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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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