

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 **/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