

The legality of Boster Pro Online Game Transactions Based On Fatwa Assembly Of Indonesian (MUI) No. 116/DSN-MUI/ix/2017 About Sharia Electronic Money

Haris Fadillah

State Islamic University of North Sumatra
email: harisfadhilah0718@gmail.com

M. Syukri Al Bani Nasution

State Islamic University of North Sumatra

Ramadhan Syahmedi

State Islamic University Of North Sumatra
ramadhansyahmedi@uinsu.ac.id

Mhd. Yadi Harahap

State Islamic University Of North Sumatra
mhdyadiharahap@uinsu.ac.id

Abstract: This study aimed to describe the mechanism of buying and selling Diamonds in the online game Boster Pro based on the DSN MUI fatwa Number 110/DSN-MUI/IX/2017 on buying and selling Diamonds in the Boster Pro game. This type of research is normative law, which uses materials from written regulations or other normative legal materials. The study results concluded that the online game boster pro is a game to play slots, cards, and other betting games, and whoever often wins will get a lot from the bet. The bet is made using Diamonds (virtual coins) instead of Diamonds to play the game. In the Boster Pro game, Diamonds are provided on a limited basis; the more often gamers play games, the fewer Diamonds in the game. Then, gamers are looking for alternatives to get these by buying and selling transactions, namely by buying Diamonds belonging to luckier people. Gamers do this so they can continue to play the game. According to the DSN MUI Fatwa Number 110/DSN-MUI/IX/2017, in the buying and selling transaction of the Diamon game Boster Pro, the consent and acceptance are clear because the perpetrators of the buying and selling transactions are in a conscious state. However, according to the MUI, traded objects contain elements of maysir because they benefit from betting on a game. The next reason, the object of buying and selling is unclear and has no real form.

Keywords: *Boster Pro, Game Online, Legality, MUI fatwa*

Abstrak: Penelitian yang bertujuan untuk mendeskripsikan mekanisme transaksi jual beli Diamon dalam game online Boster Pro perspektif fatwa DSN MUI Nomor 110/DSN-MUI/IX/2017 terhadap jual beli Diamon dalam game Boster Pro. Jenis penelitian adalah hukum normatif, yaitu penelitian yang menggunakan bahan-bahan dari peraturan-peraturan tertulis atau bahan hukum normatif lainnya. Hasil penelitian menyimpulkan bahwa game online boster pro adalah suatu game untuk memainkan slot, kartu, dan game lainnya yang bersifat taruhan, siapa yang sering memenangkan akan banyak mendapat dari taruhan tersebut. Taruhan tersebut dilakukan menggunakan Diamon (koin maya) sebagai pengganti Diamon untuk memainkan game tersebut. Dalam game Boster Pro disediakan Diamon secara terbatas, semakin sering gamers memainkan game maka semakin berkurang Diamon dalam game tersebut, berawal dari hal itu gamers mencari alternatif untuk mendapatkan tersebut dengan cara transaksi jual beli yaitu dengan cara membeli Diamon milik orang yang lebih beruntung. Hal ini dilakukan gamers agar bisa terus memainkan game. Menurut Fatwa DSN MUI Nomor 110/DSN-MUI/IX/2017 dalam transaksi jual beli Diamon game Boster Pro ini ijab dan qobul sudah jelas, karena pelaku jual beli bertansaksi dalam keadaan sadar. Akan tetapi, menurut MUI mengenai objek yang diperjual belikan mengandung unsur maysir karena mendapatkan keuntungan dari hasil taruhan sebuah game. Alasan selanjutnya, objek jual belinya tidak jelas dan tidak memiliki wujud nyata.

Kata Kunci: *Boster Pro , Game Online, Legalitas, Fatwa MUI*

Introduction

The rapid development of information and communication technology has affected almost all aspects of people's lives and activities. The opening of a completely transparent information network allows humans to interact and transact directly and quickly with various parts of the world. Various needs can also be accessed using sophisticated and adequate technology and an internet network. By using the internet, all computer networks can be connected and communicate throughout the world without knowing geographical and time boundaries. Internet technology brings significant changes in the world of commerce (business). People get a lot of convenience and comfort in buying and selling transactions. People no longer need to queue or go around shopping areas to get something they want only by capitalizing on gadgets and an internet connection.¹

Apart from that, one of the benefits of internet technology, which is also often used by the community, is for entertainment facilities such as watching, listening to music, and playing games. Video games that use an internet connection are known as online games. With an internet connection, various online games can be played anywhere, anytime, and by anyone. In everyday life, various groups demand online games, ranging from students, teachers, doctors, artists, and even officials; these online games are not only an object for mere entertainment but also for trading and obtaining large profits.²

