

MLB Mode

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Player Card

- **Get every song right**, especially when you're **hitting/pitching**, to get/prevent **bases** and **runs**
- Unless you're a **Stealer**, there's **no need to do anything else**; your Lobby Host and their Script does all the complicated stuff
- If you **are** a **Stealer**, see the **Stealer Card**
- If you're T1, you count for more, so give it your 110%
- ≤ 30 songs @ 20 seconds @ 3-5 games = ~90 minutes
- 0-100 Random

Stealer Card

- Type **/mlb steal [1-4]** to Steal from your opponent when your team is **hitting**
- **Both** conditions must be met for a good steal:
 - Your **team** must get a **Hit** (not a Strikeout/Flyout)
 - The **target** must **miss** the song
- If **both** are met, move **1 more base** on top of the Hit
- If **either** fails, the song is automatically ruled an **Out**
- You can target T1s **twice** per game, others **once**
- You can't target the current **Pitcher**

Lobby Host Card

Install the **Script** through TamperMonkey, then:

1. Copy and apply **this** lobby setting code
2. Invite players to the lobby and ensure they're lined up correctly (Away then Home, **T1-T2-T3-T4**), then type **/mlb howTo** and follow the instructions there
3. Type **/mlb start** after everyone is ready. Type **/mlb resetGame** if you started by mistake, return to lobby, then type **/mlb start** to restart
4. After each Game, open the downloaded **Scoresheet**, copy the top row, then paste it in **#game-reporting** with the Scoresheet and **JSON**
5. Repeat from **Step 1** for a new lobby, from **Step 2** for the same lobby and a new opponent, or from **Step 3** for the same lobby and opponent

Tour Host Card


1. Open the tour **signup** prompt and ask for team **requests/blacklists**
2. After the player list settles, find the **Balancer** and follow the instructions there
3. If needed, ask for 1 **lobby host** volunteer from each team
4. Read the **Format** section and prepare the Challenge
5. Post the Balancer results on **#tour-information**
6. Note the results of each game in **Challenge**
7. If needed, **ping** teams that advance to the World Series
8. Announce the **results**

Example Card

| Pirates | | | | ▶ | Brewers | | | |
|---------|----|----|----|---|---------|----|----|----|
| T1 | T2 | T3 | T4 | | T1 | T2 | T3 | T4 |
| 2 | 1 | 1 | 1 | | | 2 | 1 | |

2-0 (3-3) 010-0 Pirates Double 0-0 |
 Next: Hitter Player 2 vs Pitcher Player 6 |
 Scorebug: [Link]

Pirates T1-4 and Brewers T2-3 got song 1 right. This makes the DIFF 2-0 = +2 for the Pirates. Since this is ≥ 0 , we now look at the ODIFF which is 3-3 = **0**. This means the TDIFF is $2 + \max(0, \mathbf{0}) = +2$ for the Pirates, meaning they get a Double, sending a runner to 2nd base (1st, 2nd, and 3rd bases from right to left) with no outs. They will continue hitting (▲) next song, where their Player 2 will face off against the Brewers' Player 6. Next song, the Pirates Stealer can also steal from Player 5/7/8

| | | | | | | |
|--------------|---|----|----------|---|-------------|---|
| PIR | | | | 0 | ▲ 2 ▼ |  |
| ★2 | 1 | 1 | 1 | | | |
| ★2 | 1 | 1 | 1 | 0 | | |
| BRE | | | | | | |
| Last: Double | | | | | | |
| Player 2 | | T2 | Player 6 | | | |