The Botman Server Manager
Bot Commands For Players
Updated 23 September 2024

*This is a general guide for all of the commands that are potentially available to players. The server owner can disable some commands and/or apply other restrictions on their use. Also while the default command prefix is the / symbol, the bot on your server may be using something else such as ! or *

Remember, just because a command is in this guide does not mean it is available to you on the server you play on. They are listed here for completeness.

Information Commands:

/server or */info*

Displays info mostly from the server config.

/next reboot

Reports the time remaining before the next scheduled reboot.

/day7 or */when feral* or */bloodmoon*

Reports the number of days remaining until the next horde night.

/server date

Displays the system clock of the game server.

/server stats

Displays various server totals for the last 24 hours or more days if you add a number.

eg. */server stats 5* (gives you the last 5 days cummulative stats)

/seen {player name}

Reports when the player was last on the server.

/rules

Reports the server rules.

/where

Gives info about where you are in the world and the rules that apply there.

/who {optional number distance}

Donors can see 300 metres and other players can see 200. New and watched players can't see staff near them.

/alert {message}

Whatever is typed after */alert* is recorded.

Admins can see alerts in The Lounge by typing **view alerts** {optional days}

/info {player}

Displays info about a player. Only staff can specify a player. Players just see their own info.

/who visited player {player name} *days* {days} *hours* {hrs} *range* {dist} *height* {ht}

See who visited a player location or base.

Example with defaults:
/who visited player smeg *days* 1 *hours* 0 *range* 10 *height* 5

/who visited bed smeg

Add base to just see base visitors. Setting hours will reset days to zero.

Use this command to discover who's been at the player's location.

Base Commands:

/delbase {number or name of base}

Delete a player's base and base protection (in the bot only). It does not physically delete the base in the game world.

Players can only delete their own bases.

/list bases

See a numbered list of all of your bases.

/name base {number} {name}

Give one of your bases a name or change its name.

/setbed or **/clearbed**

When you die, the bot can automatically return you to your first or second base after respawn.

Set within 50 metres of your base. The closest base will become your new spawn point after death.

/base {number} **allow friends**

/base {number} **no friends**

Allow friends access to a base (the default) or keep them out.

/unprotectbase base {number or name}

Disable base protection.

The nearest owned base will be unprotected unless you specify a base number or name.

/home or **/base** {number or name}

Teleport back to your base. A timer and/or a cost may apply.

If you have more than one base use the base number or name otherwise you will go to your first base.

/pause (pause your nearest base)

/pause {number or name of base} (pause a specific base)

Pause your base protection.

Only works on your base(s) if you are within 100 metres of them and automatically resumes if you move away or leave the server.

This allows players who you haven't friended access to your base with you present.

/test base {number or name} (test a specific base)

Turn your own base protection against you for 30 seconds to test that it works.

/protect

/protect {number or name of base}

Set up the bot base protection. The bot will tell you to move towards or away from the base and will

automatically set protection outside of the base protected area. Do not set traps for players at the exit point.

If no base is given, the bot will look for your nearest base.

You should be inside or very close to the base when using this command.

/resume or **/unpause** (resume nearest base)

/resume or **/unpause** {number or name of base} (resume a specific base)

Re-activate your base protection.

/sethome {optional number or name}

/setbase {optional number or name}

Tell the bot where your base is for base protection, raid alerting and the ability to teleport home.

Location Commands:

/location categories

List the location categories. Only admins see the access level restrictions

/locations

List the locations and basic info about them.

You can teleport to a location by typing its name eg. ***/lobby***

Teleport Commands:

/fetch {player name}

Move a player to your current location (staff cannot be fetched).

/pack

/revive

Teleport close to where you last died.

/return

Teleport back to where you came from before your last teleport command. Locations support a 2nd return if you teleport within the location more than once without leaving it.

/stuck

Teleport you to the highest ground level at your location.

/visit or */goto* {player name}

Teleport to another player. If the server rules allow, you can teleport to a friend. Various rules and cooldowns may block you.

Waypoint Commands:

/set wp {waypoint name}

Create or move your first waypoint where you are standing. It retains its current status if it already exists.

/clear all waypoints

Delete all your waypoints.

/waypoints

List all of your waypoints.

/clear wp {name}

Delete a named waypoint. If it is linked, this also unlinks it.

/open (or */share*) *wp* {waypoint name}

Share a waypoint with your friends.

/close wp {waypoint name}

Make a waypoint private again. This is its default state.

/link wp {name of wp1} ***to*** {name of wp2}

/link wp {name of wp1} ***to friend*** {friend's name} ***wp*** {name of wp2}

Link your waypoints to create a portal instead. In this mode you can teleport to them or activate them by stepping into them.

/unlink wp {name of waypoint}

Close your portal and convert each end back into two waypoints which you can then teleport to as normal.

