



## **Sale and Purchase Transactions in the Player Unknown's Battleground (PUBG) Online Game Application from the Perspective of the *Mabi'* theory**

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### **Abstract**

The PUBG game offers online item purchases using virtual money or *Unknown Cash* (UC) to buy items (*items*) or *skins* contained in the *create* to look different. This raises the issue of how the mechanism of buying and selling transactions carried out in the PUBG *game* application because it is done online and there are no concrete buyers and sellers but only virtually. The second problem is that there are indications (*gharar*) in purchasing *items* in the PUBG *game* application. This research uses library research by collecting information related to buying and selling in the PUBG *game* application. The results of this study can be concluded that the mechanism of buying and selling transactions carried out still has shortcomings such as the existence of *gharar* in the purchase and the prohibition only occurs if the player buys *game items* using UC money because the *items* are obtained through fate or trying luck which can result in losses to the player. Therefore, it is hoped that this kind of study will be able to help people out there to answer questions related to buying and selling transactions carried out in the PUBG *game* application. As well as providing awareness to the public of the importance of understanding the law of buying and selling in life.

**Keywords:** Business Transaction, Principle of Gharar, Islamic Law, PUBG Game

## Introduction

The development of technology has presented a variety of high-tech entertainment, one of which is developing is games (games) both offline and online. Online games have become a game that is widely enjoyed, especially by children and teenagers. Online games today are not just limited to games, but in them there is economic activity in the form of buying and selling virtual objects.<sup>1</sup> One of the most favoured technological needs of humans today is the need for entertainment. Like the existence of games that are now rampant in all circles of society, whether young or old and women or men are all the same without exception. Online gaming or better known as (online gaming) is a video game that has gone through various phases of development. This game is popular among people of all ages regardless of gender.

For now, there are many online games that are very popular with the public, namely mobile legend, COC, Player Unknown's Battlegrounds (PUBG). I take just one example, namely the Player Unknown's BattleGround (PUBG) Online Game. This game is one of the online games found on smartphone gadgets whose category is a shootout war with the enemy and who survives until the end he will be the winner. And to get various kinds of equipment in the game we have to buy it using unknown cash or what gamers often call UC. With this unknown cash we can buy various game equipment that we need in this Player Unknown's BattleGrounds (PUBG) game.<sup>2</sup>

Most players play online games like this to relieve stress after doing daily activities. But not a few gamers also volunteer to spend a lot of money to buy virtual money or Unknown Cash (UC) which will be used to buy items (Items) or skins contained in the create to make it look different from other players.

In an age of rapid technological advances, buying and selling used to be done by meeting, but now that has changed with the advancement of technology. With today's technology, buying and selling actors do not have

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<sup>1</sup> Wajdi, Farid, *Islamic Economic Law*. (Jakarta: Sinar Grafika, 2020 ), p. 34.

<sup>2</sup> Muhammad Raihan, Marliyah & Muhammad Ikhsan Harahap, "Analysis of the Mechanism of Buying and Selling In Game Currency Viewed from an Islamic Economic Perspective", *Journal of Sharia Economics & Economics* Vol 6 No 1, January 2023, p. 370. 370

to meet to buy the items they want. Buyers with only a smartphone can buy in a very large number of online stores and can buy goods that are traded, be it real or concrete goods or virtual goods such as virtual money (unknown cash) UC in the Player Unknown's BattleGround (PUBG) game.<sup>3</sup> In electronic transactions and cyberspace just like we make transactions in the real world, which are carried out by both parties who want to buy and sell, although electronic buying and selling transactions the parties do not meet directly with each other, but they are connected to each other on the internet connection.

Items are items in a list or group that complement each other and are sold in a set. Game items are also items in an online game that can be bought and sold. The transaction of buying and selling items is referred to as the microtransaction concept. Basically, the concept refers to the activity of purchasing items while the game is in progress online and the value of the items being bought and sold is small.

