

# MLB Mode

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# So, what is MLB Mode?

MLB Mode is all about **rotational 1v1s**. Win your matchup when you're at-bat and help your team score **Runs** to win the game!





# What are the lobby settings like?

## How long does it take?

**Up to** 30 songs long

Each song is 20 seconds long

Random songs

0% - 100% difficulty

Takes about **2 hours**

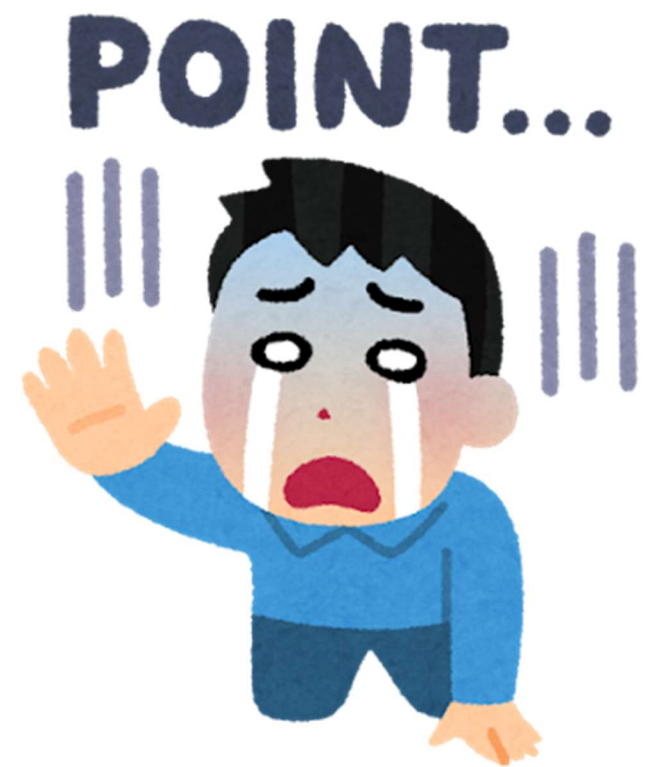




# Up to 30 songs long?

Yes: MLB Mode has  
**Mercy Rule**

If a team cannot catch up with the remaining songs, the game is called early for the leading team





# Runs?

What are those and how do I get them?

A run means you moved a runner through **all three bases** back home. The team with more runs wins the game

To get runs, you need **hits**, and to get hits, you want to have the **TDIFF** calculation be in your favor





# Hits? TDIFF?

## What on Earth even are those?

TDIFF is first calculated from the **rotational 1v1** matchup (DIFF). Divide the song number by 4 and take the remainder (**change 0 to 4**) to find the 1v1 in question





# DIFF down, then what?

Then, If **Hitting** –  
**Pitching** is at least 0,  
now calculate Hitting –  
Pitching for the other  
3v3 (ODIFF)





# DIFF and ODIFF down, then what?

Then, find TDIFF by using  $\text{DIFF} + \max(0, \text{ODIFF})$ . If this is **at least 1**, the song is a **Hit**. Move yourself and any other runner(s) for as many bases. Otherwise, the song is an **Out**





Hitting?  
Pitching?  
Out?

Each song, one team is Hitting and the other is Pitching. The Hitting team is **at-bat**

This swaps after the Hitting team gets **3 Outs**





# Any other bonuses I should know about?

Yes: **Captains** and **Steals**

The **highest-rated** player of each team get a +1 bonus

Said Captain can also use up to **5** Steal attempts per game when their team is Hitting





# Steals?

## Isn't that a bad thing?

Not necessarily! If anything, Stealing can help you get one more base. To do so, enter `/mlb steal [1-4]` in the lobby chat to target the Pitching player of your choice





# Surely it isn't that easy?

You're right! A good Steal needs two things: you must get a Hit **AND** the targeted player must miss the song. If both holds, move everyone **1 more base** on top of the song outcome





# What if either fails?

That means you're **Caught Stealing**, and the Song is automatically ruled an **Out**. If you would've gotten an **Out** anyway, it's no big loss. If you would've gotten a **Hit** instead, that hit is annulled





# Any other things I should know about Steals?

You can only target **one** player at a time, and they can't be the **Pitcher** (e.g., on Song 10, you can't target Player 2/6)

Captains can be targeted **twice** per game, while others can only be targeted **once**





