

Play

Wiki on everything Gaius Play

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Home

What does Gaius Play offer?

You may be wondering, why should I use Gaius Play for levelling over any other bot?

- Award roles to users when they reach certain levels
- Users can gain XP by talking via **text and/or in voice chats!**
- Users can achieve an infinite number of levels.
- Set custom messages for users to see when they gain certain reward roles.
- Customize who can award XP.
- Customize where users can gain XP.
- Customize where users can check their level and XP.
- Create a Tree Leveling system ([Patreon only](#) - \$3/m)

Permissions

You'll need the following roles to use the commands marked with these icons

Everyone	Moderator+	Admin+	Gaius+
	Moderator	Admin	Gaius+ Feature

Prefix

Sometimes bots overlap with their prefixes if that's the case for you with Gaius' default prefix `!`, then you can easily change it to suit your needs.

Command	About	Example	Role
<code>>prefix</code>	Changes the prefix	<code>>prefix >></code>	Admin
<code>!checkprefix</code>	Displays the current prefix	<code>!prefix?</code>	

Leveling

Setup

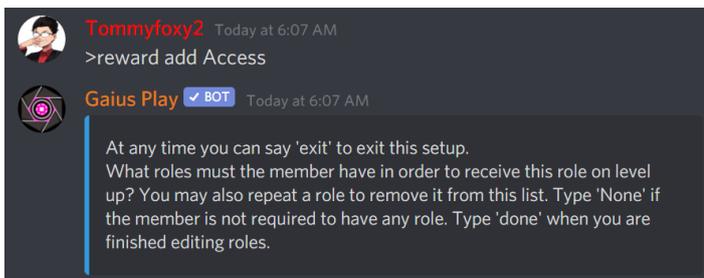
Welcome to Gaius Play, here we'll be going over the setup of the levelling module so you can engage your community!

INITIAL START

1. Invite the bot ([Official Site](#))
2. Make sure Gaius Play has Manage Roles
3. Make sure Gaius Play role is higher than the ones you want to be assigned via levelling
4. Know your prefix! If you ever forget **!checkprefix**
5. Enable the levelling module by doing **>module leveling**

REWARDS

Setting up reward roles is optional for those of you who just want the points!



When adding rewards it's interactive as seen here, it

only takes a few seconds to add a reward and is fairly straightforward.

You can even set up custom level-up messages for all your reward roles to give a more personal feel!

COMMANDS

>reward add rolename >reward add @rolename	Add the provided role as a reward role
>reward edit rolename >reward edit @rolename	Edit the reward role

>reward rem rolename >reward rem @rolename	Remove the reward role
>reward list	Display all reward roles

EXAMPLE

- **>reward add Level1** - Respond with None to start the levelling system and answer the questions.
- **>reward add Level2** - Respond with Level1 as the prerequisite role and answer the questions
- **>reward add Level3** - Respond with Level2 as the prerequisite role and answer the questions

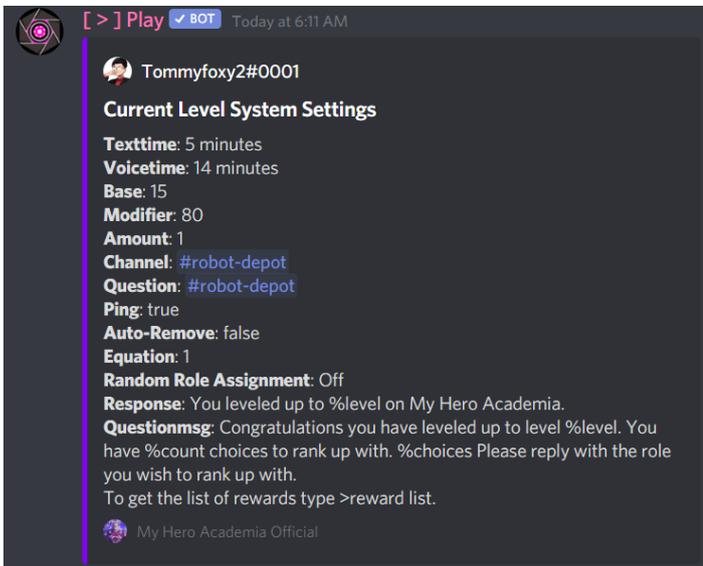
You can do up to 6 reward roles for free. Unlimited for Patreons.