In buying and selling transactions, it is inseparable from several terms and conditions that are necessary as regulations in buying and selling transactions. So that the transaction becomes valid in accordance with what is specified in the agreement. Meanwhile, buying and selling transactions in Islam have been determined by the scholars by referring to the texts of the Al-Quran and the sunnah of the Prophet Muhammad SAW. The terms and conditions of buying and selling are the main points of ulama' that need to be known and applied, so that the sellers and buyers do not fall into transactions that are prohibited by sharia, so that in the sale and purchase transaction there is a transaction that fulfils the sharia. Related to the issue of the terms and conditions of buying and selling, then in buying and selling items in online games there are terms and conditions that must be obeyed. Meanwhile, what distinguishes the buying and selling of items in online games is about virtual property which is an intangible object and the transaction process which has no clear provisions.<sup>4</sup>

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<sup>3</sup> Prima Diana Khaled, Kurniawati Iskandar. *"In-App Purchase in Japanese FreeTo-Play Mobile Game: The Motivation of Indonesian Players"*. BIRCU Journal. Vol. 5, No. 1, December 2022, p, 265.

<sup>4</sup> Abdul Halim Barkatullah. *Electronic Transaction Law*. (Bandung: Nusa Media Publisher, 2017 ), p. 72.

Selling goods (mabi') are goods that are intended as objects in buying and selling and ownership of mabi' belongs to the seller, but if one person wants to make transactions or bargains and the goods are not his personal property then must get permission or ridha from the owner of what he does. Mabi' must be able to provide benefits to consumers, so that they can be taken advantage of and selling goods (mabi') must be pure and clean.<sup>5</sup> When viewed in the situation of the title of this writing, there are several uncertainties that apply in the sale and purchase transactions that apply in this PUBG game, including buyers and sellers and the goods being traded.

The problem that arises from purchasing create in this PUBG game is in terms of the uncertainty contained in the game, in buying goods contained in this create, players cannot directly buy goods contained in the create but players must buy create first then the goods will come out, but the goods that come out are random results that can harm players.

Purchases can only be made by trying your luck. If the fate is in the player's favour, then he will get the item with one attempt to open the chest only. Otherwise, it is likely that he will not get the item even if dozens of attempts are made, even thousands of money spent. In addition, the rules of such lucky trials depend solely on fate. Whereas games that rely on the element of luck alone are also prohibited by shara'.<sup>6</sup>

In this research, the author will take several people who are sellers and buyers of Unknown Cash in the game where the person acts as a subject, then the object of this research itself is the purchase of creates contained in the game. What attracts the author's attention about this research is the object of the purchase transaction in the form of a create that contains several items specifically in the game which are only virtual images.<sup>7</sup>

Based on the purchase of items contained in the online game, how is the mechanism of buying and selling transactions carried out, whether the criteria for gharar are found in the purchase and the provisions of Islamic law on buying and selling transactions in the Player Unknown's

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<sup>5</sup> Rachmat Syafe'I, *Fiqh Muamalah*, (Bandung: Pustaka Setia, 2004 ), p. 23.

<sup>6</sup> Said, Muhammad, *Justice: Concept, Understanding and Implementation in the Practice of Buying and Selling Fiqh Muamalah*. (Jakarta: Sinar Gratifi Offset, 2010), p. 63.

<sup>7</sup> Djazuli, H. A. *The Rules of Jurisprudence (Rules of Islamic Law in Resolving Practical Problems)*, (Jakarta: Kencana Prenada Media Group, 2006), p. 61. 61.

Battleground (PUBG) online game application. Based on the description above, the author is interested in conducting research and discussing further by raising the title "SELL-TO-Purchase TRANSACTIONS IN THE PLAYER UNKNOWN'S BATTLEGROUNDS (PUBG) ONLINE GAME APPLICATION FROM THE PERSPECTIVE OF MABI'S ACCURACY".

Based on the formulation of the problem above, the author formulates the research objectives as the achievement of the research that the author is doing. The purpose of this research is to know clearly how the validity of mabi' in the sale and purchase transaction of the online game application player unknown's battleGround (PUBG). Second, to find out the gharar criteria for the validity of buying and selling transactions that apply in the online game application player unknown's battleGround (PUBG). Thirdly, to analyse the provisions of Islamic law regarding online game buying and selling transactions which are considered to still have shortcomings that result in losses to players and online game lovers.

