

**When We Played – Garage Band Cards**  
**A Rock-n-Roll Garage Band Fantasy Card Game**  
**Standard Edition Rules 1.2**  
**For 2-4 Players – 40 to 90 Minutes**

**WARNING: ADULT LANGUAGE, SIMULATED DRUGS, ALCOHOL & SEX**

**Object Of The Game**

Have your very own garage band play “LIVE” **successfully** at 4 different Venues before your opponents do. Do this and you win the game. While the concept of doing this is simple, a great deal of strategy, luck and understanding of the different card types is required.

Each Venue has its own unique set of “markers” that must be met in order to attempt to play that Venue “LIVE”. To meet these various Venue “markers” each player will be building their very own garage band by collecting different bandmate cards and playing (placing) them face-up in their own garage. Throughout the game players will then be playing various cards directly on their bandmates in an attempt to increase their bandmates current “LEVEL”. The higher a bandmates “LEVEL”, the greater the chance is of your band playing “LIVE” successfully at the current Venue. In addition to certain cards being played directly on your bandmates to help increase their “LEVEL”, other various cards (including but not limited to, entourage & practice cards) will be played face-up in your garage, but off to the side of your garage band, to help reach other Venue “markers” that are required to be met before attempting to play “LIVE”.

There are many other types of cards that will either hinder or help you in your attempt to win.

**Game Components**

- Game Deck (White Spotlight) – (144)
  - Party/Practice Deck (Green Spotlight) - (40)
  - Bandmates Deck (Red Spotlight) - (30)
  - PA System Cards (Blue Spotlight) - (4)
  - Live Cards - (4)
  - Jumbo Venue Cards – (13)
  - Jumbo Reference Cards – (4)
  - Dice – (5 Dice) 1 Green, 1 Orange, 1 White, 1 Blue, 1 Red
  - Bandmate Level Punchout Tokens – (80)
  - Hopscotch Performance Level Crystals – (8) - \*Only used if you have the optional game mat (sold separately).
  - Instruction Guide - (1)
- Each player will need a pen and paper to keep track of their points if they are not playing with a game mat.



# Game Setup

Remove 4 Jumbo Reference cards from the game box and give 1 to each player.

Separate Jumbo Venue cards by type. Shuffle each type and place face-down in the middle of the table. Separate the stacks from left to right by name.

(4)Dive – (4)Biker – (4)Opera – (1)Festival

Remove the 4 LIVE cards and the 4 PA System cards (Blue Spotlight) from the poker sized cards and give one of each card to each player. Each player places the LIVE card face-down to the side of their garage (\*see example game layout below). Each Player places their PA System card face-up either above or next to the LIVE card. Return any remaining LIVE cards and PA System cards back to the game box.


Shuffle the Game Deck (White Spotlight) and place it face-down in the middle of the table.

Shuffle the Party/Practice Deck (Green Spotlight) and place it face-down to the right of the Game deck.


Shuffle the Bandmates Deck (Red Spotlight) and place it face-down to the right side of the Party/Practice Deck.

Place 5 dice in the middle of the table, and make sure game (level) markers are within easy access for all players playing.


Decide who the Bandmate dealer will be...we highly suggest the player wearing a halter top. If no halter tops are being worn, think of something else that is totally inappropriate in this day and age of political correctness.




