MLB Mode

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Player Card

- Get each song right, especially when you're **hitting/pitching**, to get/prevent **bases** and **runs**

- If you're T1, you count for more, so give it your 110%

- If you're a **Stealer**, see the Stealer Card

- Up to 30 songs @ 20 seconds = ~90 minutes

- 0-100 Random

Stealer Card

- Type <u>/mlb steal [1-4]</u> 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 is 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. Apply the 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 <u>Balancer</u> and follow the instructions there

3. If needed, ask for 1 lobby host volunteer from each team

4. Read the <u>Format</u> section and prepare the <u>Challonge</u>

5. Post the Balancer results on <u>#tour-information</u>

6. Note the results of each game in Challonge

7. If needed, ping teams that advance to the <u>World Series</u>

8. Announce the <u>results</u>