The research conducted is expected to provide benefits both theoretically and practically. Theoretically, namely to increase understanding, insight and khazanah of knowledge in the field of Sharia Economic Law, especially knowledge on the study of Islamic law on buying and selling items in the online game player unknown's battleGround (PUBG). Practically, namely as a contribution of thought for the government in the formation of better regulations and regulate more specifically about online buying and selling transactions, especially about buying and selling items in online games, and provide benefits to the general public, especially to groups of students who often make item purchase transactions in online games.

## **Methods**

In writing scientific papers, the research methods used play an important role in obtaining comprehensive, objective, and accurate data from the object of research to be studied. There are five research indicators used in this study, including the research approach, type of research, data sources, data collection techniques and writing guidelines.

The research approach used is a qualitative descriptive approach. This research uses a qualitative descriptive approach because first, this

research can explain better when faced with numerical data collection, analyse and make conclusions based on the data obtained. Second, this method presents directly the nature of the relationship between researchers and respondents. And third, this method is more sensitive and more able to adjust to many sharpening joint influences and to the value patterns encountered. Qualitative methods prioritise observation of phenomena and examine the substance of the meaning of these phenomena. The analysis and sharpness of qualitative research is greatly affected by the strength of the words and sentences used.<sup>8</sup>

This research is qualitative research that describes research data in a narrative manner, namely without using certain measurements of the research object. In this study the author uses a descriptive type of research, namely by describing the object or subject of research as it is in accordance with reality and empirical facts objectively. The method used in this research is by going directly to the field to conduct surveys, interviews and observations to the intended object of the problem.

The data source is using the library research method, which is a method of collecting secondary data using reading books, reading, analysing and also studying books, books, articles, mass media, internet media and lecture materials related to the object of research under study. Then further categorised according to the data used to complete this scientific work so as to get valid results.<sup>9</sup>

In a study, data is an information material of a research object obtained from the research location, so to get the appropriate data from this research, the author uses data collection techniques by observation and documentation.<sup>10</sup>

Observation is a data collection technique by directly observing the object to be studied. That is by systematically recording the symptoms of the object under study.<sup>11</sup> The author makes direct observations of buying

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<sup>8</sup> Bambang Waluyo, *Legal Research in Practice*, (Jakarta: Sinar Grafika, 2002), p. 51. 51.

<sup>9</sup> Muh. Fitrah & Luthfiah, *Research Methodology, Classroom Action Qualitative Research & Case Studies*, (West Java: Jejak, 2017), p. 63.

<sup>10</sup> Burhan Bungin, *Qualitative Research Methods*, (Jakarta: PT. Raja Grafindo Persada, 2004 ), pp. 39.

<sup>11</sup> Adiwarman A. Karim, Oni Sahroni, *Riba, Gharar and the Rules of Shari'ah Economics: Fikih and Economic Analysis*, (Jakarta: Rajawali Pers. 2015), p.104.

and selling transactions in the Player Unknown's BattleGround Online Game application. That is by playing, following and carefully observing the course of the game and transactions from start to finish, about how this online player gets custom skins, be it weapons, vehicles, armour, character clothing and several other items that can be obtained in this game purchase transaction. Then the author takes notes on important things and those needed in this research. So that the author gets complete and accurate data in accordance with the purpose of this writing.

Furthermore, documentation is a collection of data and materials in the form of records, books, newspapers, magazines or available documents related to the object of research. In conducting this research, the author includes the results of interviews as evidence of having conducted research at Ar-Raniry State Islamic University Banda Aceh. The evidence can be in the form of notes, books, interview recordings and pictures at the research location related to the views of students related to PUBG online games in Islamic law.