Lately, electronic games, or what is often

referred to as online games, have progressed very rapidly. This can be seen in the community and the number of game centers. The game center is not like an internet cafe, where they have more regular customers than the cafe itself; this makes game centers always crowded.³ Even though games are intended for children, not a few adults play them, not even a few who make it a job that earns income from playing games.⁴ One of the games that are currently in demand is *Booster Pro*. In this game, the object of buying and selling is a virtual object called "*Diamon*." The problem is whether, according to the status of *syara* law, buying and selling online games is legal to be used as an object of sale and purchase. In Islamic law, buying and selling are an agreement to exchange objects or goods that have value voluntarily between two parties where one party sells the objects, and the other party accepts them following the agreement or conditions that have been justified and agreed upon by *syara*.⁵ The meaning of legal conformity here is buying and selling that fulfills the conditions, pillars, and other things related to buying and selling so that if the terms and pillars are not fulfilled, it is not following the will of *syara*.¹ *Jumhur* scholars stated that there are four pillars of buying and selling: the seller, the buyer, the *sighat* (consent), and the object or item being traded. Meanwhile, what is included in terms of sale and purchase is that the person transacting must be intelligent, the goods

¹ Iwan Sidharta et al., "Pengaruh Kepuasan Transaksi Online Shopping Dan Kepercayaan Konsumen Terhadap Sikap Serta Perilaku Konsumen Pada E-Commerce," *Jurnal Computech & Bisnis (e-Journal)* 9, no. 1 (June 15, 2015): 23–36, <https://doi.org/10.55281/JCB.V9i1.124>.

² Muhammad Darwis, Khairul Amri, and Hardy Reymond, "Dampak Dari Kecanduan Game Online Di Kalangan Remaja Usia 15–18 Tahun Di Kelurahan Kayuombun," *Ristekdik: Jurnal Bimbingan Dan Konseling* 5, no. 2 (October 1, 2020): 228–33, <https://doi.org/10.31604/RISTEKDIK.2020.V5i2.228-233>.

³ Khotibul Umam and Abdul Muhid, "SISI NEGATIF GAME ONLINE PERSPEKTIF ISLAM DAN PSIKOLOGI ISLAM," *Psikoislamedia: Jurnal Psikologi* 5, no. 2 (February 16, 2021): 153–67, <https://doi.org/10.22373/PSIKOISLAMEDIA.V5i2.7071>.

⁴ Krista Surbakti, "Pengaruh Game Online Terhadap Remaja," *JURNAL CURERE* 1, no. 1 (October 17, 2017), <https://doi.org/10.36764/JC.V1i1.20>.

⁵ Muhamad Izazi Nurjaman et al., "Jual Beli Online Dan Penentuan Hukum Yang Terjadi Di Dalamnya," *Al-Qanun: Jurnal Pemikiran Dan Pembaharuan Hukum Islam* 24, no. 2 (2021): 340–64, <https://doi.org/10.15642/ALQANUN.2021.24.2.340-364>.

being traded must be usable by humans, submitted when the contract is in progress or at a mutually agreed time, and the price has been agreed upon.⁶

When associated with Game Booster pro, terms of sale and purchase will be exciting if studied and analyzed for its legal status. Injustice between players that harms one of the parties playing is very interesting to analyze. Game booster pro is a game system that relies on luck. The legal status of buying and selling online games will be discussed, whether it complies with the DSN MUI Fatwa Number 110/DSNMUI/IX/2017.⁷The problem with buying and selling is that the object of buying and selling is not physical, only in the form of a game account. This online game account is not the personal property of the seller, which can be lost at any time if the game provider company blocks the game. So that the legal status of buying and selling online games by Boster Pro raises doubts about its legitimacy among the people of Indonesia.

Methods

This study was field research, with its approach normative.⁸ Based on its nature, this research is a descriptive analysis in which, with the approach, what is stated by the research target is the person concerned, both written and oral, and is a real behavior. Then what is researched and studied by the research object is used to solve the

proposed legal issues. The researcher has summarized the problem formulation in normative legal research, departing from the problem's background. Then the appropriate research approach is the statute approach and the comparative approach. The subject of this research consists of data and data sources. The data of this research are the results of observations in the field, interviews with informants, and document studies. The analysis technique used is miles and Haberman.⁹

Result and Discussion

The Trading Of Boster Pro Online Games

There are millions of games in cyberspace today. Starting from straightforward games to complex, complicated, and even risking diamonds. Diamon is a coin (virtual) that is used as a means of payment.¹⁰ One game that uses diamonds is the Booster Pro game. Game Booster Pro is a form of slot game, such as online gambling, which is currently popular with many people because the results of playing the game can be traded. Game Booster Pro has been around for a long time in Indonesia, but only a card game menu gives prizes in the form of pulses. The prize is in the form of a coupon (Rp) with an amount ranging from Rp. 50,000 to Rp. 200,000, then the coupon can be exchanged for credit according to the nominal coupon obtained. Besides being able to be exchanged for credit, the coupon prizes (Rp) can also be exchanged for Diamonds as capital to play slot games in the Boster Pro online game.¹¹

⁶ IRMAWATI ARFAT, "TRANSAKSI JUAL BELI ONLINE PERSPEKTIF HUKUM ISLAM," *AL-SYAKHSHIYAH Jurnal Hukum Keluarga Islam Dan Kemanusiaan* 3, no. 1 (June 19, 2021): 78–90, <https://doi.org/10.35673/AS-HKI.V3I1.1191>.

