

# 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

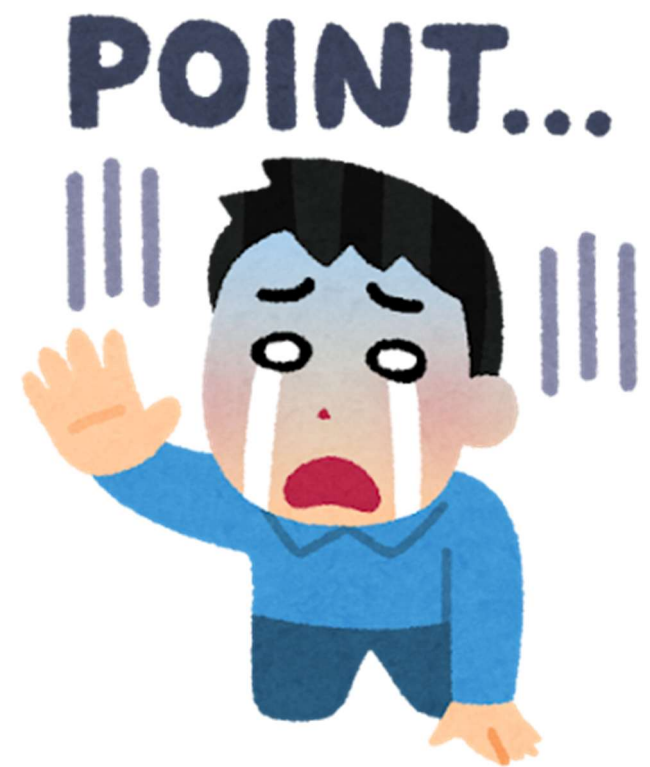
Takes about **90 minutes**



# 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**



Just answering is boring;  
any special roles I can play as?

Yes: you can be a team  
**Captain** and/or **Stealer**

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

The **Stealer** can use up to  
**5** Steal attempts per  
game when their team is  
Hitting



# Steals?

Isn't that a bad thing?

Not exactly! If anything, Stealing can help you get one more base in when you need it. Enter `/mlb steal [1-4]` in the lobby chat to try stealing from a Pitching player



# Surely it isn't that easy?

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



# What if either fails?

Oops: That means you're **Caught Stealing**, and the Song is automatically ruled as an **Out**. If you would've gotten an **Out** anyway, it's no big loss. However, 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**



I'm a Captain,  
but Stealing is a bit much for me...

That's okay too! While Captains are normally Stealers as well, you can delegate that role to one of your teammates. Just tell your lobby host about it, and they will arrange it for you



# 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: Hitter Player 2 vs  
Pitcher Player 6

Here, the Stealer from 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



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Steal Attempt: Player 6 | Steal Counter: 2111 2011

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

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

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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: Hitter Player 2 vs  
Pitcher 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. This is listed in order of: (3<sup>rd</sup> Base)(2<sup>nd</sup> Base)(1<sup>st</sup> Base) – (Out)

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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: Hitter Player 2 vs Pitcher Player 6

The score remains 0-0 since no runner has come home yet. Next song, the Hitter of Player 2 will match up against the Pitcher of 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: Hitter Player 3 vs Pitcher 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: Hitter Player 3 vs  
Pitcher 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: Hitter Player 4 vs Pitcher 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: Hitter Player 1 vs Pitcher 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: Hitter Player 6 vs Pitcher 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: Hitter Player 6 vs Pitcher 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 <b>2</b> teams: Play a best-of-5 series   | For <b>6</b> teams: Play a 3-round Swiss league. The top 2 teams face off in the World Series |
| For <b>4</b> teams: Play a single round-robin. The top 2 teams face off in the World Series | For <b>8</b> teams: Play a 4-round Swiss league. The top 2 teams face off in the World Series |