

# **Make Money Playing Video Games**



**Exclusive Guide on How You Can  
Do What You Love Most and Get  
Paid in the Process**

**Video-Gamers-Guild.com Production**

## Introduction

You may have read in newspapers or seen on TV that it is possible to make money in the region of thousands of Video Games. Although this is true, you could argue that if it is so easy to make money doing what you enjoy, then why isn't everybody doing it? Well, the good news is it IS possible to make money playing games and this Ebook will explain the different avenues you can take to do it.

## About the Author

I've played games for many years, starting on the Vic 20, Commodore 64, Amiga, Playstation, Xbox (and many more) all the way up to the current generation of consoles. Although the Internet is a great source of information, it can be too vast and become difficult to pinpoint the information you want without lots of searching.

You could argue that the Internet is similar to a large city like London or New York, although there are millions of people; many find themselves going at it alone which can give a sense of solitude. After spending many hours trying to find one site where I can find everything I want, gaming related and have the chance to meet my friends and make new friends online who have similar interests, I decided that the only way to get this was to create it myself.

For the first time ever , [www.video-gamers-guild.com](http://www.video-gamers-guild.com) provides a way of keeping up with all the latest and best products, swap gamer tags, read your friend's reviews on games, chat to your mates and swap tips / cheats and also the chance to enter competitions. It's a gaming



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Community which will feel like an online home where you will always be able to visit at any time, and have fun conversing about your favourite topic! Hope to see you there soon.

Cheers,  
Uridium – [www.video-gamers-guild.com](http://www.video-gamers-guild.com)

### AM I GOING TO BE RICH PLAYING GAMES?

Ok, let me be honest with you right from the start. If you are thinking of doing this so that you can give up your day job or become a millionaire, then it's possible you will be disappointed. Many people will only make a few dollars / pounds a day but if you are already playing games for pleasure, then why not do it and earn some nice pocket money which can supplement your existing wage. If you're still living at home with the parents and you don't currently have a job, then this is a great way to get extra cash, even if it's so you can buy more games ;-)

Having said all that, you may have read about people that ARE making thousands a year playing games, although this is true, you have to bear in mind that those people are top of their game or field. However, if you have the determination then that could be you.



## SECOND LIFE

The first game I'm going to outline in which you can make money is technically not a game. It is more like a way of life where you create your character / avatar and interact with other people by moving around and chatting with text or speech. The best thing about this platform is it is completely free to join, there are no monthly fees and you can be earning money within hours of creating your character.

The game is currently only available on the PC and you can visit their site to download the software from [www.secondlife.com](http://www.secondlife.com) In the game, you earn money in various ways which I will detail later. The software house is Linden Labs; therefore the game's own currency is Linden Dollars. These dollars can then be exchanged for real dollars in the real world. There are people right now spending as much as 14 hours a day 'playing' this and making money. At the time of writing, the exchange rate was around 300 Linden Dollars to 1 American Dollars but this can fluctuate.

What you do in the game is completely up to you. There are people who just use this as a way of chatting to friends, some people like to role-play within the game, but there are many others who really see this as a second job and do things within the game that they couldn't in real life, possibly due to their culture, body size, location or whatever.

Here are some examples of jobs you can do within Second Life:



## Bouncer

This may sound crazy but despite Second Life being a virtual world, as long as there are real people playing it then it will present real life problems. For example, it is possible that there may be a party or event being held at a night club, you would think that people will just happily turn up to dance and chat without any disturbances...wrong! There are people playing the game who like nothing more than going along to cause havoc and smash the place up. So, if you're built for the job then you could get paid Linden Dollars (therefore, real dollars) to stand outside the club and make sure any wrong doers don't get it.

## Private Detective

This to me is one of the craziest jobs within the game. Some people use Second Life as a way of having an online relationship, so, can you believe that some of these people playing the game may cheat on their virtual partner? Well, you could argue that they are not virtual because there is a real person behind them. This is where the private detective comes in. There are people willing to pay real money for you to follow their virtual partner to make sure they are not getting up to any mischief. Like the bouncers job, you will get paid by the hour and who knows, you might get a bonus for any juicy information you discover.

## Shop assistant

There are businesses within the real world that have set up shops within Second Life. It's mostly a way of advertising but it's like a 3D version of browsing items on the Internet. There are also businesses that have been set up purely within the game selling items which I will talk about in a moment.



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Like any shop, you need people to work in them and talk to the customers. You may even try some sales techniques to shift the goods quicker. You may not make big bucks doing this but it's a really easy way to start earning some pocket money.

### Designer

So, where do these unique items that are sold in the shops come from? In many cases, people have actually designed them within the game using the graphic tools and some coding. For your character to look different and cool, you may want to buy items of clothing or various accessories, which again have been designed in the game by real people.

Of course, to truly make something unique, you can't really rely on just the tools that are provided, it's possible you will have to have some programming experience to get the most out of it. Also note that some of the real people behind these shops are designers in the real world. However, if you have the determination, then you can make a go at this and earn some good money. Uncover your hidden talents!