DIVE VENUE STACK



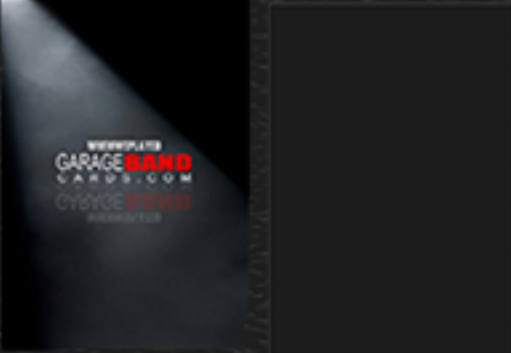
BIKER VENUE STACK



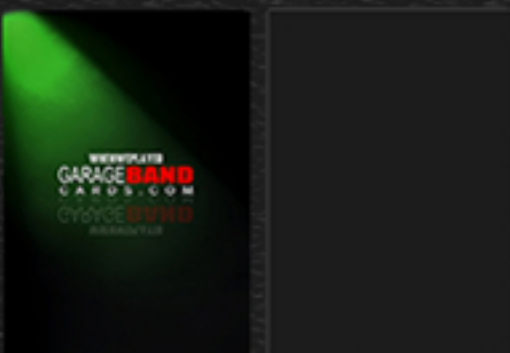
OPERA VENUE STACK



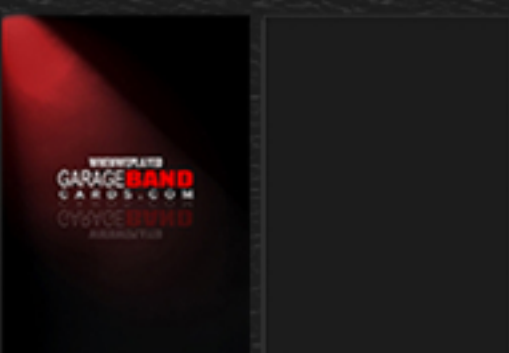
FESTIVAL VENUE STACK




GAME DECK & DISCARD





PARTY / PRACTICE DECK & DISCARD



BANDMATE DECK & DISCARD



\*EXAMPLE GAME LAYOUT



PRO	12 pts ↑	5	Use Venue ROLLS	LEVEL UP Level up a Bandmate by adding his/her Value (AKA) points to all cards played DIRECTLY on him/her.
ROCKS	8-11 pts	4	Use Venue ROLLS	
STYLISH	4-7 pts	3	Use Venue ROLLS	
OFFICI	0-3 pts	2	Use Venue ROLLS	

ROLLING THE DICE  
When playing a Venue each Bandmate rolls the dice indicated on his/her card a certain # of times based on his/her current level.

BANDMATE LEVEL & DICE ROLL REFERENCE CARD

PLAYERS GARAGE

2




# How To Read A Venue Card


Before doing anything else, everyone should know how to read a Venue Card. There are a total of 13 Venue Cards. Each Venue card has specific markers that **MUST** be met **BEFORE** your band can attempt to play that Venue "LIVE". When all required markers are met, at the **BEGINNING** of your turn, turn your "LIVE" card face-up. This card signifies you are playing "LIVE" and no cards can be played against you **UNLESS** a card specifically states it can.

## The Following 5 Markers Must Be Met Before You Can Attempt To Play "LIVE"


- 1) **Performance Level Marker** Add up every single cards point value played (placed) in your garage. That total number must meet or exceed this marker. Please note there are 2 exceptions to this rule. First exception, an **Opening Act** card played in your Garage, **CANNOT** be added to your total cards **UNLESS** the Venue has listed an **Opening Act** as **Optional**. Second exception, a **Keys** bandmate card and any cards played directly on them **CANNOT** be added to your total cards **UNLESS** you have a full 4 piece band (Guitarist, Singer, Drummer and Bassist).
- 2) **PA System Amp Output Level Marker** Keep your bands PA System at this level or higher to meet this marker.
- 3) **Bandmates Member Marker** Count the number of bandmates in your garage. No duplicate bandmates (Ex. No 2 Singers, No 2 Drummers). That total number must meet or exceed this marker. Please note, there is 1 exception to this rule and that is as follows. A **Keys** bandmate card **CANNOT** be counted towards this marker.
- 4) **Entourage Marker** Add up every Entourage cards point value played in your garage, this includes Entourage cards you may have been instructed to play directly on bandmates. That total number must meet or exceed this marker.
- 5) **Practice Marker** Add up every Practice cards point value played in your garage. That total number must meet or exceed this marker.

## The Following 2 Markers Only Pertain To When You Are Actually Playing "LIVE" At The Current Venue

- 1) **Hit Songs Marker** Meet or exceed this number when rolling the dice during your "LIVE" performance to successfully play the Venue.
  - 2) **Misses Song Marker**  **Exceed** this number when rolling the dice during your "LIVE" performance and it ends your turn immediately.
- \*See How To Play Live On Page 7 for a complete breakdown of your turn when playing "LIVE"*





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3 Bandmates  
Entourage  
3 Pts.  
Practices  
1 Pts.

Hits 2

 2



Performance Level Marker

PA System Amp Output Level Marker

Bandmates Member Marker

Entourage Marker

Practice Marker

Hit Songs Marker

Misses Song Marker

## The Blind Bandmate Draw

*The Blind Bandmate Draw occurs at the beginning of each game after the game has been set-up and BEFORE the first Venue card is turned face-up. **The goal of the Blind Bandmate Draw is for each player to get as many different bandmate types as possible, the higher the level the better.** This Blind Bandmate Draw occurs only once in the game unless a player loses all Bandmates later in the game, then see EXCEPTION below.*

Dealer deals each player 4 Bandmate cards face-down. Each player holds those cards in their hand, looks at them, and does not show them to the other players. *The person then with the least amount of actual musical talent goes first. (Feel free to argue this point)*

Each player may replace any, all or zero of the Bandmate cards in their hand if they so choose. Before this occurs, each player returns whichever Bandmates he or she wants replaced, face-down back to the Dealer. The Dealer then deals the player the number of Bandmate cards being replaced face-down. The player picks up those cards and places in his or her hand. This phase occurs until all players have had the opportunity to replace Bandmates in their hand.

All Players then must play (place face-up) their Bandmate cards in their garage. *Each player is allowed to play only 1 of each type (1 Guitarist, 1 Drummer, 1 Singer, 1 Bassist, 1 Keys) of Bandmate in their garage.* Any duplicate Bandmate(s) must be returned back to the Dealer face-down. Please note, a Keys Bandmate can be played face-up at anytime in your garage and cards can be played on them at anytime as well, but the ONLY time their points, or cards played directly on them are counted AND they are able to roll for HITS while playing “LIVE” is if you already have a full 4 piece band (1 Guitarist, 1 Drummer, 1 Singer and 1 Bassist).