## **Results and Discussion**

### **A. Overview of the Player Unknown's BattleGround (PUBG) Online Game Application**

In the past decade, the development of information technology has progressed very significantly, it is also accompanied by the development of online games that have increased both in terms of quantity and quality. One of the online games that is now trending is the Player Unknown's Battleground (PUBG) game. The game can be run through PC (personal computer) and Smartphone (mobile). Online games or online games are types of games that utilise computer networks. Networks that are usually used are internet networks and the like and always use current technology, such as modems and cable connections.

In this research, the author focuses more on Smartphone (mobile) media to specialise the discussion. This online game is widely played starting from the age range of adolescents, early adults and a few in the age range of 30-35 years. Player Unknown's Battlegrounds (PUBG) Mobile was released for Android and iOS platforms on 19 March 2018. The popularity of the PUBG

game quickly climbed until now it has been downloaded 100 million times on the Android application store Google Play Store.<sup>12</sup>

a) The Beginning of History

Player Unknown's Battlegrounds game or often referred to as PUBG is a game developed by PUBG Corporation, published by PUBG Corporation on Windows released on 20 December 2017, Microsoft Studios on Xbox One Released on 04 September 2018, and Tencent Games on mobile released on 19 March 2018. This game is a Battle Royal genre with multiplayer mode.<sup>13</sup>

The character behind the creation of the PUBG game is not random. He is Brendan Greene or also known as Player Unknown. Initially, this person was active in the modification community, repeatedly modifying various games. From the results of these modifications, we can see that DayZ is the pioneer of PUBG Mobile. Initially, PUBG Corporation led by Brendan only developed game consoles and PCs. After breaking the Steam download record, PUBG received a huge response from game fans and won the Game of the Year award.

b) PUBG Game Method

At the start of the game, players will be in an aircraft with 99 other players. The players or players will fight on the map. The map or battlefield in the PUBG game is an island directly adjacent to the sea. Starting there are various means of transportation such as cars, boats, motorbikes, and others. The vast island provides many choices of locations to go to. After determining the landing location the player must immediately jump using a parachute to the location that the player or squad has agreed to go down. Once the player lands at your agreed location, you only have a few minutes before the "play zone" appears.

The play zone is a safe location where you must go every time the game moves on to the next phase. The zone will shrink continuously until there is no zone left. As a result of the shrinking play zone, all players will meet each other in the last circle. In this game we can play with friends or

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<sup>12</sup> Accessed via website: <https://forum.wavegame.net/showthread.php/30731-Sejarah-dan-perkembangan-game-online>, on 20 October 2023.

<sup>13</sup> Arif Alamsyah, "Analysis of Buying and Selling Online Game Accounts (PUBG) Playerunknown's Battlegrounds (Comparative Study of Positive Law and Islamic Law)", Faculty of Law, Hasanuddin University, Makassar, 2021, pp. 39-40.



with random players. With duo or squad mode. The game can also be played solo.

PUBG follows the trend of mobile games by implementing a rank system, which you can increase as you play the game. This rank system aims to adjust rank against other players who have the same rank or the same skills, so that the game becomes fairer and the playing experience becomes better. This game is inspired by the war that is happening in the real world, only in this game it is visual. Players who visit the PUBG shop in the app can earn various types of equipment as well as the opportunity to access purchases using UC (Unknown Cash).<sup>14</sup>

#### **B. Mechanism of Item Sale and Purchase Transaction in Player Unknowns's BattleGround (PUBG) Online Game Application**

In the real world we can make buying and selling transactions by buying goods that are available in offline stores and online stores, in this game we can also buy goods that are sold. Just like in the real world if we want to buy goods we must have money called currency either Rupiah, Ringgit or Dollar or others, in this game it is also the same if we want to buy the items we choose then we must have money first.

All forms of buying and selling in this game use Unknown Cash (UC). The amount of UC we want to buy depends on how much nominal we have to pay to buy the money. Starting from the cheapest to the most expensive is available depending on our ability to buy the UC we choose later.

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<sup>14</sup> Prima Diana Khaled, Kurniawati Iskandar. "In-App Purchase in Japanese FreeTo-Play Mobile Game: The Motivation of Indonesian Players". BIRCU Journal. Vol. 5, No. 1, December 2022, pp, 266.

