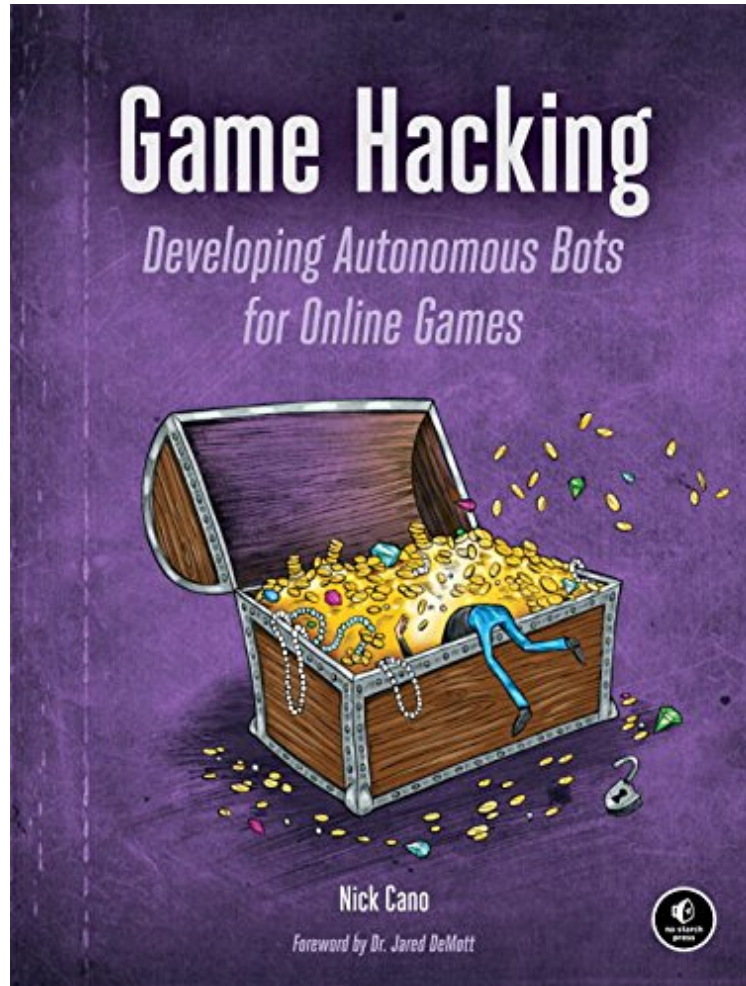


(Download free pdf) Game Hacking: Developing Autonomous Bots for Online Games

Game Hacking: Developing Autonomous Bots for Online Games

Nick Cano

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Nick Cano : Game Hacking: Developing Autonomous Bots for Online Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Hacking: Developing Autonomous Bots for Online Games:

8 of 8 people found the following review helpful. Highly recommended, but primarily for a very specific demographicBy StephenThis book sits at an odd intersection of beginner and advanced. If you hope to make the most of this book, then you're an experienced programmer who is interested in learning the principles of reverse engineering through the medium of hacking games. Anything else and this book will read in a lopsided fashion. It's for this reason that I give it 4 out of 5 stars: the book isn't what it could have been to a significantly broader audience.Based on the merit of the book's content itself, the author imparts a wealth of experience and juicy nuggets of wisdom that you aren't likely to pick up through tutorials scattered across the Internet--much less in one tidy body of work. By the end of the book, the author has given the reader enough to begin the journey of game hacking, knowledgeably navigating

