

I Still Haven't Found What I'm Looking For⁹⁶ – Glossary

- **ACTIVE ALLY [I.1]** – A face up ALLY on top of your LEDGER. It's used to execute an action.
- **AFTERPARTY [D.2]** – A right column of the cards on the game board, where you HIRE ALLIES.
- **ALBUM [D.3]** – A box in your BAND to store your face down RECORDED SONGs.
- **ALLY [F.7]** – A card with POWER  and SKILL. It's your main tool to perform actions and LAPSE on the TIMELINE.
- **ART DOMINANCE [G.1]** – An instant win, when the DOMINANT GENRE of one player is **4 or more** greater than the next greatest player and their WEALTH  is at least equal to that rival.
- **ARTIST [F.5]** – A horizontal, double sided card representing a musician.
- **ATTRIBUTE [F.4]** – One of 4 elements a SONG and a TREND are composed of: GENRE, LYRICS, TEMPO, VOLUME.
- **AUDITION [D.2]** – A left column of the cards on the game board where you HIRE ARTISTS.
- **AUTONOMY  [F.5.1]** – A digit between 1 and 5 next to the bird icon on an ARTIST.
- **AWARD GALA [F.6.5]** – A GALA with +1  icon. It adds +1 EXPERIENCE  to a GIG it's paired up with.
- **BAND [D.3]** – A player board that can accommodate up to 6 ARTISTS plugged into its 6 MONITORS.
- **BANK [D.2]** – A space outside the game board for a common supply of FONs.
- **BASIC INSTRUMENT [F.5.1]** – An orange circle badge on an ARTIST and a BAND. The BAND must have an ARTIST with this instrument to be able to TOUR.
- **BANKRUPT [H.2.3.3]** – You become immediately, when you reach "0" WEALTH  and you can't pay your debts. Discard all your ALLIES to USED ALLIES and your ARTISTS with their EXPERIENCE  intact to FIRED ARTISTS and place your truck in London. Your SONGs, HITs and EVERGREENs remain where they are and still play for you. You may try your luck again. Keep your WEALTH  on "0", gain 20 FONs from the BANK and play your next turn as usual.
- **BRAND GALA [F.6.5]** – A GALA with a TRIPLET icon. It offers an extra action in a turn (TRIPLE) [H.2.3.6].
- **BROADCAST [L.3]** – Rearrange in descending order all HITs on the HITLIST based on the amounts of FONs placed on them. The HIT with the most FONs goes to the space #1 etc. HITs in a tie go to the same space.
- **CAST [J.3]** – Take any number of ARTISTS you want from FIRED ARTISTS of one rival (with all their EXPERIENCE ) or from FADED ARTISTS and INTEGRATE them into your BAND. These ARTISTS must have an AUTONOMY  **less or equal** to the POWER  of an ACTIVE ALLY used for it. All ARTISTS must be picked up and placed to their MONITORS in one attempt together.
- **CHARITY [F.6.2]** – A multicolor GIG with 0 FONs. It can be placed as an EXPERIENCE  on any ARTIST.
- **COMMERCIALIZE [H.2.3.4]** – Remove one of your HITs from the HITLIST, gain 30 FONs divided by its HITLIST's position (rounded up), cross it off and remove from the game. For the HIT #1 / #2 / #3 / #4 / #5 you will gain 30 / 15 / 10 / 8 / 6 FONs.
- **CONTRACT [F.9.1]** – A blank paper slip of your color with 5 boxes to fill in. You need a CONTRACT to be able to RECORD a SONG. You can get it during a SESSION [J.5.4] from a STAGE with the help of an A&R [O.2] or from a STUDIO. One CONTRACT is placed in each STUDIO in the game setup. You can also get it from the RESERVE when you OUTSOURCE [J.6].
- **CONTRIBUTION [F.5.1]** – Symbols on an ARTIST corresponding to the ATTRIBUTES of a SONG: LYRICS, TEMPO and VOLUME. An ARTIST can add these symbols to the SONG when it's being RECORDED.
- **DEFUSE [F.5.7.3]** – Pay 10 FONs to gain 1 MORALE .
