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

Posted by [snpr1101](#) on Fri, 04 Jun 2010 22:12:50 GMT

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I used to play WoW on live servers and private ones. By chance, I happened to meet a guy on a private server who had developed a fly/wall climbing hack that I was never caught using on live servers.

Admittedly, I had used to to get to an area where you could only get to if you had a "flying mount" (Expensive mount that allowed you to fly around to get to otherwise unreachable places).

From there I was able to farm large amounts of money where very few were.

I personally wouldn't cheat in an FPS game. Aim Bots / Trigger bots / what have you take ALL of the skill required out of the game. Whereas in MMORPG's; I only did it once for the money. I still had to use skill and my knowledge of the game to beat other players etc.

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