

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

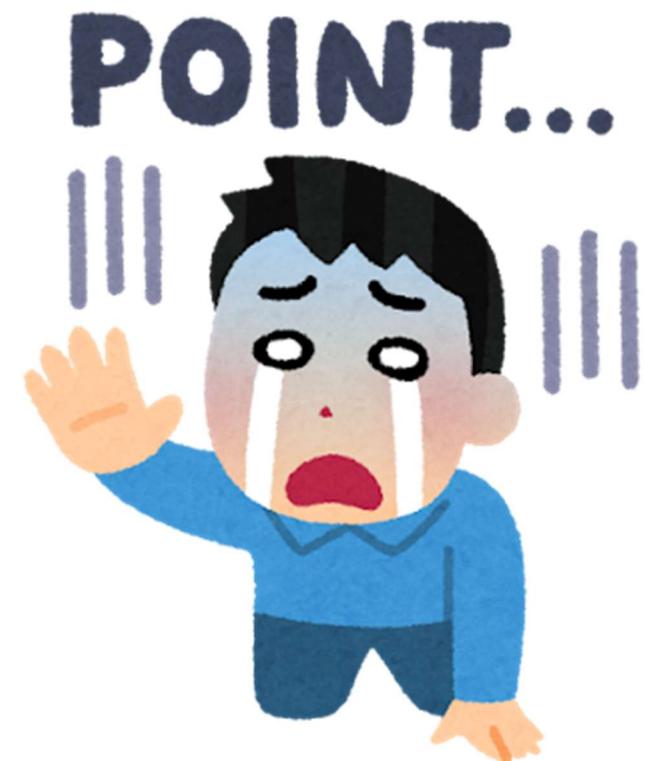
Takes about **2 hours**



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 DIFF + max(0, 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 ≥ 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

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

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 3rd 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 **2nd 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 2nd 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 3rd 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