⁷ Anam, "Ini Fatwa Terbaru DSN-MUI Tentang Uang Elektronik Dan Layanan Pembiayaan Berbasis IT - Majelis Ulama Indonesia," mui.or.id, 2018, <https://mui.or.id/berita/11352/ini-fatwa-terbaru-dsn-mui-tentang-uang-elektronik-dan-layanan-pembiayaan-berbasis-it/>.

⁸ Muhammad Chairul Huda, *Metode Penelitian Hukum (Pendekatan Yuridis Sosiologis)* (Semarang: The Mahfud Ridwan Institute, 2022), <http://e-repository.perpus.iainsalatiga.ac.id/14262/>.

⁹ Matthew B Miles and A Michael Huberman, *Analisis Data Kualitatif: Buku Sumber Tentang Metode-Metode Baru* (Jakarta: Universitas Indonesia Press, 2014), <https://lib.umpr.ac.id/opac/detail-opac?id=111>.

¹⁰ Bety Mustikasari, Deka Setiawan, and Ika Ari Pratiwi, "Analisis Kebiasaan Bermain Game Online Terhadap Interaksi Sosial Anak Usia SD Di Desa Prawoto," *Jurnal DIDIKA: Wahana Ilmiah Pendidikan Dasar* 6, no. 2 (December 31, 2020): 181–90, <https://doi.org/10.29408/DIDIKA.V6I2.2846>.

¹¹ Jaka Wijaya, "Interview," (2022).

The Boster pro game application also provides a sending feature, in which gamers can make transactions by sending Diamonds to fellow gamers; this is included in the second way to buy Diamonds. Here gamers buy from fellow gamers or other people face-to-face or through social media. The seller usually gets the Diamond from his winnings. Taufik Ardiansyah, who is still in junior high school 13 years old, has been playing this Boster Pro game for a long time, and he has also sold the Diamonds he won from playing this game because the selling method is straightforward and the Diamonds that are obtained from selling the Diamonds are also quite biased for additional Diamond snacks.¹²

On the other hand, the send feature in the game is used by some gamers to seek greater profits or is commonly known as agents. Agents are parties who sell products directly from distributors to retailers or consumers; agents here function as intermediaries between distributors, retailers, and consumers. Gamers who become agents here buy Diamon belonging to gamers who win at a lower price than the general selling price; then, agents resell the Diamonds to other gamers who need them. So agents get more profit from selling the Diamond. As is currently being done by Khairul Hartono, gamers who are also agents of the Diamon Boster Pro game usually buy Diamon belonging to their friends who have won and also post a special grub for buying and selling Diamon Boster Pro, which it's on Facebook, Khairul bought the Diamond for 55 thousand per Diamond. Then he sold it again to other gamers for 65 thousand diamonds.¹³

Terms and Conditions for Buying and Selling Game Booster Pro

Regarding the pillars and conditions of buying and selling the Diamon game Booster Pro, there are pillars and conditions in it. However, whether these pillars and conditions follow the existing Shari'a or not.

¹² Taufik Ardiansyah, "Interview," (2022).

¹³ Khairul Hartono, "Interview," (2022).

The buying and selling transaction is invalid if these pillars and conditions are unmet. This is what the author tries to analyze further. Talking about the pillars of buying and selling divide into 3 parts, namely:

1. Akad (Ijab Kabul)

What is meant by consent granted is a greeting from both parties stating the wishes of both parties, willingness, and desire to buy and sell. Buying and selling cannot be valid before the Kabul consent is made.¹⁴ This is because the consent to Kabul shows the willingness of both parties. Basically, Kabul consent must be made orally. However, if this is not possible, for example, due to muteness, the goods being purchased are far away, or the seller is far away, it is permissible through correspondence which means the Kabul consent. This is explained in Surah An-Nisa verse 29:

يَا أَيُّهَا الَّذِينَ ءَامَنُوا لَا تَأْكُلُوا أَمْوَالَكُمْ بَيْنَكُمْ بِالْبُطْلِ
إِلَّا أَنْ تَكُونَ تِجَارَةً عَنْ تَرَاضٍ مِّنْكُمْ وَلَا تَقْتُلُوا
أَنْفُسَكُمْ إِنَّ اللَّهَ كَانَ بِكُمْ رَحِيمًا

"O you who believe, do not vainly eat each other's wealth, except by commerce that applies with Reciprocate each other."