Once this has been completed by all players, the Dealer reshuffles the remaining Bandmate Cards with the Bandmate Cards returned to him or her. The Bandmate Deck is then returned to the middle of the table.

**\*EXCEPTION** – If for some reason during the game a player loses his entire band (it happens), that player may draw 4 Bandmate cards face down and redo the Blind Bandmate Draw instead of his/her regular turn.

## The Game Begins (How A Turn Works)

The player who is going first turns over the top card of the **Dive Venue** stack. This is the first Venue each player will be building a band to play “LIVE” at by meeting the required markers on that Venue card.

Play moves in a clockwise direction unless stated otherwise.

### How To Play A Turn (This Excludes Playing Live)

There can be up to **3 PARTS** to a turn unless you are playing at a Venue “LIVE”.

#### PART 1

Player draws one card face-up from either the **Game Deck**, the **Bandmate Deck** or the **Party / Practice Deck**.

##### a) If you draw from the Game Deck

Whatever card that is drawn **MUST** be immediately played in the player’s garage (if possible) or discarded. The only exception to this rule are Solo Cards which can be held in a player’s hand to be used at a later date.



Please note there are many types of cards found in the Game Deck and can be a little overwhelming until you fully understand how each card is properly played. To help you understand, see *\*Card Types & How They Are Played* On page 6

After you have drawn from the Game Deck, the Player can then play any number of cards in his or her hand against another opponent's band or on their own band if they so choose. After that occurs, continue to part two of your turn.

#### **b) If you draw from the Bandmate Deck**

Player draws 1 card face-up from Bandmate Deck **IF** they so choose. If you **DO NOT** have a **full band** (4 Bandmates - 1 Singer, 1 Drummer, 1 Guitarist and 1 Bassist) this is highly recommended even if the current Venue you are trying for only requires 2 or 3 Bandmates. If the Bandmate card drawn fills your band's vacancy this card is placed into play in your garage. If the Bandmate card is a duplicate (Ex. 2 Singers) of any Bandmate that you already have (no matter what level) the Bandmate cannot be used and is placed face up in the Bandmate Discard Pile. If you **DO** have a **full band** (4 Bandmates, this excludes Keys) and you decide to draw a card from the Bandmate Deck, the card drawn **MUST** be played in your garage and replaces the duplicate Bandmate and all cards played on that Bandmate. The old Bandmate and all cards played on that Bandmate must be discarded. The Bandmate card goes into the Bandmate Discard Pile face up while all other cards are discarded face-up into the Game Deck Discard Pile. When drawing from the Bandmate Deck with either a Fullband in your garage or a partial Band you must Skip Part Two and Part Three of the turn phase and end your turn now.

**\*Special Note About Keys** - A Keyboardist (Keys) is played as a **BONUS** band member. While they can be played like any other Bandmate during the game, their total skill points and ability to play "LIVE" only takes place if you have a full 4 piece band. (Singer, Guitarist, Drummer, Bassist)

#### **c) If you draw from the Party/Practice Deck**

In order to draw from the Practice/Party Deck you must have at least 1 band member in your garage.

If you draw a **Practice** card, you must roll the dice indicated on the card a certain # of times also indicated on the card. Meet or exceed the correct number of Hits required on the card with your rolls of the dice and you will have successfully practiced and can now place the Practice card in your garage face-up. Misses rolled in practice do not count against you. If during your practice you fail to roll and meet or exceed the number of "HITS" indicated on the practice card, that card is discarded.

After you have attempted the Practice Card, the Player then can play any number of cards in his or her hand against another opponent's band or on their own band if they so choose. After that occurs, continue to part two of your turn.

If the card you have drawn from the Party/Practice Deck is a **Party** card, either **Take-A-Drink** or **Take-A-Hit**, the following rules apply.

## **PARTY RULES**

**Drinking (Roll Take-A-Drink Dice) RED** *(You Must Have A Bandmate who is a drinker and is 21 or older, or has a fake ID in order to attempt to play this type of card. If not, the card is immediately discarded and your turn ends now.)*

Roll the Take-A-Drink dice as many times as it takes to succeed or fail. You must roll the required actions in **ANY** order as they appear on the card to succeed. If you succeed place the card face-up on any Bandmate who meets the Take-A-Drink Card requirements. After that occurs, continue to part two of your turn.

Please note if you roll a Hurl you fail and must discard the card and end your turn. If you roll a Belch, you must start your drink rolls all over from the beginning. This removes any successful rolls you may have already rolled on this card already.