- **DERISK (WEALTH ) [L.6]** – Stand up your WEALTH  marker if it's RISKED (collapsed).
- **DISENGAGE (Trendsetter) [O.15]** – Discard to USED ALLIES one Trendsetter from the Trendsetters space on top of the HITLIST and return all TREND DICE from him to their corresponding TREND spaces without rotating them.
- **DOMINANT GENRE [G.1]** – Count all your EXPERIENCE , HITs and EVERGREENs in each GENRE separately and choose the best count. HITs and EVERGREENs that match the TRENDING GENRE or the MAINSTREAM count twice. If they match both then count thrice. The GENRE with the highest count is your DOMINANT GENRE.

- **DRIVE [J.5.1]** – During a TOUR expend 1 POWER ⚡ from your ACTIVE ALLY to move your truck along one connecting line on the map to the adjacent STAGE.
- **ENGAGE (Trendsetter) [O.15]** – Take from the TREND spaces the TREND DICE with a total WEIGHT up to the joint POWER ⚡ of your Trendsetter ACTIVE ALLY and his GROUP and place them with that ALLY on an empty Trendsetter space on top of the HITLIST. Do not rotate them.
- **ERA [D.2]** – A set of 7 consecutive white keys on the TIMELINE between the two MILESTONES.
- **ETERNIZE [L.7]** – During the HITLIST discard one or more Broadcaster(s) from your hand to your LEDGER to move one of your HITS from the HITLIST to the HALL OF FAME as an EVERGREEN. The total POWER ⚡ of these Broadcaster(s) must be equal or greater to the HIT's position on the HITLIST. E.g. POWER ⚡ 1+ is needed for the HIT in space #1, POWER ⚡ 2+ for the HIT in space #2, etc. Only HITS from spaces #1 to #5 may be moved to the HALL OF FAME.
- **EVERGREEN [F.9.7]** – A HIT placed face up in the HALL OF FAME.
- **EXPERIENCE ★ [F.5.1]** – A square on an ARTIST that holds a GIG with its star side up.
- **FADE (ARTISTS) [H.2.2.1]** – Move all ARTISTS from your FIRED ARTISTS to FADED ARTISTS and all their EXPERIENCE ★ to PAST GIGS.
- **FADED ARTISTS [D.2]** – A discard pile for the ARTISTS under the board, below the AUDITION.
- **FESTIVAL [F.6.1]** – A non-white GIG, whose color corresponds to the one of 5 music GENRES.
- **FIRE [F.5.6.2]** – Move one ARTIST with all their EXPERIENCE ★ from your BAND to your FIRED ARTISTS and lose 1 MORALE 🕯. If you happen to lose your last ARTIST, reset MORALE 🕯 back to “5”.
- **FIRED ARTISTS [D.3]** – A space on the left, outside your BAND, where you place ARTISTS you FIRE [F.5.6.2]
- **FLY [J.5.2]** – Once per TOUR expend 1 POWER ⚡ from your ACTIVE ALLY to move your truck to the STAGE indicated by its ONE-WAY-TICKET or from that STAGE to any other one.
- **FON [D.2]** – Game currency. It's a public information.
- **GALA [F.6.5]** – A square token to be paired up with a GIG of the same GENRE [H.2.2.4.3].
- **GENRE [F.2]** – Each of five simplified music genres identified through its unique color or through the first letter of its name: **(A)**frican-American (short: A-A) - black; **(E)**DM – green; **(J)**azz – blue; **(P)**op – yellow; **(R)**ock – red. It's displayed on:
- ARTISTS: By their colors on the right and left of their silhouettes and the letters on guitar picks;
- GIGs and GALAs: By their colors;
- SONGs, HITs and EVERGREENs: By the letters in their first, leftmost boxes;
- TREND: By the letters on its white die;
- **GIG [F.6]** – A square token with a name, letter, amount and a STAGE name. It represents a deal to perform a concert on given STAGE, in given GENRE, for given money. There are four types: FESTIVAL, CHARITY, TOWN FEST and MEGASHOW.