The above verse is a verse that is very general and has a comprehensive dimension in the application of consumer (buyer) rights. It is based on this verse that several detailed *muamalah*. Commentators suggest that the phrase "Do not eat your wealth among you" contains a meaning which includes the prohibition against consuming one's property or the property of others falsely, in the sense of an unlawful way, an incorrect way, or a way is not lawful, such as usury, coercion, gambling, and fraud. The word "Commerce" literally means exchanging, buying, and selling because commerce is the most common way of exchanging. The word " Reciprocate each

¹⁴ Syaidun Syaidun, "JUAL BELI (BISNIS) DALAM PERSPEKTIF HUKUM ISLAM," *Investama: Jurnal Ekonomi Dan Bisnis* 7, no. 1 (March 14, 2022): 13–26, <https://ejournal.iaingawi.ac.id/index.php/investama/article/view/623>.

other" implies that two contracted parties carry out a buying and selling activity, and then both parties must be perfectly willing to each other without any coercion or resentment that occurs.¹⁵

So it is very clear that following the Word of Allah in Surat an-Nisa above, the most basic of transactions or contracts in buying and selling the Diamon game Boster Pro is mutual pleasure; if buying and selling harms one of the parties utilizing fraud, then the sale and purchase is not valid. Buying and selling Diamon Game Booster Pro is carried out using what has been provided by Diamon Game Booster Pro to make transactions. After negotiating the number of diamonds you want to buy and the price, the buyer can meet in person to pay for it or transfer according to the agreement. The consent process occurred when the seller said, "I am selling this Diamond for Rp. 8,000 of them". Then, the buyer says, "I bought 10 diamonds for Rp. 8,000 of them". After this agreement occurs, then the buyer transfers his Diamond to the seller then the seller transfers the Diamond to the buyer.

2. Contracted person (Seller and Buyer)

Every sale and purchase transaction that is carried out must have parties in it, namely the seller and the buyer, including the parties mature in age and mind. Therefore, buying and selling by children, crazy people, and idiots is illegal. The parties are mutually willing; there should be no coercion. Buying and selling *Diamond game Booster Pro* is done without any age limit, in the sense that those who play this game have many age categories, both children, teenagers, and adults. So that the buying and selling process can be carried out by children, which is not one of the existing buying and selling conditions, and not infrequently, this buying and selling are carried out by those who have reached puberty, namely teenagers and above.

3. object

What is meant by the object of sale and purchase here is the object that is the cause of the sale and purchase agreement. Implies that objects that can be used as objects of sale and purchase must meet the following conditions:¹⁶

No	Purchase Terms	Information
·	Holy	Goods sold are not forbidden in Islam, such as buying and selling dogs, <i>khamr</i> , carrion, pork, and others. Unlike the case with buying and selling Diamonds, it is unknown whether the item is sacred or not. This is because what is being traded is a Diamond in the world of social media, where the sanctity of the item cannot be known
·	Beneficial	Goods that are traded must be helpful, so those who buy them do not feel disadvantaged. The definition of goods that can be used is, of course, very relative because, in essence, all goods that are used as objects of sale and purchase are goods that can be used for consumption (rice, fruits, fish, vegetables, etc.), as well as something whose needs can be useful, such as a dog for hunting or something that can be used for its skin, such as lions, snakes, and others. So to measure the criteria of this expediency, use the criteria of religion. In buying and selling Diamon Game Booster Pro, the goods being traded are not useful for the wider community but only for connoisseurs of the game.
·	Can be handed over	The point is that the goods can be delivered by the perpetrator of the contract concretely. Something that

¹⁵ Muhammad Ihsan, "TRANSAKSI JUAL BELI ONLINE DALAM PRESPEKTIF HUKUM ISLAM," *Jurnal Lex Justitia* 3, no. 1 (October 1, 2021): 60–78, <https://doi.org/10.22303/LEX>.

¹⁶ Fatri Sagita, "ANALISIS HUKUM ISLAM TERHADAP PRAKTIK JUAL BELI ONLINE OLEH MAHASISWA STAIN MAJENE," *QISTHOSIA : Jurnal Syariah Dan Hukum* 2, no. 2 (December 15, 2021): 141–55, <https://doi.org/10.46870/JHKI.V2I2.130>.