Now you have the basics! Essentially you're creating a chain of roles people will level through. Once they have enough XP for Level2 they'll gain that role and start earning towards the Level3 role and so on!

LEVELLING SETTINGS

Now that you have your reward roles setup it's time to configure how easy or difficult it is to level up on your server.

NEW GUILDS AND MIGRATED ONES WILL UTILIZE >CONFIGURE INSTEAD OF >LEVELSET HENCEFORTH



STANDARD SETTINGS

As seen here you have a number of options available to make your level system truly custom for your community.

These are the standard settings available to all servers.

[See here for the Premium server version.](#)

>levelset texttime 5	Users will earn XP every 5 minutes for talking in Text Channels
>levelset voicetime 5	Users will earn XP every 5 minutes for talking in Voice Channels
>levelset base 15	Level 1 will cost 15 XP
>levelset modifier 80	After level 1, every levels cost will be multiplied by this number
>levelset amount 1	How much XP users earn based on their Text/Voice activity
>levelset channel #channelmention	Where do level-up messages go
>levelset ping true >levelset ping false	Should new users be pinged when they level-up?
>levelset autoremove on >levelset autoremove off	When users receive a new reward role should they keep the previous ones?
>levelset equation 1 >levelset help equation	Switch the equation for levelling (Learn more below)
>levelset response message	Set a default level up message (Learn more below)
> rebuild	Will set all users to the minimum XP needed for the highest reward role they currently have.

LEVEL UP MESSAGES

When utilizing the response setting above and reward role messages you can use variables to make it more personal.

>levelset response %user has reached %level!	Sets the default response for level-ups. It can be customized per reward role during adding a reward role and editing one.
%user	Mentions the user
%level	New level number
%guild	Guild name
%role	New reward role received

EQUATIONS

These change how your settings work, we don't recommend changing this unless you feel you need to!

>levelset equation 1	A variable equation that uses the base and modifier amounts to change how fast the scaling happens per level.
>levelset equation 2	A basic bell curve equation that steadily gets harder and harder to achieve levels. Also known as the Mee6 equation.
>levelset equation 3	A basic linear equation that adds the modifier to the previous level's value.

Setup - Premium

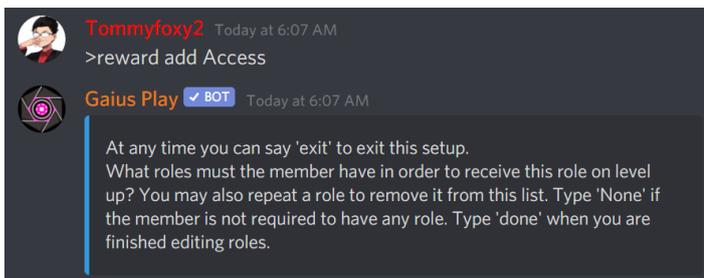
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TREE LEVELING

In order to create a branch, all you need to do is set the required level and role the same as another or multiple roles.

You can create branches anywhere and create MMORPG style systems even.

>reward add Hero

>reward add Villain



[>] Play ✓ BOT

Today at 7:31 AM

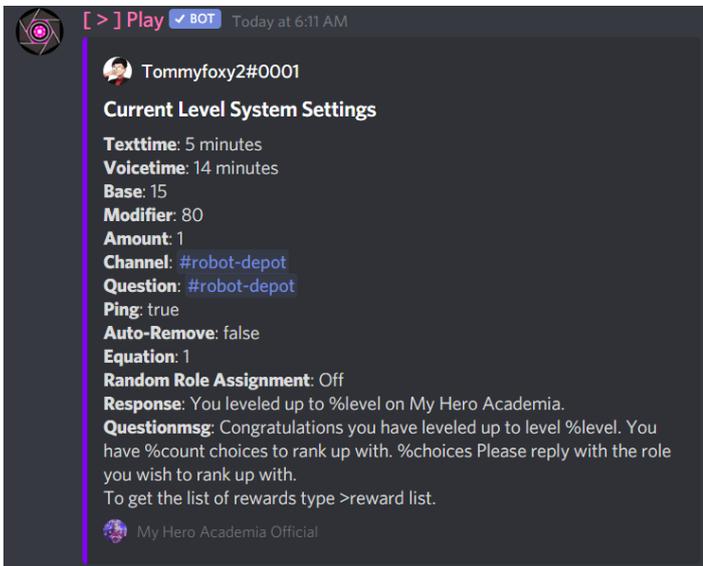
[@dogpower](#)

