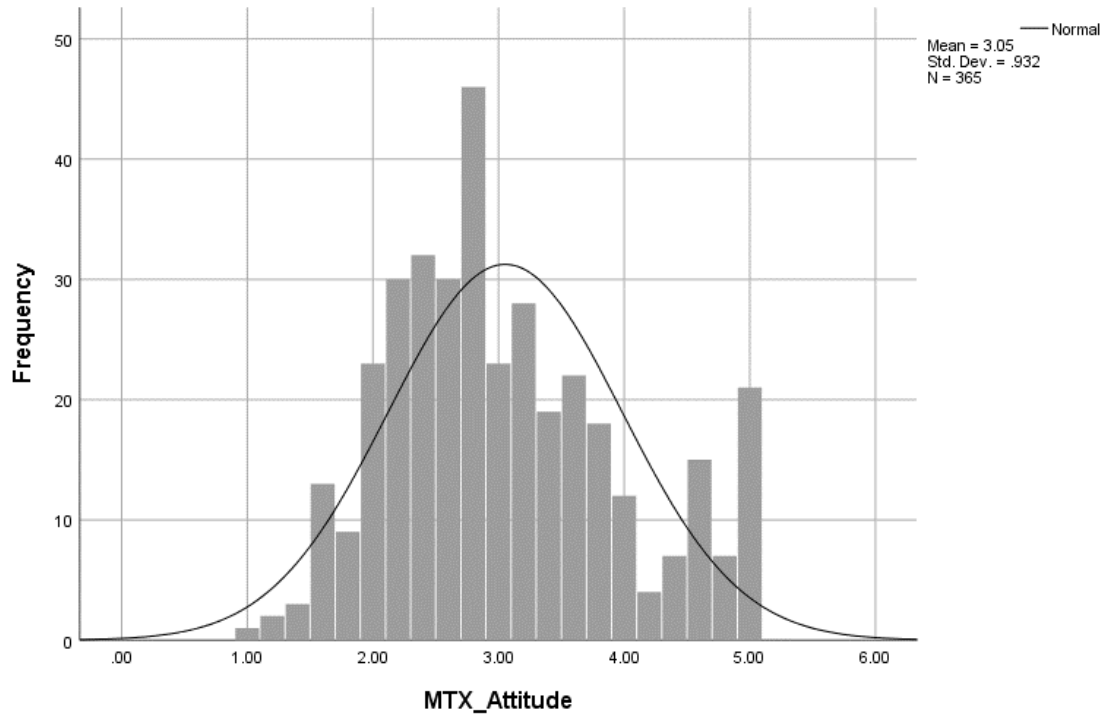


Figure 11: Distribution Graph of MTX Attitude

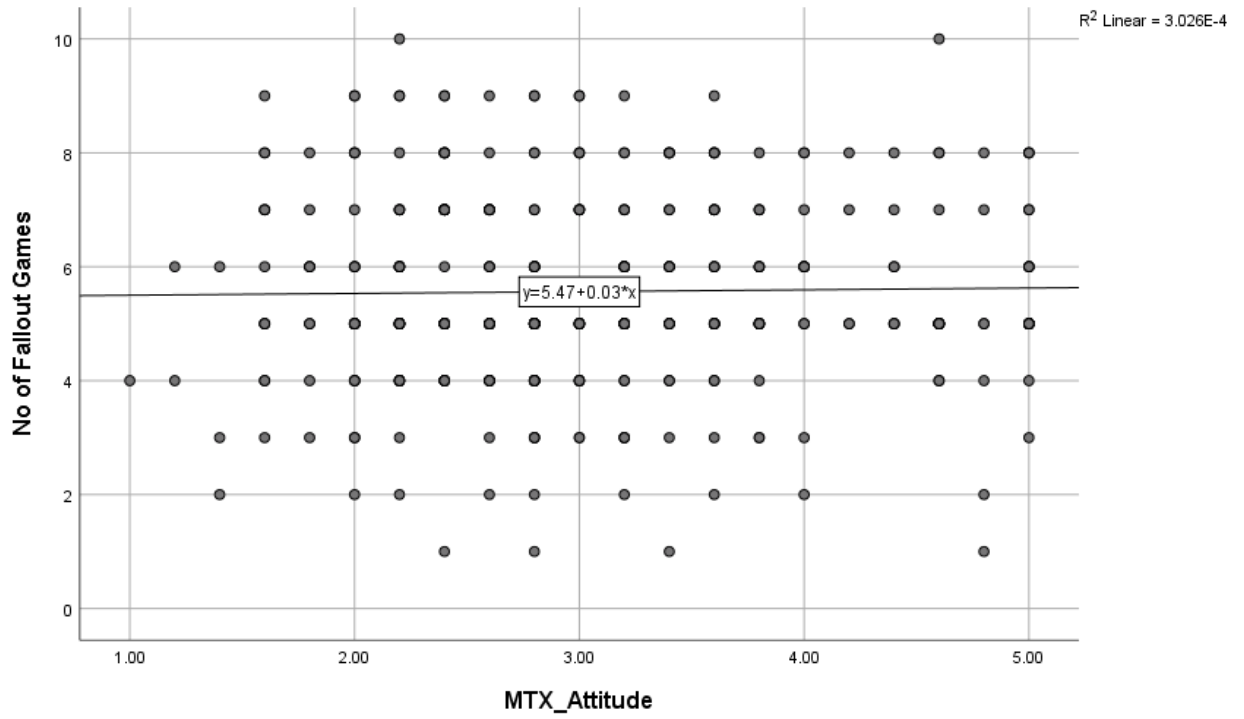


Figure 12: Plot Graph of MTX Attitude and Number of Fallout Games

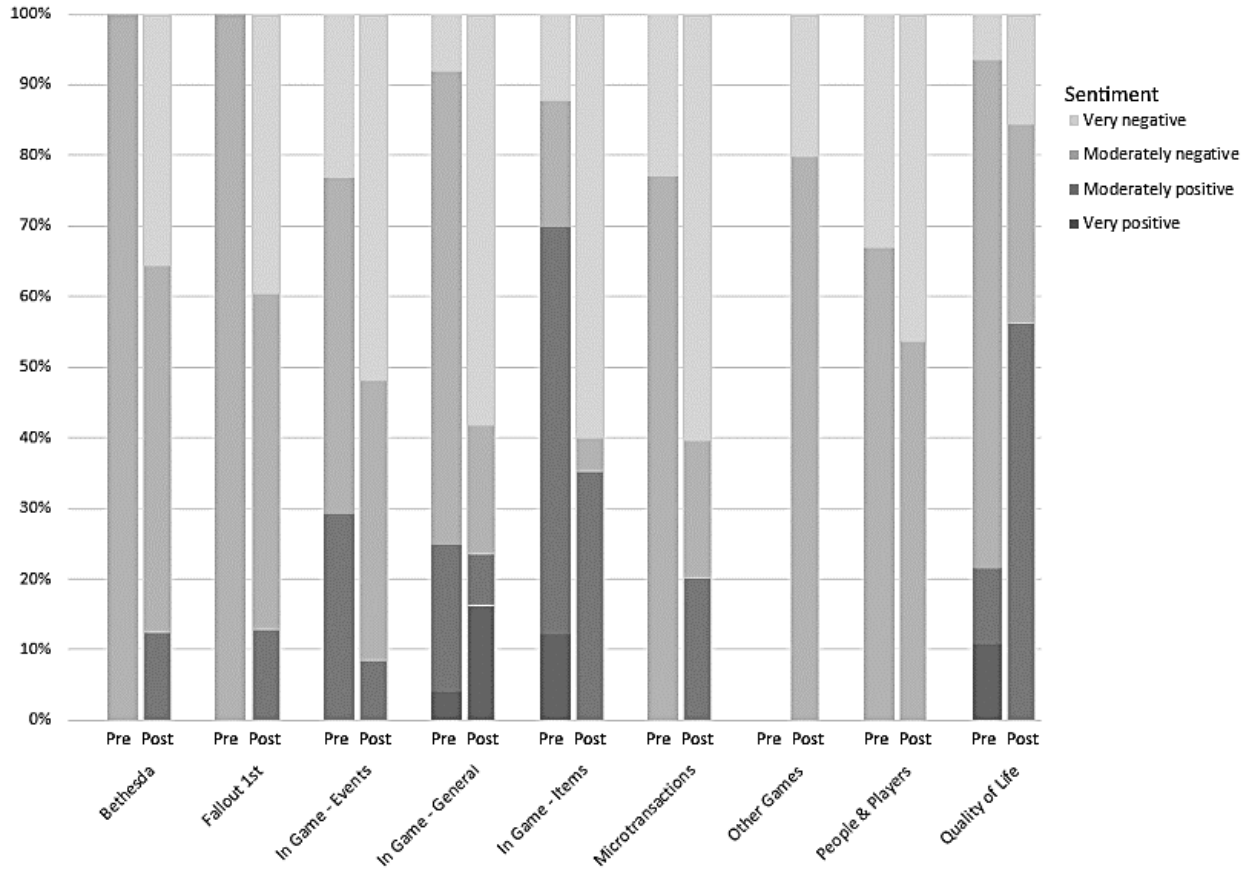


Figure 13: Sentiment Breakdown of Themes Pre/Post Launch of Fallout 1st

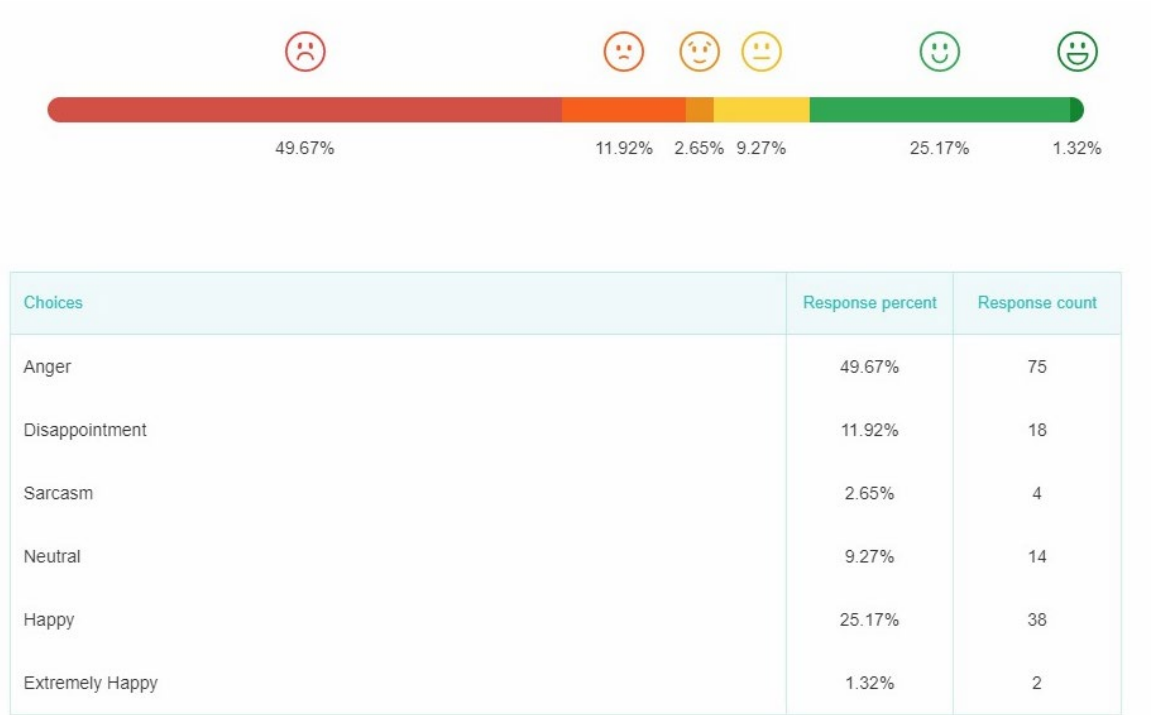


Figure 14: Zoho Sentiment Analysis of open question

### Appendix A - Borderlands 2 Content List

*Table A1 Borderlands 2 – Individual Content Information*

Title	Release		
	Date	Price	Type
Borderlands 2	20/09/2012	€ 29.99	Main Game
Borderlands 2: Mechromancer Pack	09/10/2012	€ 9.99	Content
Borderlands 2: Captain Scarlett And Her Pirate's Booty	16/10/2012	€ 9.99	Content
Borderlands 2: Mr. Torgue's Campaign Of Carnage	20/11/2012	€ 9.99	Content
Borderlands 2: Creature Slaughterdome	11/12/2012	€ 3.99	Content
Borderlands 2: Collector's Edition Pack	11/12/2012	€ 3.99	Functional
Borderlands 2: Sir Hammerlock's Big Game Hunt	15/01/2013	€ 9.99	Content
Borderlands 2: Commando Madness Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Siren Supremacy Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Mechromancer Madness Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Mechromancer Supremacy Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Mechromancer Domination Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Assassin Madness Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Assassin Supremacy Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Assassin Domination Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Gunzerker Supremacy Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Gunzerker Domination Pack	22/01/2013	€ 0.99	Ornamental



Borderlands 2: Siren Domination Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Gunzerker Madness Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Commando Domination Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Siren Madness Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Commando Supremacy Pack	22/01/2013	€ 0.99	Ornamental
Borderlands 2: Ultimate Vault Hunters Upgrade Pack	02/04/2013	€ 4.99	Functional
Borderlands 2: Psycho Pack	14/05/2013	€ 9.99	Content
Borderlands 2: Tiny Tina's Assault On Dragon Keep	25/06/2013	€ 9.99	Content
Borderlands 2: Psycho Supremacy Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Siren Glitter And Gore Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Commando Haggard Hunter Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Assassin Stinging Blade Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Psycho Domination Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Psycho Madness Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Gunzerker Dapper Gent Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Psycho Dark Psyche Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Mechromancer Steampunk Slayer Pack	02/07/2013	€ 0.99	Ornamental
Borderlands 2: Ultimate Vault Hunter Upgrade Pack 2	03/09/2013	€ 3.99	Functional
Borderlands 2: Assassin ClOckwOrk Pack	03/09/2013	€ 0.99	Ornamental
Borderlands 2: Commando Devilish Good Looks Pack	03/09/2013	€ 0.99	Ornamental
Borderlands 2: Siren Learned Warrior Pack	03/09/2013	€ 0.99	Ornamental
Borderlands 2: Psycho Party Pack	03/09/2013	€ 0.99	Ornamental
Borderlands 2: Gunzerker Greasy Grunt Pack	03/09/2013	€ 0.99	Ornamental

Borderlands 2: Mechromancer Beatmaster Pack	03/09/2013	€ 0.99	Ornamental
Borderlands 2: Headhunter 1 - Bloody Harvest	22/10/2013	€ 2.99	Content
Borderlands 2: Headhunter 2 - Wattle Gobbler	26/11/2013	€ 2.99	Content
Borderlands 2: Headhunter 3 - Mercenary Day	17/12/2013	€ 2.99	Content
Borderlands 2: Headhunter 4 - Wedding Day Massacre	11/02/2014	€ 2.99	Content
Borderlands 2: Headhunter 5 - Son Of Crawmerax	15/04/2014	€ 2.99	Content
Borderlands 2: Ultra Hd Texture Pack	03/04/2019	€ 0.00	Ornamental
Borderlands 2: Commander Lilith & The Fight For Sanctuary	09/06/2019	€ 14.99	Content

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Note. Prices correct as of 12th Dec 2019 ('Steam DLC Page: Borderlands 2', n.d.)