	<p>cannot be submitted concretely is invalid, such as fish in water, trading a fetus that is still in its mother's womb, or buying and selling flying birds, and it is not known when they will return to their place. In selling the Diamon game Booster Pro, this item is intangible but can be handed over to the buyer</p> <p>This means that the person who enters into a sale and purchase agreement for an item is the legal owner of the item and has received permission from the legal owner of the item. Thus, the sale and purchase of goods carried out by a person who is not the owner or has the rights based on the owner's power are seen as void sale and purchase agreements. For example, if a husband sells his wife's belongings, then the act does not meet the legal requirements for the sale and purchase made by the husband of his wife's goods, which is void.</p> <p>Buying and selling <i>Diamon</i> in the <i>Boster Pro</i> game is in the form of Diamon, where this Diamon sometimes belongs to the person making the contract, and sometimes the Diamond belongs to another person who has received authorization from the Diamond owner to be then traded to fellow players</p>	<p>payment, amount, and period</p> <p>The legality of Online Game Boster Pro Trading Based On MUI Fatwa No. 116/Dsn-Mui/lx/2017 Concerning Sharia Electronic Money</p> <p>The legality of Diamond Booster Pro trading from the pillars and terms is still not fully answered. The aspect of the benefits of the pillars of <i>ma'qud 'alaih</i>, namely in the form of diamonds, still needs to be re-analyzed from the purpose of the buyer making a sale and purchase transaction of diamonds, which can be viewed from the perspective of the MUI fatwa because the validity of buying and selling is actually legal if it fulfills the pillars and conditions but still pays attention to the following arguments.¹⁷</p> <p>الأصل في المعاملات الإباحة حتى يدل الدليل على تحريمها</p> <p>"In essence, all forms of <i>mu'amalah</i> transactions may be carried out unless there is an argument that forbids them."</p> <p>These rules explain that the implementation of buying and selling transactions in Diamond Boster Pro can be allowed or forbidden. Therefore, paying close attention to how to obtain Diamonds, the motives and purposes for using Diamonds as a fulfillment of the conditions for the benefit of <i>ma'qud 'alaih</i> can be explained further from the perspective of the MUI Fatwa in determining the dominance of the legality of buying and selling Diamonds involving <i>Boster Pro</i> users.</p> <p>Trading of Diamon Game Booster Pro is a sale and purchase in great demand by the public from 2021 to 2023; even in 2022, there are still buying and selling transactions for Diamond game Booster Pro. By playing the Boster Pro game, a player can get enormous profits instantly and can also become a loss because of the defeat he receives in playing</p>
<p>One's own</p> <p>Clear and Known</p>	<p>This means both parties know the goods' type, amount, and nature. The sale and purchase are considered invalid if the item is unknown because they contain fraud. The terms of the goods are known simply by knowing the whereabouts of the goods, even without knowing the amount, as in transactions based on estimates or estimations. Likewise, the price must be known both in terms of nature, the value of</p>	<p>¹⁷ Maslahul Ihsan, Muhammad Saleh Mire, and Robiatul Adawiyah, "Tinjauan Fiqh Muamalah Terhadap Transaksi Jual Beli Perhiasan Emas Dengan Cara Tukar Tambah Di Pasar Pagi Kota Samarinda," <i>Jurnal Ilmu Ekonomi Mulawarman (JIEM)</i> 4, no. 2 (June 10, 2019), https://doi.org/10.29264/JIEM.V4I2.5075.</p>

the Boster Pro game. It depends on the player's luck when playing the Booster Pro game. Sometimes the Booster Pro game players sacrifice their possessions to buy the Diamond Booster Pro. Diamond purchases are made to play the Booster Pro game because, without Diamonds, players cannot run it; in other words, they cannot enter the Diamond Booster Pro game.

Judging from the game system, which is seen as relying more on player luck and having to use Diamonds to enter Diamonan games, this attracts the attention of the authors to study further because this system can cause injustice between players, which results in a loss to one of the parties playing because the game system relies on luck. So the writer needs to do in-depth research on buying and selling the Diamon game Booster Pro. In applying the MUI fatwa, it is necessary to understand that this is positioned as a path or intermediary that leads to things that are permissible or can also be an intermediary for things that are not allowed. So when the road or intermediary conveys what is forbidden, the law becomes unlawful; when the road leads to something lawful, the law becomes permissible or permissible; and when the road leads to something obligatory, the law becomes obligatory well.¹⁸

The authors researched buying and selling the Diamon game Higgs Domin Island with the MUI fatwa as the method used in conducting research. When buying and selling the Diamon game Boster Pro takes place, there is nothing unusual in the transaction; in fact, all the elements of buying and selling are contained in it and fulfill the pillars and conditions. However, with the goods being traded, a big question arises, what are the goods being traded? Will it lead to *mafsada*, or will it lead to *maslahah*? Because some of the players that the writer has met, the Diamond purchased are used to enjoy the game, but the writer finds that

some parties buy Diamond for raffle fate in the Boster Pro game, so in the end, it attracts the writer to examine how the law of buying and selling Diamond game Booster Pro in the review of DSN MUI Fatwa No. 110/DSN-MUI/III/2017. The MUI fatwa is intended as a preventive effort so that something that causes human damage does not happen.¹⁹

If this MUI fatwa is used to see the law of buying and selling Diamond game Booster Pro, it can be divided into two conditions and possible goals to be achieved from using the Diamond being traded. Are these Diamonds used for profit in the game with the aim of raffle fate by playing the Boster Pro game, or are they only used as entertainment, to enjoy the facilities in the game? Please note that there is a choice of several subgames provided on the Boster Pro game platform. Most sub-games lead to bets between players in one way to play individually and rely on luck from playing the slot being played.