# Let's see how MLB Mode works in action:

**/mlb steal 2**

**Steal Attempt: Player 6 | Steal Counter: 2111 2011**

2-0 000-(0)00 100-0 Steal Triple 0-0 | Next: Player 2 vs Player 6

Here, the left team (Orioles) attempts a Steal against Player 6 from the right team (Yankees). This ticks their counter down to 0, meaning that they can't be targeted for the rest of the game



# Let's see how MLB Mode works in action:

/mlb steal 2

Steal Attempt: Player 6 | Steal Counter: 2111 2011

**2-0 000-(0)00** 100-0 Steal Triple 0-0 | Next: Player 2 vs Player 6

**2-0** represents the rotational 1v1s, in this case: Player 1 vs Player 5. Since 2-0 is  $\geq 0$ , we now look at the other 3v3s. **000-(0)00** represents the other 3v3s. The fourth 0 is bracketed for the targeted Player 6



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/mlb steal 2

Steal Attempt: Player 6 | Steal Counter: 2111 2011

2-0 000-(0)00 100-0 **Steal Triple** 0-0 | Next: Player 2 vs Player 6

Since this song is a Hit AND the targeted Player 6 missed, this is a successful Steal and the Orioles upgraded their double to a **Steal Triple**



# Let's see how MLB Mode works in action:

/mlb steal 2

Steal Attempt: Player 6 | Steal Counter: 2111 2011

2-0 000-(0)00 **100-0** Steal Triple 0-0 | Next: Player 2 vs Player 6

**100-0** represents the base and out state, meaning that the Pirates have a runner on 3<sup>rd</sup> base and no outs



# Let's see how MLB Mode works in action:

/mlb steal 2

Steal Attempt: Player 6 | Steal Counter: 2111 2011

2-0 000-(0)00 100-0 Steal Triple **0-0** | **Next: Player 2 vs Player 6**

The score remains **0-0** since no runner has come home yet. Next song, **Player 2** will match up against **Player 6** to continue at-bat for the Orioles



# Let's see how MLB Mode works in action:

**0-0 200-000** 010-0 RBI Double 1-0 | Next: Player 3 vs Player 7

**0-0** means neither Player 2 nor Player 6 knew the song, but the DIFF is still 0, so we can still look at the ODIFF. **200-000** means only Player 1 (with Captain bonus) knew the song



# Let's see how MLB Mode works in action:

0-0 200-000 **010-0 RBI Double 1-0** | Next: Player 3 vs Player 7

This means that the TDIFF is 2, enough for a **Double**. This moves the original runner back home to add a run (**RBI**), making the score **1-0** for the Orioles. This also moves hitter to **2<sup>nd</sup> base** for the next song



# Let's see how MLB Mode works in action:

**1-1 201-211 010-1 Flyout 1-0** | Next: Player 4 vs Player 8

While the DIFF is still 0, the ODIFF ended up being -1, so the TDIFF remains 0. This is a **Flyout**, and the Orioles add 1 Out to their tally



# Let's see how MLB Mode works in action:

**0-1 010-2 Strikeout** 1-0 | Next: Player 1 vs Player 5

Here, the DIFF is -1, so nothing their teammates did can help them. This is a **Strikeout**, and the Orioles add a 2<sup>nd</sup> Out to their tally



# Let's see how MLB Mode works in action:

**0-2 010-3 Retired 1-0 | Next: Player 6 vs Player 2**

This is the 3<sup>rd</sup> Out for the Orioles, so their side is **Retired**, and the Yankees will be up at-bat for the next song, **Player 6 vs Player 2**



# What happens if it's tied?

MLB Mode uses the following tiebreakers:

1. Weighted Total Correct, counting Captains twice
2. Captains (Slots 1 vs 5)
3. T2s (Slots 2 vs 6)
4. T3s (Slots 3 vs 7)
5. Pitching Team for Song 30



# How does this tour work?

- For **2** teams: Play a best-of-7 series. The team that gets **4** wins is the winner
- For **4** teams: Play a double round-robin. The top 2 teams face off in the World Series
- For **6** teams: Play a single round-robin. The top 4 teams advance to the Championship Series, and the 2 winners face off in the World Series
- For **8** teams: Play a double round-robin in 2 conferences. The conference winners face off in the World Series