

Basic guide to RelicBot

Note - ++ is now the default prefix, but a +! prefix will still work.

Use **++help** in a bot channel for a list of commands, or **++help <command name>** for more detailed help for a specific command, e.g. **++help join**

Any command that can take multiple ID's/relics must have spaces between each new relic/ID.

Relic subscribing

In a bot channel, use **++listrelics** to see which relics you can subscribe to. Then use **++addrelic** to subscribe to them (you can give it multiple relics – like **++addrelic axi a1 Axi V2** – capitalization does not matter). If you want to unsubscribe from a relic, use **++removerelic** in the same way (again, you can give it multiple relics). You can also use **++removerelic all** to remove all relics.

You can also use **++myrelics** to see a list of your subscribed relics.

Host Message Creation

++create is one of the most important commands for this bot. You must use this command in recruiting chat. Any text you put after the “create” command will be turned into a hosting message. Any relic names will be highlighted, and anyone subscribed to those relics will be pinged. Any squad capacities (e.g. 1/4, 2/4, 3/4) will have a squad ID assigned to them in curly brackets (explained more soon).

For example, if you wanted to host a Neo N3 and Neo N7 mix 2b2, but an Axi L1 1b1 (and you have a friend with Axi L1 who wants to join in), you could type the following:

++create H Neo N3/Neo N7 2b2 1/4, Axi L1 1b1 2/4

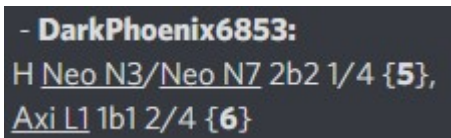
and the bot responds with something like this:



- **DarkPhoenix6853:**
H Neo N3/Neo N7 2b2 1/4 {3}, Axi L1 1b1 2/4 {4}

You could also add line breaks in the middle if you want it to have nicer formatting:

**++create H Neo N3/Neo N7 2b2 1/4,
Axi L1 1b1 2/4**



- **DarkPhoenix6853:**
H Neo N3/Neo N7 2b2 1/4 {5},
Axi L1 1b1 2/4 {6}

Basically any text you add that isn't a relic or a squad capacity will be left as is and doesn't affect anything. Everything in this example except the relics is completely optional.

Anyone subscribed to the underlined relics is pinged. As a temporary feature, the bot will also ping any roles named “Neo N3”, “Neo N7” or “Axi L1” (to give people who still use roles time to migrate to the new system).

The bold numbers in curly brackets (3, 4 in the first example, 5, 6 in the second) are the squad identifiers mentioned earlier, which are important for the next section:

Squad Commands

++join is used to join squads shown in hosting messages, and can join multiple squads at once. You must use this command in recruiting chat. For example, if you wanted to join the Neo N3/Neo N7 squad above, you would type **++join 5** (where 5 is the squad ID in bold inside the curly brackets right after the player count). The bot will edit the message to say 2/4 (or higher, if more people have joined), and will alert you when the squad reaches 4 players. You could also use **++join 5 6** if you wanted to join both squads.

You can't use **++join** on a squad you are hosting, as you are already part of it.

The complement to that command is **++leave**. This command is used in recruiting chat. You can leave any squads you have joined, using multiple squad ID's if you wish (e.g. **++leave 4 5 6**). Alternatively, you can use **++leave all** to leave every squad you have joined. You will no longer be alerted when the squad fills.

As a host you cannot leave your own squads, you have to use **++close** to wipe them completely (see next section – *squad host commands*).

You can use **++mysquads** (in a bot channel) to see which squads you are currently in. You can also use **++squad** (also bot channel) with a squad ID (e.g. **++squad 5**) to see information about a particular squad. You don't have to be in the squad to use this.

If a squad is filled to 4/4, everyone subscribed to that squad (including the host) is alerted. Once this is done the squad can't add any more players until someone leaves.

Squad Host Commands

If you are the host of a squad (the person who used the **++create** command) you have some extra tools at your disposal. These can only be used in recruiting chat.

You can use **++close** to destroy a squad, forcing everyone to leave and not letting anyone else join. This will not alert players in any way. For example, if you were the host of squads 5, 6, 7 and 8 you could use **++close 5 6 8** to close those 3 squads. Closed squads have an X in place of their player count. Alternatively, you can use **++close all** to close every squad you are hosting.

++addplayer is used to simply add 1 to the number of people in a squad, without anyone actually subscribing. This is useful for if you find a friend or someone in recruiting chat who wants to join in, but isn't part of this Discord server. For example, if you wanted to add one player to squads 5 and 6, you could use **++addplayer 5 6**.

++removeplayer can be used in the exact same way to remove one from the player count. However, you cannot remove players if the only people left in a squad are the host + the people who have joined (e.g. if a squad is 2/4, but those 2 people are you and another real person, this command does not work).

If you want to add multiple players to a squad, you can repeat the squad ID, for example **++addplayer 5 5** will add 2 players to squad 5. **++removeplayer** has the same feature.

If this command will fill a squad to 4/4 players (which will send out an alert to everyone in the squad and is annoying if done accidentally), you will need to add a “-o” tag with the squad ID’s, e.g. if squad 6 is at 3/4 players:

++addplayer 6 -o

If you don’t use the -o tag and *some* squads would have been filled, the bot will still add players to the squads that didn’t require the tag. e.g. if squad 6 has 3/4 players but 4 and 5 have only 2/4, and you use **++addplayer 4 5 6**, players will be added to squads 4 and 5, and a warning about the -o tag will be shown.

++kick is used to kick someone out of one of your squads, or all of your squads. Use **++kick <squad ID> @userName** to kick them out of a specific squad, or just **++kick @userName** to kick them out of every squad you’re hosting. This currently doesn’t stop them from rejoining right away (might be able to do that eventually), it’s more for when someone stops responding and you want them to leave. If someone is maliciously joining your squad or otherwise harassing you, call for the staff instead. Make sure you actually @tag the person you want to kick, as if you were mentioning them in a conversation.

Command Aliases

If you don’t like the current command names, you can use these alternatives (e.g. you can use **++host** instead of **++create** :

Command name	Aliases
create	c, host, h
join	j, y
addrelic	addrelics
addplayer	addplayers
removeplayer	removeplayers
removerelic	removerelics

Admin commands

These can only be used by people with the “admin” role in specific channels.

++createrelic adds a new relic (or multiple relics) that people can subscribe to. This is for when new relics are vaulted.

++deleterelic removes relics in the same way, mostly for if you accidentally add something wrongly with **++createrelic**. Can also remove multiple relics.

++relicusers lists everyone subscribed to a relic or list of relics (not sure why this would be useful, but it's there)

++kill shuts down the bot. Has to be restarted manually from wherever it's being hosted. Only for emergencies.