## **Appendix B: Survey**

### **1. Brief**

Thank you for your interest in taking this survey.

This research is being undertaken by Keith Ferguson as part of the Masters in Cyberpsychology program at the Institute of Art, Design, and Technology, Dun Laoghaire, Dublin, Ireland. ([www.iadt.ie](http://www.iadt.ie))

Before you decide whether or not you want to participate, it is important for you to understand why this research is being undertaken and what it will involve. Please take the time to read this information carefully and discuss it with others if you wish. If anything is unclear, if you have any questions, or if you would like more information, please contact Keith Ferguson [N00180008@student.iadt.ie](mailto:N00180008@student.iadt.ie)

### **2. Why this research?**

This survey will look at the impact on a gaming community following the addition of functional micro- transactions in the form of individual purchases, or the Subscription Service “Fallout 1st”, from the Atom Store for “Fallout” 76.

Previous research into this area (Evers et al., 2015) (Edwin, 2019) suggests that there is a negative impact on the players community when micro-transactions are introduced into a game, but this research looked at long established or pre-release games.

With the launch of "Fallout 1st" in October 2019, there is a rare opportunity to gain insight of and from a relatively new community.

This research is not affiliated with Bethesda or ZeniMax Media Inc. “Fallout 76” and related logos are trademarks or registered trademarks of Bethesda Softworks LLC in the U.S. and/or other countries.

### **3. If I participate, what do I have to do?**

To participate in this study, you must read a consent form and indicate your agreement to participate. You are first asked to answer five pre-test demographic

questions. Then, you will be asked to respond to a set of statements on a scale from Strongly Disagree to Strongly Agree.

The final section is an optional one for you to add more information if you are happy to do so.

In total, the study should not take more than 10 minutes. If you choose to provide them, your personal details will be separated from the survey analysis, and not be used as part of the research.

However if you feel that you would like to keep in contact, to either update or request the data collected is removed, when asked, please provide a Character name, and take note of the date and time you complete the survey.

#### **4. *Your Rights***

You may decide to stop completing the survey at any time. You have the right to request that any data you provided to that point be withdrawn. You have the right to omit or refuse to answer or respond to any of the demographic questions that are asked of you.

#### **5. *Benefits & Risks***

There are no risks to being involved in this study and you are free to withdraw at any time without giving a reason. None of your personal details will be published and the individual scores will not be shared with anyone.

Your email address will only be used if further information is required, and you have indicated that you are happy for me to do so.

#### **6. *Finally***

Your data will be collected securely and anonymously online. This will be used for analysis to see if there are any trends in the results. The data collected will not be retained for use in future research studies and will not be shared with any third parties.

If this becomes a concern for you, you can request your data be deleted at any stage. Simply contact Keith Ferguson [n00180008@student.iadt.ie](mailto:n00180008@student.iadt.ie) with the date and time you completed the survey, and the character name you gave at the end of the survey (if any)

The data will be stored by Zoho and my personal computer which is password and biometric data protected. I am the only user with access.

I respect your trust and privacy and therefore your data will never be sold or passed on to any other third parties.

The data will be securely disposed of after 2 years, if not sooner.

### **7. Contact Details**

If you have any concerns about this study, you can contact the researchers who will do their best to answer your questions:

- Researcher - Keith Ferguson - [N00180008@student.iadt.ie](mailto:N00180008@student.iadt.ie)
- Supervisor - Robert Griffin - [robert.griffin@iadt.ie](mailto:robert.griffin@iadt.ie)
- Tel - 00 353 1 239 4000

Thank you for taking the time to read this information

## Appendix C: Survey Questions

### 1. Consent

\* By clicking on 'Yes' below, you are agreeing that you have read and understood the information above; you are aware of potential risks, your questions have been answered satisfactorily and you are taking part in this research voluntarily. I will process your data in line with the research plan.

- Yes, I consent to taking part in this survey
- No, I do not consent to taking part in this survey

### 2. Demographics

#### 2.1. What age group are you in?

- Under 18
- 18 - 24
- 25 - 34
- 35 - 44
- 45 - 54
- 55 - 64
- 65 - 74
- 75 - 84
- 85 or older

#### 2.2. Gender

- Male
- Female
- Prefer not to say
- Other (Please specify) \_\_\_\_\_

2.3. Country \_\_\_\_\_

### 3. Game play information

3.1. How many hours a week do you spend gaming (PC, Console or Mobile) \_\_\_\_\_

3.2. Please select which "Fallout" Games you have played

- Fallout (1997)
- Fallout 2 (1998)
- Fallout 3 (2008)
- Fallout 4 (2015)
- Fallout: New Vegas (2010)
- Fallout Shelter (2015)
- Fallout Pinball (2016)
- "Fallout 76" (2018)
- Fallout Tactics: Brotherhood of Steel (2001)
- Fallout: Brotherhood of Steel (2004)

### 4. About the Atom Store

For this section, please don't consider any items that would have been marked as free from the "Atom Store", or Third-Party promotions such as Twitch

4.1. Have you ever spent money for Atoms?

- Yes
- No

4.2. How much would you spend per month on Micro-transactions for “Fallout 76” (including the “Fallout” 1st Subscription if used) \_\_\_\_\_

4.3. Have you ever “purchased” any of the following from the “Atom Store” or Bethesda website? - Select all that apply

- Ornamental Items (Furniture, Armor/Weapon Paints, Emotes, Photo modes, Character Features)
- Functional Items (Repair Kits or Scrap Kits)
- Fallout 1st Subscription
- None of the above

4.4. Will you purchase any of the follow items from the “Atom Store” or Bethesda website in the future? - Select all that apply

- Ornamental Items (Furniture, Armor/Weapon Paints, Emotes, Photo modes, Character Features)
- Functional Items (Repair Kits or Scrap Kits)
- Fallout 1st Subscription
- None of the above

## 5. About Micro-transactions

Please indicate the degree to which you agree or disagree with the following statements about micro- transactions in general gaming terms, not just “Fallout” 76. (Likert Scale 1 – 5. 1 = Strongly Agree, 5 = Strongly Disagree)

- i) I approve with the possibility to buy functional items?
- ii) It annoys me that others buy functional items?
- iii) I believe that Items that are bought with real money should be temporary boosts



- iv) I think different of a stronger player that bought functional items with real money compared to a player who never bought functional items?
- v) When in a game and I encounter a player, who has bought functional items with real money, I like to cooperate or help them
- vi) When in a game and I encounter a player, who has bought functional items with real money, I tend to ignore them

#### **6. About a Micro-transaction user**

Please consider the follow statements as if you have met a “Fallout” 1st Subscription user for the first time during your previous game play. (Likert Scale 1 – 5. 1 = Strongly Agree, 5 = Strongly Disagree)

- i) I believe that this player is a skilled one Strongly agree
- ii) I would team up with this player in a future game Strongly agree
- iii) This player is considered to have a high status within the general gaming Community
- iv) I believe this player should have a high status in the gaming
- v) In PVP, I am more motivated to eliminate the player than that of a player without the subscription
- vi) Seeing this player motives me to improve my own equipment
- vii) If it were possible, seeing this player would motivate me to purchase equipment or upgrades with micro-transactions

#### **7. About “Fallout” 76**

Please indicate the degree to which you agree or disagree with the following statements about “Fallout” 76. (Likert Scale 1 – 5. 1 = Strongly Agree, 5 = Strongly Disagree)

- i) “Fallout 76” is an enjoyable game to
- ii) “Fallout 76” is a fair game to play
- iii) Prior to the release of the Repair Kits, “Fallout 76” was more enjoyable
- iv) Prior to the release of “Fallout” 1st, “Fallout 76” was more enjoyable
- v) Since the release of “Fallout” 1st, the “Fallout 76” community has got better
- vi) I would avoid playing with a Subscription player
- vii) I would help a Subscription player
- viii) “Fallout” 76’s Micro-transactions are value for money
- ix) “Fallout” 76’s Subscription Service is value for money

## **8. Optional Questions**

Thanks for all that. The survey is now complete.

The next few questions are completely optional but will allow the researchers to be in touch if you are happy for us to do so with follow up questions.

*8.1. If you would be happy for us to contact you for further information, please select yes here:*

- Yes, I am happy for contact about this survey
  - Character Name
  - Email
- No, but please record my character name in case I want to update my survey
  - Character Name
- No, please don't contact me

*8.2. Do you have any comments you would like to add about the impact of micro-transactions on the gaming community? - Free Text Response*

### Appendix D: Survey Scoring Template

#### Scoring Method

Scoring and Interpretation of questions 5, 6 and 7 of the survey are measured on a 5-point scale (1 = Strongly Agree, 5 = Strongly Disagree).

Question	Score
<i>5 About Micro-transactions</i>	
i) I approve with the possibility to buy functional items?	
ii) It annoys me that others buy functional items?	
iii) I believe that Items that are bought with real money should be temporary boosts	
iv) I think different of a stronger player that bought functional items with real money compared to a player who never bought functional items?	
v) When in a game and I encounter a player, who has bought functional items with real money, I like to cooperate or help them	
vi) When in a game and I encounter a player, who has bought functional items with real money, I tend to ignore them	
<i>6 About a Micro-transaction user</i>	
i) I believe that this player is a skilled one Strongly agree	
ii) I would team up with this player in a future game Strongly agree	
iii) This player is considered to have a high status within the general gaming Community	
iv) I believe this player should have a high status in the gaming	
v) In PVP, I am more motivated to eliminate the player than that of a player without the subscription	
vi) Seeing this player motives me to improve my own equipment	
vii) If it were possible, seeing this player would motivate me to purchase equipment or upgrades with micro-transactions	
<i>7 About "Fallout" 76</i>	
i) "Fallout 76" is an enjoyable game to	
ii) "Fallout 76" is a fair game to play	
iii) Prior to the release of the Repair Kits, "Fallout 76" was more enjoyable	
iv) Prior to the release of "Fallout" 1st, "Fallout 76" was more enjoyable	

v) Since the release of “Fallout” 1st, the “Fallout 76” community has got better	
vi) I would avoid playing with a Subscription player	
vii) I would help a Subscription player	
viii) “Fallout” 76’s Micro-transactions are value for money	
ix) “Fallout” 76’s Subscription Service is value for money	

	Total	Avg
<< MTX >>: Items 5i + 5 iii + 7 viii + 7 ix + (5 ii reversed)		
<< User >>: Items 5v + 6i + 6ii + 6iii + 6 iv + 6 vi + 6 vii + 7 viii + (5 iv + 5 vi + 6 v + 7 vi reversed)		
<< Game >>: Items 5 i + 5 ii + 5 iii + 5 iv		
<< Community >>: Item 7 v		

Each question forms part of one of the four underlying attitudinal measures. The questions are totalled based on these measures. The average total score is calculated by dividing the raw total score by number of items in the measure.

**Appendix E: Ethics Form**DEPARTMENT OF TECHNOLOGY AND PSYCHOLOGY  
ETHICAL APPROVAL FORM A

Title of project An analysis of the impact of microtransactions on an online gaming community

Name of researcher Keith Ferguson

Email contact N00180008@student.iadt.ie

Name of supervisor Robert Griffin

		Yes	No	N/A
1	Will you describe the main research procedures to participants in advance, so that they are informed about what to expect?	X		
2	Will you tell participants that their participation is voluntary?	X		
3	Will you obtain written consent for participation (through a signed or 'ticked' consent form)?	X		
4	If the research is observational, will you ask participants for their consent to being observed?	X		
5	Will you tell participants that they may withdraw from the research at any time and for any reason?	X		
6	With questionnaires, will you give participants the option of omitting questions they do not want to answer?	X		
7	Will you tell participants that their data will be treated with full confidentiality and that, if published, it will not be identifiable as theirs?	X		
8	Will you debrief participants at the end of their participation (i.e., give them a brief explanation of the study)?	X		
9	If your study involves people between 16 and 18 years, will you ensure that <u>passive</u> consent is obtained from parents/guardians, with active consent obtained from both the child and their school/organisation?	X		
10	If your study involves people under 16 years, will you ensure that <u>active</u> consent is obtained from parents/guardians <u>and</u> that a parent/guardian or their nominee (such as a teacher) will be present throughout the data collection period?	X		
11*	<b>Does your study involve an external agency (e.g. for recruitment)?</b>		X	
12	Is there any realistic risk of any participants experiencing either physical or psychological distress or discomfort?		X	
13	Does your project involve work with animals?		X	
14	Do you plan to give individual feedback to participants regarding their scores on any task or scale?		X	

15	Does your study examine any sensitive topics (such as, but not limited to, religion, sexuality, alcohol, crime, drugs, mental health, physical health)		X	
16	Is your study designed to change the mental state of participants in any negative way (such as inducing aggression, frustration, etc.)		X	
17	Will your project involve deliberately misleading participants in any way?		X	
18	Do participants fall into any of the following special groups?	People with learning or communication difficulties	X	
		Patients (either inpatient or outpatient)	X	
		People in custody	X	

If you have ticked **No** to any of questions 1 to 11, or **Yes** to any of questions 12 to 18 you should refer to the PSI Code of Professional Ethics and BPS Guidelines and consult with your supervisor without delay. You will need to fill in Ethical Approval Form B and submit it to the Department of Technology and Psychology Ethics Committee (DTPEC) in place of this form.