- **GROUP (of ALLIES) [L.4]** – One or more identical ALLIES stacked together on top of your LEDGER to combine their POWER ⚡. Don't confuse it with an ACTIVE ALLY, which is simply the top card of your LEDGER.
- **HACKWORK [H.2.3.3]** – Reduce your WEALTH 💰 down as much as you want (to a minimum of “0”) and gain 5 FONs for each WEALTH 💰 reduced. You must HACKWORK when you are required to pay for something but have no money in your SAFE. This may also occur outside your turn and is resolved in the same way.
- **HALL OF FAME [D.2]** – A space above the TREND that accommodates EVERGREENs.
- **HAZARD [N.2.4]** – RISK your WEALTH 💰. If it's already RISKED, keep it RISKED and lose as much WEALTH 💰 as the POWER ⚡ of an ACTIVE ALLY that causes this HAZARD.
- **HEADCOUNT [F.5.2]** – A current count of ARTISTS in your BAND. It defines how many ALLIES you can hold in your hand at the end of your turn. You may hold more during your turn, but must reduce down to that limit at the end of it.
- **HIRE [H.2.3.1]** – Choose any ALLIES from the AFTERPARTY and/or any ARTISTS from the AUDITION, pay their slot numbers and pick them up. Place these ALLIES in your hand and INTEGRATE HIRED ARTISTS into your BAND.
- **HIT [F.9.4]** – A face up SONG on the HITLIST.
- **HITLIST [D.2]** – A jukebox with 10 spaces on the game board, where HITs are BROADCAST [L.3] and ETERNIZED [L.7].
- **INTEGRATE [F.5.6.1]** – Place new ARTIST to a vacant MONITOR in your BAND respecting the instruments rules [F.5.3] and gain benefits (if any). You gain new ARTIST through HIRE [H.2.3.1], CAST [J.3] or Groupie [O.7].

- **LAPSE [I.2]** – Move up the **TIMELINE** by a number of white keys indicated by the **POWER** ♫ of your **ACTIVE ALLY**.
- **LEDGER [D.3]** – A box in your **BAND** to store your face up **ALLIES**. The top one is an **ACTIVE ALLY**.
- **LINEUP [D.2]** – A track on the game board that displays upcoming **GIGs**.
- **LOBBY [J.5.5]** – During a **TOUR**, if your truck is in **London** expend any **POWER** ♫ left on your **ACTIVE ALLY** to **PROMOTE [J.4]** your **SONG**.
- **LYRICS [F.4]** – An **ATTRIBUTE** of a **SONG** and a **TREND** representing lyrics: Politics, Fun, Poem, Love, Life.
- **MAINSTREAM [F.3]** – A color bar above the **TIMELINE**, printed or placed as a tile. Its color indicates the **GENRE** which was historically the most popular (dominant) over the others in a given **ERA**.
- **MEGASHOW [F.6.4]** – A **GIG** with Union Jack flag representing **London STAGE**. When placed to **London** it immediately goes to **PAST GIGs** and pulls to **London** two consecutive **GIGs** from the **LINEUP** regardless of their printed **STAGE**.
- **MILESTONE [D.2]** – An orange vertical line on the **TIMELINE**.
- **MONITOR [D.3]** – A box in the **BAND** that accommodates one **ARTIST**.
- **MORALE 🕯 [D.3]** – A track in the **BAND** ranging from 0 to 5. It shows how happy and coherent your **BAND** is.
- **NEGOTIATE [H.2.3.5]** – In your turn offer or respond to deals with any players for anything you want.
- **NEWSBREAKER [M]** – A space on the game board that triggers event at the end of rounds.
- **ONE-WAY-TICKET [F.7]** – A **STAGE** icon on an **ALLY**, where you can **FLY** to or from.
- **OPTIONAL INSTRUMENT [F.5.1]** – A white circle instrument badge on an **ARTIST**. The **BAND** doesn't need to have an **ARTIST** with such an instrument to be able to **TOUR**, but it contributes to a **BAND's** **HEADCOUNT** and **EXPERIENCE ★**.
- **ORDER [D.2]** – A track ranging from 1 to 5 on the game board to show current order of players.
