

## | Game Rules

**Game Rules** are rules and rights which apply to all players within [MC:BSR-S2](#). Rights for [Citizens](#), [Property Owners](#) and [Elected Officials](#) can be found in their respective documents.

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## | Player Rights

### | Right to Change Gamemode Between Hard and Normal

Players in [MC:BSR-S2](#) have the right to change the gamemode to hard, temporarily, so that villagers can be transformed to zombies at a 100% rate. The host must decide if it's an acceptable time for all players to be in hard mode.

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## | Player Rules

### | Psychological Warfare Restrictions

Players in [MC:BSR-S2](#) are not allowed to engage with psychological warfare which would bring harm to a player outside of the game.

### | Sleep in Reasonable Time

Players in [MC:BSR-S2](#) should sleep within a reasonable amount of time of it being requested. If players are continuously unable to sleep they will be kicked from the game.