**Smoking (Roll Take-A-Hit Dice) BLUE** (You Must Have A Bandmate who is a smoker in order to attempt to play this type of card. If not, the card is immediately discarded and your turn ends now.)  
Roll the Take-A-Hit dice as many times as it takes to succeed or fail. You must roll the required actions in **ANY** order as they appear on the card. If you are successful, place the Card directly on any Bandmate that is a smoker and you can continue to part two of your turn. Please note if you roll a Cough and fail, your turn ends now.

**PART 2**

Player draws one card from the Game Deck face-down and places that card in his or her hand.

**PART 3**

**Player** discards any card or cards currently being held in his or her hand. The maximum number of cards a player can be holding at the end of their turn is 5. This marks the end of your turn.

**Score:** However your turn ends, keep track of your points. Always add up your Performance Level points and record them on a piece of paper, if not playing with the seperately sold gaming mat. Add up your Bandmate Level Points. Level up any Bandmates by adding all cards played directly on them with their individual card skill points. You can easily keep track of your current Bandmate Levels by placing the included Level Markers on Bandmates as they rise and fall (yes, a Bandmate who started as a Pro can go all the way down to Novice). A Bandmates current Level dictates exactly how many times you will get to roll the dice indicated on their card for them when playing “LIVE”.

**Drawing A Card From The Game Deck Discard Pile Means You Suck**

At any time during the game a player can yell out “**YOU SUCK**” and grab the top card of the Game Deck Discard Pile. This excludes the person who just ended their turn or is in the middle of their turn because they really suck. The **ONLY** types of Cards included in this type of “**YOU SUCK**” grab are Band Gear cards, Solo cards, Fake ID cards, and Entourage cards. No Action cards of any type can be grabbed.

Any card grabbed during the “**YOU SUCK**” grab must be played immediately and **CANNOT** be held in the players hand.

**What Other Players Can Do & Not Do During Someone Else’s Turn**

**The Do’s**

- 1. Any opposing Player can play any action card they are currently holding in their greedy little wanna be musician hands against the Player whose actual turn it is. Matter of fact, multiple Players can do this. We highly encourage this type of Tom Foolery and we highly encourage the usage of the words Tom Foolery.
- 2. Trade any card (excluding Venues) currently in your garage (not in your hand) with any Player (with player’s consent).
- 3. Heckle the other Player(s).

**The Don'ts**

- 1. Play any card against a Player that is currently playing “LIVE” unless the card being Played **SPECIFICALLY** says you can.
- 2. Put into play a card from their own hand into their own garage or remove any card from their own garage from play.
- 3. Use the bathroom.
- 4. Get a beverage, either adult or non-adult depending on your age. This rule can be voted out of the game with a simple majority. Whoever put this rule in the game should probably be sacked.



## How To Play “LIVE”

Once you have met or exceeded the 5 required markers on the current Venue up for grabs, turn your “**LIVE**” card face-up at the **beginning** of your next turn. At this point in the game no other players can play cards directly against you **UNLESS** the card specifically states so.

Playing “LIVE” requires you to roll for “HITS” for each bandmate in your garage band based upon his or her current Level. Meet or Exceed the required “HITS” designated by the Hit Songs Marker for the current Venue during these rolls and you successfully have played the Venue. This process is cumulative for all cards you are rolling for, both “HITS” and “MISSES”.

### Rolling The Dice For Bandmates


In the upper right corner of each Bandmate card are dice symbols which indicate which type of dice that bandmate gets to roll. (Green Circle, White Circle, Yellowish-Orange Circle)

The Bandmate’s current Level dictates how many rolls he or she gets. The type (color) of dice rolled never changes.

**Pro** 5 Rolls - **Rocks** 4 Rolls - **Average** 3 Rolls - **Novice** 2 Rolls

Before rolling the dice, you **MUST** announce which Bandmate you are rolling for. You may roll in any order you choose.

Take the type of dice directed by your Bandmate card and roll the dice however many times their current Level dictates. This process continues for each Bandmate.

Keep track of combined HITS and MISSES. 

In addition to Bandmates getting the opportunity to Roll for HITS, certain Entourage cards give you extra rolls, if you so choose. See those cards for exact details. What specific Dice certain Entourage members get to Roll is dictated by a Dice symbol located near the bottom right. Just like Bandmates, you must first announce who you are rolling for before you roll the dice.

Opening Acts only get to Roll for HITS when they are listed as optional on a Venue Card. You must announce if you are rolling for them as well before you roll the dice dictated on their card.

If you get the correct number of HITS the Venue card requires, you have played the Venue successfully and can collect that card and place it in your garage. You then turn over the top card of the Venue stack you just completed and the top card of the next stack of the Venue you must complete.

If you roll the required number of HITS and exceed the allotted number of misses in the same roll, the victory is yours. If you do not meet or exceed in rolling the correct amount of HITS or you exceed the allotted number of MISSES you must end your turn and turn your “LIVE” card back to facedown and start the entire process over again on your next turn. Until you are “LIVE” again, players can play cards against you.

Please note, all players must complete a Venue from the first stack before moving to the next level Venue stack. You cannot jump out of order when playing Venues. Unless you are a cheater...just kidding. Stay in order.

