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Cheating against a computer is pretty harmless but what about cheating against other people? Online games are very popular and have a wide audience. Some of the people in that audience are cheaters. But how do you cheat online? Some cheaters use hacks and codes similar to game trainers. A fairly common manifestation of this is an auto-aim hack. An auto-aim hack is an application that helps players aim at opponents in first-person shooters. You may not be able to hit the wide side of a virtual barn on your own, but with auto-aim you can be a crack shot. Ad Another tactic is to create scripts of commands called macros to automate tedious tasks. Some online games – mainly massively multiplayer online roleplaying games (MMORPGs) – allow players to improve character skills by performing certain tasks repeatedly. A player adept at creating macros might be able to create an automated looping routine for his or her character. It is considered cheating because the game developers intended players to build character skills organically by playing the game instead of setting up an automatic schedule. Some players try to avoid the time and effort required to build a character by paying someone else to do it for them. They farm their character out to someone else who plays the game normally, building up that character's stats and abilities. When the character reaches a certain level, the player resumes control. Several online games allow players to trade weapons and other items. Many have an in-game economy that supports exchanges within the game itself. But some people have taken the practice out of the game, selling virtual items for real money on sites like eBay. While this isn't as big a problem as it was when MMORPGs first debuted, you can still find people trying to sell video game items for real cash if you look hard enough. Most online games have administrators who have a very low tolerance for cheaters. Others rely on the community of players as a whole to police the game and report cases of cheating. Either way, if you cheat online you risk being banned or banned from the game. In some cases, cheating doesn't have to be a bad thing. It can keep you engaged in a game when you would otherwise have given up. It can also give you a new reason to play an old game, increasing the return on your investment. But keep in mind while your computer doesn't care if you cheat, real people may not feel the same way. Want to learn more about video games? Take a look at the links on the next page. By Tanya Watkins You can play games on your computer without spending a cent. Several websites are dedicated to offering computer games for free. Some of the games offered are trials before you buy, while others are completely free. Download-Free-Games.com offers many classic games for download. Family Feud, Monopoly, Scrabble, Bejeweled, Life and Risk is of the games offered. This site offers a variety of different including card games, board games, kid games, puzzles, racing games, simulations, war and strategy games and word games. The site offers games are completely free or free trial versions of games you can buy. Free trials allow you to try the game for a limited time or have some features locked. They require you to purchase the game to continue playing or unlock certain features. No adware or spyware has been reported from the site, which offers more than 800 games. Net-Games.biz offers free games to download as well as web based games, a player club and multiplayer games. The site's offer of free games includes action, arcade, racing and puzzle games. It lists top-rated players, the top 10 games and IDs of new users. Yahoo! offers a large selection of web-based games, which do not require downloads, for adults and children. Yahoo! also offers free games that can be downloaded to your computer --some of them free trials. Yahoo! offers sports and training games for kids. It also offers arcade, card and holiday games. If your child gets bored of games easily and is always looking to play something new, give Yahoo! a try. If your child loves everything Disney, consider the Disney website. Most of the games include Disney characters. They include Hannah Montana Rock as Beat, Tink's Fairy Tag, Bayou Adventure, Pixie Hollow and Zake and Luther's Donut Run. Sign up with a Disney account to access these favorites. The Animal Crossing video game series is loved worldwide. How much do you know about this social simulation game? Playing games to completion, finding all the hidden goodies and leveling your characters up as high as they can go can be time consuming (sometimes life-consuming) tasks. And fake secrets can be annoying, derailing time wasters on your way to success. I'm just glad pornitpigguzzardo was a real Sim City cheat code, or most of my early simulated cities would have gone bankrupt in minutes. At some point I learned to build slowly and achieve steady growth, but building a big, crazy city as fast as possible is its own kind of fun. And even though I've never played Final Fantasy VII (an omission I'm going to correct because of my research), I can relate to trying to save Aeris. Character deaths are very upsetting. In Sims 3 when Mortimer died, I reloaded a saved game several times to try to save him, and when I realized it was impossible, I turned off aging for all the characters because I just couldn't handle it. And that game doesn't have a story arc that gets you attached to its characters. Playing by the rules can feel more virtuous, but sometimes quick rewards or cheats to get you past a level where you are stuck are necessary to preserve reason or improve fun. Just beware of myths, research any cheats you find and definitely question those from articles posted on 1 The cake is not the only lie in the world of video games. Related Articles Ang, Sarah. 