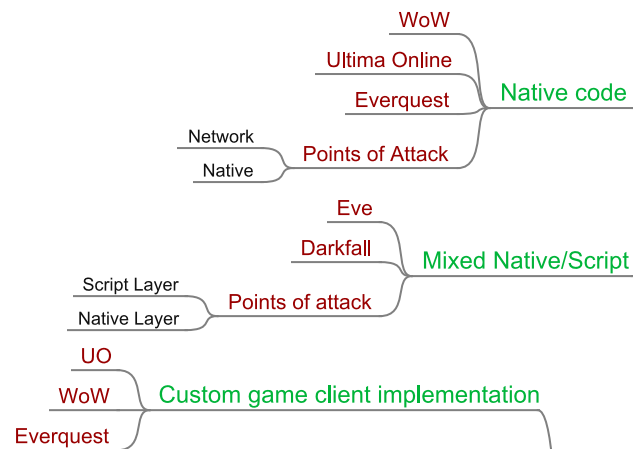
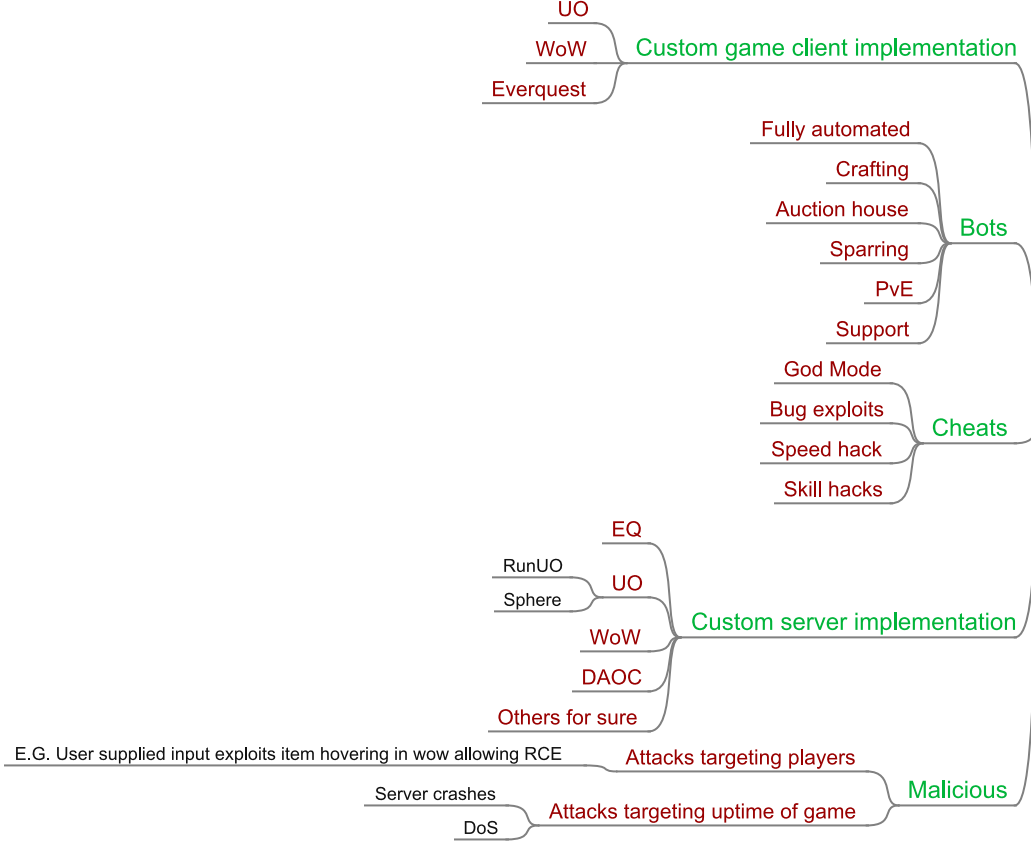


