

Before the game starts **Operators** are able to

1. Add players to the game with the `“/addtorbm”` or `“/addalltorbm”` command.
2. Remove players from the game with the `“removefromrbm”` or the `“removeallfromrbm”` command.
3. View a list of the players with the `“/viewrbmlist”` command.
4. Start the game with `“/startrbm”`, if the player puts a space and a number after `“/startrbm”` (i.e. `“/startrbm 300”`) it will set the time(standard 300 seconds) in seconds for players to stand on their block to that number for each round. If a non-number is entered then the game will not run and will let the user know that it is an unknown command. When the command is successfully run, each player in the game will be alerted through the chat of their block.

During the game

1. NEW FEATURE: Players are able to type `“/reroll”` to get a new block a max of 3 times per game.
2. No other commands should be run. However all commands above can be run except for `“/startrbm”`.
3. If a player is successful in standing on their block in the time frame(dictated by the `“/startrbm”` command), when all other players find their block or when the timer(dictated by the `“/startrbm”` command) runs out.The player will be alerted of their new block(aka a new round). This will continue until the game ends.
4. If a player is not successful in standing on their block within the timeframe. They will be removed from the game.
 - a. Being removed from the game means
 - i. They will immediately be killed.
 - ii. They will not receive a new block when a new round is run.

How the game ends

1. The game ends when there are either 1 or 0 players left in the game.
 - a. If the game started with one player then the game is only able to end when there are 0 players in it.
 - b. If there is one player left in the game, the player is not killed and will receive a notification saying "YOU WIN!".
 - c. If there are 0 players left in the game, then all players will receive a message saying "YOU ALL LOSE!"

When the game ends

1. All commands stated in the "Before the game starts **Operators** are able to" section.