The First Player to complete the last Venue, “The Festival”, successfully wins the game. For a shorter game, you can decide on playing only 2 or 3 Venue cards successfully.



# Types Of Cards & Where They Are Played

## PARTY / PRACTICE DECK

**Practice Cards** – Practice cards are played in your garage once you have 1 or more bandmates in your garage. If you fail to roll the correct amount of HITS drawn, you must discard the card. Succeed and their cumulative points go towards the Performance Level Marker & The Practice Marker.

**Party Weed Cards** - Take-A-Hit “WEED” Cards are played directly on bandmates who are smokers. The card can only be played if you have correctly rolled the dice according to Party Rules. If a Weed Card is drawn and you have no bandmates who are smokers, the card must be discarded. See Party Rules on page 5 & 6

**Party Alcohol Cards** - Take-A-Drink “Alcohol” cards are played directly on bandmates who are drinkers and are 21 years of age or older, or have some sort of Fake ID played on them. If none of your bandmates meet these requirements, the card must be discarded. The card can only be played if you have correctly rolled the dice according to Party Rules. See Party Rules on page 5 & 6

## BANDMATE DECK

**Bandmate Cards** – Bandmate cards are played in your garage during your own turn and during a Blind Draw. You cannot have duplicate Bandmate cards. (example 2 Singers or 2 guitarist)

## GAME DECK CARDS

**Band Gear Cards** – Band Gear cards are placed directly on bandmates.

**On Stage Cards** – On Stage cards are placed directly on bandmates.

**Entourage Cards** – Entourage cards are placed in your garage. They can be played directly on bandmates ONLY if another card directs this to be done.

**Condom Cards** – Condom Cards are played directly on sex specific bandmates stated on the card.

**Crush Cards** – Crush Cards are played directly on age specific bandmates stated on the card.

**Fan Cards** – Fan cards are played directly on bandmate cards.

**Hook-Up Cards** – Hook-Up cards are placed directly on bandmates. These cards at times require you to have a groupie. If that is the case, both cards are placed on sex specific bandmates.

**Setlist Cards** – Setlist Cards are played in your garage.

**Hit Lists Cards** – Hit List Cards are automatic “HITS” and require no rolls of the dice. When played in your garage they can be used during a “LIVE” performance if the player chooses to. You must announce you are using them during your performance. Once used, they must be discarded whether you have succeeded or failed at the current Venue.

**Bad Things & Other Assorted Action Cards** – Bad Things & Other Assorted Action cards must be played accordingly if drawn **face-up** during your turn, and against yourself unless stated differently on the card. These cards, when drawn **face-down** can be played from your hand during the game according to turn rules on yourself or against any other players except when a player’s band is playing “LIVE”, unless the card specifically states so.

**Soundcheck Cards** – Soundcheck cards are played on your bandmate who has the lowest individual Amp Level Output. \*Please note, playing these cards on your bandmates allows you to remove any cards played against your bands PA System Card.

**PA System Cards** – PA System cards are played face-up in the top right of your garage (next to your "LIVE" Card). They cannot be taken by any other player. The card is yours for the duration of the game. The output on your PA System must remain at or above the PA System Amp Output Level on the Venue you are trying to play live at.

**Live Cards** – Live cards are played face-down just to the right of your garage unless you are “LIVE”, then turn it over!

**Fake ID. Cards** - Fake ID cards are played directly on bandmates who are the right sex, underage, and are drinkers.

**Amplified Cards** - Amplified Cards are played directly on your PA System Card when drawn face-up, or played on yourself or against any other players PA System Card directly from your hand.



# How To Play & Steal Solo Cards

**Solo Cards** – Solo Cards are the only cards you can hold onto when drawn face-up from the game deck and you are unable to use them immediately. Solo Cards when played are played directly on Guitarist Bandmate cards of average level or higher.

A **beginning** Solo Card must be played when drawn face-up if you have a Guitarist of average level or greater in your band.

There are 3 parts to a solo, a **beginning**, a **middle** and an **end**.

The cards are color coded to match the correct solo. (Either all green, all blue or all magenta.)

The Solo cards must be played in the correct order IF your guitarist is average level or higher.

*\*Example - You have a Guitarist that is at Rocks Level and you have drawn a beginning green Solo card. You can play this card directly on your guitarist.*

You can **STEAL** a solo that another player has started if you have the next corresponding solo card in your possession.

