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

Posted by [reborn](#) on Fri, 04 Jun 2010 09:46:20 GMT

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If someone uses an aimbot in an FPS (such as Renegade), it's highly annoying and frustrating for the player that's getting spanked.

However, do you consider using a cheat/glitch/bot in an MMORPG (such as WOW) to gain currency/items/levels/stats such a big deal?

Some people I know are of the mind that cheating is cheating, so it's just as terrible. While others I know feel that as long as they are not ruining the game for others, or breaking the economy, but only hack to gain stuff for their character, then it isn't really a problem, as it doesn't affect them (kinda like al weapons cheat for GTA single player on the PS, who gives a shit?).

What are your feelings?

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

Posted by [EvilWhiteDragon](#) on Fri, 04 Jun 2010 10:56:58 GMT

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Stats/currency and such are a scare resource in MMO's, so they will always break the economy while doing so.

And yes, cheating = cheating.

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

Posted by [reborn](#) on Fri, 04 Jun 2010 11:46:05 GMT

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Do you consider a bot that fights for you against NPC's to gain experiance points that bad? This is much the point of the game and kinda self defeating, but I am curious how people regard this.

How about single player cheats for games such as GTA?

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

Posted by [EvilWhiteDragon](#) on Fri, 04 Jun 2010 13:06:22 GMT

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reborn wrote on Fri, 04 June 2010 13:46 Do you consider a bot that fights for you against NPC's to gain experiance points that bad?

This is much the point of the game and kinda self defeating, but I am curious how people regard this.

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How about single player cheats for games such as GTA?

While none is directly harmed in the fight against NPC's, eventually you'll use your powers towards other players I'd presume. NPC bashing (particularly by a bot) alone doesn't sound very much fun to me. The other player will have had to attack the NPC themselves so...

Otherwise, why not add an auto-1-up button to the game?

For singleplayer games it's different, as you will only harm your own fun in the progress. Of course SP cheats can be fun, but my experience tells me it's much more satisfactory when you have done it yourself without cheats.

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

Posted by [Lone0001](#) on Fri, 04 Jun 2010 14:07:14 GMT

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I agree with EvilWhiteDragon, cheating = cheating.

Even if you aren't harming the experience for other players you are still cheating to get higher ranked (one example), in a game like Runescape, this is a big problem.

Isn't gaining experience and leveling up the whole point of an MMO/RPG? What's the fun in cheating to achieve that? You use cheats to get your character to the max level for everything, what do you do next?

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.

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

Posted by [a000clown](#) on Fri, 04 Jun 2010 16:35:37 GMT

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For single player it can be fun to use cheats after beating the game at least once, depending on what type of cheat it is and how much it lets me mess with the AI NPCs. For me, it adds an interesting twist with some extra replay value. I never use cheats the first time playing through, since I like to know I can beat it by my own skill.

For online games you inherently interact with other players, and just like the real world for every action there is a reaction. For that reason it's my opinion everything you do changes something for other players so cheating degrades their gameplay in some way. Whether the change is minor or very noticeable is irrelevant.

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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 16:56:16 GMT

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I play MMORPG's frequently, so I understand that there are plenty of dynamics involved in them. It definitely causes a problem when you can just bot your way to the highest level and kick everyone's ass. It also becomes a huge problem when legitimate players can't even level up anywhere because bots occupy every place, and you can't really make any money because server economies are horribly broken from the mass amount of gold that fills markets due to gold selling bots. Also, extreme amounts of lag and sheer annoyance in towns from gold buyers/etc.

Granted, this differs from MMO to MMO and doesn't affect WoW as much due to WoW being pay to play, but pay to play MMO's are becoming a thing of the past.

But look at Silkroad for a perfect example of botting, cheating, and etc ruining the entire game. Can't even get into the server because it's so packed full of bots, and when you do, it lags to hell and back in towns, and you can't even level anywhere.

TL;DR: It's not as direct, but it definitely still affects people when you cheat in an MMO to make

just yourself better.

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

Posted by [PackHunter](#) on Fri, 04 Jun 2010 22:12:34 GMT

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When you start losing battlegrounds because your team has mor AFK botters, then yes it does affect other players. When they start flooding the in-game economy with rare items through grinding bots then yes that also could be considered bad. Annoying spam bots... Although not many players will risk losing hundreds of hours of lvling and gearing on cheats because Blizzard doesn't warn, they will just ban without warning.

sup Dan.

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

Posted by [crisis992](#) on Sat, 05 Jun 2010 00:19:59 GMT

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EvilWhiteDragon wrote on Fri, 04 June 2010 05:56Stats/currency and such are a scare resource in MMO's, so they will always break the economy while doing so.

And yes, cheating = cheating.

yep cheating = cheating.

I never used real cheats..never. And i never want to do that.

I tried 1 time a cheat..and it sucks =) just n00bs use cheats.

,  
crisis992

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

Posted by [Sladewill](#) on Sat, 05 Jun 2010 00:41:43 GMT

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In MMORPG games most of the stuff is done by bots anyways, if its realtime you cannot spend every minute of ever day watching it...

MMORPG's games are boring play realistic games there much better.

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

Posted by [GEORGE ZIMMER](#) on Sat, 05 Jun 2010 05:13:39 GMT

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Sladewill wrote on Fri, 04 June 2010 19:41

In MMORPG games most of the stuff is done by bots anyways, if its realtime you cannot spend every minute of ever day watching it...

MMORPG's games are boring play realistic games there much better.

yeah like MW2 and halo and gears of war

dems da besterest games evar

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

Posted by [Goztow](#) on Sat, 05 Jun 2010 07:36:45 GMT

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GEORGE ZIMMER wrote on Sat, 05 June 2010 00:43

So while bots and etc don't directly affect battles and the like, they affect the whole game world and strategy in whole.

Damn, that sounds a lot like BB!

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

Posted by [GEORGE ZIMMER](#) on Sat, 05 Jun 2010 14:46:06 GMT

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Goztow wrote on Sat, 05 June 2010 02:36GEORGE ZIMMER wrote on Sat, 05 June 2010 00:43

So while bots and etc don't directly affect battles and the like, they affect the whole game world and strategy in whole.

Damn, that sounds a lot like BB!

A bit, although Renegade is still more focused on the individual battles than an MMORPG is.

It's more like gaining huge amounts of points when you shouldn't

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

Posted by [Di3HardNL](#) on Sun, 06 Jun 2010 18:56:21 GMT

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I think its even worse to cheat in games like WOW. A non-cheater has to play and fight alot to get a higher rank. The game gets totally ruined if it seems you can get the same high rank with cheating and shit so you have finished the game in like a day.

It also makes the game less valuable.

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

Posted by [EvilWhiteDragon](#) on Sun, 06 Jun 2010 19:16:11 GMT

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EvilWhiteDragon wrote on Fri, 04 June 2010 12:56Stats/currency and such are a scare resource in MMO's, so they will always break the economy while doing so.

And yes, cheating = cheating.

I just though up a nice analogy. It's kinda like the banks did/do with morgages and such, they ruin the normal economy.

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

Posted by [jnz](#) on Mon, 07 Jun 2010 06:57:17 GMT

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Another thing to consider is the fact that other players can tell quite easily a player that has botted their way to highest level just because they have no idea what they are doing. When that player goes in a group they have a lower chance of succeeding.

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

Posted by [renalpha](#) on Mon, 07 Jun 2010 11:27:37 GMT

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its always cheating, if you play singleplayer or a mmorpg.

You have an advantage and you dont play the real deal.

Not that i care though, but still its cheating.

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