

PAX MUSICA

GRZEGORZ MAJEWSKI



PAX MUSICA

A. Welcome To The Jungle¹ – Introduction

Born from a passion for music, Pax Musica takes you on a journey through its vibrant history – from the roaring the 1960s to the 2020s. Step into the shoes of a **music producer**² and build your own path to fame.

Hit the auditions and assemble your dream team of future legends. Then crank out bangers across five iconic genres: African-American, EDM, Jazz, Pop, and Rock until the charts don't just notice you... they surrender.

Manage success and chaos. Play nice... or play not so nice. Your call. Show business is a wild ride: one day you're a star, the next you're forgotten. Hire pros to boost your band's potential, shape trends and stir controlled hype³. Crash the afterparties and recruit a delightfully chaotic crew: Paparazzi, Broadcasters, Groupies, Femme Fatales, Fixers, A&Rs, and Bodyguards. Build your empire, wreck your rivals, and look fabulous doing it.

Climb to the top. Play gigs, drop hits, and grow your fortune. Your band is your money machine, your ticket to power, fame, and immortality in the music world.

But never forget, you're a producer. Not an artist, not a band. Your one true calling? Getting rich. Genre? Optional. Artistic vision? Cute, but negotiable. Artists, hit songs, live shows... they're not dreams, they're just very cooperative tools on your noble quest to become absolutely, unapologetically wealthy.

Be a chameleon or get eaten. You're diving into nearly 60 years of nonstop, spinning chaos in modern music, where trends flip overnight, genres come and go, stars burn out, and fresh ones pop up like mushrooms after rain. Some artists evolve and survive; others... become trivia questions. No room for sentiment. Stay in the right eras, with the right artists, chasing the right hits and squeeze every last drop of profit while you're at it.

Are you ready to take the stage... or become another one-hit wonder⁴?

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Deep respect to Phil Eklund for bringing history and storytelling to life through outstanding games and for initiating the wonderful Pax series.



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B. Don't You (Forget About Me)⁵ – General Rules

Rules from the Rosetta Stone [O] take the precedence over the rules from the rulebook.

A CAPITALIZED term is a keyword defined in the Glossary. Most of these keywords are based on familiar everyday words, so you won't need to learn a lot of fancy terminology to understand how the game works. While CAPITALIZED words carry their normal meaning in context, they also have a specific mechanical effect in the game, as detailed in the Glossary. For example, when you see "PERFORM" or "ORDER", it indicates a specific game action inspired by the common meaning of those words. We hope that distinguishing "PERFORM" from "perform" or "ORDER" from "order" will make it easy for you to recognize game terms at a glance while still understanding their general meaning intuitively.

BOLD CAPITALIZED indicates the term is being explained in detail.

The glossary is printed on separate pages to save you from flipping through pages back and forth. Keep it next to the rulebook while reading and refer to it at any time you have forgotten the given keyword. Next chapters will be introducing all these keywords in a logical way.

The footnotes provide references to real show business stories, events, and people: artists, professionals, celebrities, and behind-the-scenes figures, who inspired Pax Musica. You can skip them if you prefer to focus solely on the rules, but reading them alongside the rules will immerse you in the world of show business and help you understand its inner workings more deeply.

Here's the example of the rulebook text with the keywords and footnotes:

In Pax Musica, you take the role of a music PRODUCER. Your job is to HIRE ARTISTS so you can RECORD SONGs and organize TOURs. You may also need to FIRE them if they underperform. Or your best ARTISTS might quit on their own if MORALE drops too low. Your main product is SONGs. You'll compete⁶ with rival PRODUCERs by any means necessary (even through STEALTH⁷ 🕵️) to create the best HITs and EVERGREENs for the HITLIST. Your goal is to earn money for the BAND but more important is to grow your personal WEALTH 💰. In the end, it's your private fortune that truly matters. But just be wise about how you build it⁸.

Disclaimers:

- (a) The game references numerous real-world facts, individuals, and dates from the show business industry, but it should not be considered a fully accurate source of information, as certain elements have been adjusted for gameplay purposes. All ARTISTS and PRODUCERs featured in the game are inspired by real-life performers who hold iconic status within their respective genres. To ensure game balance and to translate the complexity of real life into simplified game mechanics, some modifications were necessary. As a result, certain ARTISTS may be assigned extra instruments, GENREs, or CONTRIBUTION they do not demonstrate in reality, or may not reflect a few they do. Every effort has been made to remain as faithful to reality as possible, with the utmost respect for each artist and their legacy.
- (b) We couldn't use real artists' names or faces directly, but their legendary music lives on. At the same time, we didn't want their incredible work credited to fully anonymous or fictional characters. So we did everything we could to make it clear indirectly who inspired them. That's why many of these characters may give you the feeling of "I've seen them before". Can you guess who they are based on? You'll find many references to iconic, real-world artists and bands on the ARTIST cards. We invite you to enjoy their music as you journey through "Pax Musica".

Component limitations

All components are limited to their quantities listed in chapter [D], unless explicitly stated unlimited. If any component runs out from the pool, it cannot be used until it is returned. When GIGs, GALAs, ARTISTS, ALLIES and, rarely PIVOTs, are depleted, reshuffle their respective discard piles to create new supplies.

C.It's Now Or Never⁹ – Quick Start

Prefer to learn by playing instead of reading? This simplified quick-start guide leads you through a short starter game and introduces rules only when you need them. If you want to read the whole rulebook first, just skip this chapter and go to **[D]** now.

Keep the Glossary handy and whenever you need help, find CAPITALIZED game terms in its alphabetical order, make sure you understand them, and memorize. Use links in square brackets **[]** to jump to the relevant chapters in the rulebook if you need broader context. Now, follow the steps below. Don't move on to the next bullet if you don't get the current one.

1. Find, learn and sort all game components **[D.1]**.
2. Dive into the environment you'll be operating in **[D.2]**.
3. Discover the backstage and your BAND **[D.3]**.
4. Kick off your first game! Choose the Music Evolution scenario **[E.1.1]** with the Absolute Beginners level **[E.2]** and set everything up **[E.4]**.
5. Get fluent in industry talk through **[F.1]** to **[F.9.3]**. Learn what TIMELINE, GENRE, MAINSTREAM, TREND, ARTIST, GIG, ALLY, PIVOT, CONTRACT, SONG, HIT and EVERGREEN are.
6. Discover what's at stake **[G]**. Skip all references to STEALTH ♦*, HAZARD and RISKED WEALTH ♣ in first play.
7. Now get the Player Aid! It's got everything you need at this stage. Starting with the first player in ORDER, go through the "Player Turn" section step by step and follow the instructions. Feel free to read them out loud and talk it through with the group so everyone's on the same page.

Heads up: In the first round, when you LAPSE **[I.2]**, skip the steps: Time Rift, Reach a Milestone and Resolve a Milestone. They won't happen yet. Read and resolve Time Rift **[I.2.2]** and Reach a Milestone **[I.2.3]** only when the first player on the TIMELINE crosses the first MILESTONE. Read and apply Resolve a Milestone **[I.2.4]** only when the last (leftmost) player on the TIMELINE crosses the first MILESTONE,

All possible actions for your turn are listed in the "Actions" section in the Player Aid. But in your first round, just focus on the TOUR **[J.5]** and especially its big three:

- PERFORM **[J.5.3]** to gain some cash and EXPERIENCE ★ and to develop your BAND;
- SESSION **[J.5.4]** to RECORD a SONG – your first product;
- LOBBY **[J.5.5]** to show your SONG to the audience.

You can try all other mandatory and free actions too, but save the SKILL action **[J.7]** for later games.

8. Continue previous step until the last player in ORDER completes their turn. Then read and perform the "Round End" section in your Player Aids. Before performing the NEWSBREAKER step, learn what it is **[M.1]** but ignore Paparazzo STEALTH ♦* **[M.1.1]** and Broadcaster STEALTH ♦* **[M.1.2]**. Their SKILLS are not used in your first game. Then read and resolve a chapter from **[M.2]** to **[M.6]** relevant to the current position of the NEWSBREAKER marker but ignore all ♦* contexts (they come from SKILLS, excluded from your first play).
9. Continue playing until the last player on the TIMELINE REACHES the MILESTONE. Then learn what the MILESTONE **[K]** and HITLIST **[L]** are. Skip chapters Sponsors **[L.4]** and Eternize **[L.7]** as they involve SKILLS you don't use in your first play. Take your time. MILESTONE and HITLIST are especially important and may require extra attention during your first play as they cover scoring.
10. Repeat steps 7 to 9 above until all players REACH the second MILESTONE or one player wins through ART DOMINANCE **[G.1]**. If no ART DOMINANCE took place earlier, determine who achieved a WEALTH ♣ DOMINANCE **[G.2]** and congratulate the winner. Your first game is complete.
11. Before your next game get to know SKILLS **[N]** and **[O]**. Also, make up your knowledge by reading previously skipped contents on STEALTH ♦*, RISKING WEALTH ♣ and SKILLS in paragraphs: **[G.2]**, **[L.4]**, **[L.7]**, **[M.1.1]**, **[M.1.2]**. In the next game perform freely SKILL actions **[J.7]** whenever they might bring you closer to the victory or undermine your rivals. Choose longer level **[E.2]** for 3 or more MILESTONES. Good luck!

D. Parts of the Process¹⁰ – Game Contents and Anatomies

D.1 Game Contents

Boards	
1	1 game board
2	5 player boards (BANDs)
Cards	
3	50 ARTISTS (cards 64x89mm)
4	124 ALLIES (cards 41x63mm)
5	5 PRODUCERS (cards 64x89mm)
6	45 PIVOTs (cards 64x89mm)
Tokens	
7	75 GIGs
8	5 MEGASHOWs
9	10 GALAs: 1 per each player color with +1 icon and 1 per each player color with TRIPLET icon.
10	5 MAINSTREAM tiles
11	5 TRIPLETs: 1 per each player color
12	86 FON coins (game currency) - 15 in each denomination: 1, 2, 5, 10, 20, and 5 with denomination 50. FONs are unlimited. If they run out, use any substitute.

Markers

13	25 player markers. 5 markers per player: 1 truck, 1 TIMELINE octagon, 1 WEALTH octagon, 1 ORDER cube, 1 MORALE cube
14	1 pink NEWSBREAKER disk

Miscellaneous

15	4 TREND DICE (white, gray, beige and brown)
16	CONTRACTs - unlimited usable paper slips of players colors. If they run out, print replacements from the file published on the game webpage. Alternatively you may make such slips from a white sheet and fill them in with the markers of your player colors. If you don't have color markers you can use the same colors but write down your initials on the back sides to recognize the ownerships.
17	1 bag

Booklets

18	1 Rulebook
19	1 Glossary
20	1 Fun Facts Brochure
21	Player Aid and Rosetta Stone brochures