*\*For Example, a player has a guitarist with a beginning blue solo card & a middle blue solo played on it and you had the end blue solo card, you would grab the beginning & middle blue solo cards and your end blue solo card and place them all on your guitarist.*

Remember you can **ONLY** steal a solo if you have a guitarist of average level or greater in your garage. There can be a total of 2 steals on a solo once the beginning solo card has been put into play. (Think carefully before playing a solo card...the steal of a nearly complete solo can be a quick game changer as the points add up quickly. 3 solo cards played together doubles their value)

**SOLO STEAL EXAMPLE**

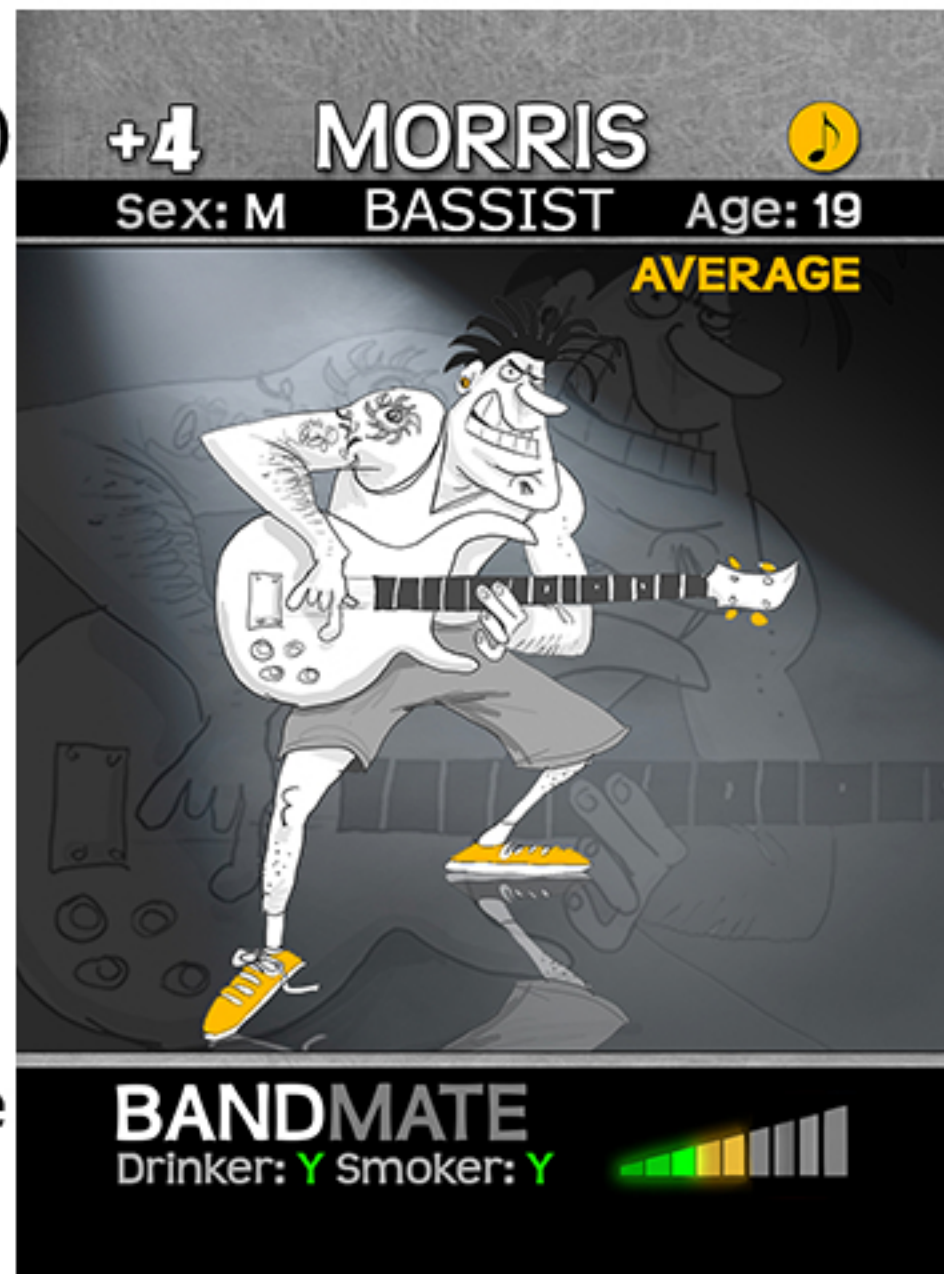
**IF YOUR GUITARIST WAS AVERAGE LEVEL OR GREATER AND IF THIS WAS YOUR OPPONENTS BAND AND YOU HAD DRAWN THIS SOLO CARD, YOU WOULD TAKE HIS SOLO CARDS AND PLACE THEM WITH YOURS ON YOUR GUITARIST**

**THE END (3 PARTS)**  
**GUITARSOLO**  
Who: Guitarist Level : Average & Up  
Action: Must be played in order. Soloist changes hands with whoever places the correct card. (2x combined points with all three cards)



### EXAMPLE BANDMATE CARD

Value (Skill)



