

Megagame ticket prices survey comments

(Full results available [here](#))

Do you have any other comments about in-person megagame ticket prices?

It's often not the cost of the ticket per se that is a factor in attending the games but more so the cost of travel and hotels that effect it. Were the locations more varied and local it would bring the overall cost down so I'd be more willing to pay more for the ticket.

More cost puts more responsibility on designers to deliver a robust experience

Travel and overnight accommodation still remains the biggest issue. Whilst objecting to moving from a £30 ticket to a £40 ticket might seem picky when already forking out for long travel and a B&B, it's another barrier to making the initial decision to attend.

For all its stupidly inflated costs, London is accessible.

It's a really weird discussion because there's usually an implicit assumption that the most valuable part of the package - ie the creativity and design effort - has to be provided for free. I recognise that I would pay more for better quality components/a cooler venue/etc but the idea of paying proportional to design quality - let alone design effort - doesn't feel so appealing. I guess in part because it's hard to quantify design quality?

A thought, for what it's worth - part of the effort to quantify design quality could be late-stage playtests followed by reports/reviews.

Designers could consider including added perks (eg merch) within ticket price to inflate prices. Would need to be an added extra

The largest draw to paying more would be to allow more creative freedom for designers to explore new elements or ideas that might require more costs.

I would pay more if it was a consistent quality of product (actual game not components) but even the same game run multiple time doesn't mean consistent quality game...

Great Questions!

they seem fair.

i think in general no one wants devolpeters to be out of pocket, and i would support higher prices to help that goal. i would be willing to pay more for better venyues etc. the main issue is that of qulaity. givent that games range widlly in quality, that does create some hesitation in paying more

Yet to attend first game, but generally happy to pay a reasonable price if it helps keep the hobby going and makes it worthwhile for designers

The current price is very good and even if I'm not busy all day the social interaction and emotional involvement in the game is a big plus for me

Work and family life impact my I volvevement and if the cost rose to more that the current £30 Id have to choose one game in the calender to try and get to

The venues have always been excellent

and events throughly enjoyable

The Sheffield Fulwood Rd TA center was fantastic

The half price for under 16 has been a big plus for me as I could involve my son

The location of Sheffield, Manchester and Leeds have been good, I personal would not travel to London

Definitely need to keep some freebie tickets available to get new and minority players into the hobby.

A for profit game with higher ticket prices should probably pay for controls time and/or expenses.

In all fairness I have only attended a few megagames and Covid has put a stop to them for the foreseeable future. I would like to get involved in an online game but they book up fast. I'm happy with the current prices and maybe slightly higher. What would make me pay more is longer game time, better prepared control, a more slick operation. This would probably require control to be paid so that they can run through all the elements of the game prior to game day and also have everything set up in time.

Megagames are good value for money. Especially when compared to other forms of entertainment (Cinema Etc) I have no issue with them being run for profit at all, but I imagine doing so it incredibly challenging with all the up front costs. One thing I would add. If I knew controls were being paid for their time, then I would pay more.

I'm willing to pay for what the game is worth. Im fine paying more to pay for the GM's time because running one can be like a job. As well as for the venue and components. I could even see myself paying up to \$50 for a game. If it was 8 hours + and had high production values.

For me I'm more likely to pay up \$50 if it was the only mega game I was going to do for a while. But ultimately I don't feel like you're an amusement park so really wouldn't pay the same prices regardless of how much time it took in my day or the venue.

For me megagames are a hobby, NOT a commercial enterprise

The topic or theme of the game is important too me. I would not sign up to a game megagame focused on high school librarians and zombie cheerleaders.

why would i ever pay more if i knew it was solely for someone's profit?

My time is more valuable to me than my money. So the real risk of playing a Megagame is that I'm stuck playing a game for hours that I'm not enjoying. This was especially true for my first Megagame where I was worried that I might be stuck there all day while not enjoying it. I loved it so it wasn't an issue in the end. But I nearly didn't go to that first game because of the time commitment, not the money.

The Megagame experience would not be improved by marginal component quality, and the necessary expenditure to _really_ make the experience more immersive (such as Escape Room-style sets) would be prohibitively expensive.

Control and press should be subsidised; megagames should not be run for profit, especially not on their first run; a mature megagames organisation should have tiers of concessions; i would definitely pay more than the usual £30 if i knew for a fact the experience and the components were really high quality

I think there should be more than one ticket price - one for employed people and one for unemployed/students so that they are attracted to the hobby.
I had a convo with someone who was really really interested in megagames, til I mentioned the price!

The other option is to maybe have a minimum charge of £10, but a pay what you feel, so that those that can afford can support those that want to go but struggle with the cost.

I think current pricing of 30 quid is reasonable, it's in line with similar entertainment like a decent gig or theatre ticket. Charging a lot more would chase a lot of casual and first time players off, whilst even discouraging some regulars. Whilst charging less probably isn't viable for the designer.

The question around 'being busy all day' doesn't really talk about 'having fun all day' - if I knew I'd have a great time at the game and it was organised smoothly and reliably, with a discussion of accessibility beforehand, I'd feel more comfortable paying more money for it.