Hacking MMORPGs

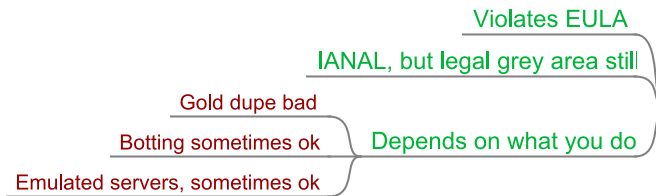
Targets



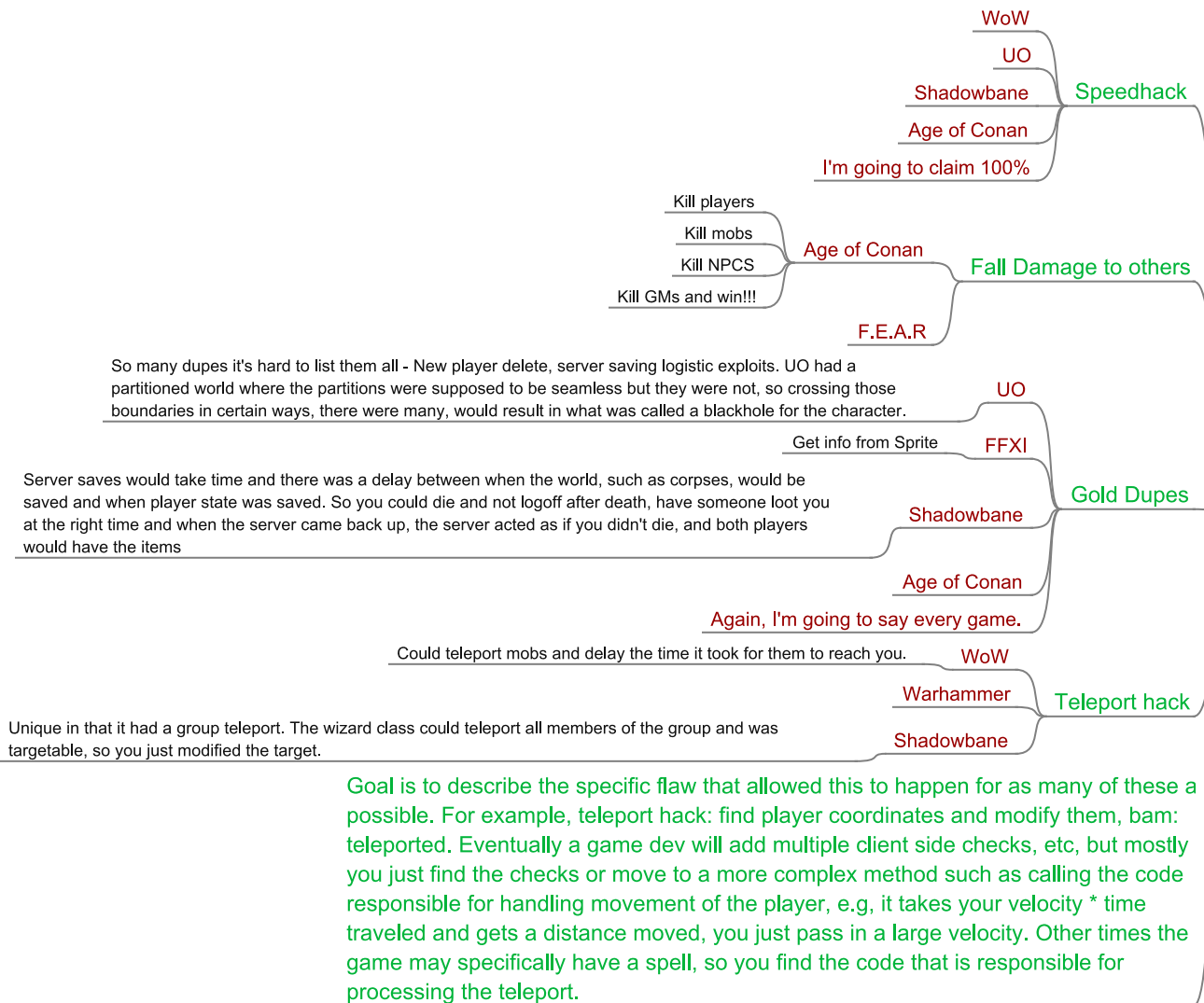
Types of Hacks



Game Owner Responses

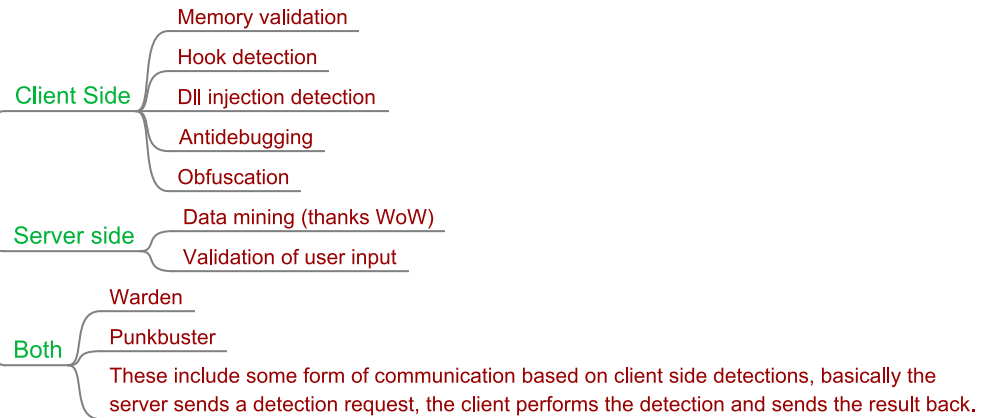


Past Exploits

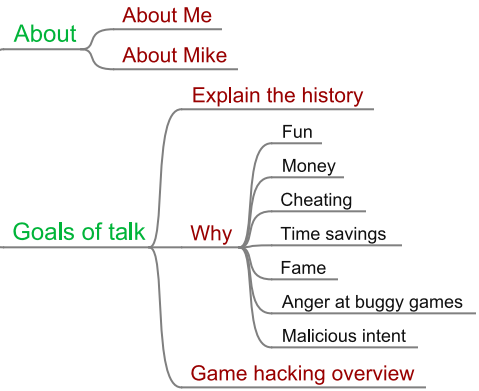


Goal is to describe the specific flaw that allowed this to happen for as many of these a possible. For example, teleport hack: find player coordinates and modify them, bam: teleported. Eventually a game dev will add multiple client side checks, etc, but mostly you just find