

Games

An assortment of board games that are suitable for use in discord. This module is constantly in work as the games themselves are quite complicated.
(changeme)

Enable or disable the games module by sending:
>module games

Bullshit (3+ Players)

Play a game of bullshit with your friends. Please note that this is assuming you already know how to play bullshit, if you do not then please visit this link. <https://gamerules.com/rules/bullshit-card-game/> **This game supports multiple rules that can be configured via the 'game' command which has the full explanations of each rule.**

When starting a game, the bot will ask each user pinged if they wish to play or not, if not enough users are left to play the start up will be aborted. Note, you must ping yourself if you wish to play, the bot does not auto include the person doing the command. This allows for locking of the command to staff.

Once the game starts, the bot will randomly choose a person to go first and the continue on.

An explanation on the various text based commands will be given in each channel the bot creates.

Command	Description/Example
>bullshit *member* *member* [*member*]	>bullshit @Member @Member @Member
>game bullshit <i>bullshitgame option</i>	For Bullshit the following options are: 'current', 'category'.
>forcequit *Bullshit* [*channel*] (Moderator only)	Ends the running game.

Checkers (2+ Players)

Checkers is the classic game of moving, jumping and kinging pieces. There are a few things you need to remember when playing checkers for discord.

1. Moves are made by letter number pairs, A1, b2, c3, etc. You can use capitals or lowercase. Invalid moves will get a notification from the bot. You may also move and select a piece at the same time. Select a piece with the first space pair and move with the second space pair, eg: a6 b5.

2. Nothing is perfect, I am sorry you do not have the best eyesight, but this is the best I can do, I also had an artist do the king pieces so they would be as noticable as possible.

3. The bot will automatically detect double jumps, but they are not enforced, simply deselect the piece with `change` or saying the spot it is current in.

4. Win condition will automatically be determined when your opponent no longer has any more pieces. There are also keyword commands to use as well:

- **Change** will deselect your current piece, saying the same space again will also deselect it, eg A5. A5.
- **Forfeit** will forfeit the game, leading to your loss and the end of the game.
- **Recall** will recall the board in case it is lost to chat, this command has a 60 second timer though, use it sparingly In order to start the game you must mention a player, be it yourself or another member.

Command	Description	Example
<code>>checkers leave</code>	Leaves the current game	<code>>checkers leave</code>
<code>>checkers member</code>	Initiates a game, chosen members can approve or decline the invitation.	<code>>checkers @Member</code>
<code>>forcequit *checkers* [*channel*] (Moderator only)</code>	Ends the running game.	<code>>forcequit checkers #mylittlepony</code>

Connect4 (2 players)

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.

Command	Description
<code>>connect4 leave</code>	Leaves the current game
<code>>connect4 @member</code>	Initiates a game, chosen members can approve or decline the invitation.
<code>>forcequit *connect4* [*channel*] (Moderator only)</code>	Ends the running game.

Gofish (3+ Players)

Play a game of gofish with your friends. Please note that this is assuming you already know how to play gofish, if you do not then please visit this link. <https://bicyclecards.com/how-to-play/go-fish/>

This game supports multiple rules that can be configured via the 'game' command which has the full explanations of each rule.

When starting a game, the bot will ask each user pinged if they wish to play or not, if not enough users are left to play the start up will be aborted. Note, you must ping yourself if you wish to play, the bot does not auto include the person doing the command. This allows for locking of the command to staff.

Once the game starts, the bot will randomly choose a person to go first and the continue on.

An explanation on the various text based commands will be given in each channel the bot creates.

Command	Description	Example
<code>>gofish *member* *member* [*member*]</code>	Initiates a game, chosen members can approve or decline the invitation.	<code>>gofish @Member @Member @Member</code>
<code>>game gofish <i>gofishgame option</i></code>	Configure the game system, including the category where each game will be held, some extra game settings, and spectators. The following options are: 'explain', 'current', 'category', 'pairs'	<code>>game gofish category #GoFish</code> <code>>game gofish explain</code> <code>>game gofish current</code> <code>>game gofish category</code> <code>>game gofish pairs</code>
<code>>forcequit *Gofish* [*channel*]</code> (Moderator only)	Ends the running game.	

Minesweeper (1 Player with back seat gamers)

Welcome to minesweeper, hopefully you don't get your leg blown off... I guess I should explain to your how to play yes? You can customize the board if you would like.

#X# will make a board with the dimensions you listed, note, you must include the x. You can then also add a number after this to denote how many mines to use as well.

As you will notice, the grid has been labelled for your ease of use, rows are letters, columns are numbers. In order to mark a space, simply indicate it by saying a letter and number pair, eg: A7. If your choice was valid, then you can go ahead and click the nice buttons I've set up underneath the board.

You win if you find all the bombs (no marking the entire board with flags) or reveal all non bomb spaces and you lose when you blow yourself up.

Good luck!

Command	Description
<code>>sweep</code>	Begins a default game, the board can be customized by including <code>>sweep #x# DIMENSION #MINES</code> The "x" must be included

>recall	If lost, recalls game session to bottom of channel just don't spam this.
>sweep forcequit	Forces the game to end
>forcequit *Minesweeper* [*channel*] (Moderator only)	Ends the running game.

Notes

1.? "Reveal" button - This is your 'reveal' button. Click it if you're sure there's no bomb in the space you indicated and I'll reveal it.
2.? "Marker" button - Click it if you're sure there's a bomb here, just don't click the arrow by accident.
3.? "Cancel Selection" button - Contrary to popular belief this is not a quit button, this is your 'cancel' button. If you don't want to select whatever spot you had, forgot which you selected, or dont like where you placed a flag, click this.
4.?? "Quit Game" button - This is your quit button, if you're a wuss and can't afford to lose a limb, click this
5. At game start, type space location, then click the desired action button to continue.

Uno (2+ Players)

Play a game of uno with your friends. Please note that this is assuming you already know how to play uno, if you do not then please visit this link. <https://www.unorules.com/> This game supports multiple rules that can be configured via the 'game' command which has the full explanations of each rule. When starting a game, the bot will ask each user pinged if they wish to play or not, if not enough users are left to play the start up will be aborted. Note, you must ping yourself if you wish to play, the bot does not auto include the person doing the command. This allows for locking of the command to staff. Once the game starts, the bot will randomly choose a person to go first and the continue on. An explanation on the various text based commands will be given in each channel the bot creates.

Command	Description	Example
>uno <i>member member [member]</i>	Initiates a game, chosen members can approve or decline the invitation.	>uno @Member @Member @Member
>gamelb uno [<i>me/member</i>]	View the leaderboard, wins losses and total games, for the card games.	>gamelb uno me >gamelb uno @Member

<p>>game uno <i>unogame option</i></p>	<p>Configure the game system, including the category where each game will be held, some extra game settings, and spectators.</p> <p>For Uno the following options are: 'explain', 'current', 'category', 'drawstack', 'forcedplay', 'continualdraw', 'nolimitwilddraw4', 'shufflecards', 'spectator'.</p>	<p>>game uno explain >game uno current >game uno category >game uno drawstack >game uno forcedplay >game uno continualdraw >game uno nolimitwilddraw4 >game uno shufflecards >game uno spectator</p>
<p>>forcequit *uno* [*channel*] (Moderator only)</p>	<p>Ends the running game.</p>	

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