

8Bits: Talking About Micro-Transactions



This month, we're talking about micro-transactions.

Are they good for the industry? Are they bad for the industry? Did they start off with the best of intentions and then slowly drift off to the Dark Side? Our crew discusses the impact micro-transactions have on game play, extensions, DLCs, collections, upgrades, and what it all means for the wallet. Is it better to play through achievements to get the new weapon or skill? Or do you bypass that effort (and fun) and just buy that war hammer for \$6?

Games we're playing:

- *Master of Orion 2: Battle of Antares*
- *Star Trek Online*
- *LEGO Star Wars, X-Wing, Star Wars: The Old Republic*
- *Mass Effect*
- *Battlefield*
- *ReCore*
- *Assassin's Creed*
- *Destiny*
- *Grand Theft Auto*

The panel: Jennifer Wise, Lauren Garrison, Jared Hawkins, Thomas Townley, Chris Jensen

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