There is an obligation on the researcher to bring to the attention of the DTPEC any issues with ethical implications not clearly covered by the above checklist.

I consider that this project has **no** significant ethical implications to be brought before the DTPEC. I have read and understood the specific guidelines for completion of Ethics Application Forms. I am familiar with the PSI Code of Professional Ethics and BPS Guidelines (and have discussed them with my supervisor).

Signed \_\_\_\_\_ Print Name \_\_\_\_\_ Date \_\_\_\_\_  
*Applicant*

I have discussed this project with my student, and I agree that it has no significant ethical implications to be brought before the DTPEC.

Signed \_\_\_\_\_ Print Name \_\_\_\_\_ Date \_\_\_\_\_  
*Supervisor*

\* If you are dealing with an external agency, you must submit a letter from that agency with the form A. The letter must provide contact details, and must show that they have agreed for you to carry out your research in their organization.<sup>5</sup>

---

<sup>5</sup> Original application updated to include a Survey – 7<sup>th</sup> Feb 2020



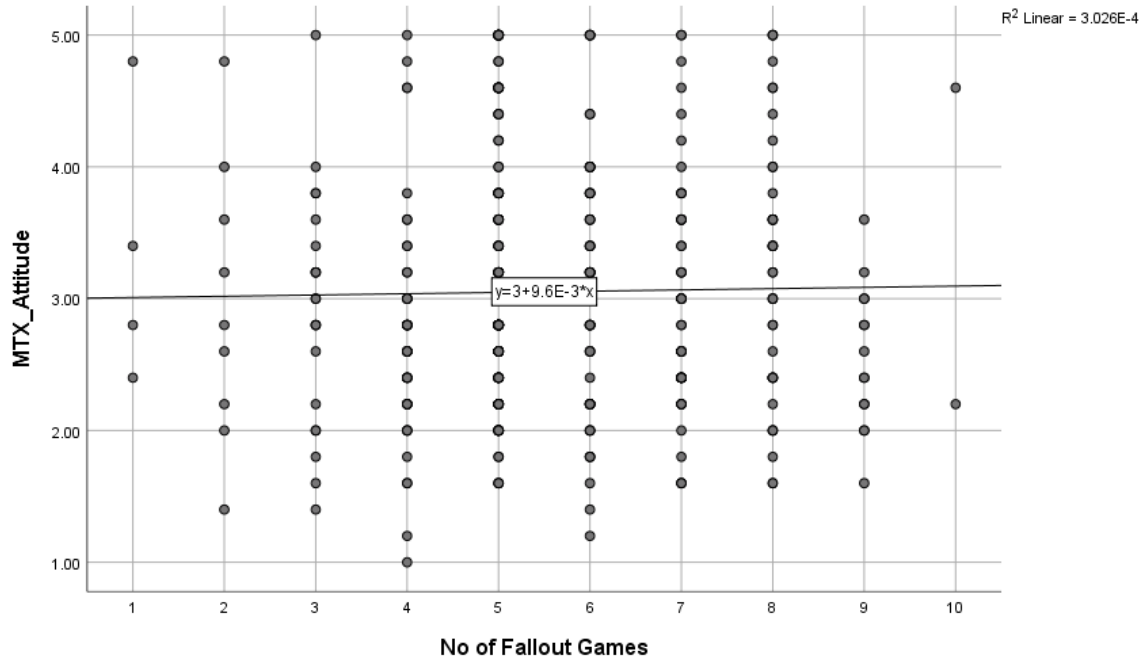
**Appendix F: SPSS Output**

```
GRAPH
  /SCATTERPLOT(BIVAR)=No_FalloutGames_Cd WITH MTX_Attitude
  /MISSING=LISTWISE.
```

**Graph**

**Notes**

Output Created		16-APR-2020 20:45:49
Comments		
Input	Data	C:\Users\kwmfe\Google Drive\CyberPsychology\OneDrive - Kilkerran\CyberPsychology\Thesis\SurveyData.sav
	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	365
Syntax		GRAPH  /SCATTERPLOT(BIVAR)=No_FalloutGames_Cd WITH MTX_Attitude  /MISSING=LISTWISE.
Resources	Processor Time	00:00:00.22
	Elapsed Time	00:00:00.13



CORRELATIONS

```

/VARIABLES=No_FalloutGames_Cd MTX_Attitude
/PRINT=TWOTAIL NOSIG
/STATISTICS DESCRIPTIVES
/MISSING=PAIRWISE.
    
```

Correlations

Notes

Output Created	16-APR-2020 20:59:51	
Comments		
Input	Data	C:\Users\kwmfe\Google Drive\CyberPsychology\OneDrive - Kilkerran\CyberPsychology\Thesis \SurveyData.sav
	Active Dataset	DataSet1
	Filter	<none>

	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	365
Missing Value Handling	Definition of Missing	User-defined missing values are treated as missing.
	Cases Used	Statistics for each pair of variables are based on all the cases with valid data for that pair.
Syntax		CORRELATIONS  /VARIABLES=No_FalloutGames_Cd MTX_Attitude /PRINT=TWOTAIL NOSIG /STATISTICS DESCRIPTIVES /MISSING=PAIRWISE.
Resources	Processor Time	00:00:00.00
	Elapsed Time	00:00:00.01

### Descriptive Statistics

	Mean	Std. Deviation	N
No of Fallout Games	5.56	1.688	365
MTX_Attitude	3.0526	.93190	365

### Correlations

		No of Fallout Games	MTX_Attitude
No of Fallout Games	Pearson Correlation	1	.017
	Sig. (2-tailed)		.740
	N	365	365
MTX_Attitude	Pearson Correlation	.017	1
	Sig. (2-tailed)	.740	
	N	365	365

```
NONPAR CORR
/VARIABLES=No_FalloutGames_Cd MTX_Attitude
/PRINT=SPEARMAN TWOTAIL NOSIG
/MISSING=PAIRWISE.
```

## Correlations

### Notes

Output Created		16-APR-2020 21:30:37
Comments		
Input	Data	C:\Users\kwmfe\Google Drive\CyberPsychology\OneDrive - Kilkerran\CyberPsychology\Thesis\SurveyData.sav
	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	Hours Gaming
	N of Rows in Working Data File	365
Missing Value Handling	Definition of Missing	User-defined missing values are treated as missing.
	Cases Used	Statistics for each pair of variables are based on all the cases with valid data for that pair.
Syntax		<p>CORRELATIONS</p> <p>/VARIABLES=No_FalloutGames_Cd MTX_Attitude</p> <p>/PRINT=TWOTAIL NOSIG</p> <p>/STATISTICS DESCRIPTIVES</p> <p>/MISSING=PAIRWISE.</p>
Resources	Processor Time	00:00:00.03
	Elapsed Time	00:00:00.01

## Descriptive Statistics

Hours Gaming		Mean	Std. Deviation	N
1-9 Hours	No of Fallout Games	5.29	1.488	24
	MTX_Attitude	3.1750	1.00141	24
10-19 Hours	No of Fallout Games	5.31	1.639	99
	MTX_Attitude	3.0101	.97745	99
20-29 Hours	No of Fallout Games	5.58	1.700	91
	MTX_Attitude	3.1297	1.00371	91
30-39 Hours	No of Fallout Games	5.41	1.700	63
	MTX_Attitude	2.9302	.83563	63
40-49 Hours	No of Fallout Games	5.54	1.611	48
	MTX_Attitude	3.2750	.87483	48
50-99 Hours	No of Fallout Games	6.50	1.685	32
	MTX_Attitude	2.9000	.82852	32
100+ Hours	No of Fallout Games	6.88	1.808	8
	MTX_Attitude	2.5750	.42003	8

### Correlations

Hours Gaming			No of Fallout Games	MTX_Attitude
1-9 Hours	No of Fallout Games	Pearson Correlation	1	.262
		Sig. (2-tailed)		.217
		N	24	24
	MTX_Attitude	Pearson Correlation	.262	1
		Sig. (2-tailed)	.217	
		N	24	24
10-19 Hours	No of Fallout Games	Pearson Correlation	1	.007
		Sig. (2-tailed)		.946
		N	99	99
	MTX_Attitude	Pearson Correlation	.007	1
		Sig. (2-tailed)	.946	
		N	99	99
20-29 Hours	No of Fallout Games	Pearson Correlation	1	.109
		Sig. (2-tailed)		.304
		N	91	91
	MTX_Attitude	Pearson Correlation	.109	1
		Sig. (2-tailed)	.304	

		N	91	91
30-39 Hours	No of Fallout Games	Pearson Correlation	1	-.007
		Sig. (2-tailed)		.959
	MTX_Attitude	Pearson Correlation	-.007	1
		Sig. (2-tailed)	.959	
		N	63	63
40-49 Hours	No of Fallout Games	Pearson Correlation	1	.061
		Sig. (2-tailed)		.680
	MTX_Attitude	Pearson Correlation	.061	1
		Sig. (2-tailed)	.680	
		N	48	48
50-99 Hours	No of Fallout Games	Pearson Correlation	1	-.226
		Sig. (2-tailed)		.213
	MTX_Attitude	Pearson Correlation	-.226	1
		Sig. (2-tailed)	.213	
		N	32	32
100+ Hours	No of Fallout Games	Pearson Correlation	1	-.419
		Sig. (2-tailed)		.302
	MTX_Attitude	Pearson Correlation	-.419	1
		Sig. (2-tailed)	.302	
		N	8	8

NONPAR CORR

```

/VARIABLES=No_FalloutGames_Cd MTX_Attitude
/PRINT=SPEARMAN TWOTAIL NOSIG
/MISSING=PAIRWISE.
    
```

T-TEST GROUPS=RealMoneySpend\_CD(0 1)

```

/MISSING=ANALYSIS
/VARIABLES=User_Attitude
/CRITERIA=CI(.95).
    
```

## T-Test

### Notes

Output Created		17-APR-2020 17:18:19
Comments		
Input	Data	C:\Users\kwmfe\Google Drive\CyberPsychology\OneDrive - Kilkerran\CyberPsychology\Thesis\SurveyData.sav
	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	365
Missing Value Handling	Definition of Missing	User defined missing values are treated as missing.
	Cases Used	Statistics for each analysis are based on the cases with no missing or out-of-range data for any variable in the analysis.
Syntax		T-TEST GROUPS=RealMoneySpend_CD(0 1) /MISSING=ANALYSIS /VARIABLES=User_Attitude /CRITERIA=CI(.95).
Resources	Processor Time	00:00:00.03
	Elapsed Time	00:00:00.01

### Group Statistics

	Real Money Spending	N	Mean	Std. Deviation	Std. Error Mean
User_Attitude	No Real Money	158	2.6690	.71534	.05691
	Real Money Spent	207	2.3913	.72126	.05013

### Independent Samples Test

		Levene's Test for Equality of Variances		t-test for Equality of Means					95% Confidence Interval of the Difference	
		F	Sig.	t	df	Sig. (2-tailed)	Mean Difference	Std. Error Difference	Lower	Upper
User_Attitude	Equal variances assumed	.894	.345	3.657	363	.000	.27768	.07592	.12838	.42699
	Equal variances not assumed			3.661	339.426	.000	.27768	.07584	.12851	.42686

```

ONEWAY User_Attitude BY Spend_Grouped_Cd
  /STATISTICS DESCRIPTIVES HOMOGENEITY BROWNFORSYTHE
  /PLOT MEANS
  /MISSING ANALYSIS
  /POSTHOC=TUKEY ALPHA(0.05) .
    
```

### Oneway

#### Notes

Output Created	17-APR-2020 17:40:00
Comments	
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	Active Dataset	DataSet1
	Filter	<none>
	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	365
Missing Value Handling	Definition of Missing	User-defined missing values are treated as missing.
	Cases Used	Statistics for each analysis are based on cases with no missing data for any variable in the analysis.
Syntax		ONEWAY User_Attitude BY Spend_Grouped_Cd /STATISTICS DESCRIPTIVES HOMOGENEITY BROWNFORSYTHE /PLOT MEANS /MISSING ANALYSIS /POSTHOC=TUKEY ALPHA(0.05).
Resources	Processor Time	00:00:00.22
	Elapsed Time	00:00:00.26

### Descriptives

User\_Attitude

	N	Mean	Std. Deviation	Std. Error	95% Confidence Interval for Mean		Minimum	Maximum
					Lower Bound	Upper Bound		
Zero Spending	153	2.8595	.77557	.06270	2.7356	2.9834	1.60	5.00
Less than Sub < €12	77	2.4143	.70032	.07981	2.2553	2.5732	.80	5.00
Around Sub €12 - €15	50	2.1860	.37363	.05284	2.0798	2.2922	1.30	2.90
Slightly More than Sub €15 - €30	60	2.1717	.54465	.07031	2.0310	2.3124	1.00	4.00

More than Sub €30 - €100	14	2.1714	.38516	.10294	1.9490	2.3938	1.70	2.80
Sig. More than Sub €100+	11	2.1182	.68091	.20530	1.6607	2.5756	1.00	3.00
Total	365	2.5115	.73082	.03825	2.4363	2.5867	.80	5.00

**Test of Homogeneity of Variances**

		Levene Statistic	df1	df2	Sig.
User_Attitude	Based on Mean	6.178	5	359	.000
	Based on Median	5.164	5	359	.000
	Based on Median and with adjusted df	5.164	5	307.560	.000
	Based on trimmed mean	5.801	5	359	.000

**ANOVA**

User\_Attitude

	Sum of Squares	df	Mean Square	F	Sig.
Between Groups	34.802	5	6.960	15.655	.000
Within Groups	159.610	359	.445		
Total	194.412	364			

**Robust Tests of Equality of Means**

User\_Attitude

	Statistic <sup>a</sup>	df1	df2	Sig.
Brown-Forsythe	20.507	5	111.209	.000

a. Asymptotically F distributed.

