

NBA Mode

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So, what is NBA Mode?

NBA Mode is all about **speed** and **streak**. The faster you get a song right and the more of those you got in a row, the better your team does



What are the lobby settings like?
How long does it take?

Up to 40 songs long

Each song is 10 seconds long

Watched with Random Rig
Distribution

0% - 40% difficulty

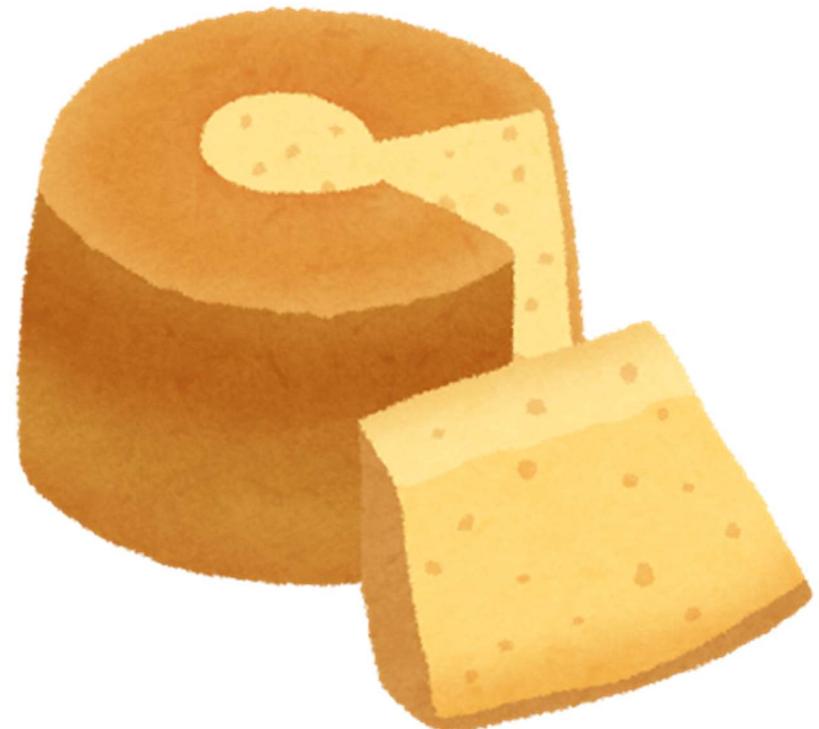
Takes about **1.5 hours**



Up to 40 songs long?

Yes: NBA Mode is divided into
4 Quarters

Each Quarter ends after a team scores **8 points (Elam Ending)** or after **10 songs**, whichever happens first



Points?

What are those and how do I get them?

Points determine how well your team is doing. The team with more points at the end of the game is the game **winner**

You get points by having the **TDIFF** calculation be in your favor



TDIFF?

What on Earth even is that?

Total Difference is calculated by subtracting the Defending Total from the Attacking Total

Result	TDIFF	Attacking	Defending
Slam Dunk	5 or more	3 points	0 points
3-Pointer	4 or 3		
2-Pointer	2 or 1		
Free Throw	0	1 point	
Turnover	-1 or -2	0 points	1 point
Block	-3 or -4		2 points
Steal	-5 or less		3 points

Attacking? Defending?

Each song, one team is Attacking and the other is Defending. The Attacking team has **possession**

This swaps after every song, except after a **Slam Dunk** or between Quarters

One team starts Q1 and Q3 with possession, the other Q2 and Q4



I thought **speed** and **streak** is important?

Yes: They both carry **bonuses** for your team's TDIFF

If **both** teams get the same song right, the **fastest player** to do so gets a +1 bonus (**Fast Break**)

If you get **≥3** songs right in a row, you get a +1 bonus (**Hot Streak**)