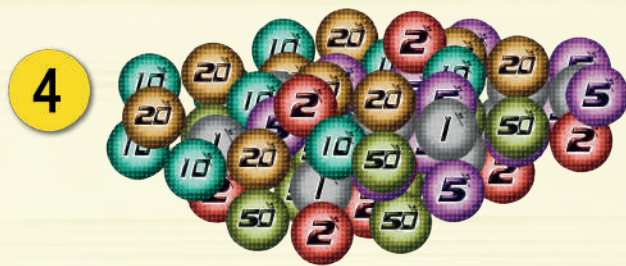
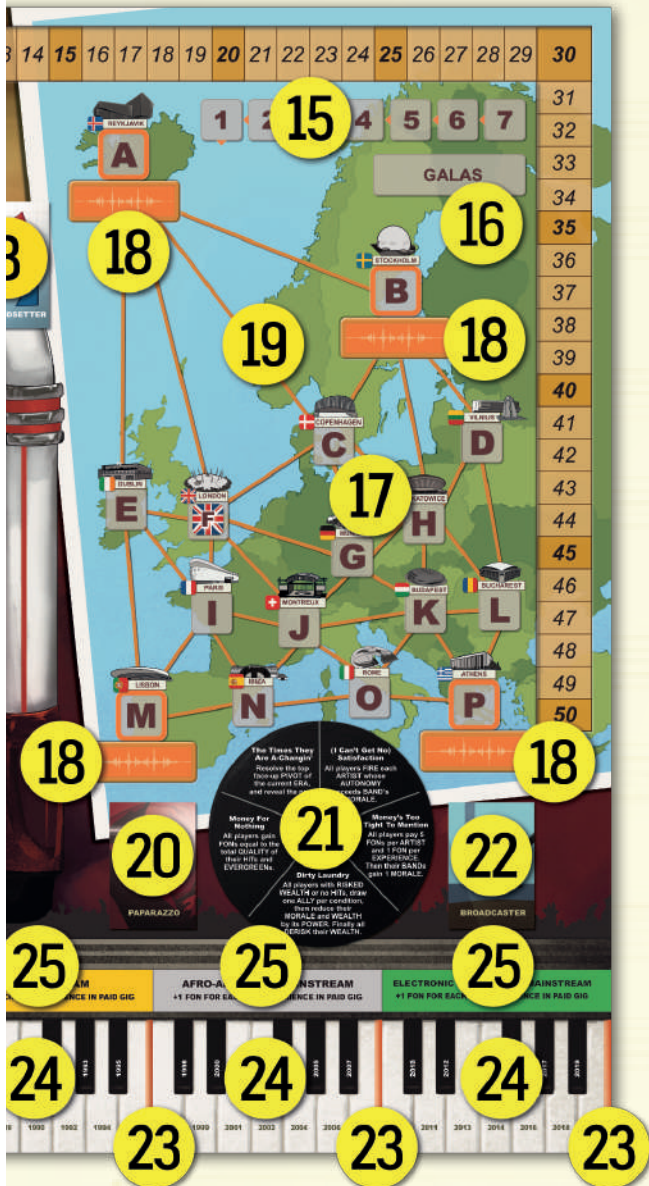


D.2 Game Board

1. ARTISTS deck
2. ALLIES deck – When instructed to draw an ALLY, take the top card from this deck into your hand.
3. **WEALTH** [W] – A track around the game board that displays your private money. When you gain WEALTH W, move your marker up the track and when you lose, move it down the track.
4. **BANK** – A space outside the game board for a common supply of **FONs** (game currency).
5. **HITLIST**¹¹ – A jukebox with 10 spaces, where HITS are BROADCAST [L.3] and ETERNIZED [L.7].
6. **TREND**¹² – Four TREND DICE above the HITLIST showing what HITS sell best [F.4].
7. **HALL OF FAME** – A space above the TREND that holds EVERGREENS¹³ [L.7].
8. **Trendsetter** – A space above HALL OF FAME where Trendsetters are placed [O.15].
9. **AUDITION**¹⁴ – A left column of the cards, where you HIRE ARTISTS [H.2.3.1].
10. **AFTERPARTY**¹⁵ – A right column of the cards, where you HIRE ALLIES [H.2.3.1]. ALLY lets you perform actions [I].
11. **ORDER** – A track ranging from 1 to 5 to show the current order of players.
12. **TIMELINE** – A piano-keyboard-like track at the bottom of the game board to show the passage of time [F.1].
13. **FADED ARTISTS** – A discard pile for the ARTISTS outside the game board, below the AUDITION.
14. **USED ALLIES** – A discard pile for the ALLIES outside the game board, below the AFTERPARTY. When instructed to discard an ALLY, place it face up from your hand into this pile.
15. **LINEUP**¹⁶ – A track that displays upcoming GIGs [F.6].
16. **GALAs** – A space that displays upcoming GALAs [F.6.5]
17. **STAGE**¹⁷ – Each of the 16 squares with a letter on the map where the GIGs and GALAs are placed [F.6].
18. **STUDIO**¹⁸ – An orange rectangle on the map with a soundwave icon connected to the STAGE where the CONTRACTs are placed and SONGs are RECORDED [F.9.3].
19. **Route** – A line connecting the two STAGES.



20. **Paparazzo** – A space where Paparazzi are placed [O.11].
21. **NEWSBREAKER** – A vinyl LP space that triggers an event at the end of each round [M].
22. **Broadcaster** – A space where Broadcasters are placed [O.4].
23. **MILESTONE** – Each of the 5 orange vertical lines on the TIMELINE [K].
24. **ERA** – Each set of the 7 white keys on the TIMELINE between the two MILESTONES.
25. **MAINSTREAM** – Each of the 5 color bars above the TIMELINE, either printed or placed



as tiles in the game setup [F.3].

26. A bag with the GIGs.

27. **PAST GIGS** – A common discard pile outside the game board for GIGs and GALAs.

28. **RESERVE** – A space outside the game board for a common reserve of **CONTRACTs** [F.9.1] and **TRIPLETs** [H.2.3.6].

D.3 Player Board (Band)

A **BAND** is your player board that may accommodate up to 6 **ARTISTs** plugged in to **MONITORs**. It consists of the following elements:



1. **FIRED ARTISTS** – A space on the left, outside your **BAND**, where you place **ARTISTS** you **FIRE** [F.5.6.2].
2. **ALBUM**¹⁹ – Here you store face down **SONGS** you have **RECORDED** but not yet **PROMOTED** [F.9.3].
3. **MORALE** [♠] – A track ranging from 0 to 5. It shows how happy and coherent your **BAND** is. It may never be lower than 0 (terrible) and greater than 5 (excellent). When you gain **MORALE** ♠, move its marker up the track and when you lose, move it down the track.
4. Player aid – A brief description of Player's turn, possible mandatory and free actions and key moments in the game.
5. **SAFE** – Here you store **FONs** (a **BAND's** money) and gained **TRIPLETs** [L.6]. When you pay money, take it out of your **SAFE** and put it into the **BANK**. When you gain money, take it from the **BANK** and put it into your **SAFE**.
6. **LEDGER** – Here you store face up all **ALLIES** you have played [I.1]. It works as an accounting book, where you register all your bills to be paid later [K.5].
7. **MONITOR**²⁰ with an orange badge (8) for a **BASIC INSTRUMENT**. There are 6 **MONITORs** in the **BAND**. Each one may accommodate one **ARTIST**. The **MONITOR** with an orange badge (8) may accommodate an **ARTIST** with an identical **BASIC INSTRUMENT** [F.5.3.1].
8. **BASIC INSTRUMENT** [F.5.3.1] – Only **ARTIST**, who has this instrument may be put in this slot.
9. **MONITOR** for an **OPTIONAL INSTRUMENT** – Blank **MONITOR** without an instrument badge may accommodate one **ARTIST** with any **OPTIONAL INSTRUMENT** (white badge) [F.5.3.2].
10. The name of the **ARTIST** and their face up color to be placed inside the **MONITOR** in the game setup [E.4.1.2].
11. The name of the **ARTIST** and their face up color to be placed across 2 **MONITORs** in the game setup [E.4.1.2].
12. Pairs of **BASIC INSTRUMENTs** which **ARTIST** must have to be eligible to be placed across these 2 **MONITORs**. Such an **ARTIST** handles 2 **MONITORs** and provides 2 **BASIC INSTRUMENTs** at the same time [E.4.1.2].



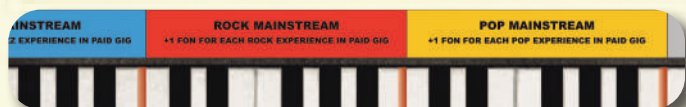
E. Let's Get It Started²¹ – Game Setup

E.1 Go Your Own Way²²

First choose one of the two scenarios:

E.1.1 Music Evolution²³

Use the MAINSTREAMs printed above the TIME-LINE to explore the history of music.



These bars provide a simplified representation²⁴ of the historical evolution of popular music from the 1960s through the 2020s. As you play, you will experience the pressures on rapid changes and difficult decisions faced by managers and producers guiding BANDs to survive on musical top across 5 successive musical ERAs: Jazz, Rock, Pop, African-American (short: A-A), and EDM. Chapter [E.4] explains the setup for this variant.

Strategy Tip: Due to historical factors between the 1960s and early 1980s, this variant provides Jazz and Rock players with an initial advantage. Players should be aware that both retain an elevated chance of winning in first two MILESTONEs if opponents are not sufficiently vigilant and do not take appropriate countermeasures.

E.1.2 Parallel Universe²⁵

Don't choose this scenario for the first play. Use the MAINSTREAM tiles, shuffle them and place randomly above the TIMELINE, covering the printed MAINSTREAMs. This variant randomizes the MAINSTREAMs in a purely fictional order and has no connection to the real music history.

It is recommended not to use PRODUCERS in this scenario, as they can lead to unexpected results. However, you may include them at your own risk and apply their setup instructions [E.4.1]. If you choose not to use PRODUCERS, ignore all references to them in [E.4.1], place all players' trucks in London, determine the players order randomly and put your cubes on the ORDER's spaces accordingly.

Then, starting with the first player, players rotate one TREND DIE to a value of their choice in ORDER (the digits under the dice show the players in ORDER): VOLUME (1st player), TEMPO (2nd), LYRICS (3rd), and GENRE (4th). If there are fewer than four players, leave any unchanged dice on their blank sides.



The 5th player does not rotate any die but receives an additional 15 FONs. All other steps in chapter [E.4] remain identical.

E.2 Levels²⁶

During the game, players advance along the TIME-LINE. The game ends once every player has crossed the agreed number of MILESTONEs. Before starting, decide how many MILESTONEs the game will include by choosing one of the levels below. Plan for approximately 20 minutes per MILESTONE for beginner players or 10 minutes per MILESTONE for advanced players.

- **Absolute Beginners**²⁷ (2 MILESTONEs)
- **Middle of the Road**²⁸ (3 MILESTONEs)
- **Are You Experienced**²⁹ (4 MILESTONEs)
- **Epic**³⁰ (5 MILESTONEs)

E.g. **Epic** level for 3 advanced players should take around 150 minutes. **Absolute Beginners** level for 3 beginners should take around 120 minutes.

E.3 Ebony And Ivory³¹

This is an optional challenge you can add to each level [E.2]. By default, players advance along the TIMELINE (LAPSE [I.2]) through white keys only. For an extra challenge, you may instead walk through all keys, including the black ones. This slows down the musical roller coaster, eases the pressure of constant changes and gives you more time to plan strategic moves.

However beware of the More Than I Can Bear³² syndrome. This challenge significantly increases the game's duration and may turn your journey into a very long adventure.

E.4 Start Me Up³³

E.4.1 Players setup

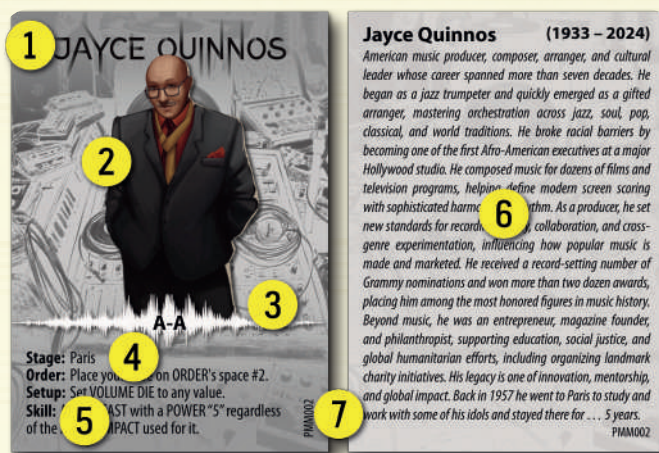
E.4.1.1 Producers

Take all PRODUCERS in the colors corresponding to the MAINSTREAMs in play. These MAINSTREAMs are the ones printed from left to right, or placed as tiles above the TIMELINE, due to a chosen scenario [E.1] and level [E.2]. Shuffle selected PRODUCERS, deal one at random to each player and return any unused ones to the box.

A **PRODUCER** is a card representing an individual whose role a player takes on in the game. There are 5 PRODUCERS, each associated with a specific color which represents both: a music GENRE the PRODUCER is known for, and a player's color assigned to this PRODUCER. It consists of the following elements:

Free poster of your favorite band for your wall.

Cut below this line only after memorizing next chapter ;)



1. PRODUCER's name.
2. PRODUCER's silhouette.
3. Background color identifying a PRODUCER's preferred GENRE and a player he belongs to.
4. Instructions to be used in the setup below.
5. Special skill.
6. PRODUCER's fun facts.
7. Unique card number.

