At The National College, our WakeUpWednesday guides empower and equip parents, carers and educators with the confidence and practical skills to be able to have informed and age-appropriate conversations with children about online safety, mental health and wellbeing, and climate change. Formerly delivered by National Online Safety, these guides now address wider topics and themes. For further guides, hints and tips, please visit nationalcollege.com.

What Parents & Educators Need to Know about

MARVEL RIVALS

AGE RESTRICTION PEGI 12

ESRB advise nobody under the age of 13 should play

Marvel Rivals launched in December 2024 and amassed a player count of nearly 150,000 in mere weeks. This player versus player (PvP) shooter packs in a host of recognisable comic-book characters, pitting two teams of six against each other. Despite the game's cartoonish nature, there are several potential risks for parents and educators to be aware of.

WHAT ARE THE RISKS?

IN-GAME CHAT

Voice chat allows players to speak to teammates and opponents within the game, but in a competitive environment, some conversations can become unpleasant. Text chat is equally prominent among those playing on PC and will be shown on the side of the screen. Moderation on chats is relatively lax, so it's important to recognise that potentially inappropriate messages could arrive at any time.

IN-GAME PURCHASES

While Marvel Rivals is free, there is an in-game store, selling character skins from recognisable movies and comic-book titles. Each season also includes a £10 Battle Pass (much like those seen in Fortnite and Call of Duty), offering a series of exclusive cosmetic items. These passes don't expire – but they can't be purchased once the next season rolls around, creating a fear of missing out.

CONTACT WITH STRANGERS

With such a huge player base, it's impossible to predict whom your child will be teaming up with or playing against. They're virtually certain to run into strangers through voice and text chat, for starters. Most of these people will just be ordinary gamers enjoying the action, but there *is* the risk of some users behaving inappropriately with younger players – either intentionally, or because they don't realise that they're speaking to a child.

VIOLENT CONTENT

There's no gore in Marvel Rivals, and the violence depicted is comparatively cartoonish – but the playable characters available vary between more traditional superheroes and supervillains, and figures like Black Widow and The Punisher, who use more realistic firearms. Given the game's nature as a shooter, this may make some parents and carers uncomfortable as some players will be firing these weapons at each other.

INAPPROPRIATE CONTENT

The game includes some innuendos and mature themes in the dialogue, which could expose youngsters to content unsuitable for their age, detracting from a safe and family-friendly gaming experience. As we mentioned previously, the content of the in-game chat could also be age-inappropriate, ranging from swearing to mature themes to potentially harmful content.

FAMILIAR CHARACTERS

The inclusion of iconic characters might make Marvel Rivals appear more approachable than other games in the genre, with recognisable heroes and villains like Spider-Man and Venom. This could lead to more interest from younger players, increasing the likelihood of children playing the game without properly understanding the risks.

Advice for Parents & Educators

FOLLOW ESRB RATINGS

The ESRB rating for Marvel Rivals says the game shouldn't be played by anyone under 13. Most children of that age will be able to appreciate the moral compass of the roster of characters (people can play as Hela, the Goddess of Death, for example), while also ensuring that the violence, however cartoonish, won't overwhelm them.

FAMILIARISE YOURSELF

The game's inclusion of fan-favourite characters like Iron Man and the Hulk, plus its increasing popularity, means that younger Marvel fans will likely be eager to see what the fuss is about. Since it's free, consider playing Marvel Rivals yourself to gauge how you feel about a child playing it. Alternatively, you could let them play against the game's AI in Practice Mode, until they're old enough to compete online.

MONITOR OR TURN OFF CHAT

Voice and text chat can both be adjusted within the in-game settings. If you're particularly concerned about exposing children and young people to them, however, you can disable both forms of chat in the game's settings. If a child wants to play alongside friends, remind them that they can use their console's party chat feature or host a call on a third-party service like Discord.

DISCONNECT PAYMENT OPTIONS

Parents should ensure that no payment options – such as debit cards – are linked to the game, to prevent unauthorised purchases and charges. Children can be tempted by enticing in-game offers without fully understanding the costs. Removing payment methods avoids impulsive in-game spending and instils a sense of financial awareness, teaching young people to be careful with their money.

Meet Our Expert

Lloyd Coombes is Games Editor at the Daily Star and has been working in the gaming and tech industry for five years. A regular visitor to the App Store to try out new tools, he's also a parent and therefore understands the importance of online safety. Writing mainly about tech and fitness, he has been published on sites including IGN, TechRadar and plenty more.

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