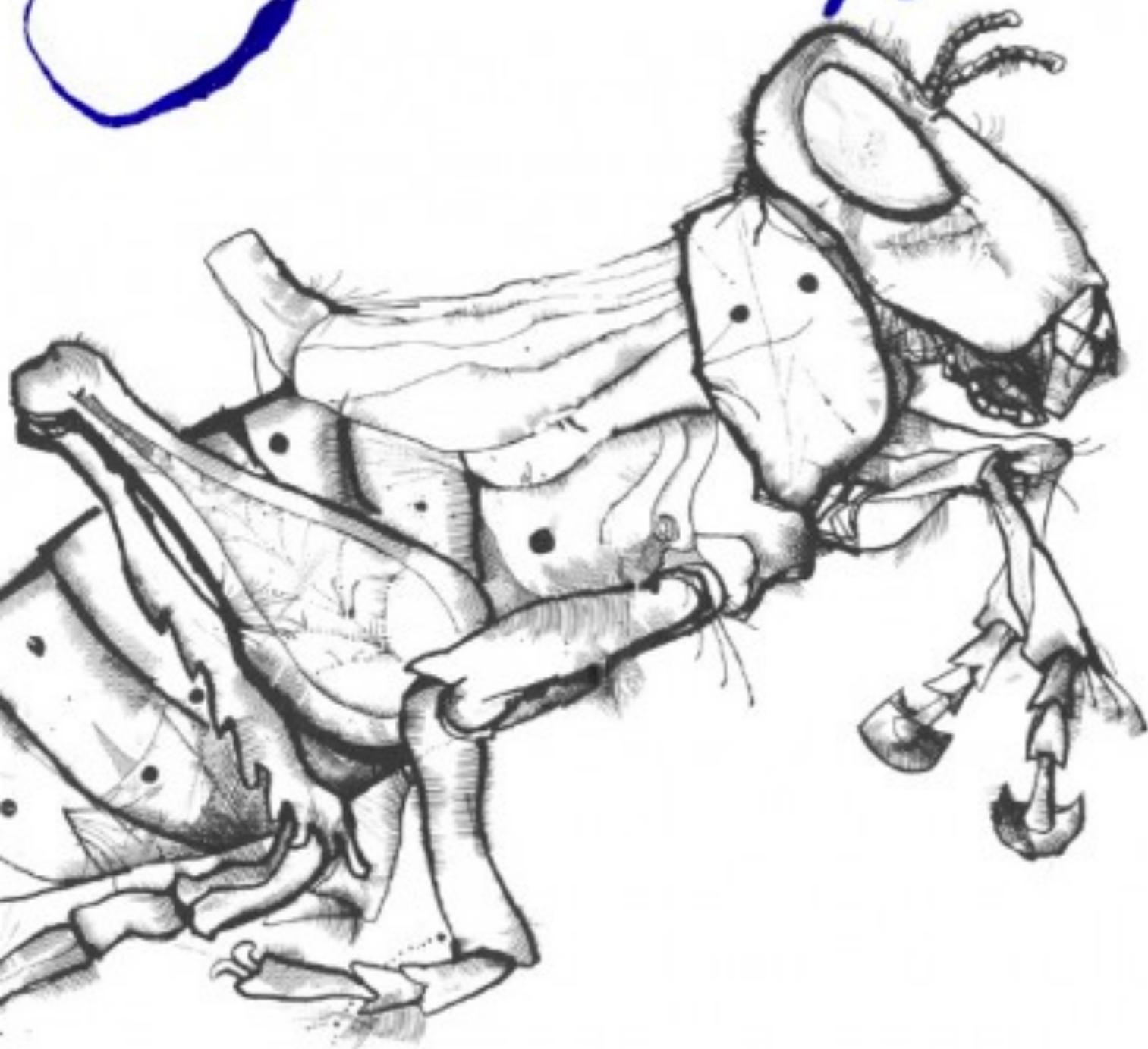


Cheating

(In videogames and elsewhere)