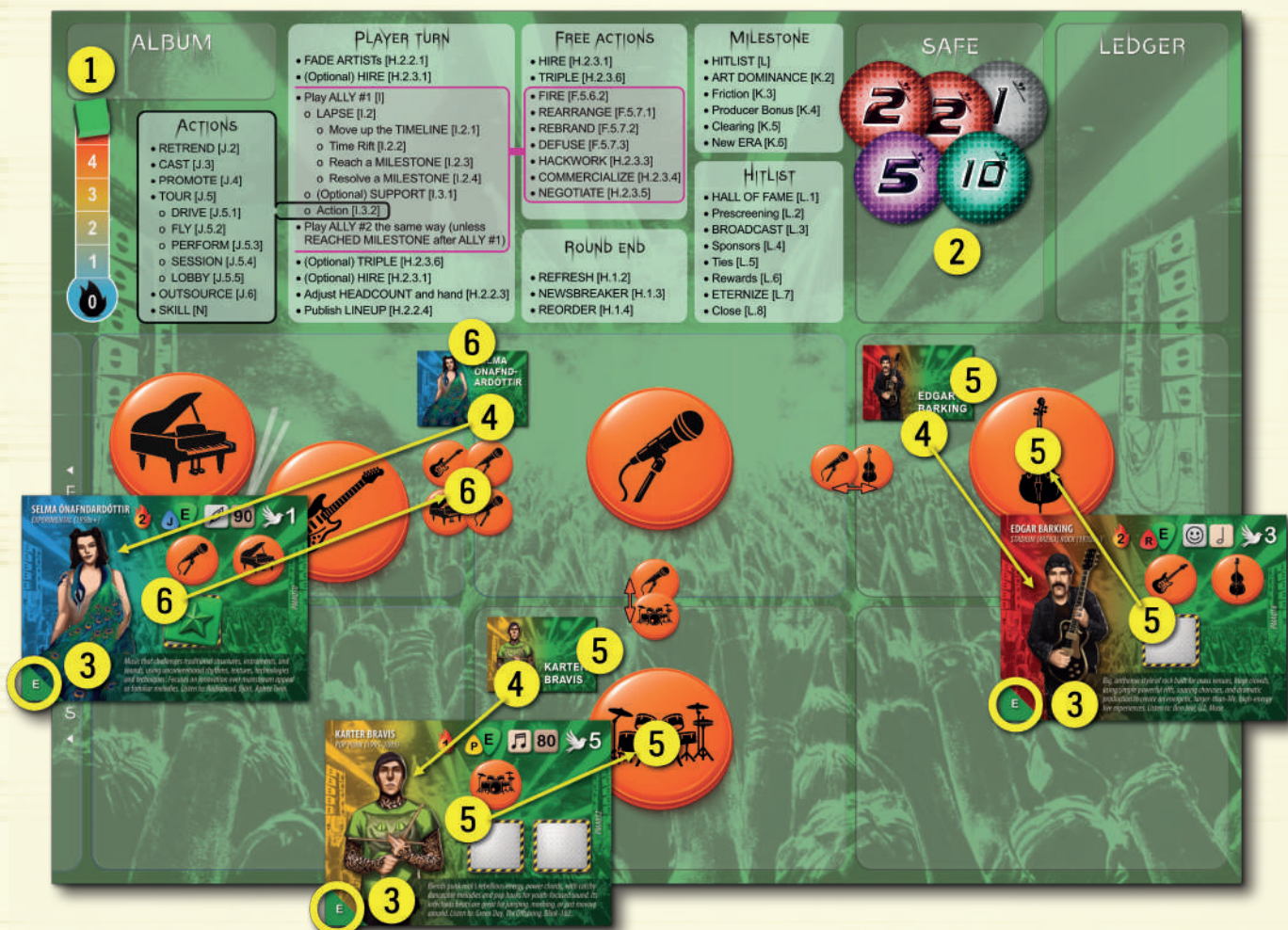


Background: 'The crowd in Kalnų Park Stadium during the Second Rock March. Vilnius 1988' by Viktoras Kapočius, Lithuanian Central State Archives.

E.4.1.2 Band

Each player takes a BAND and all tokens in the color matching their PRODUCER, places their BAND in front of them and set it up as follows:

1. Place your cube on space "5" of the MORALE . The remaining tokens will be deployed on the game board in the next chapter.
2. Take 20 FONs from the BANK and place them in your SAFE. Cash is public and must remain visible to all players.
3. Take 3 ARTISTS from the ARTISTS deck, whose bottom-left corner color matches the color of your BAND. The letters in these corners represent a music GENRE your BANDs initially play and may be used instead of colors as follows: **A** = African-American (gray BAND), **E** = EDM (green BAND), **J** = Jazz (blue BAND), **P** = Pop (yellow BAND), **R** = Rock (red BAND).
4. Assign each ARTIST to a MONITOR as indicated by the setup icons in the MONITORS showing the ARTIST names. Then flip the ARTISTS so they display the same pair of colors as the matched setup icons.
5. Place two ARTISTS in the center of the MONITORS where their setup icons appear inside a single MONITOR. The center of each ARTIST must align with the center of the MONITOR.
6. Place one ARTIST across the two MONITORS where its setup icon touches both. The center of this ARTIST should be placed on the borderline between those two MONITORS.

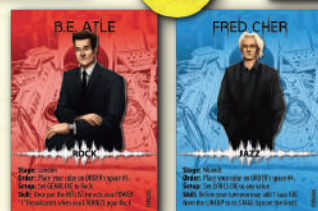
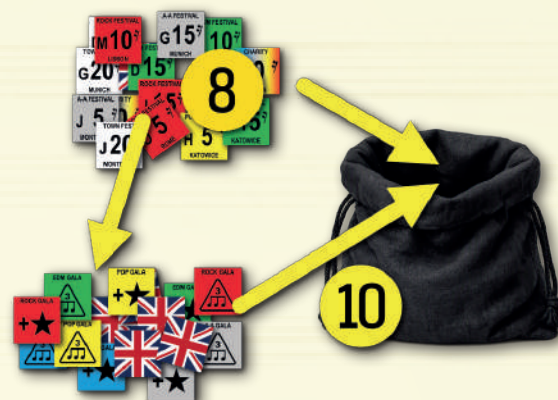


E.4.2 Game Board setup

Place the game board in the center of the table.

1. Place 4 TREND DICE their blank sides up to their corresponding TREND spaces matched by their colors.
2. Place the pink disk on the "The Times They Are A-Changin'" space of the NEWSBREAKER.
3. Shuffle the remaining ARTISTS, form a deck and place it outside the game board above the AUDITION.
4. Deal the top 5 cards to fill the spaces 1-5 of the AUDITION.
5. Deal the next 10 top cards to FADED ARTISTS.
6. Shuffle all ALLIES, form a face down deck and place it outside the game board above the AFTERPARTY.
7. Deal the top 5 face up cards to fill spaces 1-5 of the AFTERPARTY.
8. Put all GALAS and MEGASHOWS aside, mix all GIGS in the bag and put the bag aside the game board.
9. Draw 5 GIGS and place them on the map matching their letters to the corresponding STAGES. More than 1 GIG may be placed on the same STAGE.
10. Draw 7 more GIGS and place them on the 7 spaces of the LINEUP. Finally put GALAS and MEGASHOWS into the bag and mix them up.
11. Sort all PIVOTS * into 5 separate decks by color. Return the decks to the box that do not match the MAINSTREAMs in play due to chosen scenario [E.1] and level [E.2]. Shuffle each remaining deck separately, and place them side by side near the game board. Arrange them from the left to the right in the same order as the MAINSTREAMs shown above the TIMELINE. Flip face up the top PIVOT from the leftmost deck (its color corresponds to the first MAINSTREAM on the board).
12. Create the BANK with the FONs near the board.
13. Create the RESERVE with CONTRACTs and 5 TRIPLETs outside the game board.
14. Now each player places:
 - One CONTRACT of their color on each of the 4 STUDIOS³⁴ on the map;
 - One upright octagon on WEALTH's ♣ space "0";
 - One marker outside the board, before the key 1961 of the TIMELINE.
15. Each player applies the setup instructions of their PRODUCER if they are in play.
16. Finally, make sure you have at least one ballpoint pen or pencil (ideally one for each player) and first player in ORDER may start their turn.





F. Learning To Fly³⁵ – Game Terms and Concepts

F.1 Timeline



A **TIMELINE** is a piano-keyboard-like³⁶ track at the bottom of the game board that represents the passage of time. It consists of 35 piano keys representing the years between the 1960s and the 2020s.

Every sequence of 7 consecutive white keys, followed by one orange vertical line forms an ERA - for a total of 5 ERAs. The orange lines are called **MILESTONES**.

Note: The black keys are only decorative to represent the real keyboard. They are useless unless you go for the Ebony and Ivory challenge [E.3].

Players start from the outside of the game board near TIMELINE's key "1961", walk through its consecutive white keys and perform an unlimited number of rounds by playing **ALLIES [I]** until a dominance (end game condition) occurs [G].

The player **REACHES** the MILESTONE when they move over the orange MILESTONE line and lands on any key after it (or outside the TIMELINE if it's the last MILESTONE – key 2020+). Once the last player on the TIMELINE (the leftmost) REACHES a MILESTONE, a set of steps is resolved before the game continues with the next player [K]. The player who REACHED the last MILESTONE for a chosen game level [E.2] completes the game and may not play any more **ALLIES**.

F.2 Genre

A **GENRE** represents one of 5 simplified music genres that have been popular in modern music over the 60-year period from the 1960s to the 2020s: African-American (short: A-A)³⁷, EDM - Electronic Dance Music³⁸, Jazz³⁹, Pop⁴⁰ and Rock⁴¹. It's embedded in various game components (**ARTISTS**, **GALAs**, **GIGs**, **SONGS**, **TREND**) through its unique color or through the first letter of its name: **black or A** for (**A**)frican-American; **green or E** for (**E**)DM; **blue or J** for (**J**)azz; **yellow or P** for (**P**)op; **red of R** for (**R**)ock.

F.3 Mainstream



The **MAINSTREAM**⁴² is one of the 5 **GENRES** just described, which was the most popular and dominated over the others at the given time due to historical reasons. It's displayed by the color bar above the **TIMELINE** either printed [E.1.1] or placed as a tile [E.1.2] depending on the scenario you chose. When you **PERFORM** a **GIG** your current **MAINSTREAM** is indicated by the bar above the key where your **TIMELINE** marker stands. When resolving a **MILESTONE**, the current **MAINSTREAM** is shown by the bar above the **MILESTONE** line.

F.4 Song's Attributes and Trend



Four **TREND DICE** (white, gray, beige, brown) placed on their respective spaces above the **HITLIST** form a **TREND** that shows which **SONGS** sell best at a given moment. Each die represents different **ATTRIBUTE**⁴³ of a **SONG**. From the left to right they are: **GENRE**, **LYRICS**, **TEMPO**⁴⁴, and **VOLUME**⁴⁵. Each **ATTRIBUTE** has a **WEIGHT** - a digit between 1 and 4 printed underneath: **GENRE** (white) = 4, **LYRICS** (gray) = 3, **TEMPO** (beige) = 2 and **VOLUME** (brown) = 1.

The sides of these dice have symbols identical to those you use, when you **RECORD** a **SONG** [F.9.3]. Symbol currently visible on the top of each die is **TRENDING**. **TREND DICE** are used to check how your **SONGS** fit into the current **TREND** when you **RANK** them [F.9.5]. The blank side excludes given **ATTRIBUTE** from a **TREND**, meaning the audience does not pay attention to it and it's not considered in the **RANK**.

As a **PRODUCER** you will want to **RECORD** **SONGS** as close to the **TREND** as possible. The more symbols in your **SONG** that are identical with **TRENDING** symbols the better chances that your **SONG** will land on top of the **HITLIST**.