Dice Type

Level

Card Type

Amp Level  
Output

### What The Hell Everything Means

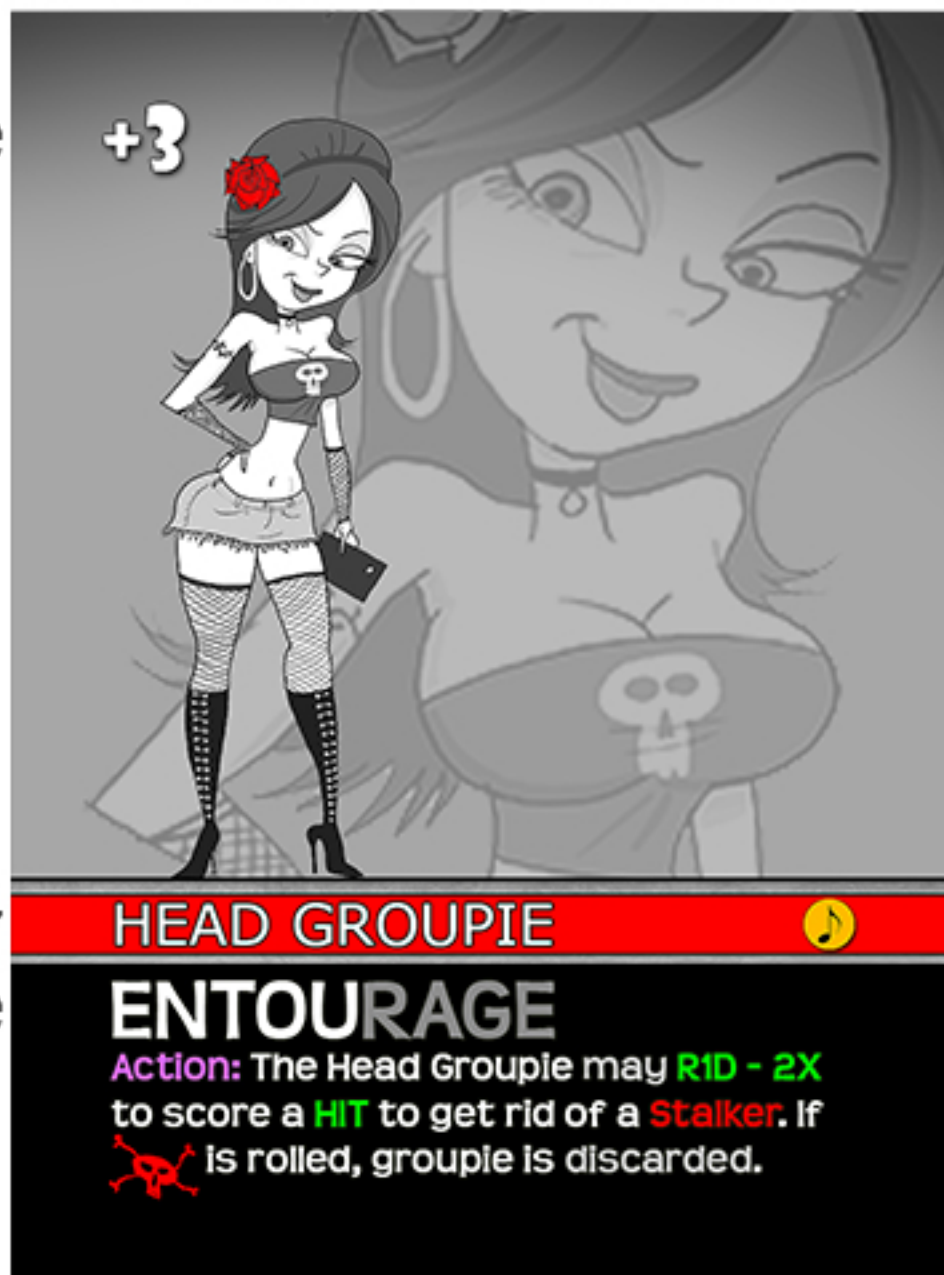
There are a number of different types of cards that you will find in this game. Almost all cards have a point **Value**, either positive or negative and can be found in the top left corner.

Some cards have **Dice Symbols** associated with them, which tells you the specific dice you can roll with that particular card. For Bandmates, the Symbol can be found in the top right hand corner, for the rest of the cards, the Symbol can be found in the lower right side of the tagline bar. Some cards have 1, 2, or 3 Dice associated with them. The color of the Symbol corresponds to a matching Dice color.

How many times you can roll the Dice for a Bandmate is determined strictly by their **Level** when you are playing **LIVE**. All other times the number of times you roll the Dice is dictated by Symbols on the card located in the action box.

### EXAMPLE ENTOURAGE CARD

Value



Tagline Bar  
Card Type

Dice Type

Action Box

**R** refers to the word Roll


**D** preceded by a number refers to how **many** dice are rolled

**X** preceded by a number refers to how many times you roll the dice.

Here is an example:

**R-1D-2X** Roll 1 Dice Two Times

The Skull & Crossbones Symbol means:

 either rolling a miss or death depending on the card action.