Regardless of the intention to use Diamond for profit or entertainment, the purpose of playing the Boster Pro game also depends on the user's sub-game. Therefore, the authors assess the legitimacy of buying and selling Diamonds in the Boster Pro game regarding the intention to play the game and the sub-game tools used. Because in the perspective of the MUI fatwa can judge something for two possibilities, namely the intention, motive, or purpose of a person in doing something, as well as the consequences of doing something.

The basis for taking based on DSN MUI Fatwa No. 110/DSN-MUI/III/2017 is to consider that it does not come from actions that cause damage. The other guidelines are the benefits and harms or good and bad factors. So that the validity can be seen based on two different things as a

¹⁸ Al Fakhri Zakirman, "Metodologi Fatwa Majelis Ulama Indonesia," *Jurnal Al-Hikmah: Jurnal Dakwah* 10, no. 2 (December 1, 2016), <https://doi.org/10.24260/AL-HIKMAH.V10I2.615>.

¹⁹ Ahmad Fachrur and Siti Ngainnur Rohmah, "Eksistensi Fatwa Majelis Ulama Indonesia Dalam Pranata Hukum Islam Di Indonesia," *SALAM: Jurnal Sosial Dan Budaya Syar-I* 6, no. 5 (May 30, 2019): 459–80, <https://doi.org/10.15408/SJSBS.V6I5.20832>.

consideration from the perspective of DSN MUI Fatwa No. 110/DSN-MUI/III/2017 which is further elaborated.²⁰ First, when Diamon Game Booster Pro is traded and used to seek profit by trying luck, it is not allowed because several sub-games in this Game Booster Pro allegedly contain *maysir*.

Second, if players make online buying and selling transactions with the intention and purpose of obtaining Diamonds from the results of gambling on slot games, then there is a motive aimed at something illegitimate. Even though playing games is basically permissible because the game model is just betting the number of Diamonds and hoping for bigger wins, the law turns out to be illegal. In this case, halal and haram laws are equally dominant between the permissibility of playing games and the prohibition of making profits from the lottery. If something considered permissible and unlawful is mixed or mixed in one action, then the principle can be reviewed from the following rules.²¹

إذا اجتمع الحلال و الحرام غلب الحرام

"Meaning: When lawful and unlawful come together, what is won is what is unlawful."

This rule shows there needs to be a limit when someone does something, in this case, buying and selling the Boster Pro game. Humans are always ambitious in fulfilling what they want even though it seems *mubah* is being done, which is mixed with *haram* because there is an element of drawing in the sub-game. These limits separate a person's intentions or motives for using the Boster Pro game towards two

²⁰ Sumarni Arny, Hadi Daeng Mapuna, and Muhammad Anis, "TINJAUAN HUKUM ISLAM TERHADAP JUAL BELI PADA MARKETPLACE ONLINE LAZADA," *Iqtishaduna: Jurnal Ilmiah Mahasiswa Hukum Ekonomi Syari'ah* 222 (July 13, 2021): 222-40, <https://doi.org/10.24252/IQTISHADUNA.V3I3.21658>.

²¹ Miftakhul Anwar, "Kaidah Fiqih Bila Yang Halal Bercampur Dengan Yang Haram," *Mimbar Kampus: Jurnal Pendidikan Dan Agama Islam* 20, no. 2 (October 25, 2021): 186-200, <https://doi.org/10.47467/MK.V20I2.643>.

purposes: permissible or unlawful. Two things that are very different between *mubah* and *haram* can be chosen by someone in determining the purpose of using the Boster Pro game. This is as explained as follows.

"Meaning: what is lawful is clear, and what is unlawful is clear too. While among them, there are doubtful (vague) matters about which most people do not know His (laws).

This hadith conveys a clear difference between *haram* and permissible for buying and selling the Boster Pro game. If there is doubt or ambiguity about the purpose of using the game, it is *mubah* or unlawful; then, in fact, this hadith is used as a basis for always having the character of *wara'*, namely leaving matters that are still unclear or someone who is still doubtful about the legitimacy of the Boster Pro game. When an action or activity that seeks profit is carried out in an unclear way or in an instant way and only relies on luck from the slot draw system to get that profit or can also cause instant losses, this can be indicated in the direction of gambling or the activity contains *maysir*. This considers that gambling which always leads to losses, will always cause damage rather than benefit, as one of the rules is explained as follows.