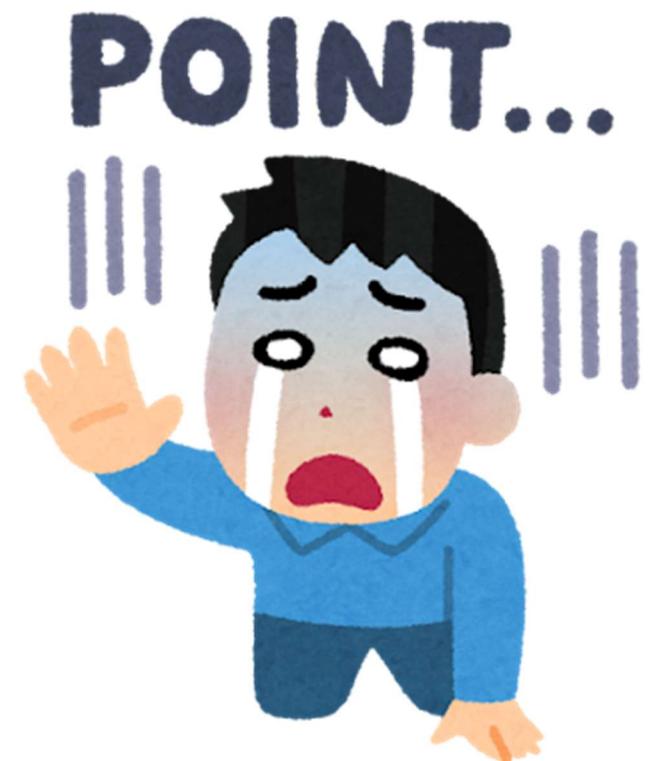


Any other bonuses I should know about?

Yes: **Captains** and **Buzzer Beaters**

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

If a Quarter goes to Song 10, all outcomes are worth +1 point



Let's see how NBA Mode works in action:

2120 2000 (Player 3 Fast Break) Cavaliers 3-Pointer 3-0 | Next Possession: Lakers →

2120 represents how the team on the left (Slots 1-4, Cavaliers) did. This means Player 1-3 get the song right, and Player 4 didn't. Player 1 has a +1 bonus since they're the Captain, while Player 3 has a +1 bonus since they got the **Fast Break**

2000 represents how the team on the right (Slots 5-8, Lakers) did. This means only Player 5 get the song right, and they have a +1 bonus since they're the Captain

Let's see how NBA Mode works in action:

2120 2000 (Player 3 Fast Break) **Cavaliers 3-Pointer 3-0 | Next Possession: Lakers →**

Cavaliers 3-Pointer 3-0 means that the song was a 3-Pointer (since $2 + 1 + 2 - 2 = \text{TDIFF}$ of 3) for the Cavaliers, making the score 3-0

Next Possession: Lakers → means that the Lakers will have possession for the next song

Let's see how NBA Mode works in action:

2100 2200 (Player 6 Fast Break) Lakers 2-Pointer 3-2 | Next Possession: ← Cavaliers

0000 3100 Lakers Block 3-4 | Next Possession: Lakers → | **Hot Streak: Player 5**

Player 5 has another +1 bonus on top of their Captain bonus since they got **3 songs** right in a row

Let's see how NBA Mode works in action:

(Skipping to Quarter 1, Songs 9 and 10)

3111 2000 (Player 1 Fast Break) Cavaliers Slam Dunk **7-7** | **Next Possession: ← Cavaliers**

4220 2100 (Player 1 Fast Break) Cavaliers Slam Dunk **11-7** | End of Q1 | **Next Possession: Lakers →** | Hot Streak: Player 1, Player 2, Player 3

The Cavaliers **keep** possession after Song 9 since they got a **Slam Dunk**, but not after Song 10 since the Lakers must have it to start Q2. Furthermore, the Slam Dunk in Song 10 is worth 4 points since it was the **10th song** of the Quarter

Let's see how NBA Mode works in action:

(Skipping to Quarter 2, Song 3)

0000 3200 Lakers Slam Dunk **11-16** | **End of Q2** | Next
Possession: ← Cavaliers | Hot Streak: Player 5, Player 6

Q2 ends after just 3 songs since the Lakers scored **8 or more points**

What happens if it's tied?

(Skipping to Quarter 4, Last Song)

0000 0000 Cavaliers Free Throw **29**-29

NBA 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. Defending Team for the Last Song (in this case the Lakers)

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 NBA Finals

For **6** teams: Play a single round-robin. The top 4 teams advance to the Conference Finals, and the 2 winners face off in the NBA Finals

For **8** teams: Play a double round-robin in 2 conferences. The conference winners face off in the NBA Finals