Jumlah UC	Harga (Dollar)	Harga (Ringgit)	Harga (Rupiah)
60 UC	0.99 \$	RM 4.90	Rp 14.000
300+25 UC	4.99 \$	RM 22.90	Rp 74.000
600+60 UC	9.99 \$	RM 49.90	Rp 149.000
1500+300 UC	24.99 \$	RM 119.90	Rp 359.000
3000+850 UC	49.99 \$	RM 229.90	Rp 739.000
6000+2100 UC	99.99 \$	RM 499.90	Rp 1.499.000

Tabel 1: Harga *Unknown Cash* (UC)

Later the UC that has been purchased can be used to buy items contained in the create. Create is a box or chest that contains items or items that can be purchased using UC. There are several chests, the first of which is soldier's create, PUBG create, and premium create which has clothing skins, weapon skins, vehicle skins to upgrade player characters. However, only Soldier's Create does not need to use UC.<sup>15</sup>

As we already know, *PUBG Mobile* players will not feel complete and satisfied without using beautiful 'skin' exposure to increase the strength of the weapon so that it does not look bored and bland when fighting. Although players have received free skins, beautiful and exclusive skins need to be purchased using *Unknown Cash* (UC). Therefore, the way to get UC is very easy, that is, players need to buy it using real money. Various ways players can buy UC safely through *e-commerce* and *game merchants*. UC can also be purchased using *Google Play* or through *PUBG Mobile's* official partners. Players need to navigate to the official website to convert them into the purchased UC and the UC is ready for use.

This create purchase transaction is carried out online, meaning that the seller or buyer never meets directly or face to face. From the explanation above, it can be explained that the way to buy create is as follows:

1. How to Purchase Unknown Cash (UC) From Google Play and iTunes

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<sup>15</sup> Accessed via website, <https://krafton.com/en/games/battlegrounds/>, on 6 November 2023.

In the case stated above, that is, players can buy Unknown Cash (UC) PUBG Mobile through Google Play. Players must open the PUBG *Mobile* application. Next, click on the UC image located on the top right of the PUBG *Mobile* main screen. Players can choose the amount of UC provided. After that, players will be told to choose a payment rule. Players need to pay using their *Google Play* account or *digital wallet* apps such as *TouchnGo eWallet* and DANA. After the payment process takes place, the UC will be added to the player's account.<sup>16</sup>

## 2. How to Purchase Unknown Cash (UC) From Official Website

Then, players want to buy PUBG *Mobile Unknown Cash* (UC) through official *partners*, players can do it very easily. Most PUBG *Mobile* players in Malaysia choose Midasbuy to buy UC. It is likely that players can get various favourable promotions. Players can add UC through the Midasbuy website. Most PUBG *Mobile* players in Indonesia buy at Codashop, Tokopedia and Bukalapak. On the main purchase page, players can immediately choose how many UCs they want to buy. Players can make payments via credit card or use the *e-wallet* provided. After completing the payment, the UC will be entered into the player's PUBG *Mobile* account.

### C. Gharar in the Purchase of Goods in the Player Unknown's BattleGround Online Game Application

In modern transactions, there are many transaction models that fall into the gharar category. Especially transactions carried out in online games. Commonly, game creators who create virtual goods aim to make a profit. For example, the transaction of purchasing PUBG creation occurs like ordinary buying and selling, besides that there is no known element of gharar in it. So that because there is no evidence that shows a prohibition on the purchase of the create, even though the delivery of the purchase item is carried out on another occasion, it does not make the validity of the sale and purchase affected. Because all the pillars and conditions of the sale and

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<sup>16</sup> Muhammad Raihan, Marliyah & Muhammad Ikhsan Harahap, "Analysis of the Mechanism of Buying and Selling In Game Currency Viewed from an Islamic Economic Perspective", *Journal of Sharia Economics & Economics* Vol 6 No 1, January 2023, p. 389. 389.

purchase are affected and agreed upon by the parties both from the seller and the buyer.<sup>17</sup>

Then in terms of the pillars and conditions of buying and selling contained in the sale and purchase of create in this game, among others:

