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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 horridly 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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