كل أمر يتدرع بالمحذور فهو محذور

"Meaning: Every matter/business/case (if in its implementation) uses methods and *wasilah* that are prohibited (in its use), then the matter/business/case is also something that is prohibited."²²

This rule shows that gambling which is positioned as a means that has benefits far greater, predominates in its presence than its benefits. So it is necessary to avoid making buying and selling transactions for the Boster Pro game as a profit-generating object. This is because gambling is a prohibited act that directs the purpose of buying Diamond game booster pro to

²² Kholid Saifulloh, "STUDI KRITIS HUKUM WASILAH MAKSIAT," *Al-Majaalis* 7, no. 1 (November 20, 2019): 43-71, <https://doi.org/10.37397/ALMAJALIS.V7I1.121>.

become a prohibited activity that results in damage or danger.

In essence, the basis of the MUI fatwa is *ijtihad* which is based on considerations of benefit as previously described regarding the dominant side between *mafsadah* and problems. The mechanism for buying and selling Boster Pro games from the game model to the main one in the Diamond buying and selling scheme results from the sub-games being played according to DSN MUI Fatwa No. 110/DSN-MUI/III/2017 can be divided into four types in terms of the quality of the *mafsadah* which takes into account the aspects of the benefits and the resulting consequences, which are described as follows.

1. The deed that is done is very certain (*qath'i*) will lead to *mafsadat*. It is permissible to carry out buying and selling transactions for the Boster Pro game or *mubah fidzati*, but if you look at the consequences that have arisen, it brings *mafsada*, then the law turns out to be unlawful or cannot be done. This consequence is none other than causing losses to Diamond game booster pro sellers who use the Booster Pro game to make a profit.
2. Most likely actions (*dzann al-ghalib*) lead to *mafsadat*. This act is suspected of leading to damage, so it is prohibited. The alleged damage is in the act of gambling. If the seller sells a Diamond from Booster Pro to the buyer who aims to be used it for gambling again, it is actually included in a prohibited act. Actions that are unlikely to bring *mafsada*. This action may be done if the buyer only uses the Diamonds sold by the seller to entertain themselves in playing sub-games on Boster Pro without the slightest intention of making a profit back.
3. Actions that still contain benefits and allow these actions to lead to *mafsada*. In this case, the party selling Diamond Booster Pro to the buyer, of course, can use it as a gamble again in the available sub-games so that it leads to *mafsada* or just for entertainment which leads to

benefits. So, there are two different possibilities. Second, there are still some buying and selling transactions in which the game of Boster Pro is purely for entertainment without intending to make a profit. The Booster Pro game players buy Diamonds to enjoy the facilities in the game because, as already explained, the game of Booster Pro cannot be played if you don't have Diamonds. Therefore, some players are willing to spend some Diamonds to buy diamonds games to play games and enjoy the facilities in them for entertainment.

Basically, the validity of buying and selling transactions with Diamond Booster Pro depends on the activities carried out using Diamond. The original law of the Boster Pro game, which requires using Diamonds, can be used if you compete with other people without worrying about the advantages or disadvantages you get from playing the game. Users who use Diamonds only as entertainment do not care whether Diamond rewards will be obtained later or not after carrying out the game. Game users do not rely on Diamond as a bet to get profits again. According to the Shafi'i school of thought, this is permissible because there are no immoral activities that contain elements of betting or prizes that resemble *maysir* (bets that harm the opposing party) or *qimar* (speculative gambling).

If buying and selling Boster Pro, there are more benefits than *mafsadah*. So it can be determined that buying and selling the Diamond game booster pro is not valid because there is a purpose or motive that does not lead to a loss even though the method of obtaining Diamonds by the seller results from a gambling or *qimar* scheme. This is because the essence of the MUI fatwa Number 110/DSN-MUI/IX/2017 in determining the validity of muamalah acts only comes to consideration of the aspects of objectives, consequences, and motives arising, as stated by several scholars. However, if someone doubts whether a transaction is *mubah* because they cannot consider the *mafsadah* and benefits, it is advisable to

leave it. From the perspective of the MUI fatwa, the original law of buying and selling Diamond Booster Pro has changed due to the conditions of the purpose and method of obtaining Diamonds, which cannot be justified in Islamic law because they contain elements of *maysir* and *qimar* by weighing based on *benefit* and *mafsadat*. The existence of a prohibition on gambling in terms of motives, intentions, or purposes of use causes the sale and purchase of Diamond Booster Pro to become unlawful if it resembles *maysir* and *qimar* where the user must gain profit through mere gambling of chance. This is based on the thinking of the Syafi'iyah scholars that every action always contains two aspects, including encouraging one to act and the aspect of the target or goal that becomes the *natijah* (result) of the action. Whereas the law of buying and selling Diamond Booster Pro can change to *mubah* or may be carried out if there are no elements of *maysir* or *qimar* which lead to gambling violating Islamic law as a finding based on a review of the MUI Fatwa faith in determining the law for the sale and purchase scheme of Diamond Booster Pro games can be described as follows.

In a transaction of Diamonds games, some requirements do not meet the requirements for buying and selling objects according to Islamic law. Buying and selling Diamond game Booster Pro is buying and selling virtual coins or buying and selling goods in virtual form, which hands cannot touch, but if this Diamond has been accepted, the benefits can be felt that is Can For play games The Booster Pro.