F.5 Artist

F.5.1 Anatomy

An **ARTIST** is represented by a horizontal double sided card. Both sides are identical in layout, differing only in shifted color schemes and guitar pick accents that symbolize eclecticism [F.5.4]. **ARTISTS** have the following elements:



1. **ARTIST's name, genre (and genre's top years).**
2. **Benefit you get, when you INTEGRATE this ARTIST into your BAND [F.5.6.1].**
3. **GENRE – A GENRE which an ARTIST PLAYS when this side is up.** It's indicated by a dominant background color on the right of their silhouette and by a larger guitar pick with corresponding color and first letter of the GENRE.
4. **Alternative GENRE – A GENREs which an ARTIST will PLAY when their card is flipped over to the other side.** It's indicated by a minor background color on the left of their silhouette and by a smaller guitar pick with corresponding color and first letter of the GENRE. On the other side of the card these elements swap their roles.
5. **CONTRIBUTION** – Symbols corresponding to the **ATTRIBUTES** of a **SONG**: **LYRICS**, **TEMPO** and **VOLUME** [F.4]. It shows how this **ARTIST** can contribute to the **SONG** when it's being **RECORDED** [F.9.3].
6. **AUTONOMY** [🐦] – A digit between 1 and 5 next to the bird icon. It may force an **ARTIST** to quit the **BAND** on their own [H.2.2.3], [M.3].
7. **BASIC INSTRUMENT** [F.5.3.1] – Orange circle badge showing an instrument an **ARTIST** plays. The **BAND** must have all these instruments (guitar or piano, microphone, drums and bass) to be able to **TOUR** [J.5].
8. **OPTIONAL INSTRUMENT** [F.5.3.2] – White

circle badge showing an instrument the **ARTIST** plays. It's not mandatory for the **BAND** to be able to **TOUR**, but the **ARTIST** with it extends the **BAND's HEADCOUNT** [F.5.2] and **EXPERIENCE** ★.

9. **EXPERIENCE** ★ – A blank square on the right of the **ARTIST** silhouette. It may accommodate one **GIG** when the **BAND PERFORMS** it [J.5.3]. A **GIG** placed here becomes an **EXPERIENCE** ★. One initial **ARTIST** of each player has already one **EXPERIENCE** ★ printed on both of its sides.
10. Fluff text about the genre the **ARTIST** prefers. It has no impact on the gameplay.
11. **ARTIST's image**
12. **Initial ARTIST** – A letter in the bottom-left corner on the colored background identifying the **GENRE**. This **ARTIST** is assigned to a player of this color in the game setup [E.4.1.2].
13. A unique number of the card.

F.5.2 Headcount

HEADCOUNT is the current count of **ARTISTS** in your **BAND**. It defines how many **ALLIES** you can hold in your hand at the end of your turn [H.2.2.3]. You may hold more during your turn, but must reduce down to that limit at the end of it.

F.5.3 Instruments

ARTISTS play on various instruments displayed in their circle orange and white badges as follows:

F.5.3.1 Basic Instrument



BASIC INSTRUMENT is an orange circle badge on an **ARTIST** and on the **BAND**. The **BAND** must have **ARTISTS** with all four **BASIC INSTRUMENTS** (guitar or piano, microphone, drums and bass) to be able to **TOUR**. **ARTIST** with that instrument goes only to the **MONITOR** displaying the same instrument. **Note:** Double bass icon acts as a bass guitar too to avoid confusion with the guitar.

F.5.3.2 Optional Instrument



OPTIONAL INSTRUMENT is a white circle badge on an **ARTIST**. The **BAND** doesn't need it to be able to **TOUR**. But such **ARTISTS** extend a **BAND's HEADCOUNT** and bring space for more **EXPERIENCE** ★. They may only go to a blank **MONITOR** (with no icons).

F.5.3.3 Multi-instrumentalist

ARTIST with two instruments may be placed to any vacant **MONITOR** that meets one of above rules.

F.5.3.4 Playing Vocalist

An ARTIST with a microphone⁴⁶ and any other BASIC INSTRUMENT (e.g.: microphone + bass or guitar or piano, or drums) may be placed between two adjacent MONITORS with matching instruments. That ARTIST occupies the two MONITORS and provides two BASIC INSTRUMENTS to the BAND at the same time. Each player gets one such ARTIST in the game setup.

F.5.4 Eclecticism

ARTISTS are eclectic⁴⁷ - they are double-sided and identical on both sides, except for background colors and guitar picks displaying GENRES. Each ARTIST can play two GENRES. The first one is represented by the dominant color on the right of their silhouette and by the letter on a larger guitar pick. The other one - by the minor color on the left of their silhouette and the letter on a smaller guitar pick. The first GENRE is currently PLAYED by the ARTIST. The other will be PLAYED once the ARTIST is flipped over to the other side. Colors and guitar picks swap their roles on both sides, so the dominant color and larger guitar pick always show the GENRE the ARTIST currently PLAYS.

F.5.5 Autonomy



AUTONOMY  is a value from 1 to 5 shown next to an ARTIST's bird icon. The higher the value, the more likely the ARTIST is to leave the BAND on their own when MORALE  drops [H.2.2.3], [M.3].

F.5.6 Artist Management

In various actions you can INTEGRATE or FIRE ARTISTS to/from your BAND.

F.5.6.1 Integrate

You gain new ARTIST through HIRE [H.2.3.1], CAST [J.3] or Groupie [O.7]. To INTEGRATE such an ARTIST place them into a vacant MONITOR in your BAND respecting the instruments' rules [F.5.3]. If an ARTIST you just INTEGRATED has one of the below icons, gain one time respective benefit:



Gain 1 or 2 MORALE



Take for free one ALLY from the AFTERPARTY and REFRESH the AFTERPARTY.



Add 1 GIG of your choice from the LINEUP to its STAGE or add one your CONTRACT from the RESERVE to any STAGE currently offered by the GIGs in the LINEUP.



As long as this ARTIST is in your BAND your hand limit is increased by 1.

F.5.6.2 Fire

To FIRE⁴⁸ 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".

F.5.7 Band Management

At any time during your turn you may perform in your BAND all below free actions in any sequence and quantity [H.2.3]:

F.5.7.1 Rearrange

To REARRANGE swap any ARTISTS you want between their MONITORS, respecting the instruments' rules [F.5.3].

F.5.7.2 Rebrand

To REBRAND flip over any ARTIST you want to the other side at their MONITOR and discard all their EXPERIENCE  to PAST GIGS, except CHARITIES [F.6.2] that you can move over to the other side.

F.5.7.3 Defuse

To DEFUSE⁴⁹ pay 10 FONs to gain 1 MORALE .

F.6 Gigs & Galas

A GIG is a square token with a name, a letter, amount and the STAGE name. It represents a deal to perform a concert on the given STAGE in the given GENRE and for the given money. There are four types of GIGs and they differ in how they contribute to the EXPERIENCE  of the ARTISTS [F.6.6].

F.6.1 Festival

FESTIVAL⁵⁰ is a non-white, single color GIG. Its color matches one of five music GENRES, indicating that this GIG particularly favors ARTISTS PLAYING it.



F.6.2 Charity



CHARITY⁵¹ is a multicolor GIG with 0 FONs.

F.6.3 Town Fest



TOWN FEST⁵² is a white GIG. Statistically the most lucrative.

F.6.4 Megashow



MEGASHOW⁵³ is a GIG with the Union Jack flag representing London STAGE. It doesn't display FONs because it's handled in a specific way [H.2.2.4.2].

F.6.5 Gala



A **GALA** is a color square token to be paired up with a GIG of the same GENRE [H.2.2.4.3]. There are two types of GALAs:

- **AWARD GALA**⁵⁴ - With +1 ★ icon. It adds +1 EXPERIENCE ★ to the GIG it accompanies;
- **BRAND GALA**⁵⁵ - With TRIPLET⁵⁶ icon. It offers an extra action in a turn (TRIPLE [H.2.3.6]).

F.6.6 Experience

An EXPERIENCE ★ is a GIG placed star side up onto the vacant EXPERIENCE square of an ARTIST.

Most ARTISTS have 1 to 3 such blank squares on the right of their silhouettes. One initial ARTIST of each player already has one EXPERIENCE ★ printed on both of its sides.

When the BAND PERFORMS GIG you may pick it up from the map, flip it to its star side and place it onto such a vacant square where it becomes an EXPERIENCE ★ [J.5.3.2]. The following rules apply:

- FESTIVAL may go only onto the ARTIST, who PLAYS the same GENRE (their colors match).
- CHARITY may go onto any ARTIST (as a multi-color it fits to any color).
- TOWN FEST must be discarded to PAST GIGS (it is white and never fits).
- EXPERIENCE ★ once placed onto an ARTIST may never be transferred to any other ARTIST.
- When the ARTIST is REBRANDED all their EXPERIENCE ★ must be discarded to PAST GIGS. The exception is CHARITY. It may be moved to the other side.
- When the GIG is paired up with GALA all that applies to GIG applies to its GALA too. They always go in pairs.

F.7 Allies

An **ALLY** is your main tool to perform actions and LAPSE on the TIMELINE towards the end of the game. It consists of the following elements:



1. **POWER** ✂ – A digit between 1 and 4 used in LAPSE [I.2] and in actions [J.1].
2. ALLY's SKILL [N] and [O].
3. **ONE-WAY-TICKET**⁵⁷ – A STAGE where you can FLY to or from [J.5.2].
4. A symbol of a TREND ATTRIBUTE to be set up while RETRENDING [J.2].

F.8 Pivots

A **PIVOT** ★ represents a historical turning point in the music industry that significantly impacted the whole environment. It always occurs in the end of each ERA as the last step of a MILESTONE [K.6] as well as in the end of a round, when NEWSBREAKER marker lands on "The Times They Are A-Changin'" space [M.2]. It can also be orchestrated by a Broadcaster [O.4]. It consists of the following elements:



1. Headline.
2. Unique card number.
3. Action to be performed.
4. A part of the action after [●] is treated as a STEALTH ● [N.2] when orchestrated by a Broadcaster [O.4].
5. Documentary image.
6. Background color identifying an ERA this PIVOT belongs to. All PIVOTS ★ must be shuffled into 5 separate decks due to their colors: Blue – Jazz, Red – Rock, Yellow – Pop, Gray – African-American and Green – EDM.
7. Fun fact.

F.9 Contract > Record > Song > Hit > Evergreen

F.9.1 Contract

		BPM	dB	

A **CONTRACT**⁵⁸ is a blank paper slip of your color with the 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 supported by an A&R [O.2] or from a STUDIO. One CONTRACT is placed in each STUDIO in the game setup. You can also get a CONTRACT from the RESERVE when you OUTSOURCE [J.6].

F.9.2 Song

		BPM	dB	
R	♥	♩	70	3

A **SONG**⁵⁹ is a CONTRACT with all of its 5 boxes filled in and placed face down in your ALBUM. Your SONGs in the ALBUM are secret but you can preview them at any time. Each SONG typically follows a life-cycle consisting of 5 phases: RECORD, PROMOTE, RANK, BROADCAST and ETERNIZE.



F.9.3 Record (Song)

To **RECORD** a SONG secretly fill in all 5 boxes on a CONTRACT of your color and place it face down in your ALBUM. You can RECORD during the SESSION [J.5.4] or when you OUTSOURCE [J.6].

The SONG consists of 4 ATTRIBUTES: GENRE, LYRICS, TEMPO, VOLUME and a QUALITY. ATTRIBUTES constitute the first 4 leftmost boxes of the SONG and its **QUALITY** is the last rightmost one. While RECORDING follow the rules below:

- Always fill in all 5 boxes;
- The first 4 leftmost boxes contain predefined lists of symbols for each ATTRIBUTE as shown in the table below. You must always select one of them. Don't write anything else. Despite this limitation you can still RECORD 625 different SONGs.
- To write a given symbol into the ATTRIBUTE box your BAND must have at least one ARTIST who supports it. So, to put a given GENRE you must have at least **one ARTIST who has one or more EXPERIENCE ★** in this GENRE. E.g.: You can't RECORD a Rock SONG if none of your ARTISTs has a Rock EXPERIENCE. ★. For the other three boxes you must have at least **one ARTIST who has the given symbol in their CONTRIBUTION**. E.g.: You can't RECORD a SONG about politics if none of your ARTISTs can CONTRIBUTE political LYRICS.
- In the rightmost fifth box put the total EXPERIENCE ★ matching RECORDED GENRE from all your ARTISTs. It's SONG's QUALITY.