- **OUTSOURCE [J.6]** – Show from your hand to the other players and place face up to the bottom of your **LEDGER** three **ALLIES** that, together with your **ACTIVE ALLY**, display symbols for all four **SONG's** **ATTRIBUTES**. Pick up a **CONTRACT** of your color from the **RESERVE** and **RECORD** a **SONG** with all these four symbols and "0" in its **QUALITY**. You don't need **ARTISTs** for this.
- **PARRY [N.2.5]** – Discard from your hand to the top of your **LEDGER** any number of face up **Bodyguards** to cancel or **SHIELD** a **STEALTH** 🕯 against you. Their combined **POWER** ♫ must be at least equal to the **STEALTH's** 🕯 **POWER** ♫.
- **PAST GIGs [D.2]** – A common discard pile outside the game board for **GIGs** and **GALAs**.
- **PERFORM [J.5.3]** – During a **TOUR** expend 1 **POWER** ♫ from your **ACTIVE ALLY** to pick up one **GIG** from the **STAGE** of your current truck's position. If the **GIG** is not a **CHARITY** gain **FONs** printed on it, plus 1 extra **FON** for each your **HIT**, plus 1 extra **FON** for each of your **EXPERIENCE ★** in the **GIG's** **GENRE** or in the **MAINSTREAM**. Double if it matches both. If it's not a **TOWN FEST** place it as an **EXPERIENCE ★** star side up (with **GALA** if any) on the **ARTIST** of corresponding **GENRE**. Otherwise discard to **PAST GIGs**.
- **PIVOT★ [F.8]** – An event card in one of 5 colors corresponding to the **MAINSTREAMs**.
- **PLAY (GENRE) [F.5.1]** – An **ARTIST** **PLAYs** in a **GENRE** which is displayed by a dominant background color on the right of their silhouette and by a letter on a larger guitar pick.
- **POWER ♫ [F.7]** – A digit between 1 and 4 in the top left corner of an **ALLY**. It is both a cost in **FONs** you must pay and a time you must **LAPSE** on the **TIMELINE** when you play it.
- **PRODUCER [E.4.1.1]** – A card representing the individual, whose role you take on in the game.
- **PROMOTE [J.4]** – Move one of your **SONGs** face up from your **ALBUM** to the first vacant space under the lowermost **HIT** on the **HITLIST**. Then pay **FONs** shown on that space minus **POWER** ♫ of an **ACTIVE ALLY** used for this action.
- **QUALITY [F.9.3]** – The rightmost box of a **SONG**. You write here the total **EXPERIENCE ★** of all **ARTISTs**, who **PLAY** the **GENRE** of this **SONG** when you **RECORD** it.
- **RANK (HIT) [F.9.5]** – Compare four symbols of your **HIT** with the corresponding **TRENDING** symbols. For each matching symbol add the **WEIGHT** of given **ATTRIBUTE** to the final score. A blank **TRENDING** side has no value. Finally, add the **HIT's** **QUALITY** to this total. This is the final **RANK**. Place that many **FONs** from the **BANK** onto this **HIT**.
- **REACH (MILESTONE) [F.1]** – Move over a **MILESTONE** and land on any key after it.
- **REARRANGE [F.5.7.1]** – Swap any **ARTISTs** you want between their **MONITORs**, respecting instruments' rules [F.5.3].

- **REBRAND [F.5.7.2]** – Flip over any ARTISTS you want to the other sides at their MONITORS and discard all their EXPERIENCE ★ to PAST GIGS, except CHARITIES that you can move over to the other side.
- **RECORD [F.9.3]** – Secretly fill in all 5 boxes of the CONTRACT of your color and place it face down onto your ALBUM.
- **REFRESH [H.1.2] [H.2.2.4]** – Slide down / left all elements of the AUDITION / AFTERPARTY / LINEUP to their lowermost or leftmost vacant spaces respectively and refill the gaps from their relevant decks or bag.
- **RESERVE [D.2]** – A space outside the game board for a common reserve of CONTRACTs and TRIPLETs.