**Post Hoc Tests**

**Multiple Comparisons**

Dependent Variable: User\_Attitude

Tukey HSD

(I) Monthly Spend	(J) Monthly Spend	Mean Difference (I-J)	Std. Error	Sig.	95% Confidence Interval	
					Lower Bound	Upper Bound
Zero Spending	Less than Sub < €12	.44519 <sup>*</sup>	.09317	.000	.1783	.7121
	Around Sub €12 - €15	.67348 <sup>*</sup>	.10862	.000	.3623	.9847
	Slightly More than Sub €15 - €30	.68781 <sup>*</sup>	.10157	.000	.3968	.9788
	More than Sub €30 - €100	.68805 <sup>*</sup>	.18618	.003	.1546	1.2215
	Sig. More than Sub €100+	.74130 <sup>*</sup>	.20814	.006	.1449	1.3377
Less than Sub < €12	Zero Spending	-.44519 <sup>*</sup>	.09317	.000	-.7121	-.1783
	Around Sub €12 - €15	.22829	.12110	.413	-.1187	.5753
	Slightly More than Sub €15 - €30	.24262	.11482	.283	-.0864	.5716
	More than Sub €30 - €100	.24286	.19373	.810	-.3122	.7979
	Sig. More than Sub €100+	.29610	.21492	.740	-.3197	.9119
Around Sub €12 - €15	Zero Spending	-.67348 <sup>*</sup>	.10862	.000	-.9847	-.3623
	Less than Sub < €12	-.22829	.12110	.413	-.5753	.1187
	Slightly More than Sub €15 - €30	.01433	.12768	1.000	-.3515	.3802
	More than Sub €30 - €100	.01457	.20162	1.000	-.5631	.5922
	Sig. More than Sub €100+	.06782	.22206	1.000	-.5684	.7041
Slightly More than Sub €15 - €30	Zero Spending	-.68781 <sup>*</sup>	.10157	.000	-.9788	-.3968
	Less than Sub < €12	-.24262	.11482	.283	-.5716	.0864
	Around Sub €12 - €15	-.01433	.12768	1.000	-.3802	.3515
	More than Sub €30 - €100	.00024	.19791	1.000	-.5668	.5673
	Sig. More than Sub €100+	.05348	.21870	1.000	-.5731	.6801

More than Sub €30 - €100	Zero Spending	-.68805*	.18618	.003	-1.2215	-.1546
	Less than Sub < €12	-.24286	.19373	.810	-.7979	.3122
	Around Sub €12 - €15	-.01457	.20162	1.000	-.5922	.5631
	Slightly More than Sub €15 - €30	-.00024	.19791	1.000	-.5673	.5668
	Sig. More than Sub €100+	.05325	.26865	1.000	-.7165	.8230
Sig. More than Sub €100+	Zero Spending	-.74130*	.20814	.006	-1.3377	-.1449
	Less than Sub < €12	-.29610	.21492	.740	-.9119	.3197
	Around Sub €12 - €15	-.06782	.22206	1.000	-.7041	.5684
	Slightly More than Sub €15 - €30	-.05348	.21870	1.000	-.6801	.5731
	More than Sub €30 - €100	-.05325	.26865	1.000	-.8230	.7165

\*. The mean difference is significant at the 0.05 level.

## Homogeneous Subsets

### User\_Attitude

Tukey HSD<sup>a,b</sup>

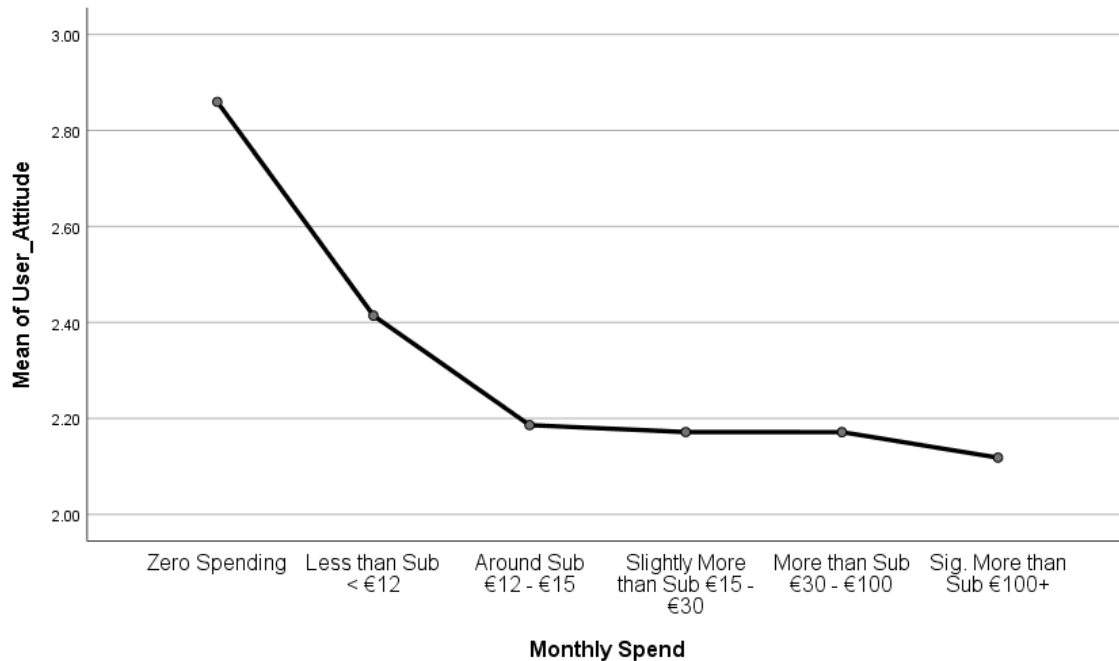
Monthly Spend	N	Subset for alpha = 0.05	
		1	2
Sig. More than Sub €100+	11	2.1182	
More than Sub €30 - €100	14	2.1714	
Slightly More than Sub €15 - €30	60	2.1717	
Around Sub €12 - €15	50	2.1860	
Less than Sub < €12	77	2.4143	2.4143
Zero Spending	153		2.8595
Sig.		.569	.135

Means for groups in homogeneous subsets are displayed.

a. Uses Harmonic Mean Sample Size = 27.457.

- b. The group sizes are unequal. The harmonic mean of the group sizes is used.  
Type I error levels are not guaranteed.

### Means Plots



```

REGRESSION
  /DESCRIPTIVES MEAN STDDEV CORR SIG N
  /MISSING PAIRWISE
  /STATISTICS COEFF OUTS CI(95) R ANOVA COLLIN TOL ZPP
  /CRITERIA=PIN(.05) POUT(.10)
  /NOORIGIN
  /DEPENDENT Help_Attitude
  /METHOD=ENTER MTX_Attitude No_FalloutGames_Cd Game_Attitude
Community_Attitude
  /SCATTERPLOT=(*ZRESID ,*ZPRED)
  /RESIDUALS NORMPROB(ZRESID)
  /CASEWISE PLOT(ZRESID) OUTLIERS(3)
  /SAVE MAHAL COOK.
    
```

## Regression

### Notes

Output Created		17-APR-2020 18:47:54
Comments		
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	Weight	<none>
	Split File	<none>
	N of Rows in Working Data File	365
	Missing Value Handling	Definition of Missing
	Cases Used	Correlation coefficients for each pair of variables are based on all the cases with valid data for that pair. Regression statistics are based on these correlations.
Syntax		<pre> REGRESSION   /DESCRIPTIVES MEAN STDDEV CORR SIG N   /MISSING PAIRWISE   /STATISTICS COEFF OUTS CI(95) R ANOVA   COLLIN TOL ZPP   /CRITERIA=PIN(.05) POUT(.10)   /NOORIGIN   /DEPENDENT Help_Attribute   /METHOD=ENTER MTX_Attribute   No_FalloutGames_Cd Game_Attribute   Community_Attribute   /SCATTERPLOT=(*ZRESID ,*ZPRED)   /RESIDUALS NORMPROB(ZRESID)   /CASEWISE PLOT(ZRESID) OUTLIERS(3)   /SAVE MAHAL COOK.                     </pre>
Resources	Processor Time	00:00:00.33
	Elapsed Time	00:00:00.27

	Memory Required	6352 bytes
	Additional Memory Required for Residual Plots	288 bytes
Variables Created or Modified	MAH_3	Mahalanobis Distance
	COO_3	Cook's Distance

### Descriptive Statistics

	Mean	Std. Deviation	N
Help_Attitude	2.8123	.93010	365
MTX_Attitude	3.0526	.93190	365
No of Fallout Games	5.56	1.688	365
Game_Attitude	2.7271	.60220	365
Community_Attitude	3.2795	1.00479	365

### Correlations

		Help_Attitude	MTX_Attitude	No of Fallout Games	Game_Attitude	Community_Attitude
Pearson Correlation	Help_Attitude	1.000	.430	.046	.044	.410
	MTX_Attitude	.430	1.000	.017	-.060	.387
	No of Fallout Games	.046	.017	1.000	.091	.151
	Game_Attitude	.044	-.060	.091	1.000	.016
	Community_Attitude	.410	.387	.151	.016	1.000
Sig. (1-tailed)	Help_Attitude	.	.000	.192	.200	.000
	MTX_Attitude	.000	.	.370	.125	.000
	No of Fallout Games	.192	.370	.	.042	.002
	Game_Attitude	.200	.125	.042	.	.377
	Community_Attitude	.000	.000	.002	.377	.
N	Help_Attitude	365	365	365	365	365
	MTX_Attitude	365	365	365	365	365
	No of Fallout Games	365	365	365	365	365

Game_Attitude	365	365	365	365	365
Community_Attitude	365	365	365	365	365

**Variables Entered/Removed<sup>a</sup>**

Model	Variables Entered	Variables Removed	Method
1	Community_Attitude, Game_Attitude, No of Fallout Games, MTX_Attitude <sup>b</sup>		Enter

a. Dependent Variable: Help\_Attitude

b. All requested variables entered.

**Model Summary<sup>b</sup>**

Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.509 <sup>a</sup>	.259	.251	.80518

a. Predictors: (Constant), Community\_Attitude, Game\_Attitude, No of Fallout Games, MTX\_Attitude

b. Dependent Variable: Help\_Attitude

**ANOVA<sup>a</sup>**

Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	81.503	4	20.376	31.429	.000 <sup>b</sup>
	Residual	233.392	360	.648		
	Total	314.895	364			

a. Dependent Variable: Help\_Attitude

b. Predictors: (Constant), Community\_Attitude, Game\_Attitude, No of Fallout Games, MTX\_Attitude

**Coefficients<sup>a</sup>**



Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig.	95.0% Confidence Interval for B		Correlations			Collinearity Statistics	
	B	Std. Error				Lower Bound	Upper Bound	Zero-order	Partial	Partial Tolerance	VIF	
1 (Constant)	.733	.281		2.606	.010	.180	1.287					
MTX_Attitude	.323	.049	.324	6.557	.000	.226	.420	.430	.327	.298	.845	1.184
No of Fallout Games	-.005	.025	-.009	-.184	.854	-.055	.045	.046	-.010	-.008	.968	1.033
Game_Attitude	.092	.071	.060	1.309	.191	-.046	.231	.044	.069	.059	.987	1.013
Community_Attitude	.264	.046	.286	5.730	.000	.174	.355	.410	.289	.260	.829	1.207

a. Dependent Variable: Help\_Attitude

### Collinearity Diagnostics<sup>a</sup>

Model	Dimension	Eigenvalue	Condition Index	(Constant)	MTX_Attitude	Variance Proportions			
						No of Fallout Games	Game_Attitude	Community_Attitude	
1	1	4.778	1.000	.00	.00	.00	.00	.00	.00
	2	.093	7.186	.00	.29	.31	.05	.13	
	3	.062	8.784	.02	.00	.48	.33	.14	
	4	.051	9.692	.00	.56	.10	.03	.70	
	5	.017	16.919	.98	.15	.10	.58	.02	

a. Dependent Variable: Help\_Attitude

### Casewise Diagnostics<sup>a</sup>

Case Number	Std. Residual	Help_Attitude	Predicted Value	Residual
-------------	---------------	---------------	-----------------	----------

349	3.195	5.00	2.4272	2.57276
-----	-------	------	--------	---------

a. Dependent Variable: Help\_Atitude

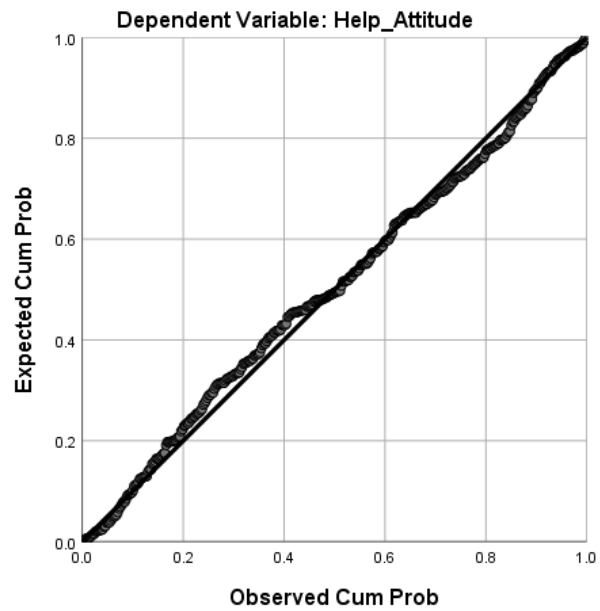
**Residuals Statistics<sup>a</sup>**

	Minimum	Maximum	Mean	Std. Deviation	N
Predicted Value	1.7542	4.0350	2.8123	.47319	365
Std. Predicted Value	-2.236	2.584	.000	1.000	365
Standard Error of Predicted Value	.046	.176	.090	.027	365
Adjusted Predicted Value	1.7638	4.0363	2.8124	.47362	365
Residual	-2.39801	2.57276	.00000	.80074	365
Std. Residual	-2.978	3.195	.000	.994	365
Stud. Residual	-2.999	3.268	.000	1.002	365
Deleted Residual	-2.43172	2.69152	-.00012	.81271	365
Stud. Deleted Residual	-3.033	3.313	.000	1.005	365
Mahal. Distance	.167	16.423	3.989	3.002	365
Cook's Distance	.000	.099	.003	.007	365
Centered Leverage Value	.000	.045	.011	.008	365

