

| 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.

| 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.

| 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.