- **RETREND [J.2]** – Rotate one TREND DIE to another symbol (displayed on an ALLY or a PIVOT depending on the context). Dice placed on a Trendsetter cannot be RETRENDED.
- **RISK (WEALTH ♣) [G.2]** – Collapse your WEALTH ♣ marker.
- **SAFE [D.3]** – A box in your BAND to store FONs (a BAND's money) and gained TRIPLET. This is public information.
- **SESSION [J.5.4]** – During a TOUR expend 1 POWER ⚡ from your ACTIVE ALLY to pick up one CONTRACT of your color from the STUDIO or STAGE of your current **truck's position and RECORD a SONG.**
- **SHIELD [N.2.6]** – Ignore a STEALTH ⚡ effect, if at the moment it occurs, your ACTIVE ALLY is either a Bodyguard or the same ALLY as on the STEALTH ⚡ (solo or GROUPED) with joint POWER ⚡ equal to or greater than the POWER ⚡ of this STEALTH ⚡.
- **SKILL [N.1]** – A name above an ALLY, which represents their special ability.
- **SONG [F.9.2]** – A CONTRACT with all of its 5 boxes filled in and put face down in your ALBUM.
- **STAGE [D.2]** – A square on the map where the GIGs and GALAs are placed.
- **STEALTH ⚡ [N.2]** – A negative action against a single or multiple players played by an ALLY.
- **STUDIO [D.2]** – A rectangle on the map, where the CONTRACTs are placed and SONGs are RECORDED.
- **SUPPORT [I.3.1]** – Choose one ALLY on the AFTERPARTY, whose cost is less than or equal to the POWER ⚡ of your ACTIVE ALLY. Take it for free and place face up on your ACTIVE ALLY to cover it. This SUPPORT now becomes an ACTIVE ALLY. Then REFRESH the AFTERPARTY.
- **TEMPO [F.4]** – An ATTRIBUTE of a SONG and a TREND representing tempo: Very slow, Slow, Medium, Fast, Very fast.
- **TIMELINE [F.1]** – A piano-keyboard-like track at the bottom of the game board to show a passage of time.
- **TOUR [J.5]** – A compound action that includes DRIVE, FLY, PERFORM, SESSION and LOBBY activities. Expend POWER ⚡ from an ACTIVE ALLY to carry out these activities in any order and combination. To TOUR, your BAND must have all four BASIC INSTRUMENTs.
- **TOWN FEST [F.6.3]** – A white GIG. Statistically the most lucrative. Once PERFORMED it goes to PAST GIGS.
- **TREND [F.4]** – Four TREND DICE on their corresponding spaces above the HITLIST showing which HITS sell best.
- **TREND DIE [F.4]** – A die representing a different ATTRIBUTE of a SONG: GENRE, LYRICS, TEMPO, VOLUME. Each one has five symbols you can use when you RECORD a SONG.
- **TRENDING [F.4]** – A symbol currently visible on top of each TREND DIE.
- **TRIPLE [H.2.3.6]** – Once per turn, after you played your last ALLY, discard to the box (remove from the game) one BRAND GALA from your ARTIST or one TRIPLET from your SAFE then play your ACTIVE ALLY again but don't LAPSE and SUPPORT.
- **TRIPLET [H.2.3.6]** – A special token, you can get when when you score on the HITLIST [L.6]. You may play it (TRIPLE) in your turn after you have played your last ALLY.
- **USED ALLIES [D.2]** – A discard pile for ALLIES outside the game board, below the AFTERPARTY.
- **VOLUME [F.4]** – An ATTRIBUTE of a SONG and a TREND representing loudness: Calm, Relaxing, Medium, Loud, Very Loud.
- **WEALTH ♣ [D.2]** – A track around the game board that displays your private money. When you gain WEALTH ♣, move its marker up the track and when you lose, move it down the track.
- **WEALTH ♣ DOMINANCE [G.2]** – Endgame victory. The player with the highest modified WEALTH ♣ wins.
- **WEIGHT [F.4]** – A digit between 1 and 4 printed under TREND DIE on the game board: GENRE (white) = 4, LYRICS (gray) = 3, TEMPO (beige) = 2 and VOLUME (brown) = 1.