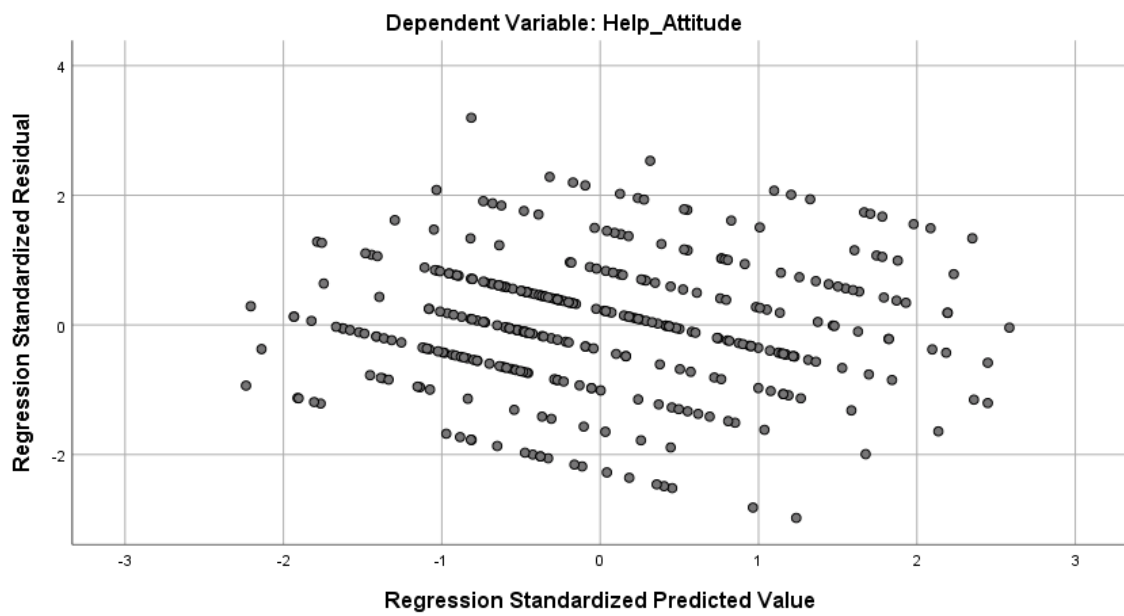
a. Dependent Variable: Help\_Atitude

**Charts**

Normal P-P Plot of Regression Standardized Residual



Scatterplot



**Appendix G: Reddit Fallout 76 – Pre-Launch**

1. Bethesda when we as a community say that we would like some utility items, we don't mean adding them to Atomic shop but adding them to base game, which we already paid for.
2. Does anybody else hate floating camps?
3. Why doesn't Bethesda get more credit for the world they've created?
4. My character Ramona stands with Hong Kong
5. Just saw a level 878 during meat cook... Jeez usss
6. FALLOUT 76: INSIDE THE VAULT – MEAT WEEK BEGINS AGAIN!
7. PSA: WE DID IT! Final total 36.11m scorched killed!
8. Master thread for the dataminer AMA Oct 13th 12:30pm
9. Sony now Supports Crossplay for Every Game that Wants it. Lets go Bethesda!
10. Dear Bethesda: Please bring back survival so the toxic players have somewhere to hang out
11. For all the trouble it caused, there sure are a lot of collectrons.
12. I Feel Bad For Anyone Who Did Not Play During The Beta or at Launch
13. Tadpole/Possum Badges Are The Most Tedious & Frustrating Things I Have Ever Done Across My 35 Years of Playing Games
14. 🧟🧟🧟 Don't add new weapons without legendary versions 🧟🧟🧟
15. To the guy who just spent 20 minutes trying to destroy my camp by luring super mutants close to it
16. Finally figured out how to win nuclear winter.
17. To those that complain of high prices in vendors, the prices on Reddit Trading sites are usually double or triple what most people sell in game at their vendors, most in game vendors are selling at a huge loss
18. Central Bank and Vendor market. I think it would be cool if there was a centralized market where all players could have their vending machines.

19. Is Bethesda going to do anything about the folks selling god rolls for real world cash?  
Many god tier weapons and armor types are now becoming unavailable beyond legendary grinding and paying real world cash for them.
20. People with hundreds of water purifiers - why?
21. We need a canning station!
22. Please try to add more realistic wallpaper into the Atom Shop.
23. Fallout 76 PVP - Methodology, Thought Process and Terminology
24. What's the nicest thing another player has done for you in game?
25. Skyrim seemed infinite because it was full of dungeons. It would be great to have so many dungeons in Fallout 76 too
26. 1.5 million scorched short of the 50% sale and hours left
27. The Vault 94 "raid" is the most broken thing I've experienced in this game.
28. I built a mobile cow launcher and threw cows at people
29. This past weekend I proposed to my girlfriend through a Fallout 76-themed scavenger hunt with Bethesda's help!
30. REQUEST: Have some NPC's go full META on us.
31. INSIDE THE VAULT – MISCHIEF NIGHT SEASONAL EVENT PREVIEW
32. Dear Bethesda: Its early yes BUT I would like to see snow in Apalacia this winter.
33. Wish we had the option to give leave caps at a C.A.M.P we like, or just to say thank you for using the benches & stash box
34. You know, being from West Virginia, I am surprised there are no mutated Snakes.
35. At the Mothman festival
36. Can we PLEASE have the ability to change the hud color???
37. Wastelanders will be good, because half the people on holotapes saying "Tom, the camp was overrun, join me at \_\_\_\_\_" won't be dead.
38. Bethesda, can we please get more feminine things in game please. More outfits, c.a.m.p. items, pink or purple PA and Gun paints. Also please bring back mannequins from like Fallout 4, so that we can display our rare collection of outfits. Pretty Please and Thank You.

39. All of my Bethesda accounts have been h@cked and their character inventories stolen, large list of other players personal information including mine was posted online.
40. Give is the ability to cede a claimed workshop.
41. They need to make the atom shop cheaper
42. With EVERYTHING getting delayed into next year now I sincerely hope they come out swinging or well probably see an even bigger drop in players that may not return.
43. I used to laugh at the videos explaining how to achieve 10k damage per swing. well i gave it a try and spent 60 perk points overhauling my Rifleman to present you, My Accidental Solo.
44. It would be nice to see how much ammo I have in the crafting menu.
45. Confession about Atoms
46. Don't forget your pacifist mode!
47. Weird reasons for getting attacked by other players
48. Some pics from my fallout themed birthday
49. I know anything PvP related gets downvoted on this sub, but please hear me out on the current state of end game PvP.
50. To the player who stole my first nuke launch.
51. Did Beth stick it where the sun don't shine to you too yesterday?
52. Hey Bethesda, the reason your cosmetic MXTs don't support your game well enough is because most of them are uninteresting crap. The issue isn't atomic shop items having no utility (which we never asked for BTW), it's that your cosmetic items suck.
53. I see people running around one hitting mobs, here I'm struggling to kill a level 50 normal
54. How can you be level 200+ and have a floating CAMP?
55. Small suggestion: Add the armor plans to the novice mode rewards in vault 94
56. Kids just have to be kids.

57. Bethesda Could we have an option to turn off our vendors when maxed on caps or stop them selling automatically? I am sick of removing them from the camp and having to restock them.
58. Workshop need vs PVP desire
59. I suspect 90% of blind team invites are really someone trying to fast travel and clicking fast.
60. How to properly fight the SBQ
61. Anyone else wish we could have separate stashes to better organize our gear? Also anyone else wish there was a way to drop our duplicate keys?
62. Bethesda: “ We heard you like spending money so we’re increasing atomic shop utility items, nerfing atom challenges and charging you for a private server.”
63. Do you hunt wanted players?
64. PSA: Nuking camps that block Meat Week events is a great source of XP and loot!
65. Grahm Can Go To Hell.
66. Anyone else think shotguns need a buff of some sort?
67. Bethesda, How About Some Clarity On The Atomic Shop Section Of The ITV
68. We need more endgame C.A.M.P items similar in usefulness to the decontamination station.
69. This is why private servers are not free (and some misconceptions about them)
70. Everybody give a prayer that Wastelanders will save the games reputation with the general public.
71. "... One of our primary goals is to reward everyone, no matter how you play" - An Atom Shop Analysis
72. Salt Over Workshop PvP
73. Suggestion: Graham should run Appalachia Radio
74. Looking to start an argument
75. So is it wrong to report someone for blocking access to an event?
76. PSA: When Visiting Another Player's CAMP... CLOSE THE FUCKING DOOR!

77. Does anyone else feel like in the past 4-7 months there has been nothing left to do after getting your build's full weapon and armor sets?
78. Atom Shop Update ( for those at work RN )
79. I wanted to brag to someone about killing my first Sheepsquatch, but my girlfriend, friends, and family don't care.
80. Raider theme atom shop again?
81. I'm curious ~ Why does the community seemingly ignore the true nature of Raiders? They ARE the Griefers, (according to lore.)
82. De rank perk cards.
83. 1000 scrip. Fingers crossed. Mama Murghr you better be good to me.
84. Hey Bethesda can we get headlamps for ultracite and excavator power armor?
85. Unofficial but Comprehensive Bug Roundup | Patch 13.1 | 09/17/2019 - Hotfix after QoL on "Public Events."
86. Scorched beast challenge stretch goals surpassed. 628.32k
87. Someone built the Megaton House
88. FALLOUT 76: INSIDE THE VAULT – PROJECT CLEAN APPALACHIA UPDATES
89. Found a glitch North of Vault 51
90. Has anyone else noticed noticed a pretty sizeable drop off in players on PS4 lately too? Just curious, no hate.
91. We better not have another 5 months with this Nuclear Winter title screen. At least change that up in the meantime!
92. If I have to get a shotgun so close to an enemy that I might as well be using a Super Sledge which will do more damage, that's poor balance.
93. Bethesda, don't abandon old content and FIX Project Paradise.
94. Why no love for the BoS in the atom shop?
95. Bethesda- please make caps worth something again.
96. Fallout 76 has brought out my true colors
97. I finally sat down and powered through the I Am Become Death quest and just prior to launch, someone stole it from me.



98. Does anybody else think under armors should be allowed to be worn inside power armor?
99. The treasures you find in player vendors..
100. Pro Tip, Excavator Power Armor does have a bright light option
101. Oh, to be clear the mutations recipes are 17,500 not the mutations. You will need 1 stable flux for each mutation. If you don't do them scorched beast queen, or farm flux, you can usually buy it from other people.
102. Some people would rather play alone anyways, like that was one of the main complaints since it was revealed 76 would be an mmo.
103. That's funny, because you weren't there, but you'd 100 percent know for sure that him calling me an indoctrinated cunt because I wouldn't answer his question is me "taking it too seriously". If you want to go back over my entire story for a more accurate feel on the encounter I would encourage it. He was dead serious about his questions bub, plain and simple.
104. I want a Assaultron Jack-O-Latern
105. >killallcasuals You're welcome to son...
106. I think a difficult long dungeon would be perfect for solo play. The dungeons we have now aren't difficult. Maybe if we didn't all have overpowered gear but that's the reality now. We could have: Dungeons for solo playing Raids for group playing Events for public playing
107. On PS4 everyone I know uses PlayStation chat, because in game chat is super buggy. I don't want to take the time to drop out of my team's chat in order to fumble with the wierd in game toggle between team and stuff. Just at use emotes, flashing pip-light, and the hilarious squat/tea-bagging dance to communicate.
108. > Good thing bringing Terraria up, that's exactly why we don't want user hosted servers, where is the fun if you can log into a server and give yourself the best weapons, and then go back and ruin everyone else fun? Because that's how I recall terraria multiplayer was. Yes, that was what I was saying with mods, if you give players control over how the game works players should not be able to switch from

server to server. > Every free Minecraft/terraria/GTA server is P2P, in Wich the host can set the rules and if the host go offline the world goes offline, and they are not free! Someone is either paying a rent to a third party host or paying the electric bill in their houses. Yes, however the thing with self hosting is not that it is necessarily free, but the ability, or the software, to do so is free, leaving the bar generally fairly low. > FO76 are going to be rented servers. Right now , when you hit "Adventure mode" it takes you to a server that Bethesda itself is renting to Amazon cloud Services, when the privates servers go online I'm pretty sure is going to be the same thing, except that you would join the world alone and you would be able to invite/ban people, Yeah they're all rented servers, no shit, oh wow, bethesda's private service will be paid for, wow. > and since they basically are going to be just another server with the same Bethesda game rules, you are going to be able to use the same characters in either private or public servers. Until they add mod support. > Is not that hard to understand then, that if Bethesda would gave a private server for free to each one of us they would need to pay around 1 dollar per hour of use to amazon(I don't know the exact price they pay), at that point it would be more profitable to them to just shut down everything. See "Yeah they're all rented servers, no shit, oh wow, bethesda's private service will be paid for, wow" > Why is so hard to people to understand such a simple concept? Exactly.