BERNARD SUITS

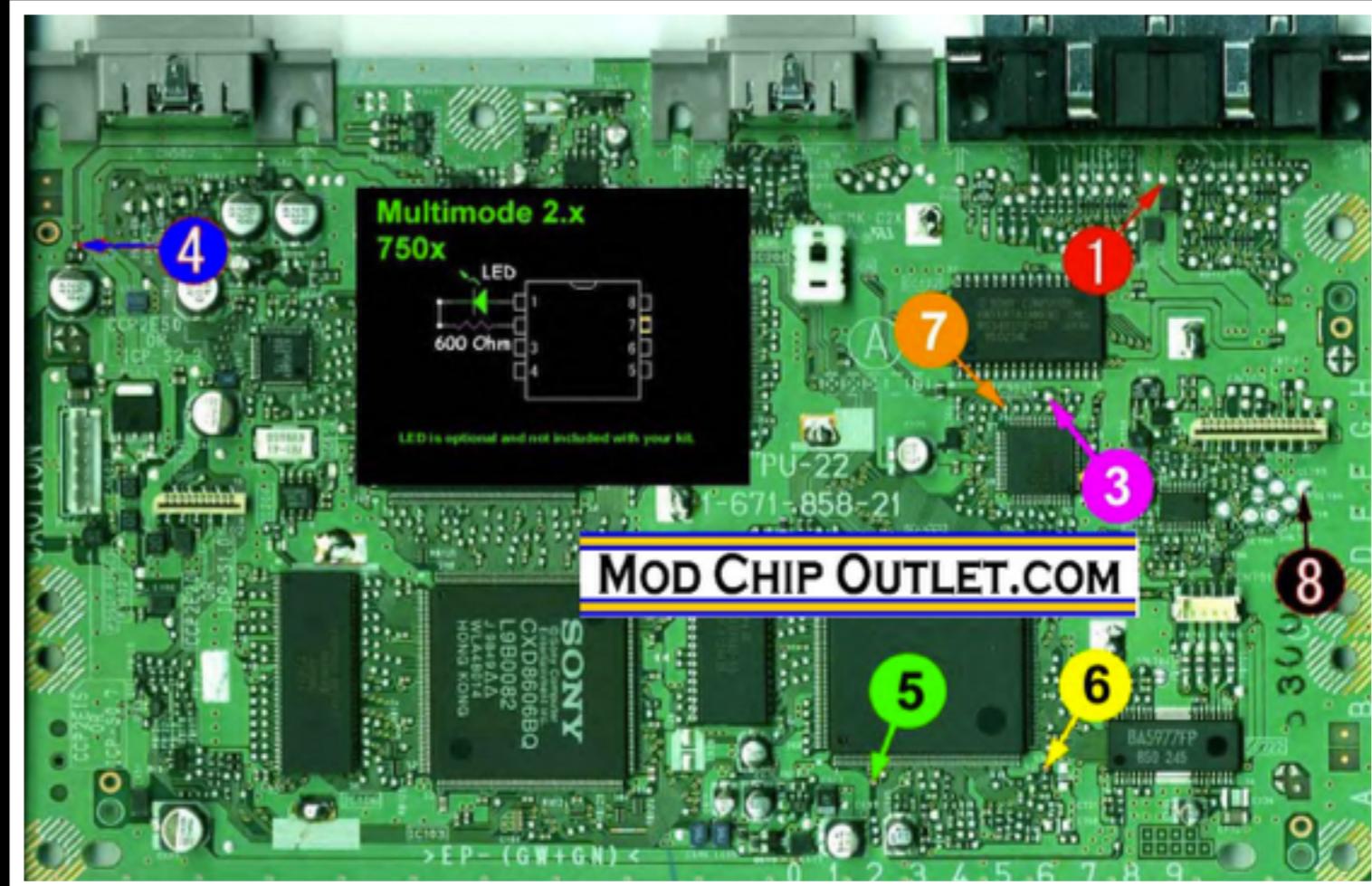
The Grasshopper



	Rules	Goals
Players	Y	Y
Cheats	N	Y
Triflers	Y	N
Spoilsports	N	N









FARMINGBOT
EXAMPLE BY HACKERBOT.NET

Start Settings Bot Behaviour Editor

Process: 8440

Bot: silverfish_rush.cs

File: Папки...

Enemy: None

Game Mode: Unranked

Status: Running

Stop Bot

19:28:09]: play action
[19:28:09]: use ability: Pushing target nothing
[19:28:09]: Pushing target nothing [C52_101] to field
[19:28:13]: calculating stuff... 19:28:13.8634
[19:28:13]: calculating ended! 19:28:13.9044
[19:28:13]: en!

CLASH OF CLANS Bot

Want to see our Bot on other sites? Please tell us [here](#)! Happy Bötting!





... players choose to cheat or not to cheat to enhance their gameplay, and that cheating is a dynamic concept that cannot be easily defined or limited.

Consalvo, *Cheating*, p. 11

The important thing is that the moves one makes are good rather than bad—that is, moves that keep the game going rather than terminating play.

Suits, *The Grasshopper*, Ch. IV Introductory Plate