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

Posted by [GEORGE ZIMMER](#) on Fri, 04 Jun 2010 22:43:51 GMT

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What many people fail to realize, though, is that MMO's aren't based around split-second timing skill like most FPS's. They're much more strategy oriented, and the whole game world affects your playstyle.

So while bots and etc don't directly affect battles and the like, they affect the whole game world and strategy in whole. Which is the MMORPG equivalent to straight up aimbotting in an FPS.

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