109. The problem is their prices. 700 atoms for the fridge is ridiculous. Buying \$10 worth of atoms gets you 1100 atoms and so that 700 atoms would cost you like \$6.36. That's stupid.
110. These are the dark levels. You don't have the gear, perks and things you need to compete and you keep wandering into areas where higher level guys are pushing the spawns to be much higher level than you. Best advice I can give: 1/ Adventure more in the left / top areas of the map. Explore, do the side quests. Do events when you can, but gravitate back to the top left. 2/ Don't worry about repairing - learn plans and craft new. Repairing is going to be even more expensive. 3/ Post your platform ... someone is likely to help ;-)

111. Some peoples' mountain dew fueled children, amiright?
112. I tried it, saw what was going on and never again. Hacks are a silly way of ruining the game. Maybe some people do it to collect atoms, because they like grieving... Who knows.
113. Yeah im pretty sure they were trying to have a bit of fun with you and you took it too seriously
114. [removed]
115. One guy called his PvP group after my team's Encryptid last night. He had me on mute and was making stuff up to his discord raider group saying that I stole scrip he dropped for his teammate lolol. I left the team because I have a guy in my group who really enjoys PvP and he even had to fib about how many times he team wiped us
116. It's not the first time someone has asked me if I have a dog. Just the first time someone stopped mercing me to ask about my dog and then spare me. I can't understand the psychology behind it but hey, I didn't lose a couple hundred pounds of junk so I was happy lol
117. Would be really incredible if they refunded players who bought the protectron then sold customizations for it via the atom shop. Of course they wouldn't do that. Or add a Mr. Handy via a quest then sold customizations for that via the shop. Of course they wouldn't do that either. It's all gotta be through the shop.
118. Fuck no, we just finished that a couple of weeks ago
119. It's a con job, by the time people figure out the game is broken they have already given Bethesda some money. Then they just move on to the next sucker.
120. Bethesda is more likely to use dedicated servers, many reasons why Bethesda already has a large consistant cash flow coming to them from the atomic shop, which lets be real here, they would only want you to use atomic shop items, ulities (repair kits and scrap kits) etc for public servers only. Bethesda comfirmed mod support in the near future after private servers release, this means the community will have full access to mod their own dedicated server and release it on the nexus mod page which

by looking at the system of the game, you would need to download and install required mods to play on someone else's server (with their permission of course). Mods that alter the private server would give no use to the atomic shop for that game mode, which is confirmed by leaked pictures of the new private server mode. You would have to log in with your Bethesda account to access the menu which therefore means all character data is saved on their master server which you would have to fetch to use on your private server, which is where the payment comes in. Payment isn't going to be monthly, I believe that you will just have to pay a large cost once to get access to all the game files to play the game on your own machine, and Bethesda would still have control over your character which you would fetch to use on that said 'server'. Conclusion: Bethesda has already learned their lesson when it comes to not being greedy, and with mod support on the way, we must conclude that Bethesda will use dedicated servers to allow mod support to function and let the community tamper with local their own local world(s) while Bethesda takes ownership of character data which enforces the paywall.

121. I don't think they can fix it. This is a single player engine that they jury rigged into an online game. A lot of the stuff they need for decent security isn't in the base code. So they have to tack everything onto it. And even cheating happens on games that were setup from the get go to be online massive players shooters, etc. It's like they have a Dodge Pinto they are trying to make into a van. Sure, you can do it, but it's going to be underpowered and fucked up.
122. You can get titanium scrap from junkyard workshop in the forest.
123. Also, wood is easier to come by if you have the Woodchucker perk. You can get up to 16 pcs at a time. Later on, another good perk to take is the Super Duper perk. At level 3 of the perk, you have a great chance of doubling whatever it is you are crafting! These are all perks that have helped me level up and gain caps. I'm level 103 now. If you are on Xbone, feel free to look me up "phinfan007"
124. They literally nerfed half the map to make it more accessible to lower level players, you're gonna hate that when you level up

125. I don't use my mic anymore either really, but I have my headphones in at night so I don't bother my girlfriend while she sleeps, and for better directional audio. So every once in a while I end up interacting with someone. Mostly people who need help because they just took off from the forest and ended up in the mire at level 6 are who I end up audio chatting with
126. Forest. Toxic valley. Ash Heap. Savage divide. The Mire. Then cranberry bog/watoga.
127. Servers are better, but the in game bugs are still plentiful. I've just accepted them as the BGS experience and play the game.
128. i guess trade makes it harder, make an offer for caps
129. This is the only appropriate response to threads like these
130. If it makes you feel better now that I use it I've killed myself more often than anyone else lol
131. Waaaaa! Gimme more free things!
132. I'm going to assume you're just making that up because it's impossible for something to be that wholesome. (kidding, that's fucking awesome)
133. Thanks :)
134. Ive had to take a break from it while I wait for new content, as someone whos not really into PvP, its been a long half year of not much new for me
135. Kill stuff. Loot all. Sell loot. If you are lucky a workshop also gives a reliable source of loot to sell due to the hourly(?) defences events.
136. Thanks!
137. Unfortunately that's what attracted the cheaters. Success is a double edged sword, especially if you aren't ready for it.
138. This company is basically Ubisoft at this point a great game stuck in the shadow of greed this was a waste of money
139. It's fun I love it play every day.
140. Some new creatures would be nice.

141. I hadn't really thought of that, that they may just rent you the server and then let you have access to mods since you're renting. I guess I've come to expect them to grab at any tiny pile of cash without their arm' reach.
142. Lvl 98 and still haven't done the story lol, Doing the lower level events to get Xp helps, also you can join the higher lvl events and just tag every enemy you see from the background while other people kill them to get lots of XP.
143. The game needs some solo endgame content in addition to group content. The game for most of the story is perfectly fine to play solo - I don't see a reason why there's no endgame content that allows more of the same. I'd love to see something that doesn't include endless waves of spawning enemies, rather something that involves the application of skills over martial arts. You got the cards for chemist/pharmacist etc. - may as well make use of them. And I hate the idea of making things harder but going the bullet sponge way. That's uninspired game design.
144. The playerbase seems to be different on each platform. XB1 seems to have a more mean? playerbase. On PS4 I don't see many people using a mic. They just wave and run by. Right after the survival servers were taken offline the griefing at workshops really ramped up, but it's all but disappeared now.
145. Where is she located?
146. Grab the luck perk that allows you a second search of medicine boxes. Somehow aquire the receipe and make them yourself. Dilute them.
147. Drop from the queen or sold for like 20k caps at the bunker
148. I use the power armor exit animation with my back against the grid and poof I can almost sequence break quests
149. That's about where mine has been for a few months, and I've seen them flying near maybe three times. You're safe there.
150. That's an exploit though, not really a weird reason for getting merced. I know the feels though man, that's why I don't go near any blast zones
151. And combat vehicles that you cant really drive that well!

152.       HOLY SHIT HOW HARD IS IT TO UNDERSTAND YOU DONT NEED TO GO OUT AND BUY AN ONLINE SERVER. The cloud is just someone elses computer, if you know how, you can make your own computer your own cloud. Yes, it's not technically free with time/electric/internet factored in, but for gods sake, the ability to run a server yourself is free for many of these games, whether its Terraria, Minecraft, Gtarbound, or Garrys Mod, etc., and I stand by the fact it should be for Fallout 76.
153.       Whoa. I took a few months off and totally missed the Wastelanders news. So let me get this straight: the main reason 76 didn't have any interactive NPCs was because they wanted an edgy, cool, and isolated experience that would fully immerse you in the post-apocalyptic world? Cool, cool. And now the new expansion is all about interactive NPCs?.. That means either they were lying to our faces with 76 because they wanted to put a good soon on a rushed product, or they were sincere at first, then realized a world without NPCs sucks, and then decided to fix that. Either way, they owe us an apology. (And ideally the firing of all the creative geniuses that brought us the original lonely 76.)
154.       I've had bugs up the wazoo every time I played. West Tek PA suddenly acts like no fusion cores left, have 8 cores on hand. Have to exit and re-enter in combat to move regular speed. Gun swap keeps giving me the wrong weapon or fists, not the previous weapon used. Stealth breaks regularly (Stuck in Danger issue) requiring sever jump to fix. VATS indicates hit for 700+ damage, but enemy untouched like it never happened. Or... 98% hit chance and I'm missing 5 shots in a row, blowing cover, put in perma-Danger, requiring server jump. This all happened yesterday. Only got kicked 3 - 4 times in about 8 hours which is great for FO76. servers seem better, but it always seems to fluctuate.
155.       I also have a weird ceasefire story. When I was at level 10 and still figuring out stuff in the game (didn't know that shooting back initiated pvp and I would have been okay to just keep running away) I was attacked by two level 15s. At that point my little french bulldog flopped on me and did her little "I need to go outside" whine, and the two guys legit stopped when I said "Hold on Mabel I'll take you out after these guys

kill me" and they both stopped and one guy asked me if I was talking to my dog, and after I said yes he was like "that's fuckin cute yo" and him and his buddy just left me alone. Weird reason to stop attacking me but my dog was very grateful lol

156. Would love to see these 1K people some time, meet them, ask how you know them. Also would love to know how you know for a fact how I'm the minority here. And then let's see a video proving you never respawn outside of a zone once you die in it. But let's not forget, if I'm the minority, why is your supposed 1K the only ones commenting when there are so much more people in this sub? Why is this post not bigger? Why is this not a common theme of post? Oh yeah, maybe because you're not the authority on the average experience? "I have more people agreeing with me. So I'm right". You know what? Why bother. Because with this attitude, this is why this sub is a fucking joke. A literal developer could tell you that you are experiencing a bug and you morons would never listen (This has happened on SEVERAL OCCASIONS ON SEVERAL TOPICS). So I'm so fucking done bothering to stoop to the level of your pathetic circlejerk egotistical mentality. You know how the game works better than everyone just because you feel really strongly about your particular negative experience and you're sure that what's happening to you is intended. Give video proof or don't respond, we both know you won't because you'll start recording a video, die in a red zone, get respawned outside of it and then go "It happened ONLY THIS ONE TIME when I recorded" or you won't bother to respond and just call your downvote bitch trolls because this is what this sub is about, being schizophrenic contradictory twats.

157. Back In the early days i used to Log on everyday.Head straight over to Blackwater Mine.Kill all the Mole Miners that were outside, and inside the Mine.Collect a ton of scrap Steel for myself.Then head straight over to Whitespring Vendor and sell all the Shotguns and Missile Launchers for about 900 Caps. Then do a round of Whitespring and sell all the Golf Outfits and other stuff collected for the other 600 Caps. About an Hours work in total.



158. My new fav is the lvl 200+ asshats trolling whitesprings nuke zones. Once the glowing ferals starting spawning in they start peppering everything and everyone with bullets in hopes that in all the chaos youll plink a bullet off of them and they can steal a handful of caps. Pvp mechanic fails again.
159. They need to give us back Project Paradise, that was good end game content and we should be able to do it whenever we want :(
160. We'd have almost enough end game content if they gave us back Project Paradise whenever we wanted. Maybe introduced v96 raids. Right now it's just Nuke Silos/Queens, Encryptid, and v94 raids. What kind of content are you wanting? Maybe a dungeon like the ones we already have (West Tek, Burrows, Arktos Chasm) but bigger/longer with a guaranteed legendary enemy?
161. I'm in this general area, by Twin Lakes. I've had it happen once. It was rough. I have a hard time killing them because my weapons are trash but they destroyed my camp & wouldn't land. It hasn't happened since, that was at least a month ago. I don't know what triggers it but it doesn't seem common.
162. What sucks is our build budget, i have a lot of atomic items and cant even display them
163. yours is probably gonna top everyone else, not gonna lie.
164. I agree but be careful getting the titanium for it - you can go to Welch for mole miner suit scrap, but they swarm you, you will die quickly at level 25 unless you are a good sniper from the railroad station and can hide well. Alternately, Gorge Junkyard west of Morgantown has a spot to mine ore, but you might get attacked for PvP, so make sure you aren't carrying any scrap you don't want to lose, and take the ore out of the miner constantly, in case you get taken over by a higher level player and can't reclaim the workshop or fight back for it. I got nailed by a stealth character out of the blue there once, trying to mine the titanium, and stupid me was carrying some titanium scrap which I lost, making the time wasted. You need 3 pieces of ore to make 2 pieces of titanium scrap, and 36 titanium scraps to make a full suit, btw.

165. Having trouble placing display shelf, even with a rug. I love this trailer but it's sure buggy. Any workaround for placing display shelves?
166. No problem - if you want to sell I'm available.
167. I brought down a ghoul sentry at ranger office the other day lol crafty bastard almost got me good thing I heard that sound
168. Does having multiple characters also get you the chance to repeat certain challenges?
169. I log in get my daily scrip and caps then log out. Maybe do a few runs for legendaries or check player vendors otherwise not much to do. I already have great end game gear but I'm still trying to get a good legendary fixer. So far no luck. Basically I'm just killing time until wastelanders comes out.
170. Couldn't agree more in how Fallout 76 is basically one big experiment. I don't think they ever actually had a direction post-launch; it was just handed off to Bethesda Austin. Nuclear Winter stuck and it stuck hard though... They had full lobbies, a huge wave of new players, one of the top streamers on Twitch broadcasting their game again, and more importantly people LOVED it! What more could you ask for? :(
171. Thanks!
172. It's great, but it's recently gone a step down instead of up. The game originally put me to sleep sometimes and I actually mean that, that was before the updates started in March. I would actually fall asleep playing, of course I was a solo player back then. I think the perfect amount of content was right after Arktos released and me and my group were able to do the triumvirate of events: Project Paradise, Encryptid, and Scorched Earth. After the change to public events, it felt really slow again. Now with Meat Week and Primal cuts, a high level event every fifteen minutes felt great and full. Now with no holiday events the game feels slow again. We're back to making our own fun, not that that's bad, but this game needs consistent updates
173. I'd genuinely be down, if not Actual furry deathclaws then some sort of furred creature that resembles them

174. After you do the quest to get into the enclave bunker, you can buy them in there. With perks they cost 17,500 caps, but you can make your money back pretty quick. Start with marsupial.
175. All I really want to know is if that location that I choosed has a spawn of Scorchedbeasts.
176. Contact the Brotherhood. These abominations must be purged with Fire!
177. Hmm, I'll definitely check this out. Thanks man, especially for providing a method that a low level player can do! :)
178. There are no real consequences to dying,remember that. Use your Stash box before attempting to go in to a hostile environment. You die,re-spawn without loss. Good Doggy Perk is also handy to have.Dog food acts like a Stim-Pack restoring Health. Dog food is prevalent in this game.
179. Wow, what a creative and accurate post this is. Its not at all a totally false attention grab.
180. Lots of good ideas, but I haven't seen this one on here yet. Go to Pt. Pleasant (low level area) and find the mothman statue. Around the statue are mothman eggs. Take as many as you can and cook them into Mothman Egg Omelettes. It only takes wood along with the eggs to do it. They sell for quite a bit to the vendors (and even more if you have the Hard Bargain perk!)
181. Honestly I don't get why we are surprised.
182. yeah and furry deathclaws! ;)
183. IMO 4 and 5 star items will lower the demand and the cost for 3 star items. But given how OP some weapons already are they'd have to create high level servers otherwise it's pointless. Seriously we can already one shot most enemies right now.
184. You forgot to mention RDR2 for PC :)
185. Bugs are much better, stability is much better—but both still need some work. New areas are beautifully designed, the world does feel like it has more going on. There's a lot more to do now for new players, but still nothing really new for high level and veterans. It desperately needs new content that scales to player level. It doesn't

take that long to power level a character, making 2/3rds of the map irrelevant pretty quickly. Collecting legendaries through a glorified slot machine isn't an endgame. It's a cheap Skinner Box mechanic and in this case is more often disappointing than rewarding because the loot pool is awful—there's at least 10 pieces of useless gear for every reasonably good one. It's great that we can get powerful weapons, but for what purpose? I can kill scorchbeasts pretty easily with a level 1 pipe rifle with my build. Legendaries don't really matter at all without consequential content.