One of the conditions for goods (*ma'qud 'alaih*) to be traded must have value.²³ Based on the provisions of the DSN MUI Fatwa Number 110/DSN-MUI/IX/2017 regarding *mabi'* (object of sale and purchase) concerning the sale of Diamonds in the Booster Pro game as follows: Goods that are

²³ Dery Ariswanto, "ANALISIS SYARAT IN'IQAD DARI 'AQIDAIN DAN SHIGHAT DALAM PEMBENTUKAN SEBUAH AKAD SYARIAH," *Tahkim (Jurnal Peradaban Dan Hukum Islam)* 4, no. 1 (March 27, 2021): 59-78, <https://doi.org/10.29313/TAHKIM.V4I1.7072>.

traded must have benefits so that parties Which buy No feel harmed. Understanding the benefit in the matter is still relative because each item has benefits. Therefore, to measure the criteria of expediency in this case, use the criteria of religion. Don't until utilization goods the contrary with sharia Islam, decency, nor life socialize.

In the corner view of sharia Islam, all types of suitable games are not being carried out by way of gambling is allowed, yes who say *mubah*, and some say *makruh*. Games that positively impact the game in particular and social media, in general, help train brain intelligence, such as chess or a game based on strategy.²⁴ From the point of view of the benefits, buying and selling the Diamond game Booster Pro does not fully bring benefits. Lots of harm as well as No There is side expediency Which is justified by sharia. For gamers, If in play games online, e can result forget the time to leave obligations that must be done because too engrossed in playing games; there are side effects, namely addiction; in this case, it is an addiction to buy Diamonds in order to play the Booster Pro game, most gamers cannot control his emotions not to buy Diamond. In Islam, all something that is excessive and raises harm must be abandoned.

The original law of the game is that it is permissible if it is just a competition to compete with one person another in something matter And try more from Which other.²⁵ Matter: The original law is *mubah* (permissible) but can also change depending on the activity. From the analysis that the author explains on the mechanism to sell and buy diamond games Booster Pro buying

²⁴ khairuddin; Khairuddin,, "HUKUM BERMAIN GAME ONLINE PLAYER UNKNOWN'S BATTLEFIELDS (PUBG) MENURUT FATWA MPU ACEH NOMOR 3 TAHUN 2019," *DIKTUM: Jurnal Syariah Dan Hukum* 18, no. 1 (July 11, 2020): 17-32, <https://doi.org/10.35905/DIKTUM.V18I1.1357>.

²⁵ Imam Rofiqi Ach. Puniman Miftahol Fajar Sodik, "SOSIALISASI UNSUR PERJUDIAN PERLOMBAAN BURUNG LOVEBIRD MENURUT HUKUM ISLAM," *Jurnal Yustitia* 20, no. 2 (January 2, 2020), <https://doi.org/10.53712/YUSTITIA.V20I2.693>.

and selling, there are many disadvantages than benefits that can be obtained. Because of that, it is best not to do this Diamond buying and selling transaction.

The object of the contract is also called *Ma'qud 'Alaihi*. The object must be clear in form, content, and characteristics and clearly known by the seller and the buyer. So, the sale and purchase of obscure goods, which cannot be seen by the seller and the buyer or one of the two, is considered invalid. One condition has not been fulfilled in buying and selling the Diamond game Booster Pro according to Islamic law. The condition for the goods to be clean. Objects that are traded in the buying and selling transactions of the Diamond game Booster Pro are obtained easily without working hard or getting profits without working. Profits are obtained from the results of betting a game, not from hard work alone. The advantage of this way is that it is classified as *maysir* (gambling).

Conclusion

Based on the explanation above, it can be concluded that the buying and selling transaction of the Diamond game Boster Pro starts with playing the game; then, if the gamer wins, then the Diamond is sold to other gamers, or he offers the Diamond in a buying and selling group on Facebook. According to the MUI Fatwa Number 110/DSN-MUI/IX/2017, in the buying and selling transaction of Diamond Game Booster Pro, the consent and acceptance are clear. *Ijab* and *qabul* are clear because the perpetrators of buying and selling when transacting are conscious. However, the object being traded contains elements of *maysir* and is intangible. In the MUI Fatwa, No. 116/DSN-MUI/IX/2017 concerning sharia electronic money, there are some things or points that need to be reviewed because they are still not very detailed and need to be explained again, such as Co-Branding, Server Based or Chip Based, registered and Unregistered because these three things are not explained in detail in the MUI MUI Fatwa Decree No. 116/DSN-MUI/IX/2017 concerning sharia electronic money. The purpose of all

this is to avoid misunderstandings, and what has been issued by the DSN-MUI is not only to support the previous fatwa but also for the benefit of the people, especially Indonesian citizens, so that they do not violate Islamic law and Shari'a.

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