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Subject: Re: Do you consider bots and cheats in MMORPG'S that bad?

Posted by [danpaul88](#) on Fri, 04 Jun 2010 15:58:32 GMT

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You say that some consider bots in MMORPGs as not affecting other players, but in a game like WoW (as an example) resources are scarce and once used take time to respawn. Therefore they DO affect other players because there are no resources available for them to mine if there are bots in the area gobbling them all up constantly.

The only bot I would not consider to be harmful to the game world in an MMORPG might be one which simply explored the map passively, moving from area to area to unlock new game locations or transport points. While still an advantage to the player (and therefore cheating) this is probably the only type of bot I can think of that wouldn't affect the games of fellow players in any way.... doubt anything like this exists though.

Lone0001 wrote on Fri, 04 June 2010 15:07 Cheating in Single player is different, I admit myself to cheating in GTA games. I never get anything done, I just go around killing things.

The only GTA game I ever played was one on a PS1 and all I did was use the unlimited ammo all weapons cheat and go round shooting stuff for a bit. Never really got into the GTA games that much though, even with that cheat it still gets really dull really quickly and without it....

*zzzZZZzzzZZZ*

Your right though, there's a big difference between cheating in a single player game (nobody else is affected, you just lose out on the satisfaction of finishing it yourself) and cheating in an online game where you ruin other players enjoyment of the game.

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