



## THE FIRST GAY CARD GAME IN HISTORY!



Gaybar is a competitive card game in which you will score by making out as much as possible. How do you make out in this game? You will receive plenty of cards that will improve your charming skills, and will make possible for you to meet new buddies. But be aware, your friends will do anything to stop you from getting all those men just for yourself...

### Setup

Shuffle the action cards pile (the small ones) and deal **3 cards to each player**. Spare cards go face down in the middle.



Then, shuffle the men pile (the large ones) and place **4 of them up in the middle**. Those 4 will be the ones to hook up with.

Last, shuffle the identity cards and deal **1 card up to each player**. This card will indicate the tribe you belong to, and the tribe you like the most.



The player considered **the biggest slut** is the start player. If not clear who, must be voted.

### Goal of the game

For each guy you mate with, you will receive as many victory points (heart tokens) as resistance has the dude. **Your goal is to get as many points as possible**, and to keep your friends from getting any of these points. Tonight you must be the best manhunter.

The Game ends when you run out of the action cards pile, or if there are 5 or 6 players, when you run out of the action pile twice. In that moment all points must be counted and the player who's got the most, is the winner.

### Gameplay

At the beginning of the turn, the active player must **draw a card from the action cards pile**. At the end of any turn, all players must draw action cards until they have at least 3 in their hands.



FILL UP YOUR HAND

Play different cards around your character on the table or use them against your frenemies. If the card has the crown icon (Accessories Card) or the mask icon (Drama Card), **that card will remain with the character**.



ATTACK & PROTECT YOURSELF

Some cards allow you to draw additional cards in your turn, to renew the guys on the table or to steal cards from other players. **Prepare your best strategy** to be the winner.



USE THE SPECIAL CARDS

### Turn phases

#### 1. DRAW A CARD



The active player **draws one card from the action pile to his hand**.

#### 2. PLAY THE ACCESSORY/DRAMA CARDS



Make use of the accessory cards and **gain permanent points** to hook up. Leave drama cards to your opponent and watch their faces...

#### 3. HOOK UP WITH A GUY



**Choose a guy** on the table and flirt with him. Use all the cards you want until you match his resistance. Your frenemies might intervene with negative cards trying to avoid it.

#### 4. FILL UP PHASE



Once the turn is done, all players must **fill up their hand and have at least 3 cards** in their power. The active player **cannot have more than 5 cards** by the end of his turn.

## How to flirt in GayBar

Choose one of the guys on the table. In the upper left corner check **his resistance value** and the **tribe** he belongs to. You will have to match or exceed the resistance value using as many cards as you want and taking into account your affinity points.



Start by counting your affinity points. If he likes your tribe, you get 2 points, and if you like his you also get 2 points. If you don't like each other is fine, you just have to use all the cards in your power to reach the points you need.



Then, add to the affinity points all the values from the **Accessory Cards** (the ones with crowns) that you withhold in the table, and subtract all the values from the **Drama Cards** that apply to you. If the sum is equal or greater than the resistance, congratulations, you made it, the guy is yours. But if you don't have enough points, you can use as many action cards as you want to reach the value. The other players can intervene using negative cards to try to stop you.



**If you finally made it, take as many victory points (heart tokens) as resistance has the guy, and the discard the guy card, and draw a new one from the guy pile. You can only flirt with one guy per turn.**

## Card Types



**Accessories** (Crown icon)[play only in your turn]: These are permanent cards you can use on your character. They will give you extra points to flirt or special abilities and remain on the table next to your identity card until someone plays another card to remove them.



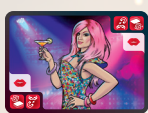
**Drama cards** (Mask icon)[play only in your turn]: You can use these on your frenemies. The card will remain beside your opponent's character applying a negative effect until he or she uses any special card that allows them to discard it.



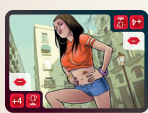
**Action cards:** These cards help you during the flirting phase by adding extra temporary points. Or if they are negative, you can use them against your frenemies. These are the only cards that do not have any icon besides the number.



**Gayfriends** (Kiss icon)[play only in your turn]: All of Gayfriend cards rotate with the turn, applying its effect to the active player. It remains in the game until someone plays "round of shots", in which the gayfriend gets drunk and applies its negative effect to the active player. Then the card is discarded.



**Drag Gayfriend:** Your drag gayfriend allows you to draw 2 extra cards at the beginning of the turn. If she gets drunk because someone has used the "round of shots" card, the active player will receive all drama cards that are in play in that moment, applying all their negative effects. Then the drag gayfriend card will be discarded.



**Best Girlfriend:** The active player gains +4 points during the flirting phase. But if your girlfriend gets drunk, again because someone has used the "round of shots" card, the active player must discard all his "accessory cards" on the table. Then the best girlfriend card will be discarded.

## Special Cards:



**Famous VIP greets you:** Discard one Drama card from your character.



**Drag blessing:** Discard all Drama cards that are affecting you.



**Blackmail:** You can take a random card from other player's hand, or take any Accessory Card that is currently on the table and use it immediately.



**The harpy losses his temper ...:** Discard an Accessory Card from another player on the table.



**Round of shots:** Draw 3 cards from the action pile. Then, the rest takes 1 each. If there are Gayfriends on the table, they get drunk and apply their negative effect.



**Just out of the closet:** This special Accessory Card allows you to draw one extra card at the beginning of your turn. As any Accessory Card, this card is permanent.



**Public Relationships:** You will be able to replace one of the guys on the table for a new one from the guy pile each turn. If you are lucky, you'll get one with better chances to hook up.

## Clarifications

- Accessory Cards, Drama Cards, and both Gayfriends **can only be played in your turn**. The rest can be played at any given time.
- You **cannot** discard action cards, except at the end of your turn if you hold more than 5 cards. In that case is mandatory to have 5 cards or less.
- When you are flirting with a guy, once you have matched its resistance, you **cannot** keep adding positive cards. Evenly, you cannot use negative action cards during other players flirting if the points count is below resistance.
- The cards **Just out of the closet** and **Public Relationships** have their effect at the beginning of every turn you have, but the first time you use them, you can apply their effect immediately.
- You can only flirt with **one guy** each turn.