1. Akid is between the seller and the buyer. In transactions in this game, the seller is the game company itself while the buyers are the players. In Fiqh Muamalah Law, it is explained that the requirements for people who have an agreement must be reasonable, baliqh and have the ability to act legally so that small children or crazy people cannot make buying and selling transactions.<sup>18</sup> However, in PUBG, all teenagers and even small children are free to operate it, so this create sale and purchase transaction has no special requirements between the seller and the buyer.
2. Sighat (Ijab and qabul). A sale and purchase transaction before there is ijab and qabul, it cannot be declared valid because ijab and qabul indicate the willingness between the two. However, in this create sale and purchase transaction there is no term ijab and qabul, so if the players want to buy something they want, they only need to open the create page in PUBG, directly select the desired item and after that make a payment with the choice of methods provided.<sup>19</sup>
3. Mauqud alaih (objects or goods) that are traded include the goods being sold and the price or money. Here in the purchase of create already listed the price of each create. In the law of Fiqh Muamalah it is explained that the object being traded must have several conditions, including: holy, can be used, the goods must be real clear, self-owned goods.<sup>20</sup> The conditions that have been mentioned must be met on the goods to be traded, but in the purchase of this create there are conditions that cause problems, namely the goods being traded are intangible (virtual objects) so it is not valid to sell goods that cannot be given even though it belongs to the seller.

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<sup>17</sup> Sheikh Muhammad Yusuf Qardhawi, *Halal and Haram in Islam*, (Surabaya: Bina Ilmu, 2007), p. 427. 427.

<sup>18</sup> Rahman Ambo Masse, *Fiqh of Islamic Economics and Finance "Between Reality and Context"*, (Yogyakarta: TrustMedia Publishing, 2015) p, 106.

<sup>19</sup> Mardani, *Sharia Business Law*, (Jakarta: Penertbit PRENADAMEDIA GRUP, 2014), p.75.

<sup>20</sup> Prof. Dr. H. Abdul Rahman Ghazaly, M.A., Drs. H. Ghufroon Ihsan, M.A. & Drs. Sapiudin Shidiq, M.A., *Fiqh Muamalah* (Jakarta: Prenadamedia Group, 2018), p.173.

Judging from the pillars and conditions of buying and selling that have been described above, the practice of purchasing these creations has pillars and conditions that have not been fulfilled and there are elements that are not allowed in buying and selling, namely gharar. Gharar here lies in the uncertainty of the goods obtained by the player when buying the create. So that the impact caused is very detrimental to the players.

Players must pay or buy the price of each create then the goods will appear, which system is random, does not have certainty how much we have to buy to get the items we want. If we are lucky with just a few purchases we have got the desired item, but if we are unlucky we will not get the item until our UC money runs out.<sup>21</sup> From this fact, the transaction of purchasing creates in the Player Unknown's BattleGrounds game is haram because the transaction process is unclear both from getting the goods and the clarity of the goods.

This kind of create purchase is a gharar sale and purchase because it contains an element of uncertainty or uncertainty about the goods purchased, because we do not know which goods will come out, this also has an impact on the price, because if we want an item to be purchased, we do not know when the item will come out, therefore the UC or the money needed cannot be ascertained.

#### **D. Provisions of Islamic Law Regarding the Validity of Mabi' in the Sale and Purchase Transaction of Player Unknown's BattleGround Online Game Items**

In the current era of globalisation, every new issue that arises needs to be understood as well as possible so that every ruling that comes out is on the right and correct basis in accordance with the Islamic principle which states, "The ruling on a matter is built based on a comprehensive description of it". In the PUBG game, apart from the main activity, which is warfare and shooting action among players, players are also provided with other characteristics and features to raise the level of appearance of each player's

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<sup>21</sup> Accessed via website, <http://www.muhammadiyah.or.id/id/news-13038-detail-bagaimanahukum-bermain-game-online-.html/>, on 9 November 2023.

character such as beautiful clothing sets, unique weapon accessories, attractive car and motorbike decorations, and so on.<sup>22</sup>

At the same time, these items and goods (Mabi') can be obtained for free through PUBG's own gifts, paid or through a lucky try. The payment and purchase process requires each player account to have sufficient money. The money has several categories such as *Unknown Cash* (UC), *Battle Points* (BP), *Ace Gold* (AG) and *Silver*. On-going purchases can use all of these money categories while lucky purchases can only use UC and AG only.