 GENRE	 LYRICS	BPM TEMPO	dB VOLUME
African-American A	Fun 	Very Slow 	Calm 70
EDM E	Live 	Slow 	Relaxing 80
Rock R	Love 	Medium 	Medium 90
Jazz J	Poetry 	Fast 	Loud 100
Pop P	Politics 	Very Fast 	Very Loud 110



GENRE	LYRICS	TEMPO	VOLUME	QUALITY
A	☺	♩	90	2
E	☺	♩	70	3

RECORD example: Yellow BAND on the left has two African-American (gray) ARTISTS: vocalist/guitarist and bassist, one EDM (green) accordionist and one Jazz (blue) drummer. It can RECORD either (A)frican-American or (E)DM SONG because only in these two GENRES does their ARTISTS have collectively at least one EXPERIENCE ★: two in A-A and three in EDM. Looking at the ARTISTS' CONTRIBUTIONS, the only BAND's lyricist is the vocalist/guitarist and he can write only funny LYRICS. Therefore the BAND is limited to funny SONGs. It looks better with the TEMPO and VOLUME. ARTISTS can RECORD with TEMPO ♩ or ♪ and in one of the VOLUMES: 70, 90, 100 and 110. So finally they can RECORD either African-American or EDM SONG with only funny LYRICS, with medium or fast tempo and with wide range of different VOLUMES (70, 90, 100, 110). The two exemplary SONGs the BAND can RECORD are shown underneath on the left.

If they RECORD an A-A SONG, they will put "2" in the SONG's QUALITY, because they have only two A-A EXPERIENCE ★ in total. If they RECORD an EDM SONG, they will put "3" as the QUALITY because the BAND has in total 3 EDM EXPERIENCE ★ (all from accordionist).

F.9.4 Promote (Song)

To PROMOTE a SONG, move it face up from your ALBUM to the first vacant space under the lowermost HIT on the HITLIST and pay commission [J.4]. Your SONG placed on the HITLIST becomes a HIT.

F.9.5 Rank (Hit)

Each time you REACH the MILESTONE you RANK all your HITs not RANKED yet (those with no FONs placed on them). To RANK a HIT compare its four leftmost symbols with the corresponding TRENDING symbols. For each matching symbol add the WEIGHT of each given ATTRIBUTE to the final score. A blank TRENDING side has no value. Finally, add the HIT's QUALITY to the total. This is the final RANK. Place that many FONs from the BANK onto this HIT.

F.9.6 Broadcast (Hit)

A BROADCAST is a part of the HITLIST event [L.3] and reorders all HITs in descending order per amount of FONs put on them in the RANK [F.9.5]. The HIT with the most FONs goes to the space #1 on the HITLIST and so on.

F.9.7 Eternize (Evergreen)

ETERNIZE is a step of the HITLIST event [L.7] in which players move their HITs to the HALL OF FAME to convert them into EVERGREENs. At the beginning of each subsequent HITLISTs each EVERGREEN will be earning extra WEALTH ♀ for its owner [L.1].



RANK example: Players have PROMOTED their HITs to the HITLIST in this order: Blue, Gray and Green. They all already RANKED their HITs too.

Blue's HIT scored 6, because it matched the gray LYRICS die (the heart symbol = 3 points) and brown VOLUME die (the 70 symbol = 1 point). The QUALITY of Blue's HIT is 2, so she totaled 3 + 1 + 2 = 6. Therefore she put 6 FONs on her HIT.

Note: The blank side of the beige TEMPO die excludes it from the TREND. The audience doesn't pay attention to this ATTRIBUTE. Therefore it doesn't give any points to any player.

Gray's HIT scored 5, because it matched only white GENRE die (the A symbol = 4 points) and it has a QUALITY 1. So the total is 5 and thus Gray placed 5 FONs on his HIT.

Green's HIT seems to be almost outside the TREND, because it matched only its weakest ATTRIBUTE: the brown VOLUME die (the 70 symbol = 1 point). But it was RECORDED by very EXPERIENCED ★ Pop ARTISTS (the HIT is Pop), with the QUALITY 6. This brought the total score 1 + 6 = 7, the highest one so far and therefore Green placed 7 FONs on her HIT.

G. The Winner Takes It All⁶⁰ – Game Objectives

Each time the last player on the TIMELINE (the left-most) REACHES the MILESTONE a set of steps is performed by all players before the play continues. This is called a MILESTONE [K] and may end the game in one of the two following scenarios:

G.1 Art Dominance (Instant Victory)

Find your strongest GENRE. 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**. Compare it with DOMINANT GENRES of other players. The player, whose DOMINANT GENRE is **four or more** greater than the second greatest player and has at least the same WEALTH ♡ as that rival, immediately wins the game by **ART DOMINANCE**.

Strategy Tip:

If experienced players compete against debutants, decrease the difficulty level for debutants to **three** points. For a more dramatic game, feel free to reduce the difficulty level to **three** points for all.

ART DOMINANCE example: Blue has just triggered a MILESTONE procedure by REACHING the MILESTONE after year 1996 ①. Both MAINSTREAM ② and TRENDING GENRE ② are Pop. The HITLIST has already been resolved. Red has one Pop EVERGREEN ③ and one Rock HIT ④. Players determine their DOMINANT GENRES to check whether ART DOMINANCE takes place and ends the game.

Red counts her EXPERIENCE ★, HITS and EVERGREENS in each GENRE separately as below. Pay attention to the CHARITY on the bassist as it represents all GENRES and contributes to the score of each of them:

- **Rock:** 5 Rock EXPERIENCE ★ ⑤ (5 points), one Rock HIT ④ (1 point) and no Rock EVERGREENS (0 points). Final count for Rock is $5 + 1 + 0 = 6$.
- **Pop:** 5 Pop EXPERIENCE ★ ⑥ (5 points), no Pop HITS (0 points) and one Pop EVERGREEN ③ (1 point). This EVERGREEN matches both Pop TRENDING GENRE ② and Pop MAINSTREAM ②. Therefore it counts thrice as 3 points. Final count for Pop GENRE is $5 + 0 + 3 = 8$.
- **EDM:** 3 EDM EXPERIENCE ★ ⑦ (3 points), no EDM HITS and EVERGREENS (0 points). Final count for EDM GENRE is 3.
- **Jazz and A-A:** Red doesn't have the EXPERIENCE ★, HITS and EVERGREENS in these GENRES, so they don't count.

Red DOMINANT GENRE is Pop with the count 8. She compares it with the other players. If next greatest DOMINANT GENRE count is 4 or less and its owner has equal or less WEALTH ♡, then Red immediately wins the game by ART DOMINANCE.



Strategy Tip:

HITS and EVERGREENs that align with a TRENDING GENRE or the MAINSTREAM count double toward ART DOMINANCE and triple if they match both.

To maximize your score, a strong strategy is to first build your BAND's EXPERIENCE ★ around one of the upcoming MAINSTREAMs, then RECORD and PROMOTE SONGs that match it. The MAINSTREAMs are fixed and their order is known all the time. The further a MAINSTREAM is from your current position on the TIMELINE, the more time you'll have to prepare effectively.

Alternatively, you can try to manipulate the TREND so its TRENDING GENRE matches your HITS and EVERGREENs. This approach is quicker and easier but more challenging, as other players can interfere and disrupt your plans in the same way. To improve your chances, collaborate with a Trendsetter [O.15] who can establish and lock in a TREND that favors your GENRE. To gain even more influence, play low-POWER ALLIES to act last on the TIMELINE and be the last to REACH a MILESTONE. The last player on the TIMELINE always has the final say on what is TRENDING in the MILESTONE if they RETREND or use a Trendsetter just before it. If you are ahead of your rivals on the TIMELINE, involve a Fixer [O.6], who can move you back to the last position.

Collaborate with Broadcasters [O.4] to turn your HITS into EVERGREENs. Unlike HITS, they never disappear from the air, ensuring you a steady source of ART DOMINANCE points.

G.2 Wealth Dominance (Endgame Final Scoring Victory)

If ART DOMINANCE has not taken place earlier, the game ends immediately after the final MILESTONE is resolved (per agreed level [E.2]). The winner by **WEALTH ♡ DOMINANCE** is the player with the highest WEALTH ♡ modified as follows:

- Plus 1 per each 10 FONs in SAFE;
- Minus 1 per each one MORALE ♡ below 5;
- Minus 1 per each vacant MONITOR with BASIC INSTRUMENT;
- Minus POWER ✂ of one ALLY a player must draw and discard, if their WEALTH ♡ is RISKED. To **RISK WEALTH ♡**⁶¹ means to collapse its marker as a side effect of a HAZARD [N.2.4];
- Minus POWER ✂ of one ALLY a player must draw and discard, if they have no HITS and no EVERGREENs.

In case of a tie, the player with the most FONs in their SAFE wins.

Strategy Tip:

You gain **WEALTH ♡** by:

- a) Topping your SONGs on the HITLIST [L.6]. You achieve this by RECORDING [F.9.3] and PROMOTING [F.9.4] good QUALITY SONGs as well as manipulating the TREND by RETRENDING through [J.2], [O.15] or through Broadcasters [O.4];
- b) Paying yourself a Producer Bonus [K.4];
- c) ETERNIZING [L.7] your HITS to let them shine in the HALL OF FAME [L.1];
- d) Wisely igniting the scandals around your BAND by Paparazzi [O.11].

But beware! You may also lose your WEALTH ♡ if the scandals go out of control [M.5].

H. The Way It Is⁶² – Gameplay

H.1 Round

H.1.1 Overview

Players play their turns in ORDER in an unlimited number of rounds until one of the endgame conditions occurs: ART DOMINANCE [G.1] or WEALTH ♡ DOMINANCE [G.2]. After all players have taken their turns, perform the following end-of-round steps:

H.1.2 Refresh

Remove one lowermost:

- ARTIST from the AUDITION to FADED ARTISTS and
- ALLY from the AFTERPARTY to USED ALLIES

Then **REFRESH** both: slide down all cards to their lowermost empty slots and refill the gaps from the respective decks.

H.1.3 Newsbreaker

Move the NEWSBREAKER disk one space clockwise and all players resolve in ORDER an event where the disk stopped [M].

H.1.4 Reorder

The player who is furthest behind on the TIMELINE (the leftmost) begins the next round. Place their marker on the space "1" of the ORDER. The next player is the one next to their right on the TIMELINE, and so on. If multiple players share the same space on the TIMELINE, their relative order is reversed. After applying this rule, update the ORDER track for all players accordingly.

H.2 Turn

H.2.1 Overview

On your turn you must perform **mandatory steps** in this exact order:

- FADE ARTISTS [H.2.2.1],
- Play ALLY #1 [H.2.2.2],
- Play ALLY #2, unless you have REACHED a MILESTONE after ALLY #1 [I.2.3],
- Adjust HEADCOUNT and Hand [H.2.2.3],
- Publish LINEUP [H.2.2.4].

You may also perform **free actions** as follows:

- Before you play ALLY #1 you may HIRE [H.2.3.1].
- While playing ALLIES you may perform: FIRE [F.5.6.2], REARRANGE [F.5.7.1], REBRAND [F.5.7.2], DEFUSE [F.5.7.3], HACKWORK [H.2.3.3], COMMERCIALIZE [H.2.3.4], NEGOTIATE [H.2.3.5], as many times as you wish and in any order.
- After you have played your last ALLY you may TRIPLE [H.2.3.6] (once per turn).
- Finally, before you Adjust HEADCOUNT and Hand, you may HIRE [H.2.3.1] again.

H.2.2 Mandatory Steps

H.2.2.1 Fade Artists

To **FADE** move all ARTISTS from your FIRED ARTISTS to FADED ARTISTS and all their EXPERIENCE ★ to PAST GIGS.

H.2.2.2 Play Ally #1 and #2

You must play two ALLIES [I.1] one by one, unless you REACHED a MILESTONE after ALLY #1 [I.2.3]. Passes are not allowed.

H.2.2.3 Adjust Headcount and Hand

If more than half of your ARTISTS have AUTONOMY 🕊 higher than MORALE 🔥 your BAND disbands. You must FIRE them all. Finally reduce your hand down to your current HEADCOUNT, choose and discard all excessive ALLIES to USED ALLIES.

Strategy Tip:

MORALE 🔥 may drop by: FIRE [F.5.6.2], GALAS [H.2.2.4.3], Friction [K.3], Producer Bonus [K.4], The Times They're A-Changin' [M.2], Dirty Laundry [M.5] and Femme Fatale [O.5].