Paying for a ticket and knowing that everyone else there has too reassures me that everyone will A show up and B be more invested in the game

cost breakdowns and/or tiered entry costs that show the benefits of paying more would encourage higher spending aswell.

Asking the megagame community how much they would pay is self selecting for people who can already afford to. £30 is a huge amount for a day's entertainment for a lot of people (it may look good value when compared to other expensive activities, like escape rooms, but not there are plenty of cheaper things to do). This limits the audience to the kind of people we already see at games.

Look to bespoke/vacation LARPs for what is possible with higher pricing.

i'm poor

I do enjoy megagames, and the first one I attended seemed pricey. The money went to charity, so I felt the cost was acceptable. Since there aren't many opportunities nearby, I would be willing to put in money. However, the cost would be a deterrent if there were more opportunities available.
Understanding that a megagame is fun for several hours makes the cost commensurate to the experience. I haven't been to many, but I think I would consider the production and organization behind the megagame if I had more experience of who was hosting them.

A megagame day costs me £100 plus when food and travel are taken into account so the actual game price is not important. I am happy to pay more but if that increase is to ensure a profit margin for someone, I expect a professional product (excellent components and well tested rules) and megagames are not that currently. Not against a commercial slant to megagames but they would need to double/ triple in price to make it work.

The ticket price saving from having a megagame in an outer suburb can be cancelled out by the cost of transport. I would pay more to have it centrally located, especially because this makes it easier to go out afterwards. The post-megagame debrief at a nearby pub with dinner and/or drinks is one of the most fun parts of the experience, and I'd often like to stay and chat for a few hours. If I'm going to spend another \$20 anyway, I'd rather that go towards having the megagame in a nicer central venue (which benefits everyone) than paying for my uber home from a random outer suburb at 9pm.

price is rarely the issue since I have to travel to most megagames. It is the time, distance and cost to get to the venue that is usually the issue. And also I worry that the megagames tend to get cliquey with many players knowing each other beforehand and falling into alliances based on friendship groups. This isn't an easy thing to fix however, unless one assigns roles at random, and that isn't what people want either :-)

Keeping prices reasonable makes the events more available. I can then expect the event to hold a higher quality than if the prices are higher by ensuring diversity among the players. Also, higher prices have a tendency to create customer expectations. I prefer events that have a focus on the attendees being co-players, and so have a sense of responsibility about the quality of the event and the experiences of other attendees. We see the same phenomena with ticket prices to other events, such as concerts or festivals. Only some qualities are related to the cost of the event. Further related to customer expectations, high-end events (if only defined by price range) also tend to risk becoming more streamlined and neatly packaged (the customer expects to get what is paid for). This runs counter to the 'dynamics of randomness' that make most Megagames so intriguing. It is hard to design a game that can ensure 'a customer gets the experience he/she paid for'. So a design strategy I think is mostly suited to Megagames is simply avoiding having customers (and hence requiring a low price range).

a lot of the above 'depends'. The venue is already close to public transport etc. Accessibility for people with disabilities needs to be considered. I might pay more 'for profit' if I knew how much 'for profit'. I know designers are struggling to get costs back for their resources etc so probably nothing for their time. I would have a lot higher expectations if the costs were higher.

Consider separate pricing for certain roles?

If a megagame is run for cost, I'm pretty happy to pay more (within reason), if the intention is to run the best game possible.

Also I'm less worried about a game/designer's first outing, and more worried about a network's first outing. A network which has run multiple games before hosting a new game from a new designer for the first time, will likely still run well. A new network running a classic game (say Watch the Skies) could potentially go wrong at a planning and administration level and be a disaster. A new network with high prices comes across as suspicious and potentially fraudulent (take the money and run!).

Generally I think they are very reasonable - I know they often don't entirely cover costs so would be willing to pay more to ensure the designers are not out of pocket, but would be concerned about events becoming commercialised at the current time as it feels like megagames are still quite a new concept and I would worry commercialisation would be a barrier to people trying it out.

I have loved some megagames but poor mechanics and control have really ruined days for me.

I go because I love the hobby, would happily pay more to support but then it would start bringing into question refunds if I had a bad time if I'm honest.

That's not what it's about though

Sometimes I'm making multiple ticket purchases and that cost might become less affordable, but otherwise I'm willing to pay since I know how much work it takes and all the ones we've run have been at or below cost.

Generation 3 may pay more. Attempts continue to monetise Megagames. Any luck?

I think for what you get most megagames are great value for money. I'd pay more for the same thing if I was asked to though I might not be able to afford to go to as many. I'd be excited to pay for a 'premium' megagame where I knew the quality of game, control, venue or components were higher than I was used to.

There's a lot of variance in mega game quality, especially for how rare they are near me. Getting something going regularly, where you can expect a certain quality to it would be great. (Seeing this now in escape rooms too. Once word gets out, the quality draws in more people)

For me it comes down to quality of experience. If I know that production value will be high it's easier for me to justify price. Similarly if I know the game experience (rules, roles and interactions) will be good, that will also help me justify paying for a ticket. Both do not necessarily need to exist with every game, but it helps especially for justifying repeat attendance.