DIVE VENUE STACK



BIKER VENUE STACK



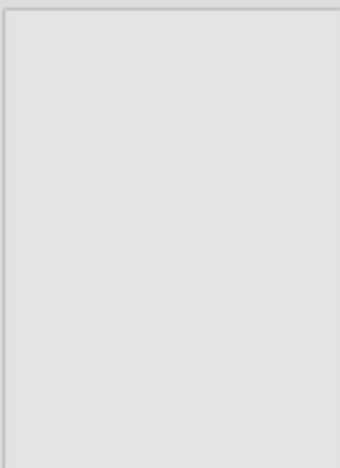
OPERA VENUE STACK



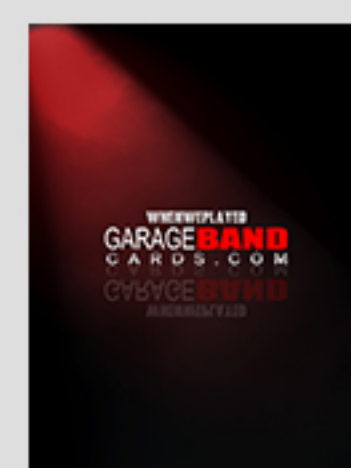
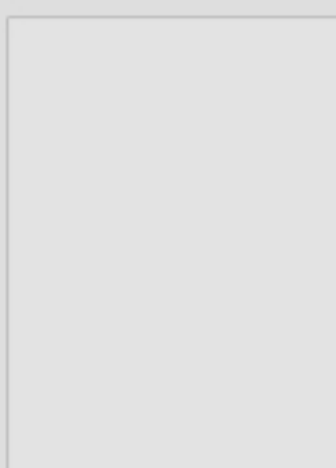
FESTIVAL VENUE STACK



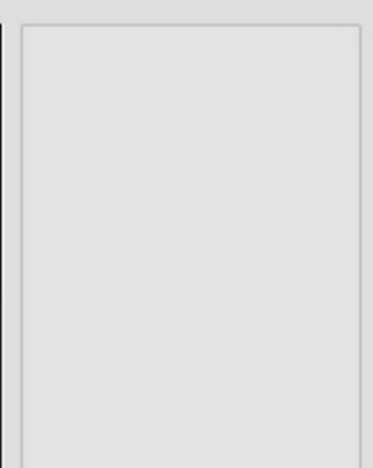
GAME DECK & DISCARD



PARTY / PRACTICE DECK & DISCARD



BANDMATE DECK & DISCARD



EXAMPLE LAYOUT OF A GAME WITH GAME MAT SOLD SEPARATELY



# When We Played – Garage Band Cards

## A Rock-n-Roll Garage Band Fantasy Card Game

### QUICK PLAY GUIDE

*This quick play guide works as a refresher on how the **Blind Bandmate Draw** works and the correct **Steps To Take In A Turn**. In no way should it be used as the entirety of how the game is played. Before using this guide, the game must be set up according to standard edition rules 1.2*

#### BLIND BANDMATE DRAW

Dealer deals each player 4 bandmate cards face-down from the Bandmate Deck. Players return anywhere from zero to 4 bandmate cards back to dealer face-down. Dealer deals replacement cards face-down to each player. Each player then plays (places) their bandmates face-up in front of them (garage) . Duplicate bandmate card types are returned face-down back to dealer. Reshuffle all bandmate cards and place back in middle of table. **Your goal is to get as many different bandmates as possible.**

Player1 (whoever is going first) turns over top card in the Dive Venue Stack

#### (UP TO) 3 PARTS TO A TURN

##### PART 1

Draw either 1 card faceup from the **Game Deck**, the **Bandmate Deck** or the **Party / Practice Deck**

**Game Deck Cards** in this phase must be immediately played in ones own Garage. If unable to play , card is discarded. This excludes Solo Cards, they can be picked up and held if unable to be immediately played. Move to Part 2.

**Party / Practice Cards** are played by rolling different dice associated with that particular type of card. If you do not even meet the Criteria to attempt a play, you must discard the card and end your turn.

**Take-A-Drink** (Alcohol) Criteria : You must be a drinker and be either 21 or older or have a fake id to play these cards. Succeed and you place the card directly on a Bandmate who met the criteria. Fail, discard the card and end your turn.

**Take-A-Hit** (Weed) Criteria : You must be a smoker to play these cards. Succeed and you place on the card directly on a bandmate who met the criteria. Fail, discard the card and end your turn.

**Practice Card** Criteria : You must have at least 1 Bandmate to play these cards. Succeed, place the card in your garage. Fail, discard the card. No matter if you succeed or fail you may Move to Part 2.

**Bandmate Deck Cards** are played immediately in your garage faceup if you have a **vacancy** in your current band. If a duplicate type of bandmate is drawn, the card is discarded and you end your turn. Cards drawn faceup from the Bandmates Deck when you have a **full band** are played in your garage immediately and replace the current bandmate in your garage if it is a duplicate and any cards played directly on it are also discarded. After the card is played end your turn.

##### PART 2

Play any cards in held in your own hand in your garage or against another player.

##### PART 3

Discard until you are down to 5 cards.

End Your Turn.