MORALE 🔥 may raise by: INTEGRATE [F.5.6.1], CAST [J.3], FIRE all ARTISTS [F.5.6.2], DEFUSE [F.5.7.3], Producer Bonus [K.4], Money's Too Tight Too Mention [M.4] and Femme Fatale [O.5].

H.2.2.4 Publish Lineup

Count all GIGs on the map excluding London. If fewer than 5 are present, start from the leftmost space "1" of the LINEUP and move its GIGs one by one onto the map as described below until there are 5. There is no limit to the number of GIGs per STAGE and London does not count toward the map's 5 GIG limit. Finally **REFRESH** the LINEUP - slide down all its GIGs to the leftmost vacant spaces and refill the gaps from the bag. In rare case, when the LINEUP is emptied before the map reaches 5 GIGs, REFRESH it, continue refilling the map, and then REFRESH it again.

H.2.2.4.1 Gigs

Move a FESTIVAL, CHARITY or a TOWN FEST to the STAGE with the matching letter.

H.2.2.4.2 Megashows

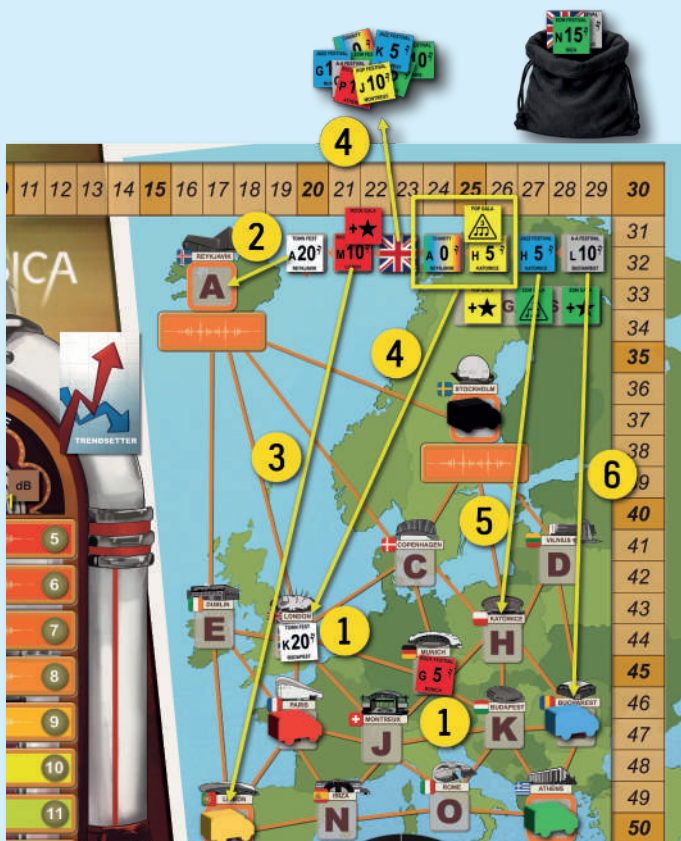
Move a MEGASHOW to PAST GIGS and place 2 next GIGs from the LINEUP on London ignoring their printed STAGES.

H.2.2.4.3 Galas

If while REFRESHING the LINEUP you draw a GALA:

- Each player loses 1 MORALE 🔥⁶³ unless they have at least one ARTIST PLAYING the GALA's GENRE. All affected players may immediately DEFUSE to prevent this.
- Place this GALA in its designated space (multiple GALAs may occupy it).
- As soon as the newly drawn GIG matches a GENRE of any GALA in that space, choose one of them and place it under that GIG on the LINEUP (only one GALA per GIG). From now on this GIG and GALA always move together (along the LINEUP and to the map). GALAs don't count toward the map's 5 GIG limit.





PUBLISH LINEUP example:

- 1 At the end of the player's turn there are only 2 GIGs on the map: 1 TOWN FEST in London (F) and 1 Rock FESTIVAL in Munich (G). GIGs in London don't count toward the limit of 5 GIGs on the map, so the player is supposed to refill the map with 4 more GIGs starting from the leftmost space of the LINEUP.
- 2 TOWN FEST from the space "1" goes to Reykjavik (A).
- 3 Rock FESTIVAL paired up with Rock AWARD GALA from the space "2" go to Lisbon (M).
- 4 MEGASHOW from the space "3" goes to PAST GIGS and player immediately places 2 next GIGs from the LINEUP onto London ignoring their printed STAGES. One is CHARITY (A) and the other is Pop FESTIVAL (H) paired up with Pop BRAND GALA. So finally London will have a former TOWN FEST, and new: CHARITY and a Pop FESTIVAL paired up with a Pop BRAND GALA.
- 5 Jazz FESTIVAL from the space "6" goes to Katowice (H).
- 6 A-A Festival from the space "7" goes to Bucharest (L).

Note: GALAs don't count toward the limit of 5 GIGs on the map, as they are not standalone GIGs. They always accompany another GIG.

Once the LINEUP has been published the map reached its limit of 5 GIGs: Reykjavik (A), Munich (G), Katowice (H), Bucharest (L) and Lisbon (M). Rock AWARD GALA in Lisbon and all GIGs in London do not count toward this limit.



Since GIGs have been moved out from the LINEUP, now the player must REFRESH it, so they draw GIGs from the bag and put them one by one to the leftmost vacant spaces until all 7 are occupied.

- 7 First drawn GIG (Pop FESTIVAL) goes to the space "1".
- 8 Next (Jazz FESTIVAL) goes to the space "2".
- 9 Next (TOWN FEST) goes to the space "3".
- 10 Next (MEGASHOW) goes to the space "4".
- 11 The next drawn GIG is a Jazz BRAND GALA and it must be placed to the GALAS space. All players, who don't have at least one ARTIST PLAYING Jazz must lose 1 MORALE or DEFUSE immediately to prevent this.
- 12 Next (EDM FESTIVAL) goes to the space "5".
- 13 There are 2 EDM GALAs awaiting in the GALAS space. Since a newly drawn GIG was EDM FESTIVAL 12, the active player must choose one of these EDM GALAs and place it under that GIG 12. From now on these GIG and GALA are paired up and move together.
- 14 Next (CHARITY) goes to the space "6".
- 15 Next (Jazz FESTIVAL) goes to the space "7".
- 16 The Jazz BRAND GALA placed in the GALAS space in step 11 now must be paired up with the newly drawn Jazz FESTIVAL 15. The active player places this GALA under this GIG on the LINEUP. From now on they are paired up and move together.

H.2.3 Free Actions

H.2.3.1 Hire

You may HIRE twice in your turn: once before playing your first ALLY and once after playing the last. You may HIRE any cards you want from both the AUDITION and AFTERPARTY, but in a single step, before they are REFRESHED. To HIRE choose the cards, pay their slot numbers and pick them up. Place HIRED ALLIES in your hand and INTEGRATE HIRED ARTISTS into your BAND. Then REFRESH the affected tracks.

H.2.3.2 Fire / Rearrange / Rebrand / Defuse

You may perform in your BAND any number and any sequence of FIRE, REARRANGE, REBRAND and DEFUSE actions [F.5.7]. E.g. If there's no proper vacant MONITOR to INTEGRATE an ARTIST you just HIRED, then perform any number and any sequence of FIRE and/or REARRANGE activities to make a room for this new ARTIST. If you can't or don't want to, you must discard the HIRED ARTISTS to FADED ARTISTS.

H.2.3.3 Hackwork

To HACKWORK⁶⁴ reduce as much of your WEALTH ♡ down 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.

If you already reached WEALTH ♡ "0" and you can't pay your debts, you can't HACKWORK anymore and immediately become BANKRUPT⁶⁵. Discard all your ALLIES, move all your ARTISTS with all 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.

Strategy Tip:

Be very careful with your money in the early rounds. Focus on PERFORMING GIGs to earn enough cash to cover your debts upcoming at the MILESTONE and avoid being forced into HACKWORK. You can't perform HACKWORK when your WEALTH ♡ is at 0, and doing it at low WEALTH ♡ can be extremely punishing. Dropping below 0 means losing your entire BAND and all ALLIES. That's a risk you simply can't afford in the early game.

H.2.3.4 Commercialize

To COMMERCIALIZE⁶⁶ choose **one** of your HITs on the HITLIST, cross it off, remove from the game and gain 30 FONs divided by its HITLIST's position (rounded up). For the HIT #1 / #2 / #3 / #4 / #5 you will gain 30 / 15 / 10 / 8 / 6 FONs respectively.

H.2.3.5 Negotiate

To NEGOTIATE, offer or respond to deals with any players for anything you want. All deals are binding. E.g. you may ask for a bribe of any kind from your rivals not to perform a STEALTH ♠* [N.2] against them. You may trade your ALLIES, ARTISTS and SONGs for agreed money or other benefit. If you trade out your SONG, just cross it off, give it f to your rival and let them copy all its exact five values to the CONTRACT of their color and to place it face down in their ALBUM. If you don't have a BAND able to RECORD a SONG, you may ask your rival to do it for you⁶⁷ in their upcoming turn. This will be their normal SESSION action but using your CONTRACT from any STUDIO or STAGE. You may ask your rival to put in the SONG's ATTRIBUTES the symbols chosen by you but only from those CONTRIBUTED by their ARTISTS. The SONG RECORDED that way finally goes face down to your ALBUM.

H.2.3.6 Triple

TRIPLET is a special token, you can get when you score on the HITLIST [L.6]. **Note:** the same triplet symbol is shown on all BRAND GALAs and they play identical role, but you get them when you PERFORM [J.5.3.2].

To TRIPLE, 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 [I.1] again but don't LAPSE [I.2] and SUPPORT [I.3.1].

I. Play⁶⁸

I.1 Overview

You must play two ALLIES in your turn unless you REACHED a MILESTONE after ALLY #1 [I.2]. Then you play only one. Passes are not allowed. To play an ALLY, put it face up from your hand to the top of your LEDGER. It now becomes an **ACTIVE ALLY**. Then perform a LAPSE [I.2] and execute an action [I.3]. Never shuffle the LEDGER.

All cards placed in your LEDGER are your debt to be paid at the MILESTONE [K.5]. Each one POWER ♠ stacked in the LEDGER equals to 1 FON of your debt. Monitor them in order not to fall into a debt spiral. E.g. If you have 20 FONs in your SAFE but your LEDGER contains cards with total POWER ♠ 16, then you will pay 16 FONs at the MILESTONE, so you have only 4 FONs at your real disposal.

I.2.1 Move up the Timeline

I.2.2 Time Rift

I.2.3 Reach a Milestone

- You may not play additional ALLIES during this turn (but you may TRIPLE). Therefore, if you REACHED a MILESTONE after your first ALLY you may not play the second one.
- RANK all your HITs on the HITLIST [F.9.5].

I.2.4 Resolve a Milestone

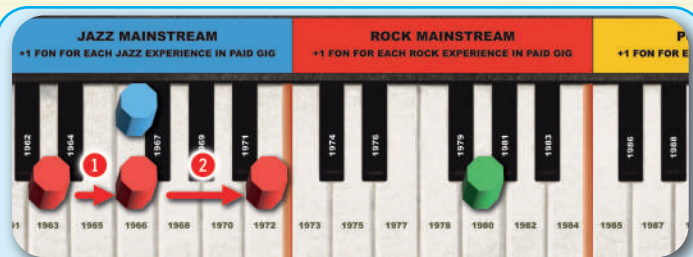
If the last player on the **TIMELINE** (the leftmost) **REACHES** a **MILESTONE**, all players, in **ORDER**, resolve **MILESTONE** steps **[K]** before the turn goes to the next player. This may occur as a result of a Time Rift **[1.2.2]** or of your move **[1.2.3]**. In either case the **MILESTONE** steps are resolved after the player who caused this situation completes their turn.

I.3 Execute

Use **ACTIVE ALLY** with or without **SUPPORT** to execute the action.

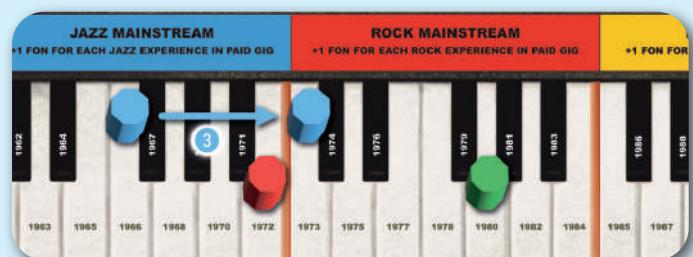
I.3.1 Support (optional)

To **SUPPORT** choose one ALLY on the AFTER-PARTY, whose cost does not exceed 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.



