Each command you give **drumpfbot** must start by calling `@drumpfbot`.

The Slack channel `drumpf-play` has been set up to handle the commands that initiate or cancel a game.

Let’s get started with some commands.

to create a game type

`@drumpfbot create game`.

This will create a game and let everyone else know about it. People can now join your game.

to join a game type

`@drumpfbot add me`.

This will add you to the game that has been created. If you created the game, you don’t need to add yourself as you are already in the game.

to begin the game type

`@drumpfbot start game`.

Gameplay will now commence. Follow the prompts you receive to continue.

For bidding and playing cards, your hand will be privately available to you in private messaging.

You will interact with **drumpfbot** in the same messaging thread in which it shows you your hand.

The Slack channel `drumpf-play` will display the relevant game output to everyone playing.

Notice the little red numbers beside the cards listed in your hand.

Those numbers are indices that map to the subsequently displayed card. Decide which card you want, and then tell **drumpfbot** the index of that card to play it.

to play a card type

`@drumpfbot <card index>`, e.g. `@drumpfbot 0`.

Bidding follows the same convention, so just tell **drumpfbot** the integer value of your bid.

to place your bid type

`@drumpfbot 3`.

Finally, we can cancel any active game if desired.

to cancel a game type

`@drumpfbot cancel`.