

## How to use a Groupie (card)

Here are 3 ways to use a Groupie (card) when you play SoundTrak!™

**The Appeal** - Groupie's do have a lot of appeal, but for game purposes it's a different type of appeal. If the players at the table disagree with the song chosen as the winner, they can agree to award a Groupie (card) to the player that they think played a better song for the topic than the one the judge chose as the winner. The card can count towards the total needed to win the game.

**The Buy-In** - With the buy-in, The Groupie (card) is used to buy-in to the play. Each player is given 2 Groupie (cards) to use at the beginning of the game. If a challenge card is drawn that is for 2 or 3 players, a player that is not in the round can put a Groupie (card) out to get into the play if they think they have a great song for the topic. But be careful. If the player that gave up a Groupie isn't the winner, the Groupie (card) is awarded to the player that wins and the Groupie (card) can be used again in a future round.

**The Any Which Way** - Be creative on how you want to use a Groupie (card). You can award one when somebody plays a really bad song for the topic, or maybe the most obscure music for the topic, or the most creative song. Use them all 3 ways we have suggested in our Groupie guidelines. However you decide to use a Groupie (card) is up to you. Afterall, they are there for you to enjoy!