UC can be purchased with real currency online at different prices according to the *provider*; for example 600 UC together with RP 149,000. Sufficient UC and AG money allows players to spin through the opening of special chests such as *Premium Create*, *Classic Create* and so on. The cost charged for each purchase also varies according to the level of speciality of a chest. For example, the cost of one attempt to unlock *Premium Create* costs 120 UC while for PUBG *Lucky Create* costs 60 UC. Purchase habits are created to obtain special and rare items (mabi') that cannot be obtained through continuous purchase.

Mabi' is the exchange of one item of property for another, including the exchange of property for currency, which is called buying and selling. One of the things being exchanged is called (mabi').<sup>23</sup>

#### 1. Terms of the goods (mabi')

The object used as the object of this sale and purchase must fulfil the following conditions:

a. Clean goods. As for what is meant by clean goods, namely goods that are traded are not objects that are qualified as unclean objects or classified as prohibited objects.

b. Can be utilised. In essence, all goods that are used as objects of sale and purchase are goods that can be utilised, such as for consumption. So, what is meant by useful goods is the usefulness of these goods in accordance with the provisions of Islamic law, that is, the use of these goods does not conflict with existing norms.

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<sup>22</sup> Saleh al-Fauzan, *Al-Mulakhkhasul Fiqh*, translator: Abdul Hayyie Al-Kattani, Ahmad Ikhwan and Budiman Musthofa, Cet. 1. (Jakarta: Gema Insani. 2005), p. 208.

<sup>23</sup> Suhrawardi Lubis, *Islamic Economic Law*, (Jakarta: Sinar Grafika Offset, 2000), pp. 199.

c. Belonging to the person doing the contract. That the person who enters into a sale and purchase agreement on an item is the legal owner of the item or has obtained permission from the legal owner of the item.

d. The goods being dealt with are in the hands (under the control of the seller). Carrying out a sale and purchase agreement on something that has not been handled (not in the control of the seller) is prohibited, because it could be that the goods have been damaged or cannot be delivered as promised.

## 2. Determination of *the mabi*'<sup>24</sup>

- a. Mabi' is required to be property
- b. Mabi' must be in the possession of the
- c. The person responsible for the mabi' is the
- d. A contract without mentioning the mabi' is .

All of these characteristics are present in the above transaction. The description is that buyers or players place their bets using UC money purchased with real money, at the same time PUBG as the seller offers items that are interesting to own. Ownership is only valid by the way the gamble is made. If fate is in the player's favour, then he will get the item with a single attempt of opening the chest. Otherwise, it is likely that he will not get the item even if dozens of attempts are made, even thousands of UCs are used up.<sup>25</sup>

In addition, this rule of luck or gambling depends solely on fate. Any game that relies on the element of chance is also prohibited by *Shara'*, especially if it includes betting money. Based on the view of the majority of scholars' "Any game based on fate such as dice games, *terup leaves* (which have an element of betting) and so on is haram. This is because these games accustom oneself to depending on fate in every thing that is done."

This is clearly visible when players want to purchase items in chests, such as *Premium Create*. Players need to pay as much as 120 UC first before having a chance to try their luck. Then, in effect, the item selection process will happen randomly. There is a possibility of players 'getting and not

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<sup>24</sup> Damanuri Aji. *Muamalah Research Methodology*. (Ponorogo: STAIN Po PRESS, 2010), p.138.

<sup>25</sup> Lubis, Suhrawardi K. and Wajdi, Farid. *Islamic Economic Law*. (Jakarta: Sinar Grafika, 2012), p.33.

getting' what they are told. This kind of buying and selling is similar to the description of *munabazah* and *mulamasah* buying and selling which is forbidden by *shara*'.