Congratulations you have leveled up to level 8. You have 8 choices to rank up with. **class 1a**, or **league of villains**, or **class 1f**, or **academy**, or **scout**, or **quirkless**, or **sergeant**, or **shiketsu high** Please reply with the role you wish to rank up with.

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%level	New level number
%guild	Guild name
%role	New reward role received
%count	Amount of reward role choices available at that level
%choices	Lists the choices they have to choose from

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IMPORTING MEE6 DATA

For those of you transitioning from Mee6, you can utilize the **>import** command to import data from Mee6. This will also switch your equation to #2 which is the Mee6 levelling equation.

Tuning

Ignores

Ignore a member, a role or a channel. The bot will no longer track XP for that user, users with that role, or messages that are typed in that channel. You can also supply 'VC' if you wish to only ignore voice exp for a certain member or role.

>help ignore	Displays the help embed and examples.
>ignore vc @mention/userid/role/#channel	No longer tracks Voice XP for the user/role/channel.
>ignore #channel	No longer tracks XP in that channel.
>ignore voicechat	No longer track Voice XP in that voice channel.

Recog

Remove an ignore from a user, role or channel, re-enabling the XP tracking for it.

>help recog	Displays the help embed and examples.
>recog @mention/userid/role/#channel	No longer ignores that user/role/channel.
>recog #channel	No longer ignores that text channel.
>recog voicechat	No longer ignores that voice channel.

Restrict

This is for use when you want only a specific role to be able to use a command or only allow that command/module in a specific channel.

>help restrict	Displays the help embed and examples.
>restrict award role mod	Only the mod role can use award .
>restrict reclaim role admin	Only the admin role can use reclaim.

>restrict reclaim #levelstaff	Reclaim can only be used in #levelstaff.
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Allow

This is for use when someone does NOT have permission to use a command and you want them to.

>help allow	Displays the help embed and examples.
>allow award role mod	Allows the mod role to use the award command.
>allow reclaim role admin	Allows the admin role to use
>allow reclaim #levelstaff	Allows the reclaim command to be used in #levelstaff.

Block

This is for use when someone HAS permission to a command, but you don't want them too. You can also use it to disable XP earning in spam channels.

>help block	Displays the help embed and examples.
>block award role mod	Blocks mod from being able to use award .
>block reclaim role admin	Blocks admins from being able to use reclaim .
>block reclaim #levelstaff	Blocks reclaim from being used in #levelstaff

Free

This is for when you block, restrict etc a command or module. You can use Free to undo it.

>help allow	Displays the help embed and examples.
>free award	Free award from all restrictions.
>free reclaim	Free reclaim of all restrictions.

Leveling

Staff

A useful overview of what your staff will be utilizing.

Command	Description
>award @mention/userID amount	Awards the specified user XP.
>award rolename amount	Awards everyone with the role XP.
>reclaim all/text/voice @mention/userID	Resets the users XP, optionally reward roles too.
>reclaim left	Removes level data for users not in your server anymore.

Level Up

If you're a Patreon utilizing Tree Leveling you can remove peoples reward roles, when they do `>level up` they will be able to redo their choices.

Public

A useful overview of what your community will be utilizing.

Notes for VC xp:

- 1) 2 or more users
- 2) Bots do not count
- 3) Must be actively talking
- 4) XP is only awarded for VC after disconnecting
- 5) The bot must be able to view/connect to the channel

Command	Description
>leaderboard	Displays the server leaderboard.
>leaderboard me	Displays the leaderboard around you.
>level	Display your current profile.
>level @mention	Displays the mentioned users' profile.
>level userid	Displays the user's profile.
>level up	Trigger a manual update of your reward roles and data.

