

Open world games have exploded in popularity over the last decade, especially within survival and crafting-focused genres. Whether you're trekking through dangerous wilderness, erecting elaborate bases, or scavenging for starting materials, the core experience often comes down to resource management and progression. Exactly.. An intriguing trend in this genre is the rise of resource packs as purchasable items, available across consoles and PC alike. But why do developers choose to sell these packs? What player needs do they fulfill, and how do they impact gameplay pacing and satisfaction?

Reliable sources from Forbes to industry watchdogs like AskGamblers and the gaming community site Playoholic have analyzed this monetization approach. Their insights point to a practical balance between player empowerment and preserving intended progression. This post digs into those aspects grounded in player psychology, design trade-offs, and market dynamics.



Understanding Early-Game Friction and Learning Curves

Almost all open world survival games start with a sizable learning curve and early-game friction. At the outset, players are thrown into a complex system of gathering, crafting, and often combat without much tutorial handholding. The hurdle can be frustrating; hunting down essential crafting resources and starting materials is tedious but necessary to unlock deeper gameplay layers.

This friction creates a risk for new players: investing time and effort without immediate payoff, possibly leading to early abandonment. This is where resource packs come in to reduce that risk.

The Role of Rewards in Reducing New Player Risk

Buyable resource packs act as optional rewards that smooth the jump from newbie to adept player. Playoholic highlights this as a form of “progress assurance,” where players can accelerate their setup phase without grinding endlessly or feeling lost. By starting with a boost of crafting resources or rare materials, they gain a safety net to experiment with game mechanics and explore the open world faster.

In other words, these packs lower the perceived risk of trying the game. Players who might be wary of investing dozens of hours only to be stuck or overwhelmed can pay a modest fee—often *under* €5, as detailed in a recent

AskGamblers article—to jumpstart their experience. This approach is especially valuable on consoles, where multitasking and quick session starts are common, and on PCs, where players expect more freedom but can sometimes struggle with steep survival rulesets.

Types of Rewards Across Open World Genres

Not all resource packs are created equal, and the types of rewards vary widely depending on the game genre:



- **Survival-focused open world games:** These packs usually include crafting resources—wood, stone, metal ore, food items—that would otherwise require labor-intensive gathering. Starting materials can enable swift establishment of base camps and essential gear upgrades.
- **Sandbox building games:** Reward packs may feature rare building materials or decorative items, accelerating creative freedom without breaking gameplay balance.
- **MMORPGs set in open worlds:** Here resource packs often come as bundles of crafting reagents and temporary buff items, helping with character development or PvE efficiency.

For example, a player on PC might utilize a resource pack to bypass early grind and jump straight into base expansion or crafting powerful tools. Meanwhile, a console player with limited session time might appreciate instantaneous boosts that let them enjoy exploration and story elements over tedious farming.

Optional Boosts vs. Intended Progression

You know what's funny? one key benefit of these purchasable resources is that they remain truly optional. Forbes reports that respected developers craft these packs carefully so they don't disrupt the intended game pacing or create pay-to-win dynamics. Instead, they complement the baseline progression, ensuring that players who opt not to buy still experience the full game content and challenge.

This tradeoff is crucial. While rewards accelerate progress, they don't shortcut skill acquisition or mastery of core mechanics. Players earn achievements and story beats through gameplay, with resource packs serving as convenience tools or confidence boosters rather than crutches.

Why Publishers Adopt Resource Packs as Monetization

Beyond gameplay design, monetization plays a vital role. Post-launch content sales help fund ongoing development and server upkeep—especially important for sprawling open world games with frequent updates.

Advantages of Selling Resource Packs
Potential Player Concerns
Reduces early-game grind to improve retention
Risk of perceived pay-for-progress or unfair advantages
Offers accessibility boosts for casual or time-constrained players
May tempt players to overspend if not clearly presented
Generates revenue to support long-term game health
Could undermine satisfaction if rewards trivialize challenge

AskGamblers advises that transparency about pricing and effect is critical. Most resource packs are affordably priced, again often seen under €5, minimizing buyer hesitation and supporting a wide player base. Sellers use clear descriptions to avoid inflating expectations or cloaking these items as necessary.

Conclusion: A Balancing Act in Open World Survival Design

Open world games selling resource packs reflect a thoughtful balance between player needs and business realities. Starting materials and crafting resources are pivotal for survival and progression, but the early-game [try new games](#) grind can deter newcomers. By offering optional resource packs, developers reduce friction and risk, encourage experimentation, and cater to diverse playstyles without compromising game integrity.

Whether on PC or consoles, these optional boosts serve as convenience tools that respect player choice, align with genre conventions, and maintain immersive game worlds. Here's a story that illustrates this perfectly: [wished they had known this beforehand..](#) As noted by Playoholic and Forbes analyses, the key to success lies in avoiding shrouded monetization schemes and focusing on player empowerment rather than shortcuts.

So next time you see a *resource pack under €5* offered in your favorite open world survival game, remember it's not just a way to spend—it's a tool to help you dive deeper into the world, craft more freely, and shape your adventure on your own terms.