Every purchase made should be determined by the buyer himself. In this case, *PUBG Mobile* restricts the rights of buyers by determining items randomly. Items obtained through opening chests (*creates*) can only be done once for one payment. With this, there are two possibilities where the player will get the desired item or vice versa. It is clear that this form of action that denies the will of the player who causes this purchase is similar to the description of *munabazah* and *mulamasah* buying and selling which is forbidden by *shara*<sup>26</sup>

However, the prohibition is specialised in case players purchase UC to stab those items. As for UC being used to purchase items continuously without the stabbing process taking place, the ruling is that it should be like purchasing through *Silver* money and so on. We can understand that such purchases do not allow players to obtain special and rare items. However, religious principles clearly mention that the goal does not justify the means, even the item is not a category of necessities, let alone urgent items.

The scholars stated that to clarify the game as gambling is by looking at the characteristics contained in the game. Among the characteristics listed are that the game is accompanied by two or more people, each party determines a benefit to be bet and the benefit bet by the losing party will be given to the winning party.<sup>27</sup> It is clear here that each of the characteristics listed above manifest in money transactions in the use of *Unknown Cash* (UC) which involves the process of stabbing or trying luck. This is so because, players place bets using UC money purchased with real money and at the same time the *PUBG Mobile* management offers special and attractive items to own.

The law on gambling is haram and the perpetrator is guilty of a grave sin. The law of the community also strongly discourages games that have elements of gambling in them. This is mentioned in the book of *fiqh* that:

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<sup>26</sup> Abdul Wahab Khallaf, *Principles of Islamic Law*, (Jakarta: Raja Grafindo Persada, 1996), p. 80.

<sup>27</sup> Nawawi Ismail, *Muamalah and Contemporary Fikih*, (Bogor: PT Ghalia, 2017) pp. 47.



"Any game that is based on luck such as dice games, terup leaves (which have an element of betting) and so on is haram. This is because these games accustom themselves to depending on luck in every thing that is done. This makes them think that luck is the determinant of everything in this world. Such games actually have a lot of negative effects on people."<sup>28</sup>

In connection with that, the advice from the author is that the players involved abandon the act of stabbing the goods and repent to Allah SWT whether the act is done intentionally or unintentionally. Halal and haram matters need to be clearly determined and haram elements need to be removed if any.

## Conclusions

Based on the results of the research conducted in the previous chapters, the following conclusions and suggestions can be drawn:

1. The create purchase mechanism in the PUBG game is a sale and purchase that is commonly done by players of this game. To get these premium or exclusive items we cannot get them for free or by just playing, to get this kind of item players are required to have UC or Unknown Cash first. However, in purchasing a create, players cannot determine the items they will buy, players must buy a create then the items in the create will come out. However, the items that come out are not necessarily the items selected at the beginning, so we don't know which items will come out later.
2. The practice of purchasing creates in the Player Unknown's BattleGround game is a transaction that contains elements of gharar in its purchase. Because the pillars and conditions of buying and selling are not in accordance with what is Fiqh Muamalah where players do not know the goods that will come out later. So from this sale and purchase is included as a sale and purchase that contains elements of gharar so that the sale and purchase is not allowed because it contains elements that are not justified in Islam.
3. Player Unknown's BattleGround game has a clear legal status for buying and selling transactions. In the practice of buying and selling,

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<sup>28</sup> Accessed via website, <https://islam.nu.or.id/bahtsul-masail/hukum-jual-beli-item-game-dan-gold-dalam-game-online-rpg-RZFYk>, on 10 November 2023.

the pillars and conditions must also be fulfilled. But then when examined more deeply, there is a defect in the terms of sale, namely ownership in online games is unclear (gharar). Any sale and purchase that contains elements of gharar in it is against Islam. The Shafi'iyah and Hanafiyah scholars agree that the goods being dealt with or traded must contain elements that can be utilised by Shara'. So that a sale and purchase object whose existence is contrary to shara' is a mistake according to Islamic law and is considered invalid to be used as an object in a sale and purchase transaction, and it is forbidden to trade online games.

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