

# 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

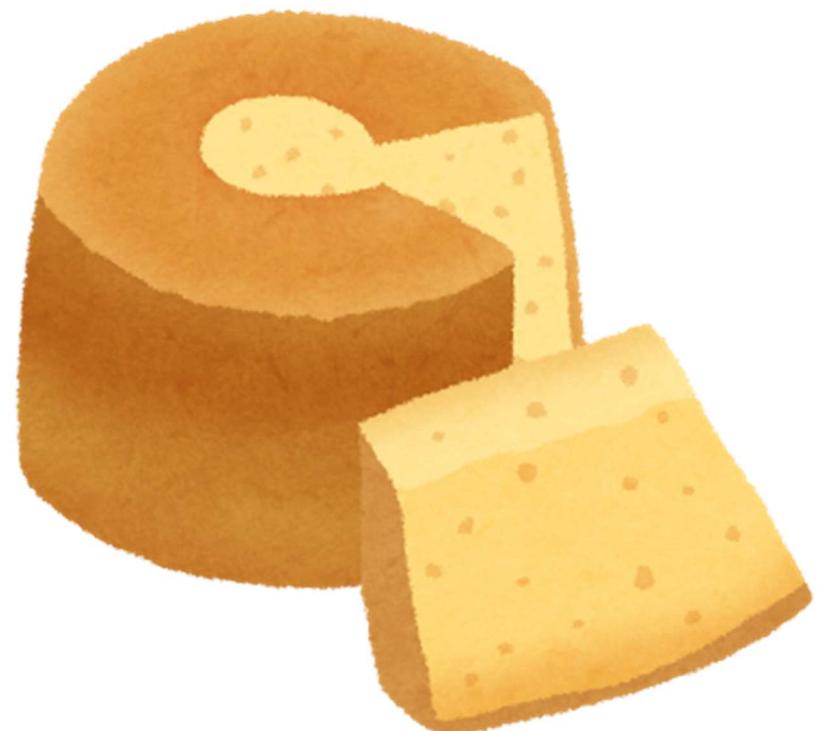
Takes about **75 minutes**



# 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?

TDIFF is calculated by subtracting the Def. Total from the Att. Total

Result	TDIFF	Att.	Def.
Slam Dunk	5 or more	3 points	0 points
3-Pointer	4 or 3		
2-Pointer	2 or 1		
Free Throw	0		
Turnover	-1 or -2		
Block	-3 or -4		
Steal	-5 or less		

# Att? Def?

Each song, one team is (Att)acking and the other team is (Def)ending. The Attacking team has **possession**

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



# I thought speed and streak are important?

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

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

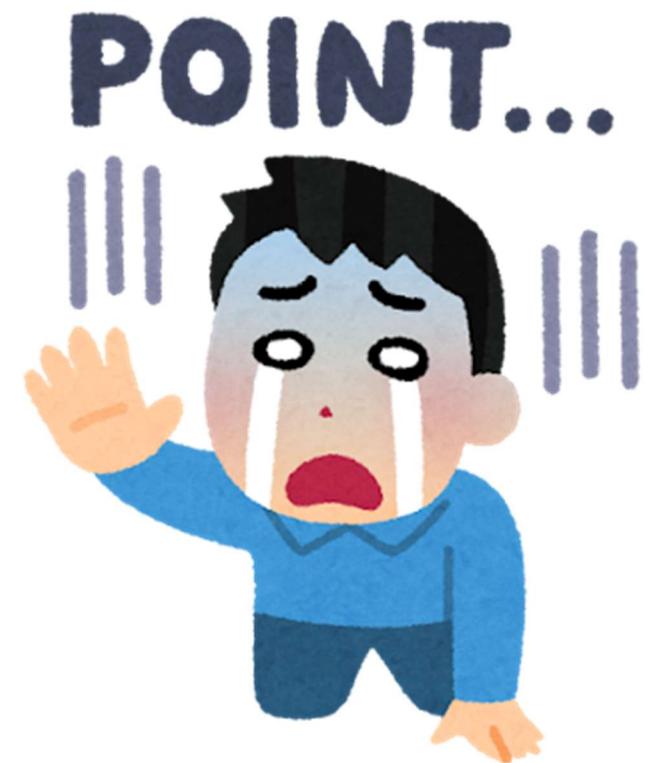


# Any other bonuses I should know about?

Yes: this has **Captains** and **Buzzer Beaters**

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

If a Quarter goes to Song **10**, all outcomes are worth +1 point as the **Buzzer Beater**



# 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 10<sup>th</sup> 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