their way to additional resources and requirements (i.e. if unpackers are needed, direction on the type of techniques/research you may need to do with any given game, etc.). Going back to my opening sentiment, there's a broad audience of game hackers who are familiar with the topic of game hacking from the stance of memory scanning and writing scripts in Cheat Engine using Assembly; however, they don't know programming or scripting--much less pseudocode examples of either, of which this book provides copiously. That said, the author is clear from the onset that he expects the reader to be a proficient programmer, but I feel this book could have been so much more to a significantly broader audience without having such an expectation (this may be intentional, though, as by writing a body of work in this fashion, the author stands to greatly reduce time spent writing the work--and from a subjective observational perspective--limit potential competition). I'm the type of person who will spare no expense (within reason) if I stand to learn something new even with topics or technologies I would consider myself experienced with, so I found a lot of the author's explanations illuminating and validating, though again, some of which was initially inaccessible to me without using supplemental resources online afterward (not the author's fault, but just something to be aware of). I make this point in regards to the price point of the book. I think it's more than fair (especially to the target audience I specified earlier, and due to the author writing mini games for you to practice with), but as another reviewer lamented, don't expect this book to single-handedly prime you to be Scrooge McDuck, swimming around in your giant vault of gold via hacking games. Overall, 4/5 stars, but lacking one star only because this book feels somewhat lacking in fundamental ways for the sake of convenience. Also to note, I purchased the book directly from No Starch Press while it was in early access, so I had time to read through and consider 2/3 of the content well before it was sent to the presses. 5 of 5 people found the following review helpful. Great Read and Reference! By Miles Leach Would recommend to anyone wanting to learn how bots work on the inside. One thing to note to anyone interested, to really understand parts of this book you will need to know c++ or another high level programming language. This book covers a lot, even has an ASM crash course! This book gave me some strategies that I will definitely consider when starting a new bot for a game. There really is not another book out there that provides all this information in the manner Nick does. It gives you enough detail on most all of the subjects to get you in the right mindset and path to make a bot. Bravo Nick! 1 of 1 people found the following review helpful. Very good starting point to learn about Bots and game design in general. By A. Newman I did not purchase my copy of Game Hacking through but I have read it and can say that it does in deed teach you some great stuff to learn how to create bots and how games are created. There are some real good examples to teach you the end around. The key for people looking at this book is you will need to know how to write code, such as C++ or other languages because the author takes us into the machine through code. He also provides some great example code and even labs for readers to use on their own to start to develop their own. What I like about this book is it takes a fair amount of information that clearly would normally take a very long time to acquire and concisely puts it into form for the reader/learner. This book isn't for some teenager trying to cheat their way through the latest game in as much as it is teaching you the ways that games are made so you can be a better gamer. Learning from the inside how a bot operates is essential to understanding the game's mechanics. By learning how to develop your own you simply can't get a better lesson! What's also great is the author, when talking certain points, relates to other chapters/pages to further help. This isn't a recipe book though. Don't expect you'll be an expert game baker by the end. This stuff takes time and practice and experience to do thoroughly. The labs and concept code are super helpful if you want to learn how to do things. Too many people want to read a short book and expect they will be able to redesign a multi-million line of code game. DUH! That doesn't happen nor did those developers who made that game just learn how to write code. You shouldn't expect that reading a couple hundred pages and you'll be an advanced expert and able to take down the masters of gaming design. But, read this book and practice the labs and you will be well on your way to that mastery. This is also a pretty good look inside Cybersecurity.

You don't need to be a wizard to transform a game you like into a game you love. Imagine if you could give your favorite PC game a more informative heads-up display or instantly collect all that loot from your latest epic battle. Bring your knowledge of Windows-based development and memory management, and Game Hacking will teach you what you need to become a true game hacker. Learn the basics, like reverse engineering, assembly code analysis, programmatic memory manipulation, and code injection, and hone your new skills with hands-on example code and practice binaries. Level up as you learn how to: Scan and modify memory with Cheat Engine Explore program structure and execution flow with OllyDbg Log processes and pinpoint useful data files with Process Monitor Manipulate control flow through NOPing, hooking, and more Locate and dissect common game memory structures You'll even discover the secrets behind common game bots, including: Extrasensory perception hacks, such as wallhacks and heads-up displays Responsive hacks, such as autohealers and combo bots Bots with artificial intelligence, such as cave walkers and automatic looters Game hacking might seem like black magic, but it doesn't have to be. Once you understand how bots are made, you'll be better positioned to defend against them in your own games. Journey through the inner workings of PC games with Game Hacking, and leave with a deeper understanding of both game design and computer security.

About the Author Nick Cano wrote his first scripts for open source game servers when he was 12 and has been a part of the game-hacking community ever since. He has years of experience in detecting and defending against malware, and advises developers and designers on best practices to protect their games against bots. Nick has spoken about his research and tools at many conferences.