

# Games

## Commands

Command	Description
>module games	Enable/Disable the module
>checkers @UserMention	Starts Checkers game (see details <a href="#">below</a> )
>connect4	Starts Connect 4 game (see details <a href="#">below</a> )
>sweep	Starts Minesweeper game (see details <a href="#">below</a> )

## 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 ( <i>Example</i> : 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 <code>change</code> 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





## Connect4

Classic connect 4 game. Ping another member to play, and click the reactions to drop pieces in. To leave a current game, use the 'leave' subcommand, or a mod can use 'forcequit' to end any leftover games.

Command	Description
>connect4 @ <i>member</i>	Begins a game of Connect4
>connect4 <i>leave/forcequit</i>	Leaves the current game or mod can forcequit leftover games

## Minesweeper

### Notes

<p>1. Board is customizable  &gt;sweep #x#<sub>DIMENSION</sub> #<sub>MINES</sub>  The "x" must be included</p>
<p>2. : <b>"Reveal"</b> button - Reveals the specified space for any bombs</p>
<p>3. : <b>"Marker"</b> button - Marks the specified space as a bomb</p>
<p>4. : <b>"Cancel Selection"</b> button - Allows you to change the specified space selection or cancel a flag</p>
<p>5. : <b>"Quit Game"</b> button - Quits the current game</p>

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

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