Level Up

If a user leaves and rejoins, this command will restore their roles so long as their level data is saved until you clear the system of users no longer in the server.

If you're a Patreon utilizing Tree Leveling you can remove peoples reward roles, when they do `>level up` they will be able to redo their choices.

Colors

REQUIRES: Manage Roles

Commands

Command	Description
>module colors	Enable/Disable the module
>color	Assigns you the colors (e.g <code>>red</code>)
>colors	Displays all available colors
>clear	Removes your color role

Supported Colors

- Black
- Purple
- Red
- Yellow
- Blue
- Pink
- Orange
- Teal
- Green
- Brown
- White

Games

Commands

Command	Description
>module games	Enable/Disable the module
>c4	Starts Connect 4 game <i>Usage:</i> >c4 [play or leave] [if play mention] <i>Example:</i> >c4 play @Gaius
>checkers @UserMention	Starts Checkers game (see details below)
>coin	Flips a coin
>rps	Starts Rock, Paper, Scissors game Respond with 1 of 3 choices for result
>sweep	Starts Minesweeper game (see details below)

Checkers

Notes

1. Moves are made by capital or lowercase letter-number pairs: A1, b2, c3, etc.
2. You may also move and select a piece at the same time by selecting a piece with the first space pair and moving with the second space pair (*Example: a6 b5*).
3. Invalid moves will get a notification from the bot.
4. The bot will automatically detect double jumps, but are not enforced.
5. Deselect the piece with `change` or by saying its current spot.
6. Automatic win condition is determined when your opponent no longer has any pieces.

Keywords

Command	Description
>checkers @UserMention	Starts the game
(A-H#)	Selects a piece if valid (Deselects if repeated)
(A-H#) (If piece is selected)	Moves the piece if move is valid
(A-H#) (A-H#)	Selects <i>and</i> moves the piece if piece and move are valid
change	Deselects current piece
forfeit	Quits current game and declares other player as winner
recall	Recalls current game if lost in channel

Minesweeper

Notes

1. Board is customizable >sweep #x# _{DIMENSION} # _{MINES} The "x" must be included
2.  : "Reveal" button - Reveals the specified space for any bombs
3.  : "Marker" button - Marks the specified space as a bomb
4.  : "Cancel Selection" button - Allows you to change the specified space selection or cancel a flag
5.  : "Quit Game" button - Quits the current game
6. At game start, type space location, then click the desired action button to continue.

Keywords

Command	Description
>sweep	Begins a default game

recall	If lost, recalls game session to bottom of channel
>sweep forcequit	Forces the game to end

Extras

Commands

Command	Description
>module extras	Enable/Disable the module
>bird	Random bird
>botlist	Generates list of bots currently in the server
>bunny	Random bunny
>calc	Basic calculator/temperature converter <i>Currently takes:</i> +, -, *, /, cos, tan, sin <i>Temperature conversions:</i> c2f, f2c, c2k, f2k, k2f, or k2c
>cat	Random cat
>define	Defines a word using Merriam-Webster dictionary
>dfine	Defines a word using Urban Dictionary
>dice number	Rolls an X sided dice
>dog	Random dog
>fox	Random fox
>holo	Random holo
>guess	Plays a guessing game
>joke	Random joke
>snake	Random snake
>quote	Random quote from the bot's storage

>quoteme

Submit a quote to the bot for approval
You'll be credited with approved submissions.

Usage:

>quoteme [quote] % [quote's author]

Starboard

Let your community support their favourite content and also award users for their works!

REQUIRES: Manage Messages, Send Links

Setup

Command	Description
>starboard channel #channel	Set the channel for starboarded content to be posted in
>starboard emoji :star:	Set the "star" emoji for your starboard
>starboard enable >starboard disable	Toggle the starboard module on or off
>starboard threshold 10	How many "stars" are needed to get starboarded
>starboard reward 50	Award XP to those who get starboard

Demo