/wp {name or number of waypoint}

/wp {friend's name} {name or number of waypoint}

Teleport to one of your waypoints or teleport to a friend's shared waypoint.

Eg. ***/wp stash*** This will send you to your waypoint called stash.

Eg. ***/wp bob thefort*** This will send you to Bob's shared waypoint called thefort.

Shop Commands:

/cash or ***/wallet*** or ***/bank***

Tells you how many Zennies you have.

/pay {player name} {amount}

Pay a player some amount of Zennies if you have the coin.

/lotto or ***/lottery*** or ***/tickets***

See how big the lottery is and how many tickets you have in the draw.

/gamble {optional quantity} or ***/buy ticket*** {optional quantity}

Buy a ticket in the next daily lottery.

/show or **/hide cash**

See an in-game PM every time your cash balance changes.

Miscellaneous Commands:

/accept

Use this command if you have received an invite to join the IRC server and want further instructions from the bot.

/bookmark {message}

Record the coordinates where you are standing with a message. This was created to help admins quickly teleport to places that players wanted screenshot or videoed by admins before a server wipe.

Only admins can teleport to them. Players can only view a list of the bookmarks created by themselves.

/claim vote

Claim your reward for voting for the server at 7daystodie-servers.com

Can only be claimed once per day.

/list bookmarks {player}

If players have bookmarked coordinates on your server, this command will give you a numbered list of a player's bookmarks

Players can only list their own bookmarks and can't teleport to them.

/bail {player}
/bail {player} **pay** {amount}

Anyone can bail a prisoner out of prison if they have enough Zennies.

If you don't have enough Zennies you can reduce the bail by making payment towards it using the second version of this command above.

/get region {x coordinate} {z coordinate}

Get the region name for the supplied coordinates.

/custom commands

List the custom commands.

/yes

If the bot asks you a yes/no question you can simply say yes or use this command to hide your response if commands are hidden.

Hotspot Commands:

/hotspot {message}

Create a hotspot at your current position with a message.

/delete hotspot {hotspot number from list}

Delete a hotspot by its number in a list.

/delete hotspots {player name}

Players can only delete their own hotspots but admins can add a player name or id to delete the player's hotspots.

/hotspots {player name}

List your own hotspots. Admins can list another player's hotspots.

/move hotspot {hotspot number from list}

Move a hotspot to your current position.

/resize hotspot {hotspot number from list} *size* {size}

Change a hotspot's radius to a max of 10 (no max size for admins).

eg. */resize hotspot 3 size 5*. See /hotspots to get the list of hotspots.

Friend Commands:

/friend {player}

Tell the bot that a player is your friend. The bot can also read your friend list directly from the game. If you only friend them using this command, they will not be friended on the server itself only in the bot.

/clear friends

Clear your friends list. Note that this does not unfriend players that you friended via your game. You will need to unfriend those players there yourself.

/unfriend {player}

Unfriend a player.

/friends {player} (only admins can specify a player)

List your friends.

Village Commands:

/add member {player name} *village* {village}

Add a player as a member of a village.

This command is only available if you are the mayor of the village.

/remove member {player name} ***village*** {village}

Remove a player from a village.

This command is only available if you are the mayor of the village.

Bot Commands:

/timers

List your active cooldown timers and how much time remains for each.

Fun Commands:

/bounty {optional player name}

/view bounty {optional player name}

/view bounties

See the player kills and current bounty on a players head or on all players currently on the server.

/reset arena

Cancel an arena game in progress.

/beer

While in any location with beer in its name, players can grab a beer (or a lot).

/suicide

Don't do it! **:O**

/place bounty {player name} {cash}

Place a bounty on a player's head. The money is removed from your cash.

/gimme

Play one gimme - win a prize!

Gimme cannot be played within a location unless it is pvp enabled.

Gimme cannot be played inside a player base.

Prize may contain nuts. If a rash develops, see your doctor. Keep away from small children. The bag is not a hat.

/quit

/ragequit

Get kicked out of the server with a random message.

/quit {message}

Get kicked out of the server and have the bot say your message in game chat.

/gimmezombies or **/gimmehell** or **/gimmeinsane** or **/gimmedeath**

Play a special gimme game in a location called arena. You and anyone with you will get 4 waves of zombies to fight.

Select one of 4 games of increasing difficulty (more zombies, faster spawns, harder zombies).

Admins or arena players can cancel the game with /reset arena

Zombies are randomly distributed between arena players. Any players more than 5 blocks above the arena floor (or under it) are specators and don't get zombies.

Some useless crap is supplied at the start.

/doge mode or **/doge on** (or **off**)

But what does it do!? Play and find out xD

Admin Commands:

Yes these commands are available to players.

/release {player name}

Release a player from prison. They are teleported back to where they were arrested.

/restore admin

Use this command if you have used /test as player, and you want to get your admin status back now.