the checks or move to a more complex method such as calling the code responsible for handling movement of the player, e.g, it takes your velocity * time traveled and gets a distance moved, you just pass in a large velocity. Other times the game may specifically have a spell, so you find the code that is responsible for processing the teleport.

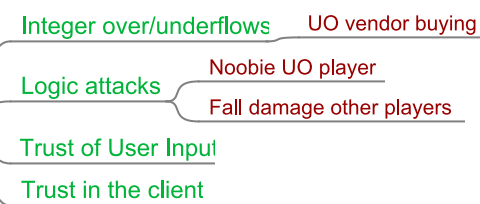
Detection Techniques



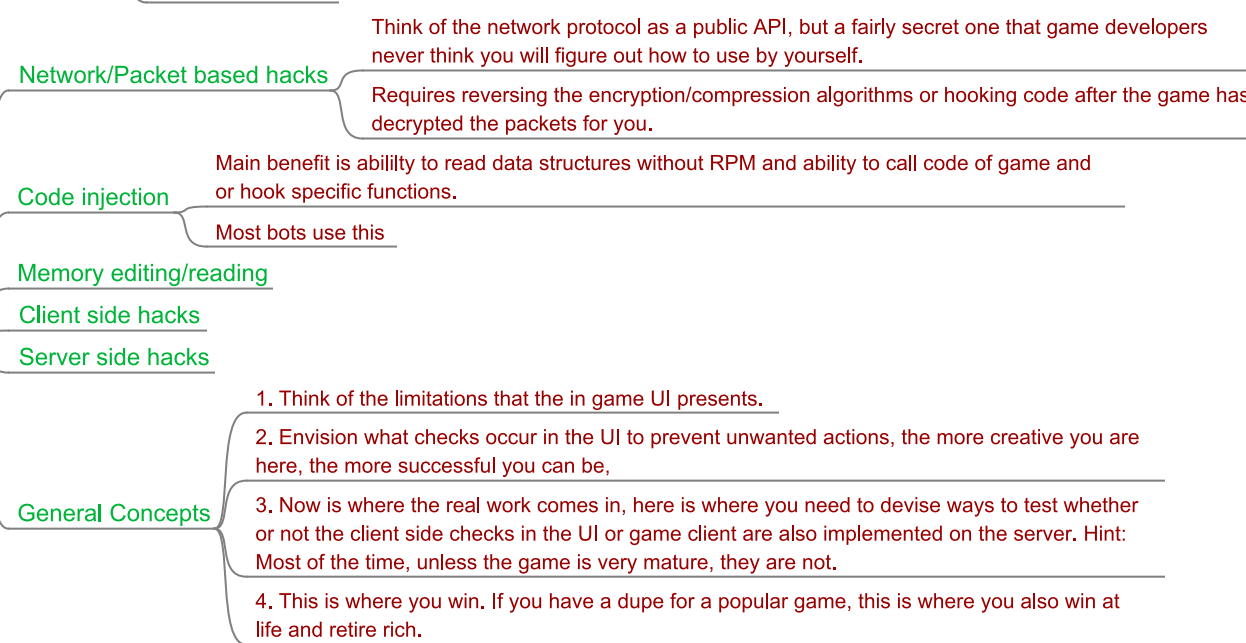
Agenda



Classification of cheat methods



Methods of hacking



Bots