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Top 10 Old School Mortal Kombat Signs. Games revolution. February 3, 2014. (Jan. 9, 2015) Elliott. Mortal Kombat: Deception. Electronic game Every month. November 2004, Issue 184, Pages 72-73. (Jan. 9, 2015) Square Enix. Final Fantasy VII. (Jan. 13, 2015) cheating. Top 10 Video Game Hoaxes of All Time. Nov 20 (Jan. 2, 2015) Tropes. Urban Legend of Zelda. (Jan. 11, 2015) The Wildlife Museum. Expert Gamer (April 58, 1999). (Jan. 12, 2015) John. Lara Croft - NAKED! GameRadar. Aug. 22, 2007. (Jan. 11, 2015) Page 2 Since the early days of video games, young players have whispered secrets in the schoolyard and spent long hours trying to make the most outrageous game myths come true. Some children heard their best friend's cousin found Mew under a truck in Pokemon; others were completely convinced that there was a secret way to find Triforce in The Legend of Zelda: Ocarina of Time. Before players joined forces on the Internet and used their collective knowledge – and the ability to hack into games and interpret their code – to rule out the impossible, any schoolyard whisper can turn out to be the truth. The video game world is so insular that you have to be a dedicated player to even hear certain rumors and myths – the one surrounding a code that revives Aeris in the game Final Fantasy 7 is a good example. Other rumors are more outrageous, like the one about a cheat code that allows players of Tomb Raider to defrock Lara Croft. But game myths extend beyond secret characters and gamer gossip. There are myths about gambling as well – like the idea that games directly cause violence or that only boys play video games. Because these ideas are fun, exciting or simply misguided – and because we like to reveal myths – we now present 10 of the most common myths about video games. Content As far as silly video game myths go, this is a pretty darn spooky. Around the year 2000, game developers and publishers Electronic Arts began featuring football players on the cover of their popular Madden NFL game every year. And a strange thing started happening. For several years, almost every player to adorn the cover of the game ended up being injured the following season. Some just turned in poor performance. Star athletes were seemingly knocked down left and right by the Madden curse. Of course, there is a logical explanation for how the Madden curse came to be. Athletes picked for the cover are always coming off of big seasons, and football is a tough game. It happens in the NFL all the time: Some athletes turn in weak seasons, and others get injured. The curse is well known, but that doesn't mean appearing on the cover of a video game magically causing players to sprain ankles. Ad 1996, Tomb Raider was a revelation. It was the atmospheric, adventure-riden Indiana Jones-style video game we've always wanted. There were ancient ruins, mythological treasures and dinosaurs. Lara Croft was the game's new icon, but it depended on her appearance as much as her game. The buxom adventurer was a strong, independent character, but her design was straight out of male imagination. Of course, rumors quickly flying around claiming that there was a nude code in Tomb Raider that would strip Lara down to her birthday costume. The code never existed, but that didn't stop players from trying. Fake codes and secrets made the rounds on the Internet (in its early days in 1997) and the whole game culture. Tomb Raider actually has codes that players can enter for other purposes, but nothing that gets Lara Croft naked [source: CheatCC]. Despite being a myth, Tomb Raider nude code is notorious today – Lara Croft's status as a game sex symbol ensured it. Ad And in the end got mischievous players the last laugh. Although there is no nudity built into any of the Tomb Raider games, game modders eventually created nude character models for Lara that could be loaded into the PC versions of the game. Rockstar Games Grand Theft Auto has long been a controversial series, but scandal erupted around Grand Theft Auto: San San Andreas when media attention focused on a mod for the game called Hot Coffee. Game modders dug around in San Andreas and found an abandoned sex mini-game – the main character is invited to his girlfriend's house for coffee, and naughtiness follows. Outraged politicians and the media jumped