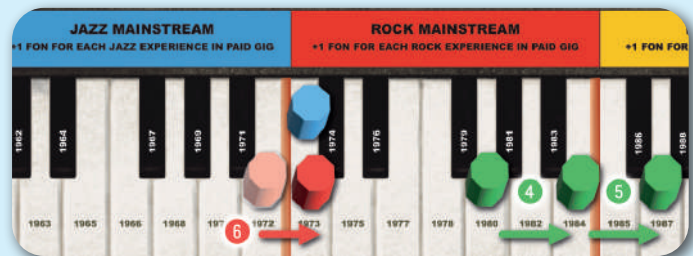
LAPSE example: Being the first in ORDER, Red plays first. She plays her first ALLY with POWER $\nearrow$ "2", LAPSES 2 white keys from the space 1963 to 1966 and performs the first action in her turn 1.

Since she didn't REACH the nearest MILESTONE (after the space 1972) she plays her second ALLY with POWER ♣ "3", LAPSES 3 white keys from the space 1966 to 1972 and performs her second and last action ②. She still didn't REACH the nearest MILESTONE (after the space 1972) because she didn't move over it. Her turn ends.



3 Blue being second in ORDER plays an ALLY with POWER. He plays the 4th white key from the space 1966 to 1973 and performs his first action. But he REACHES the MILESTONE (moves over the orange line after the space 1972) and he may not play the second ALLY. He must RANK all his HITS and his turn is over.

Now the red is the last on the **TIMELINE** but still didn't **REACH** the nearest **MILESTONE**, so no **MILESTONE** steps **[K]** are yet performed.



It's now green's turn (she's last in ORDER). She plays her first ALLY with POWER ♣ "2", LAPSES 2 white keys from the space 1980 to 1984 and performs her first action 4.

She didn't REACH the nearest MILESTONE (after the space 1984), so she can play another ALLY. She plays ALLY with POWER ♣ "2", LAPSES 2 white keys from the space 1984 to 1987 and performs her second action. But this time she REACHED the MILESTONE after the space 1984 5. She must RANK all her HITS now.

Subsequently, she caused the Time Rift: there are two MILESTONEs that separate her and red player. Therefore the red player must immediately advance her time marker over her nearest MILESTONE 6 to the first key after it (1973). This caused the last player on the TIMELINE (red) to REACH the MILESTONE (after the space 1972) and MILESTONE steps [K] must be performed before the turn goes to the next player. Moreover, since green was the last player in ORDER, the Round End steps [H.1] are performed right after the MILESTONE is done and before the turn goes to the next player.



SUPPORT example: Green holds 2 low-POWER $\blacklozenge$ ALLIES: A&R POWER $\blacklozenge$ “2” and Groupie POWER $\blacklozenge$ “1” ①. These ALLIES LAPSE slowly toward the nearest MILESTONE, so they give the player more time to accomplish their goals. However, their performance is very limited and player usually don’t achieve much with them alone. Since the time is a critical and limited resource, is it possible to progress slowly on the TIMELINE while still accomplishing a lot? Yes! SUPPORT makes that job!

Green sees the two ALLIES with the POWER $\blacklozenge$ “4” on the spaces #1 and #3 of the AFTERPARTY ②. She wants to use both in order to LAPSE slowly, while doing more powerful actions.

- **A:** First, she plays Groupie POWER $\blacklozenge$ “1” to her LEDGER as an ACTIVE ALLY ③ and LAPSES one space on the TIMELINE. Then she goes for a SUPPORT. She takes for free an ALLY from slot “1” from the AFTERPARTY and places it in her LEDGER covering just played Groupie ④. Groupie POWER $\blacklozenge$ “1” can only SUPPORT the ALLY from AFTERPARTY’s space #1. But this is absolutely fine. This way Green gains Paparazzo POWER $\blacklozenge$ “4”, which is a powerful card. After covering Groupie, it becomes the ACTIVE ALLY and allows doing much more than Groupie. After this action, the AFTERPARTY gets REFRESHED and all ALLIES slide down ⑤. Green sees another opportunity for her second action.
- **B:** She plays A&R POWER $\blacklozenge$ “2” to her LEDGER ⑥, LAPSES two spaces on the TIMELINE and again goes for a SUPPORT. A&R POWER $\blacklozenge$ “2” gives her the access to any of the two ALLIES on AFTERPARTY in slot #1 or #2. The more powerful card, Head Hunter POWER $\blacklozenge$ “4”, is in the slot #2. Green grabs it for free and places it in her LEDGER covering A&R ⑦. Now Head Hunter becomes an ACTIVE ALLY and will serve for the second action with POWER $\blacklozenge$ “4”. Green is very satisfied with her turn. She LAPSED only 3 spaces on the TIMELINE in total but performed two actions of total POWER $\blacklozenge$ “8”. Good turn!

Strategy Tip:

By playing higher POWERED $\blacklozenge$ ALLIES you may quickly REACH the nearest MILESTONE and may not be able to do all you want before that key moment. To slow down the passage of time play weaker POWERED $\blacklozenge$ ALLIES to LAPSE less and use SUPPORT to utilize higher POWERED $\blacklozenge$ ALLIES from the AFTERPARTY.

I.3.2 Action (mandatory)

Use an ACTIVE ALLY to perform **one** action [J]. Whether SUPPORTED [I.3.1] or not the current top face up card in your LEDGER is always your ACTIVE ALLY to be used for the action.

J. All I Wanna Do⁶⁹ – Actions

J.1 Overview

Use ACTIVE ALLY to execute **one** action. The available actions are: RETREND [J.2], CAST [J.3], PROMOTE [J.4], TOUR [J.5], OUTSOURCE [J.6] and SKILL [J.7].

J.2 Retrend⁷⁰ (use TREND icon)

To RETREND means to rotate one TREND DIE to another symbol. Use a TREND symbol shown on an ACTIVE ALLY to rotate respective TREND DIE to a matching symbol.



Note: A die placed on a Trendsetter, cannot be RETRENDED. See the Trendsetter [O.15].

J.3 Cast⁷¹ (use POWER)

To **CAST** 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 your ACTIVE ALLY. All ARTISTS must be picked up and placed onto their MONITORS in one attempt together.

J.4 Promote (use POWER)

To **PROMOTE** a SONG move it face up from your ALBUM to the first vacant space under the lowermost HIT on the HITLIST. Then pay FONs displayed on that space minus the POWER ⚡ of an ACTIVE ALLY used for this. Your SONG becomes a HIT. You may not **PROMOTE**, if all spaces on the HITLIST are occupied.

Strategy Tip:

*This is a standalone activity that consumes an entire action and you may play it from any location on the map. But if you plan your logistics properly, you may also **PROMOTE** a SONG by **LOBBYING** in London during your **TOUR** [J.5.5]. You'll then benefit from combining **PROMOTE** with other activities like **DRIVE**, **FLY**, **RECORD** and **SESSION** in the same one action.*

J.5 Tour (use POWER)

A **TOUR** is a compound action that includes the **DRIVE**, **FLY**, **PERFORM**, **SESSION** and **LOBBY** activities listed below. Expend a POWER ⚡ from your ACTIVE ALLY to carry out these activities in any number, order and combination. To **TOUR**, your BAND must have the ARTISTS with all four BASIC INSTRUMENTS [F.5.3.1].



PROMOTE example: New SONG may be **PROMOTED** to the space #7 of the HITLIST as this space is currently the first vacant space under the lowermost HIT (on space #6).

The total cost of this **PROMOTION** is 11 FONs (printed on the space). A player deducts from this price a POWER ⚡ of an ACTIVE ALLY they used for this action and pays the difference from their SAFE to the BANK. E.g. if an ACTIVE ALLY had POWER ⚡ "3" a player pays 8 FONs. Then, they pick up their SONG from their ALBUM and places it face up in this space. Now their SONG is a HIT. The radio station gives it heavy rotation to reach the audience.

J.5.1 Drive

To **DRIVE**, expend 1 POWER ⚡ to move your truck along one connecting line to the adjacent STAGE.

J.5.2 Fly

To **FLY** expend 1 POWER ⚡ and use a ONE-WAY-TICKET on your ACTIVE ALLY to move your truck to the STAGE indicated by it or from that STAGE to any other one. As the name suggests it's only one way, so it may be used only once per TOUR.

J.5.3 Perform

To **PERFORM** expend 1 POWER ⚡ to pick up any one GIG from the STAGE of your current truck's location and do the following:

J.5.3.1 Income

If the GIG is not a CHARITY gain the FONs printed on it, plus 1 extra FON for each of your HITS, plus 1 extra FON for each of your EXPERIENCE ★ matching the GIG's GENRE or the MAINSTREAM. Double if it matches both.

J.5.3.2 Experience

Flip this GIG to its star side and place it onto an empty EXPERIENCE ★ space of an ARTIST, who PLAYS

the GIG's GENRE. If the GIG is paired up with a GALA and your BAND now has at least 3 EXPERIENCE ★ matching its GENRE, place this GALA on top of that GIG. Otherwise discard this GALA to PAST GIGS. AWARD GALA grants +1 EXPERIENCE ★. BRAND GALA can be discarded later on to TRIPLE [H.2.3.6].

If you cannot place the GIG onto an ARTIST (due to no vacant space or GENRE mismatch) you must discard it to PAST GIGS. If it was paired up with GALA discard it too with no benefit. TOWN FEST always goes to PAST GIGS as it does not match any GENRE. CHARITY matches all GENRES and may be placed in any empty EXPERIENCE ★ space.

J.5.4 Session

To carry out a **SESSION** expend 1 POWER ⚡ to pick up one CONTRACT of your color from the STUDIO or STAGE of your current truck's location and RECORD a SONG.

J.5.5 Lobby

To **LOBBY** your truck must be in London⁷². Expend any POWER ⚡ left on your ACTIVE ALLY to PROMOTE [J.4]. Reduce FONS to be paid by used POWER ⚡ (as in regular PROMOTE action).

Strategy Tip:

Always try to gain as much EXPERIENCE ★ as possible while on TOUR. You will rarely enjoy the luxury of having available GIGs that perfectly match the GENRES your ARTISTS PLAY. In the music business, market demand often favors GENRES that differ from what your BAND is offering.

Don't hesitate to REBRAND [F.5.7.2] your ARTISTS if it opens opportunities for new EXPERIENCE ★. Each new EXPERIENCE ★ may grant +1 WEALTH 💰 as a Producer Bonus [K.4] and increases the QUALITY of SONGS RECORDED in its GENRE. Higher-QUALITY SONGS in turn are less dependent on TREND and have more chances to top on the HITLIST. Besides, a multi-GENRE BAND is generally better equipped to handle the unpredictable nature of the industry.

Keep an eye on emerging MAINSTREAMs, and try to build the EXPERIENCE ★ not only in what's popular now but also in what will inevitably rise in future ERAs. However, be mindful of MORALE 📉. If your BAND becomes too eclectic [F.5.4], your ARTISTS may eventually quit your BAND [H.2.2.3], [M.3] due to increasing stylistic tension.

J.5.6 Case study for TOUR action



J.6 Outsource (use TREND icons)

To **OUTSOURCE**⁷³ show from your hand and place face up at 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.

J.7 Skill (use character)

Use a SKILL of an ACTIVE ALLY.

The general rules for using SKILLS are discussed in chapter [N], while their detailed descriptions are compiled in the form of a Rosetta Stone in chapter [O].



OUTSOURCE Example: Yellow lost her entire BAND and is not able to TOUR and RECORD but desperately needs a new SONG to PROMOTE and RANK on the HITLIST in the upcoming MILESTONE. She won't have enough time to rebuild her BAND.

So, she plays A&R POWER $\swarrow$ 1 to her LEDGER in her first action and performs an OUTSOURCE. She might have played any other ALLY for the same, but A&R is the best choice because he LAPSES the least (only 1 key), leaving her more time to do something else in her second action, before she REACHES a MILESTONE.

