ABSTRACT

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The establishment of law No. 8 of 1999 concerning Consumer Protection is an achievement of the government as an effort to protect the consumersfrom several factors that leads to the neglect of consumers' rights and obligations. Therefore, consumer protection is deemed crucial since global marketplace is developed today. Besides, the development of technology greatly affects fulfillment of rights and obligations of the seller and the buyer. Since the current trading system is not only carried outin a place which requires the seller and the buyer to meet directly, it certainly gives great influences on the preservation of rights and obligations of each seller and buyer.

Online game is a good example of the market system which is integrated into a game that provides a wide range of facilities for its users, therefore, the Online Game users must be careful in doing the transaction to avoid undesirable things. However, it is undeniable that cheating may happen anywhere and anytime, both in the real world and in cyberspace. In cyberspace, cheating often occurs in Online Game which is certainly detrimental to many people. It certainly cannot be ignored since Online Game is now not only used as entertainment, but also as a source of income. Thus, the existence of the Consumer Protection legislation always provides advocacy to Online Gamesusers on the non-fulfillment of rights and obligations given by Online Game ownerto the users.

Online Game marketing does not only occur in Indonesia, but also in most countries in the world, including the moslemcountries. Thus, various facilities available in Online Game must also be seen as *Syari'at*. It relates to Games' facilities that contain gambling system or items purchasing on some Online Games which is limited by time. If it is left unchecked, it would at least affect the existence of Islamic law especially in Indonesia. Thus, the role of Islamic law does not only concern with the problems associated with *ubudiyyah*, but also the situation and conditions of fiqhof transaction in modernization era.