on the game, and the Entertainment Software Ratings Board reclassified the game from Mature to Adults-Only. Rockstar had to re-release the game for PC, PlayStation 2 and Xbox, and the entire trial cost its parent company Take-Two Interactive millions of dollars [source: 1UP]. Now here's the crazy part about the Hot Coffee scandal: Almost no one could actually play the minigame. It was not available in GTA: SA at all. It wasn't part of the game. But the content was still on the disc, and modders found it. Only by modifying the game could players possibly play Hot Coffee. It wasn't too difficult on the computer, but some real work for the console versions. Ad Parents, of course, didn't care about the difference, even if games with a mature rating are not meant to be played by children. Rockstar was hardly the first developer to leave unused code on a game disc, but Hot Coffee served as a clear warning: Although it's not an active part of the game, someone will find it. Here's a shocker: Kids love video games. It's true! Millions of children all over the world love Mario and Sonic and Pikachu and the games that spawned them. But there are many, many more players who grew up playing Mario Bros. and Sonic the Hedgehog - or older games on Atari - who are now adults and still love video games. In many ways, the video game industry has grown up alongside them, offering more sophisticated and violent games like Call of Duty that resemble R-rated action movies. In 2011, 53 per cent of all players in the 18-49 age group fell. And within that range, the average gamer was surprisingly mature - 37, actually. Casual games, like Flash Web browser games and Nintendo's Wii Sports and Wii Fit, have brought older people into gaming world. Players 50 and older now make up 29 percent of the market [source: ESA]. Ad Only 18 percent of players are under the age of 18, according to the Entertainment Software Association. There are plenty of games still out there for kids, but the average gamer has definitely grown up. Video game culture has a reputation for being a nerdy indoor hobbyist - players sit in their rooms or their mothers' basements staring at the TV day in and day out, never going out to hang out with their peers. While that image may be accurate for some players, the anti-social stigmatization of video game fans has never been less true. Internet connectivity has been part of PC games since the 1990s with online multiplayer games like Quake, and since the launch of Xbox Live in late 2002, Internet games have grown into a big feature on consoles as well. Thanks to high-speed Internet access, players can play with each other from all over the world. Some games are even designed for millions of simultaneous players. Blizzard's World of Warcraft has more than 10 million subscribers paying a monthly fee to log on to servers and play in a virtual world populated by other players [source: Gamasutra]. Microsoft's Xbox Live service has 23 million subscribers [source: Technet]. Ad More and more games are designed with cooperative game or competitive multiplayer in mind; Time spent playing games often means time spent hanging out. While competitive games also bring out a lot of junk talk in online communities, online play allows players to spend time with distant friends or make new ones. Dylan Klebold and Eric Harris, the two teenagers who carried out the 1999 Columbine High School massacre in Littleton, Colo., were fervent Doom players. German 17-year-old Tim Kretschmer killed 15 people a decade later with moves he stole from the game Counter Strike. When young people engage in violent behavior, the brutal video games they played before committing their crimes are generally cited as reasons for their tendencies. Logic simply follows: Violent video games make children violent. This idea is still conventional wisdom, although some studies of children and aggressive video games have emerged evidence to the contrary. A 2005 study of people aged 14 to 68 who were asked to play 56 hours of massively multi-player role-playing (MMRPG) Asheron's Call 2 for a month found no noticeable change in aggressive behavior among players after the game. Nor do the researchers show an increase in aggression among players compared to the control group that did not play [source: PhysOrg]. Advertisement Other studies have come to different conclusions, although some psychologists believe that many studies linking real violence to video games are biased [source: Kierkegaard]. As it turns out, nothing does more to undermine the notion that video games increase violence in real life than crime statistics. While video games to sell – sales increased from \$5.5 billion to \$9.5 billion from 1999 to 2007 – violent crime among young people actually declined. In 1999, 1,763 people under the age of 18 were arrested for murder in the United States; In 2007, that age group accounted for 1,063 homicides there [source: Safe Youth, FBI]. When the home game console first became widely available in the early 1980s, the games were generally asexual - or at least unisex. Titles such as Frogger, Dig-Dug and Q-Bert