

# the garages: the band: the FAQ

*who are you?*

i'm rain, the manager of the garages & Fourth Strike (the label it's being put out under). i put the tracks on the bandcamp, spotify, etc, make sure collab releases are cohesive, and manage the merchandise.

## the band

*what are the requirements to join the garages (the band)?*

the only thing i ask is that you are a supporter of the seattle garages. the seattle garages is your chosen team. there's no membership list, but there is a side server where most of the work and organizing is done.

keep in mind that the fourth strike server is a workspace, and not a hangout space or a general garages fandom space. please only join the server if you plan on actively contributing to future music releases.

if that sounds like something you want to do, the invite is below:

<https://discord.gg/qmmbhezR>

*what can i write about?*

anything. as long as you can make the case it's related to blaseball, you're all good.

*who decides what songs get put out?*

the leads of the project, in conjunction with the fourth strike committee. a week or two before the scheduled release of the album, the leads and a couple of members of the committee go through all the submissions. we usually have a maximum number of tracks per album, and if the amount of submissions exceeds that number, we will make cuts.

when the final tracklist is decided we'll post it to the project channel. anyone whose song is cut can email us for feedback.

your song will not be turned down if it doesn't sound "professional". while being in tune and recording the vocals and instruments on separate tracks will help your track make it to the album, rough production is in no way a dealbreaker. the garages are scrappy and d.i.y., so submit whatever you want with whatever tools you have at hand.

*what's the release schedule like?*

we try to put music out on fridays. it's not a set-in-stone rule, but it helps with consistency.

*what do i need to submit a song?*

one wav file and the set of lyrics. each project will have a unique submission form, which you can find on the fourth strike server. we usually post it up a week or two before the due date. also, tell us how you would like your music credited , and any social media handles or bandcamp pages you would like listed alongside. i will edit songs for volume as to maintain a cohesive sound, which may include normalisation, compression, and distortion.

if you would like your music to also be on spotify, i also need a full name (first & last) for the artist credits.

*i'd like to help with something other than music?*

we're always looking for cover artists and video editors.

# money

*how are royalties done?*

release royalties are calculated by taking the total amount of revenue from a release, minus bandcamp's fee & the fourth strike cut, divided by the number of contributors. these are paid via paypal, after they exceed \$20, on mondays fortnightly.

*what are the non-royalty costs you pay out of the garages' income?*

music distribution fees, paypal & other payment processing fees. 15% of digital royalties and 30% of physical royalties go to Fourth Strike (the label) to pay for things like domains, service fees, and miscellaneous costs to do with merch fulfilment and physical releases.

*can i use royalties from my tracks to get merch instead?*

yep! i can send it to you at cost for artists, so let me know what you want before you go ordering it from the bandcamp page, and i'll sort it. if you're on a physical release for the first time, we'll send you a copy for free.

# other

*i have a question not answered here!*

send it to [projects@fourth-strike.com](mailto:projects@fourth-strike.com), or hit me (rain) up on discord.