

Play Gaming Goldrush stations and scenarios - players

Print a copy and cut out each card.

Station 1: In game purchases

You've just completed a big mission in your favourite game, and now there's an offer to buy an extra life for your character. The extra life costs £5 (5 game coins), and you have 7 game coins left that you earned by completing challenges. Should you buy it?

Questions:

- How much would those 5 game coins cost in real money?
- Could this lead you to spend more money than intended? How?

Reward: If you can answer correctly, you earn 10 game tokens!

Station 2: Hacking and scams

A message pops up on your screen offering a free download to get extra game coins. You click on it, and it asks for your login details.

Questions:

- What could happen if you give away your login details?
- How can you tell if an offer is a scam?

Reward: If you can answer correctly, you earn 15 game tokens!

Station 3: Subscription services

You sign up for a 'free trial' of a gaming subscription service. After a month, £10 is taken from your account, but you didn't even realise the trial had ended.

Questions:

- How can you avoid unexpected charges like this?
- What should you do if you didn't mean to subscribe?

Reward: If you can answer correctly, you earn 20 game tokens!

Station 4: Unplanned spending

You're playing a game and get really excited, so you buy a pack for £7.99. Later, you realise you accidentally bought three more packs without meaning to!

Questions:

- What can you do to avoid overspending in games?
- What could be the long-term impact of spending more than you planned?

Reward: If you can answer correctly, you earn 25 game tokens!

Station 5: Digital currency risks

You buy 500 in-game coins for £4.99. But just as you're about to spend them, the game updates. Now those coins are only worth half as much!

Questions:

- How can you protect yourself from losing the value of virtual money?
- What should you do before purchasing in-game currency?

Reward: If you can answer correctly, you earn 30 game tokens!