lacked any kind of gender bias and games were not relegated to boys or girls. However, as gambling became more sophisticated, titles began to skew more towards young men than women. Public perception of video games as an almost-strict boys' pastime still remains; the relative lack of popularity of even the most obvious feminine titles supports this view. But does the fact that Metal Gear Solid far surpasses Barbie titles on PlayStation mean that girls just don't play video games? Absolutely not. Advertisement In fact, from January to August 2008, women aged 18 to 45 came in second place behind men in the same age group as the biggest spenders in the video game industry (37 percent vs. 38 percent) [source: Lee]. In late 2000, reports emerged along both the vines and the mainstream media that Iraqi President Saddam Hussein was stocking the PlayStation 2 system, which had debuted that fall. More than 4,000 consoles had made their way to Iraq in just a few months, after circumventing the arms embargo on Iraq imposed by the United Nations more than a decade earlier. After all, the game consoles were the children's toys basically, so what was the damage? Further down the reports from the PS2 warehouse (and often in the headlines) was a more alarming idea - that Hussein valued the consoles for their chips. Fears grew that the leader had found a loophole in the embargo and planned to tie 10 to 20 of the consoles to create a supercomputer powerful enough to control missile systems [source: ZDNet]. Ad Reality would undermine this concern almost as quickly as it emerged. Technically, it could connect a series of PlayStation 2 consoles and use its 128-bit processors together, but that would require unique software that Iraq would have needed years to develop after the PS2 debuted. In other words, the rumor was pure myth. History was made in Sunnyvale, Calif.'s Andy Capp's Tavern on November 29, 1972 [source: BartonandLoguidice]. Ted Dabney and Nolan Bushnell - two programmers who had just founded Atari - had set up and presented a new arcade game called Pong that night. The game's debut represented the birth of the video game industry, which would reach global revenues of \$38 billion just 34 years later [source: ABIResearch]. The world's first video game was born. But it wasn't. Pong was born that day, sure, but it already had some older siblings. The common perception that Pong was the world's first video game is actually a Ad Actually, another arcade game had been released a full year before Pong's debut at Andy Capp's Tavern. Contrary to popular belief, it turns out that the relatively little-known Computer Space holds the title of the world's first arcade video game [source: Barton and Loguidice]. It was based on a computer game called Spacewar! that was a little too difficult for players because, at the time, each player was a beginner. Pong was something more everyone's speed; its popularity blew the doors off of Computer Space and led to the myth that it was the first video game. Sometimes what sounds like a myth is the truth. This is the case with the long-standing rumor that there are millions of Atari game cartridges buried in the New Mexico desert. In September 1983, 14 trucks containing anywhere near 10 million unwanted - hated, even - Atari game cartridges appeared at the Alamogordo landfill [source: Snopes]. They dumped their cargo there and walked along their path, leaving behind evidence of the birth of one of the earliest video game rumors. The reason for the mass dumping is a matter of public register; Atari's fourth quarter earnings report for 1982, to be exact. The company had a year that was much worse than expected, largely because it had invested so much in two crucial releases: its homeconsole version of Pac-Man and a game based on blockbuster slated, E.T. Both titles hit so far below the company's and the public's expectations that about 5 million copies of each were returned to the company. Though with millions of games, Atari chose to bury them. Unfortunately, nostalgic video game hunters who visit landfill in search of a souvenir will be very disappointed. The company had the landfill owners smash the cartridges with a steamroller, and the whole pile was coated over with concrete [source: Snopes]. There are plenty of stories surrounding Facebook founder Mark Zuckerberg. See these five myths about Mark Zuckerberg to find out the facts from fiction. Bailey, Kat. Take-Two settles 'Hot Coffee' trial. 2 Sept. (Dec. 7, 2011) Matt and Loguidice, Bill. History of Pong: Avoid missing the game to start the industry. Gamasutra. January 9, 2009. . Top 10 Best Cheat Codes Ever! CheatCC.com. (5 dec 2011) Frank. World of Warcraft loses another 800K Subs in three months. Gamasutra. 8 Nov 2011. (Dec. 6, 2011) Michael. Don't blame Germany's school shooting on a video game. Telegraph. March 14, 2009. Software Association. Essential facts about the computer and gaming industry. 2008. . Important facts about the computer and video game industry. The ESA. 2011. (Dec. 5, 2011) the Bureau of Investigation. 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