186. There is not much people left. No new content for another 6 months. People just leave. P2w in atom shop? Do Whatever you want with your dying game, bethesda

187. You see, I cant kill a SB in a few seconds because I dont have a weapon to do that and right now im low on ammo so I really didnt have any other choice. Specially with 2 SB.

188. No. Its going to be dedicated servers which is the same thing as now but you get to control who is allowed in.

189. Materials are very common in low level areas.

190. I played more than just one week... I played it for 3-4 months and finally abandoned it when the sum total of glitches became overwhelming. Some weren't even glitches - they were inexcusable stupidity. Their servers would shut down and start bugging very hard at 2am on Saturdays every single week. If that was for scheduled maintenance, why not have it at 4am on Wednesdays? Why weekends?.. Add to that the corrupted save files, the blatant cheating that they wouldn't deal with, etc... This game was a dumpster-fire when it first launched, and it stayed that way long after the first week.

191. Since it's apparently a pretty good, might look to trade for something decent, if not, I'll probably sell

192. They have an in-game shop where you can purchase currency with usd. They're ALWAYS selling Fallout 76. Hence the coming changes to the Atomic Shop mentioned in the most recent Inside the Vault.

193. Damn right. You should've seen the grin I had when I saw how much lead I ended up with.
194. Scrip machine for our camp. Bed 2 people can sleep in at the same time. A robot that collects nearby legendaries. Gun mods that change weapons amo type.
195. Not too worried about that anymore. They have test servers coming soon (what could possibly go wrong haha)! But that should address the aforementioned problem. But that all ties into how they're just taking way too long to address the serious issues that people playing their product are facing. Public Test Servers should have been here before the raid was released; lots of people would still have their gear today if so.
196. If I see a SB near my camp I just server hop right then and there. They can't hurt me but they can ruin my camp in the few seconds it takes to kill them.
197. Oh okay, thanks
198. Stay in the Forest, Toxic Valley, and Ash Heap
199. You need to bulk your junk in order to sell it to vendors. Just the junk you can bulk (lead, cloth, acid etc). You could still sell things like circuits, asbestos, silver scrap etc, on their own.
200. Another one that is a little more easy to follow:  
<https://imgur.com/gallery/WssJoMc> It's a tiny bit outdated, some of the areas are a little easier now then they were when this was made, but it's fairly accurate.

**Appendix H: Reddit Fallout 76 – Post Launch**

1. Are you a Fallout 1st Subscriber?
2. A Subscription Service for a game like this is BOLD!
3. Fallout 1st players are being targeted in adventure mode
4. Fallout 76: Update 14 Patch Notes – October 23, 2019
5. Bethesda PR is out in full force in the sub again. The "look how amazing the game is" posts are starting to overpower again.
6. Map76 Officially Closed; Creator Gives Explanation
7. BAM, it took a year to get this refund! Thanks ACCC.
8. Turns out Bethesda forgot to secure the fallout first domain website so a person got it and is now making fun of the new subscription on it
9. Players are NOT banned for reporting issues and/or exploits
10. Why do you think its cool to sell 18 dollar power armor?
11. Bethesda, this subreddit has been a beacon of positivity amid rabid criticism of your game. Its vocal anger should make you very, very afraid for the future of FO76.
12. Fallout 76 1st subscription -Is this an out-of-season April's Fool joke?
13. PSA: No one is "envious" of those with Fallout 1st, it's a dirt cheap subscription. Rather everyone is mad and afraid that your purchasing of the sub will be enough to make it profitable and push the goal posts of what's acceptable in gaming further. Stop killing video games.
14. Mark this day as the day bethesda really proved theyre not only idiots but liars.
15. I feel like some people need to hear this: Bethesda isn't listening.
16. "There's always going to be new content, changes in game balance, whatever it takes, and by the way, it's all free after launch – all our content, there's no season pass and no paid DLCs." Pete Hines
17. Mark my words: 3-6 months from now this sub will try to convince you that getting 4 and 5 start legendary gear from the shop is a convenience.
18. I want to publicly apologize for defending the refrigerator.

19. Has anyone else never launched a nuke?
20. Stop Blaming Players
21. 100% of Bethesda's replies today were to Fallout 1st Members having trouble. No other threads had a reply.
22. "Fallout 1st players are finding that a “newly created” world they might be heading into is not actually new at all. Players are reporting dead NPCs and looted areas when they get there, implying that these are not actually new instances, but instead re-used old instances masquerading as brand new"
23. I'm marrying the man I met in the wasteland in one month!
24. I was a PR “shill” account poster, and can give some insight to the top trending post about Bethesda PR
25. Dear Bethesda, how about a free year of your premium to everyone who originally bought the (unfinished) game for the original ticket price?
26. The best 3 minutes of my life.
27. Fallout 76 f u 1st site just made front page in the news! Congratulations to David Chapman!
28. Despite not having played FO76 in months, they seem to have suspended my account without explanation.
29. Inside the Vault has become a waste of time.
30. You almost flipped it around Bethesda, almost!
31. Fallout 76 just gave people a reason to play The Outer Worlds instead
32. Way to go Bethesda... Create a limited time event that you have to wait an hour to do, that crashes the game more than 50% of the time 🤔🙄
33. REPORT: Issues occurring for players using private servers and the Scrap Box
34. No, The Outer Worlds is not directly related to Fallout 76
35. Bethesda, I'm bored
36. Xbox Game Pass is cheaper than Fallout 76 1st... And includes the upcoming Outer Worlds
37. Lost All My Scrap In New Scrapbox

38. PSA: Scrapbox is glitched. You will lose your scrap. I seriously just paid a monthly fee for Bethesda to steal my scrap.
39. How Fallout 1st Affects Gameplay: This is Pay to Win
40. Today I gave away all my loot and caps in Fallout 76, logged off for the final time, & uninstalled. Hilariously my character's final moments were him glitching through the map as one final reminder of how FO76 just works.
41. Account stolen , Bethesda ignores my support tickets and deletes them.
42. "The Scrapbox is exclusive to Fallout 1st members and can be used in both PUBLIC and private worlds." This is....not good
43. [UPDATED POLL] Are you a Fallout 1st Subscriber?
44. I officially quit NW, but it's not because of cheaters.
45. I can't even defend it
46. Drop chances and why Fallout 76 players don't understand them.
47. PSA: If you quit the game, be sure to uninstall it, too. That's a metric they watch.
48. Question? NW Halloween rewards disappeared?
49. Fallout 76: Update 15 Patch Notes – November 19, 2019
50. If I see a 95% hit chance in VATs why do I miss 10 shots in a row?
51. There should be another Alpha and/or B.E.T.A. for Wastelanders since the longevity of this game is now pretty much dependant on Wastelanders' launch.
52. Remember how they claimed they can't increase the stash limit because of server problems?
53. Every negative Bethesda rumor treated as gospel since Fallout 1st
54. Fallout 1st is a "Private Session" not a world: This was a feature released for free with gta 5 online why is it 100\$ Bethesda?
55. REMEMBER: Wastelanders was delayed so they could implement Pay-To-Win and Premium Subscription Services to the game.
56. Bethesda if you're not going to give a shit about cheaters when you're actually running a NW event designed to get people to play the fucking mode, how can we trust you to ever give a shit about them?



57. Bethesda Support - PLEASE DO BETTER!!!
58. What's the excuse for the silence this time, Bethesda?
59. Protip for Bethesda: anyone that can consistently kill 30 players within 5 minutes is cheating 100% of the time.
60. All the changes from falloutfirst should have been free to all players.
61. I'm not mad about the subscription service, I'm mad that you lied to us about it.
62. I remember when this Sub used to vigorously defend FO76. How much does a company have to mess up to spurn so much goodwill?
63. Pissing away 32k caps and learning the hard way
64. Meanwhile, half of the people I meet / C.A.M.P.s I visit have either the Robot, Refrigerator, Scrapbox, 1st Icon or Ranger Outfit.
65. Infinite Scrapbox means they lied
66. @Bethesda: banning data miners who are providing RESOURCES for players (detailed maps, quest solutions) and who also are reporting bugs DIRECTLY TO YOU (not public), is pure stupidity. You are acting stupid now.
67. This game is dead for me. Even worst, this company is dead for me.
68. Dear Bethesda, from a dear player
69. Where are the PR managers?
70. I've spent a few weeks asking open ended questions about 76 and here's what I've learned.
71. A couple of days ago, someone left a gorey drop bag on my bed at my CAMP with a piece of Halloween candy and a Nuka Cola, and it was one of the happiest times I've had in this game. Whoever you are, reverse trick-or-treater, I love you.
72. The NRC Ranger armor is exclusively for subscription members
73. Console players are already paying a subscription fee for online service just to access the game. Another fee on top of that seems ridiculous.
74. We wouldn't be in this situation if people weren't enabling Bethesda to use people like garbage

75. At release Bethesda said "Usually after years of development, we finally finish, release the game, and take a break. With 76, we feel we have not finished, but reached a starting line where all new work begins" one year later how far do you think they have come from that starting line?
76. Fallout 76 november 12 hotfix notes
77. Australian court rules that some customers are entitled to refunds for Fallout 76 after ZeniMax acknowledges they likely misled customers
78. Alright, let's put democracy at work: do you think that the Scrapbox should be for everyone? Yay or nay!
79. I just nuked the Whitespring in a SOLO lobby and everything was already dead when I got there... So no enemies and no rewards. Bethesda. What the fuck?
80. We have officialy entered the "Justification" Stage.
81. So I did what I never thought I'd do...I UNINSTALLED
82. I'm just uninstalling Fallout 76
83. What's the worst thing you've ever done to another player?
84. Bethesda has created a community that will now look at every new feature and assume it will be part of Fallout 1st, and thus, will not be excited about anything they announce ever again.
85. So about one third of the people I met today are an NCR ranger
86. Bethesda.....what in the fuck happened to you?
87. There should to be a double XP weekend at least once a month by this time to help retain players
88. \$18 per month is a lot of money for unlimited scrap storage
89. Outrage, harm and how Bethesda compares to the industry
90. I was drunk dared to make a set of wearable T-51 Nuka Cola Power Armor from Fallout. Joke is on them, I actually made it in about 2 years.
91. Can you guys stop being crybabies?
92. UPDATE: I Was One Of The First To Lose Junk In Scrapbox
93. Making scrap weigh 0 takes away a big part of Fallout 76.

94. Fallout 1st Subscriber Poll RESULTS
95. Do you remember when?
96. Hey Bethesda, if I buy First now will it go on a 50% sale next week?
97. This fake class war is getting out of hand
98. Imagine if nukes actually changed the environments instead of just adding radiation / glowing enemies.
99. I do extremely despise players with neonazi hate symbols
100. Buying Fallout First But For the Right Reasons?
101. Block them and fast travel away. Or server hop. And if they keep it up you report them. I've never seen a reason to lock Camp doors, there's so many glitchy ways to get into a camp anyway so that seems pointless. Like fast travel in and run to your camp and be inside before the doors and walls even spawn. I just want to see if your interior design skills are better than mine so I can steal ideas.
102. I really like how its open air. Like its a small strip mall to walk around.
103. Yup it's Economics 101, price to optimize profit. I don't get why this is even a topic. If people didn't buy them, they'd make them cheaper.
104. I'm not in this field but I'd have to assume the bug fixers and the armor painters aren't the same job. Could they work interchangeably like that? Hiring more people costs money. There's a line where you've reached optimal performance for profit. Adding people might fix bugs quicker but hurts the bottom line more than Bethesda is willing/able to deal with.
105. <https://www.pathofexile.com/shop/category/armour-effects> The sets for path of exiles can go as high as \$42. Then you have supporter packs that go as high as \$500. <https://fortniteskins.net/shop/> Fortnite is about the same as FO76. Skins that can range up to \$20+. This is how these games support themselves.
106. Why would they do this if people will continue to play and pay to play the game?
107. > You get the champion tokens and shards regardless, and especially when you make a new account. Its not 8 dollars a month, its 8 dollars every 3-4 months when a

new event rolls out for one of the tournaments type of thing. PLUS when you level up you get champion and skin shard rewards for free. Who is talking about champions tokens? we are addressing cosmetic and microtransactions like you said before "darn awesome micro-transaction model right now". Grinding for champions with tokens and shit while games like Dota has all available for free since the start wasn't my point. The tokens that im talking about are the important ones, those that they kidnap from you until you free them paying the event pass. You have a beautiful box in the missions menu telling you "congratulations! you earned like 1231 event tokens! and counting!!" too bad that you didn't pay the pass.... so you can't claim them! but don't worry we would keep showing you how much tokens u can't use! The event pass gives you like 4 orbs, some orange essence and the right to earn extra tokens, with every win, and missions, plus prestige points. This cost 1650 Riot Points. 8.50 USD gives you 1500 riot points plus 80, so 8.50 dollars isn't enough, so the next tier of RP is 12USD were you get 2200rp and now you can pay the event pass and get a favorable balance of 600rp aprox (that isn't enough for the event of the next month so you need to paid 8.5 next time). What you can do with these tokens now? buy some borders or icons, but if you want to maximize your money the best is to buy orbs for a chance to get good tier skins or skins to destroy and get the orange essence. You can also yes get boxes for free by getting S in matches and keys by being an honorable player, but this does not secure you the change of some skin, you can also get some emote, icon, shards of champions that you already own, or some random skin. If you call fair, then getting atoms from events are fair too, riot is not giving you any amount of rp for farm daily non weekly.