### Architect

Similar in some ways to designing items, people actually design and 'build' houses where your avatar can live in luxury. These can be sold for an awful lot of Linden Dollars which can equate to a tidy sum of real money. Again, many of the real people behind these designs are real architects but who knows, you might have a natural flare for this sort of thing but never got the chance to try for yourself.



## Real estate

Probably the most famous character in Second Life is a Real Estate business woman called Anshe Chung (Ailin Graef in real life). In her first year she made \$100,000 from buying land and properties and then selling them to other gamers, normally for a hefty profit. She then set her sight to be the first virtual millionaire; however, the money was VERY real!

There are many other ways to make money in Second Life, so if any of the above is of interest, you may want to investigate further. A great book on the subject

## SIMMS ONLINE – EARNING SIMOLEANS

Arguably, The Sims was the forerunner of Second Life. There have been many people who have become addicted to this game and spent hours a day playing it. I think the main difference is when people play this, they tend to be more detached from the character they are playing, and in Second Life some people play it to the extent where they think they ARE the person in the game.

However, there are many similarities; one of note is the fact that people can construct their own items and more importantly, houses. The Sims has much more of a family appeal to it as you can get married and have children, so *naturally* you will want a nice place for them all to live. Again, this is where a designer can step in and create properties that are so elaborate; people are willing to spend real money buying them. The currency within The Sims is known as Simoleans.





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One thing to bear in mind, whereas in Second Life, it is almost encouraged to make money playing the game, with The Simms, making real money wasn't something the developers of the game intended. This also applies to other games such as World of Warcraft, Ultima Online and other RPGs which I'll detail later.

Although some software houses will turn a blind eye to people making money from their games, they also don't exactly promote it. Most of the items sold from these games such as houses are normally sold on Ebay but on occasions, Ebay will have a sweep and remove the items on sale. However, there are now many sites devoted to selling items for various games. One such site is [www.ige.com](http://www.ige.com)

One game that does permit users to officially sell items is EverQuest2; this can all be done through an official Sony site. Maybe their policy is "If you can't beat, them then join them?"

**MMORPG – MASSIVELY MULTI-PLAYER ONLINE ROLE PLAYING GAMES (World of Warcraft, Ultima Online etc)**

Probably the most fun to be had making money playing games is playing Online RPGS such as Ultima Online or more recently World of Warcraft. These games are great fun but can take more time to play than what a lot of people have. In short, people who don't have the time are prepared to pay real money to take short cuts.

I first heard of this concept a few years ago from my Brother-In Law who told me about an online RPG from Korea called Ragnarok.





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I couldn't believe my ears when he told me that a friend of his had spent many hours playing it to the extent where he was able to acquire magic items that were so rare, there were people will to pay over \$100 for these items. I told a friend this who in turn told me about Ultima Online and asked me to do a search on "Ultima Online" within Ebay.

I couldn't believe what I saw, pages and pages of virtual properties which you could buy to keep your virtual items, going for hundreds of dollars; one was going for \$600 and another for \$1,500!!! I had to laugh when I read the descriptions, one read "Great house in a perfect location with lots of rooms for storing special items". It sounded like something you would read on a property web site from an estate agent.

For anybody unfamiliar with the game, you can spend days, weeks or even months farming / mining for gold to save enough money to buy weapons and armour. Again, some people just don't have the time to do this so others would build up characters or attain items and then sell them on Ebay. This game is still played today but is slowly being superseded by World of Warcraft.

As with Ultima Online, World of Warcraft is all about Gold, without this, you are going to find it very hard to buy the weapons and armour you need to make your character strong enough for large scale battles. You may see adverts on the Internet of people or companies selling gold which you can simply buy with real money and then transfer to your World of Warcraft account. There are also various guides you can buy which you can buy to help you attain gold and level up your character much quicker. You will quite often see these reviewed at [www.video-gamers-guild.com](http://www.video-gamers-guild.com)



## KWARI

A brand new game to hit the PC scene is Kwari. This is a new and exciting concept because each player submits a small amount of money for each game which then gets put into a pot. This total can amount to quite a nice sum which the winner of each match will pocket as a prize. The game itself is also free to download from [www.kwari.com](http://www.kwari.com)

The game itself looks like first person shooter such as Halo, but unlike many death match tournaments where you can hide in places and then jump out to get the kill when it suits, in Kwari you will need to dash into open spaces to pick up items and weapons which in some cases can amount to extra cash. This is one of the first games that actually states upfront that it's all about winning money.

Another great feature about this game is it keeps a close track on whether you are on a winning spree or a losing one. If you keep losing then it will enter you into matches with lower ranking players and do the opposite if you are winning. This basically means that each person will get a fair crack of the whip and have a chance of winning some money.

## TOURNAMENTS

Some of the really big cash prizes can be earned playing tournaments. At one point these generally only took place in America and Asia but now there is a large and ever growing scene in Europe as well. Much like Kwari, these tournaments are generally feature first person shooters such as Half-Life, Halo, Unreal Tournament and the like.



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