108. PS4 or PS4 Pro? The Pro has boost and super-sampling settings to help with image/frame rate performance, the regular PS4 does not. The best improvement for PS4 though is installing an SSD instead of the slow-ass spinny disk that it comes with. The game can only render things as fast as it can pull information from the disk, and if the disk is slow... well... you know how that goes.

109. If, for example, I'm having a nice time and one player keeps hunting me down for whatever reason and I want to stay away from them, or if I feel like logging in for the sole purpose of letting people use my vendor
110. Is it just the skin / paint for power armor or do you get a whole set? If it's the former then it is incredibly ridiculous to sell something cosmetic at a ridiculous price. I'm fairly sure people are familiar with League of Legends and their tiers of skins. Very basic reskins cost under £5 and some high quality skins with new models, voice overs and animations can cost £15 or more for very high quality skins. Looking at the Atom Shop, some of these paint jobs are worth £10 which is absolutely ridiculous.
111. Yeah, had my camp there awhile. Built my camp around the two skeletons, and the dog used to wander around camp. Kinda nice coming home to a pet pooch. Pretty good spot actually. Never attacked and good stuff nearby for farming.
112. Yes, I understand that you want stuff for free. I was pointing out that you can have that stuff for free if you're prepared to put a little effort into it.
113. Of course there are thing wrong with doing something only for business. By definition it means you care nothing about the means you get the money. Like in Bethesda's case, not caring about their consumers, just that their consumers are giving them money. Then assign more people to bug fixing, and less to painting armor. Make it more likely you can find the fixes. If they're not good at it, get better, hire better people, etc, or be upfront about how they suck at it.
114. Due to the downvotes to our PRs we are using our main account. &#x200B; It's something.
115. Dont lock your doors? I mean, really, what reason is there to?
116. no kidding, I felt the NW theme was not so much Fallout feeling. I loved the new one when I logged in this morning. It felt like Fallout.
117. Lmao
118. Right!

119. My damage on bloodied weapons frequently started reverting to the weapon base damage even while at very low health. I have to keep unequipping and reequipping them to fix it for a time.
120. I mean you don't HAVE to buy it.. right?! You don't have to buy it. Why do you care if they try to sell it?
121. And they show it everywhere they try to sell a skin.
122. > From reading Posters threads on here i have visited all the locations trying to force the challenges to Spawn,nothing. They do not "spawn". Like all challenges you just do them.
123. Its not luck - he paid for that level of customer service.
124. For some paint!
125. Maybe all fallout 1st subscribers are getting it. I just got the email & I never lost anything, or even raised a ticket.
126. Wanna provide the pics?
127. Damn. I'm on xbox
128. You can also sit/sleep/play an instrument for that purpose.
129. Ye, as long as you have the proof they should help you. I've heard of people getting there cash back for accidentally buying things
130. Careful, facts are important :)
131. > When i activate the tadpole challenges.I go to all the places to do the tasks,there is nothing,no pointers,not a thing. They are challenges, not quests. There are no markers, they are not "activated", you just do them.
132. The children are either giant bats or giant crabs, i dont want to think of them. Only innocent mother i can think of is that megasloth from the random encounter. Kill her if you want.
133. Lucky!
134. Wow. What courteous behavior towards the whales. Would that we plebs got the same.
135. That would go about as well as Andrew's BBC interview.

136. They are just defending their children! Think of the children. ...and the best defence is good offence. ;)
137. For some reason, I think there is an idiot economist making these decisions. However, there is the flipside. "We (Bethesda) make no money on MTX's be making things affordable with what can be acquired in-game." In other words, your achievement atoms will be spent with far more consideration. Also consider, there has to be an influx of \$\$\$ in order to maintain a multi-player on-line game... so there has to be a target \$\$\$ to get per month, whether it be with MTX's or F1st subscriptions. They have to make money somehow. Frankly, I still feel hipped on the Tricentennial Edition I bought thinking it would be something fantastic, and it turns out I barely used the stuff on release. But that was my choice. If MTX's were all affordable on what you can my by completing challenges, then Bethesda makes nothing. But if there is something truly tasty, and a fraction would be willing to pay it, then you might be on to something. The only thing that bugs me are the repair kitsch. But that aside... MTX's are where it is at, and that they give in game atoms, the bigger, more tastier items, are gonna run you a little more. The built in economics have to be that way. Sorry you didn't get the sweet power armor skin, but in the end, it's a skin. It forsnt change my game.
138. I personally think all shotguns are viable, so long as master shotgunner is equipped. I'll only use skeet shooter along with it if I know I'm gonna focus using the double barrel. The combat and pump action both murk well without skeet shooter. Double barrel is fine without it too but you need to get up real real close, hence skeet shooter.
139. Its on my statements, im gonna contact microsoft and have them remove the charges. I mainly want it fixed so I can get the new handmade skin.
140. Innocent Bro, theyre only innocent if they dont attack first (and those two do) I say kill them all
141. Its not even power armor. Its eighteen dollars for a skin.

142. I don't think that would work easily, the things people do in private servers they would want to bring over to public but I understand that'll happen once mods are integrated anyway
143. There's a level above possum mentioned I think, can't remember where.
144. Well, yeah, you can earn Atoms. I stand by that as well. But, the rate at which we can earn Atoms is too slow for the cost of so many items in the Atomic Shop. Prices need to come down, that's all there is to it. Sale prices aren't good enough.
145. Agreed. How can I role play as Kellogg with ko goddamn bull Barrel. ...or innocent mothers to kill outside of mirelurks queens and the scorchbeast queen.
146. Ask for a refund.
147. If anything ever changed, I hope those who paid the full price get a small refund.
148. New plans (working display cases, not the shit we unlocked via plans) in the world for free, along with event/themed atom shop items.
149. Have you tried scrapping it and building a new one to see if the issue persists? It's not a fix but could be a workaround.
150. > is this just something for the completionist? Yes.
151. Lesser value than the original 2 skin Liberty Prime offering (which was still pricey). If you already own those, hard to justify 18 bucks for a grey paint job. If you don't own the Liberty Prime skins, objectively you are getting a shoddier deal than the original one.
152. ...if I need to go use the bathroom and have my character continually walk into a wall for 10 minutes so I don't get disconnected then he is always near death when I come back thanks to mutations.
153. I personally would want people to have incentive...'. Thats ok if it was your game/creation. As far as im aware youre not an employee of Bethesda. Im sure Beth have their own rules and regs ... oh wait they do. You broke them and got banned. Good. No one asked you to 'help'. Im sure sitting in your 1 bedroom bedsit you think you are making some kind of contribution to a multi-million pound company. You



arent. You're a wannabe who hasn't got the talent needed to fix anything. Reading code ain't hard.

154. Why do you people play if you're only going to complain? Pickup another game. Nobody is forcing you.
155. It's a good question. I don't see it going smoothly at all either given their track record with CAMPs in this game, especially at launch. I just can't envision what that would look like. Do you have separate "builds", what I want the same build for both, so I have to do it twice? If I'm building a complex camp and want to do it on a private server so the chance of me being disturbed is greatly reduced (new player in the area causes the enemies to respawn) BUT have it be my camp on an adventure server how does that work. It'll probably be as simple as "what you build on a private server stays there and what you build on a public stays there" with no option for cross over...which is okay I guess for simplicities sake but not ideal.
156. Scorched earth mother fucker!
157. I completely get what you are saying. The other thing that ticks me off is the amount of time for some of the stuff. Like literally last night I saw the turkey outfit when I logged on and knew I had to have it. I didn't pay attention to the time on it (my fault)...I log in tonight after getting paid and of course, it is nowhere to be found but the higher price stuff sure is. I have been very understanding through bugs and all their issues, but honestly, I am beginning to get sick of paying so much for so little and then dealing with this. Brang back the turkey darn it. It's not even Turkey day and you killed him this early? Bethesda, you need to check your crazy prices and your time limits...the people have spoken.
158. Because people buy it.
159. Yep but their rather empty as well except for a test stream I did on youtube once. Only made them in case I actually wanted to pursue that but haven't really felt the need.
160. > Maybe just the Devs who patrol on this site could set aside a couple hours to do an AMA one day. There are no "Devs who patrol on this site" (at least in any official

- way). The "community managers" are PR people, not "devs". And if there were "devs" they couldn't reply to your questions, "devs" don't make the decisions.
161. I don't get why the don't add outfits people would actually want to pay for.
162. Thinking it was something like that, but I got the hell out of the place I was at because they kept spawning level 68 SMs and I was getting wrecked with no AP lol
163. Nope, dont have that.
164. I also would like a darker edge to the game. It's somewhat fluffy.
165. It should work as a piggy bank for your camp sales. Transaction history & holding up to 30k caps in case you're at max. So many little things that can really spruce up this game & make it an amazing place to spend some time. Just wish they'd follow through
166. Not here though. On their own forums where they can moderate. Here it'll be way to toxic and they will just get upset and nothing good will happen. The trolling and vitriol here would ruin it quickly AND give the poor mods a stroke. (Valid criticism SHOULD be allowed though but let's face it, here three out of every 5 posts at best would be just plain open attacks from people who have never played the game). There is a difference between a disgruntled fan/player and the legion of trolls who are here daily (though it seems to be dying down somewhat now that there are new things to be outraged about on the internet).
167. Just a custom image in dev'd environment. If you could acruallly put stuff on it,that tavle would appear under the display section.
168. Have you tried a grenade ? ( as a temporary thing to rely on )
169. I just stopped playing that game was out of control since launch and it's still broken as hell
170. I spent £12 painting my living room and it's a lot bigger than a suit of power armour
171. I never buy power armor skins i dont use power armor but 1800 atoms would be all the atoms i have while i dont do every daily or weekly cuz alota of them require

luck or server hopping the regular ones which i had fun doing are now done which is what i was refering too and i mean cmon thats alotta atoms for 1 skin

172. P.S I fixed the issue after reinstalling everything. Just so I don't waste anyone's time.
173. Fucking evil
174. Firsters shouldn't have a build limit.. But at least max it as much as ya can
175. Black Friday tactic. Stores do this.
176. But the golf course is on the few areas In the game that has a flat area big enough to build a farm that looks like a farm. I was in other places but people got the same idea and my camp almost never placed. Strangely enough, where my camp is situated on/behind the golf course I've only had it not place once or twice compared to almost every time before. I'm sure I'll have jack of being on the golf course when people star nuking whitesprings again regularly....
177. Right thats why there should be a fast travel point that drops you inside. Protects you during a nuke as well.
178. I don't think there is anything wrong with running a business only for the money. And I don't know their excuse. I don't work with them. Maybe they're just not that good at it. I mean, it's gotta be easier to paint some armor than find and fix a bug.
179. Screenshot everything
180. I totally agree. I purchased 1 month of the sub plus I still have atoms I had I did not spend yet. I still have all my atoms I purchased the halloween pack but I already got my atoms back I spent on that basically. I do not even know what to spend my atoms on since most of the stuff is garbage I dont want. So I am just saving them. Maybe a christmas pack will come out i like. For Thanksgiving i plan to buy the display shelf for 300 atoms but not the thanksgiving table and chairs. I never buy many skins or outfits. You can only use one at a time anyway so its not worth owning a whole bunch of skins. People just want everything is the problem.

181. Ohhh making a name for yourself I get you my guy. You came to the right game to be a big fish in a little pond haha. Do you have a youtube or twitch?
182. The problem with whitesprings is that you have to go into an interior cell...and the load time is what puts anyone off actually going in there except very rarely
183. Lol who this noob asking for MORE? Youl get what you get and thank Todd for it
184. It will be next months fallout 1st free outfit
185. Or the dense mod on your chest Armor. (I think it's that mod anyway). This has completely stopped their sonic attacks damaging me now, without any perk points in fireproof...though I'm wondering if that's due more to my unyielding armour and/or a combination of other perks like serendipity and dodgy also triggering. Either way the only things that kill me now is the scorched they spawn or getting caught by their acid attack while I was pre-occupied with said scorched.
186. There's a difference between doing something for money, and doing something ONLY for money. Besides, other dev companies can make compromises and they're not hurting for profit. So what's Bethesda's excuse?
187. Chill out not much to read into I've made accounts on a lot of sites that I never use just reserving my gamer tag is all.
188. Done deal. I'll add you when I'm on next and if you see me around, come find me and I'll have some for you. I think I have about 800ish rounds.
189. To this day I still go to bed wondering if it was a canadian stepping over the line, or a brit being polite. Some mysteries will never get solved.
190. I feel nostalgic about it. Its what was here when the game launched. OG theme.
191. I realize that, but Bethesda still decides who works, I guess, more, for lack of a better word. Hey microtransaction team, you work a full week. Bug fix team, take the day off. Not a perfect analogy, but you get what I mean.
192. My bew favorite saying.

193. I did the event today and intentionally picked up a wet kindling, and still got the Nia ending.
194. The tale is not in the “display” section tab in the build menu so i assume it doesn’t work like in the picture, misleading.
195. Honestly, I am not quite sure. IIRC I was debating equality between genders when some guy (surprise) went full tilt. The only thing PG13 in his reply was "...you damn twat waffle" and it stuck with me ever since. I like waffles. I love twats.
196. Hmm, the idea of being able to spin up a unique VM is way over Bethesda’s ability to pull off and would no doubt be abused to the max and highly likely cost more on the player end. I mean, ideally every member of 1st SHOULD have their own instance of a VM which can be “snapshotted” when the players leaves for 20 minutes or longer and then refreshed and passed onto the next player. That way they don’t need to have dedicated individual VMs for every 1st member. As I said though, the setup and maintenance of this is huge in terms of work and configuration and I don’t see them having the expertise to pull it off at all.
197. And people keep complaining this game has no new content. That's new to me! I bet nine expected that!
198. So, explain?
199. I was just making a meme, I thought the title made that obvious enough.
200. I completely agree. Amen to that! Praise God Howard! And on behalf of Bethesda thanks for comming out!