She puts at the bottom of her LEDGER the other 3 ALLIES: Groupie, Bodyguard and Broadcaster, each with a different SONG ATTRIBUTE, takes a CONTRACT of her color from the RESERVE and RECORDS a SONG with the complete set of symbols for all 4 SONG ATTRIBUTES shown on all 4 ALLIES. She puts "0" in the QUALITY, as she doesn't know whether the SONG was RECORDED by humans or AI. Finally she puts this SONG in her ALBUM. It can be PROMOTED in the next action.

You are yellow and want to play Fixer ($\swarrow$ 4) ① to TOUR in your first action. Here are few possible options:

②: RECORD a SONG in Reykjavik as your CONTRACT is in its STUDIO (-1 $\swarrow$) and you currently stay there. Then PERFORM a 10F Pop GIG (-1 $\swarrow$) there. Gain its 10 FONs and grab this Pop GIG to place it as an EXPERIENCE ★ on any of your Pop ARTISTS (pianist, vocalist, bassist or drummer). They all have empty slots for new Pop EXPERIENCE ★. Then DRIVE to London (-1 $\swarrow$) and LOBBY there with your just RECORDED SONG (-1 $\swarrow$).

③: Before you play your Fixer, HIRE and INTEGRATE either an EDM vocalist playing maracas from slot #1 or an EDM accordionist from slot #4 of the AUDITION and place her to one of your blank MONITORS with her EDM (green) side up. You may even HIRE both if you wish. The vocalist is cheaper but provides only one slot for the EXPERIENCE ★. The accordionist is more expensive, but she opens more opportunities for placing another EXPERIENCE ★ in the future.

In either case HIRE is a free action played before your first ALLY. Then play your Fixer ($\swarrow$ 4) ①, DRIVE to Dublin (-1 $\swarrow$) and PERFORM on EDM GIG with BRAND GALA there (-1 $\swarrow$). Gain its 10 FONs, grab this GIG and place it as an EXPERIENCE ★ on your just INTEGRATED EDM vocalist or accordionist. Since your BAND doesn't have 3 EDM EXPERIENCE ★ yet, you cannot place the BRAND GALA on the ARTIST and must discard it to PAST GIGS. Then DRIVE to Paris (-1 $\swarrow$). REBRAND your Pop bassist or vocalist to have them play Rock (flip him to the other side). This is free action at any time in your turn. Now PERFORM Rock 15F GIG there (-1 $\swarrow$). Gain its 15 FONs and you may place this Rock GIG as an EXPERIENCE ★ on your just REBRANDED Rock ARTIST. Your Rock rival in Paris gets angry because of losing lucrative Rock GIG in their location and in their GENRE. Watch out!

④: Your Fixer offers a ONE-WAY-TICKET to Athens (P). FLY there (-1 $\swarrow$). You could RECORD a SONG in Athens STUDIO but there's not your CONTRACT there. Pity! So, just PERFORM (-1 $\swarrow$) a 20F GIG there. Gain its 20 FONs (it's a lot of money). But because it is a TOWN FEST (white) you must discard it to PAST GIGS. It doesn't bring any EXPERIENCE ★. Bad luck again! Now, DRIVE to Bucharest (-1 $\swarrow$) to PERFORM a CHARITY there (-1 $\swarrow$). You gain no money, but you may freely place this CHARITY as an EXPERIENCE ★ on any ARTIST, because it's multicolor. Finally this option turned out very lucrative in total. You've got a lot of cash and a flexible EXPERIENCE ★.

There are few more options Fixer ($\swarrow$ 4) could do for you depending on your current needs. Can you guess them?

K. Milestones⁷⁴

MILESTONE event is performed each time the last player on the TIMELINE (the leftmost) REACHED a MILESTONE. They complete their turn and all players resolve consecutive MILESTONE steps below one by one before the turn goes to the next player. If not stated otherwise players perform these steps simultaneously.

Note: If a MILESTONE and a Round End occur in the same player turn, the MILESTONE goes first.

K.1 Hitlist

Perform HITLIST once for all players [L].

K.2 Art Dominance

Check whether the ART DOMINANCE is achieved and ends the game [G.1].

K.3 Friction⁷⁵

Reduce your MORALE 🕯 by 1 for each of your ARTISTS, who does not PLAY the GENRE of your highest positioned HIT. If your BAND does not have HITS, reduce your MORALE 🕯 by the HEADCOUNT.

K.4 Producer Bonus

Decide who will receive a periodical bonus: your BAND or you.

Players in ORDER get **one of the two bonuses below** for each EXPERIENCE ★ in their BAND. These bonuses may be freely mixed but only one bonus per each EXPERIENCE ★ is allowed. Not all EXPERIENCE ★ needs to be awarded that way.

- **Bonus #1:** Gain 1 FON and 1 MORALE 🕯. If your MORALE 🕯 is already on "5" you get only 1 FON.
- **Bonus #2:** Gain 1 WEALTH 💰 and lose 1 MORALE 🕯. You may not choose this bonus if your MORALE 🕯 is "0".

K.5 Clearing

Pay FONs equal to the total POWER ⚡ of all ALLIES in your LEDGER and discard them.

K.6 New Era

Resolve the top face-up PIVOT ★ in the leftmost (current ERA) PIVOT ★ deck. Then return that entire deck to the box and flip the top PIVOT ★ of the new leftmost (next ERA) deck face up.



PRODUCER bonus example:

Your current MORALE 🕯 is 3 and your BAND has 6 EXPERIENCE ★ (mind 1 EXPERIENCE ★ from Superstar and 1 from AWARD GALA). Consider one of the following options:

- Gain 6 FONs from all 6 EXPERIENCE ★ but only 2 MORALE 🕯 (up to its maximum 5). You cannot increase your MORALE 🕯 more, by 6, because it's only 2 levels below its maximum 5, and it cannot go over.
- Gain 2 FONs and 2 MORALE 🕯 (up to its maximum 5). Then, use 4 remaining, unused EXPERIENCE ★ to gain 4 WEALTH 💰 and lose 4 MORALE 🕯 (ending at 1 🕯).
- Gain 2 FONs and 2 MORALE 🕯 (up to its maximum 5 as above). Then, use 3 EXPERIENCE ★ to gain 3 WEALTH 💰 and lose 3 MORALE 🕯 (ending at 2 🕯). Finally, use the last unassigned EXPERIENCE ★ to gain 1 FON and 1 MORALE 🕯 (ending at 3 🕯).
- Use 3 EXPERIENCE ★ to gain 3 WEALTH 💰 and lose 3 MORALE 🕯 (ending at 0 🕯). You cannot gain more WEALTH 💰 while at 0 🕯. But you still have 3 unused EXPERIENCE ★, which you may use in one of the following ways:
 - Gain 3 FONs and 3 MORALE 🕯 (ending at 3 🕯);
 - Gain 2 FONs and 2 MORALE 🕯 (ending at 2 🕯), then gain 1 WEALTH 💰 and lose 1 MORALE 🕯 (ending at 1 🕯).

These are not all possible options. You may freely mix FONs and WEALTH 💰 bonuses in any order leading to different final results.

L. We Are The Champions⁷⁶ – Hitlist

HITLIST is performed in the following steps:

L.1 Hall of Fame

Players gain WEALTH 💰 equal to the total QUALITY of all their EVERGREENS in the HALL OF FAME.

L.2 Prescreening

Remove from the HITLIST, cross off and return to their owners:

- Auto-plagiarisms⁷⁷: All identical HITs of the same player, except the one with the greatest QUALITY (their all four leftmost symbols will be the same).
- Fakes: All HITs that have no FONs on them.



Prescreening example:

All HITs except ① have been successfully RANKED. ① as not carrying FONs, is a **Fake** and must be removed from the HITLIST.

Both HITs ② of the gray player are identical (they have all 4 symbols the same). One of them must be removed due to **Auto-plagiarism**. It doesn't matter which one, because both have the same QUALITY.

L.3 Broadcast

To **BROADCAST** rearrange all HITs with their FONs in descending order based on the amounts of FONs placed on them. The HIT with the most FONs is placed in space #1, the next highest in space #2 and so on. The HITs in a tie go to the same space.



Broadcast example: All HITs remaining after the prescreening have been **BROADCAST** – arranged in descending order based on the amounts of FONs placed on them. There are two ties in the spaces #1 and #2.

L.4 Sponsors

Resolving from the top down, starting at space #1, if any HITs are tied, their owners may now play a **GROUP** of Sponsors to break the tie in their favor. The **GROUP** refers to **one or more identical ALLIES** stacked together on top of your LEDGER to combine their POWER $\nearrow$. Don't confuse it with an **ACTIVE ALLY**, which is simply the top card of your LEDGER.

The tie wins the HIT whose owner plays face-up, onto the top of their LEDGER, a **GROUP** of Sponsors with a combined POWER $\nearrow$ **greater than** the others involved in the tie. All Sponsors used in this attempt are played in **ORDER**, and each player may have only one chance. The winning HIT remains in its current space. All other tied HITs are moved down one space pushing all HITs below them downward in a cascading effect.



Sponsors example: A tie on the space #1 is resolved. Red being first in **ORDER** plays one Sponsor with POWER $\nearrow$ "1" to her LEDGER. Green has no Sponsors, so she can't counteract and fails. Her HIT is moved down to space #2 and pushes all HITs underneath one space down in a cascade.

L.5 Ties

If a tie is not resolved by Sponsors, ignore HITs' QUALITIES. The winner is the HIT that scores from the stronger **TREND DICE** (with higher **WEIGHT**). Move each losing HIT one space down, pushing down all lower HITs in a cascading effect. If the tie still cannot be resolved, keep all tied HITs in the same space and leave one empty space underneath for each additional tied HIT. This ensures that no more than 5 HITs occupy spaces #1 through #5.



Ties example: A tie between the Blue & Yellow HITs in space #3 must now be resolved. Ignore both HITs' QUALITIES ("2") and compare only their matches with the TREND DICE. In this case, both HITs have identical matches: a heart symbol on the grey LYRICS die and a "70" symbol on the brown VOLUME die. The tie remains unresolved, both HITs stay in space #3.

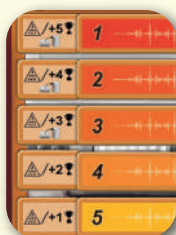
The grey HIT from space #4 is moved down to space #5, pushing the red HIT below it down one space to space #6 in a cascading effect. This ensures that no more than five HITs occupy spaces #1 through #5.

If the Blue HIT had matched only the white GENRE die (symbol A), it would have won the tie. Although the total scores would still be equal (Blue: 4 from the white die; Yellow: 3 + 1 from the grey and brown dice), Blue would have won by scoring from the stronger die (WEIGHT 4).

L.6 Rewards

Resolving top down from space #1 to #5 the owner of each HIT gets to their SAFE all FONs placed on it and chooses **one** reward:

- Adds any available TRIPLET from the RESERVE to their SAFE if their BAND has at least 3 EXPERIENCE ★ in its GENRE;
- Gains WEALTH ♣ per the HIT position: +5 / +4 / +3 / +2 / +1 per space #1 / #2 / #3 / #4 / #5 respectively. HITs in a tie share the WEALTH ♣ from their space rounded down. Only one player in a tie may choose a TRIPLET. This is resolved in ORDER.



The owners of all HITs on spaces #1 to #3 **DERISK WEALTH** ♣ - stand up their markers if they are RISKED (collapsed). **Note:** The WEALTH ♣ becomes RISKED, when its marker is collapsed as a side effect of a HAZARD [N.2.4].

L.7 Eternize

Resolving top down from space #1 to #5, the owners of HITs in these spaces may now ETERNIZE them (in ORDER if in tie). To **ETERNIZE** a HIT play face up a GROUP of Broadcasters from your hand onto the top of your LEDGER, then move your HIT from its space

to the HALL OF FAME, where it becomes an EVER-GREEN. The total POWER ♣ of that GROUP must be **equal to or greater** than HIT's current position (e.g. POWER ♣ 1+ is required for the HIT in space #1, POWER ♣ 2+ for the HIT in space #2, etc.). Only HITs in spaces #1 to #5 may be ETERNIZED.



Eternize example: HITs on spaces #1 to #4 have already been resolved. None of their owners had enough Broadcasters to move their HITs to the HALL OF FAME. Gray's HIT on space #5 needs a GROUP of Broadcasters with at least total POWER ♣ 5 to be ETERNIZED. Gray plays them to his LEDGER and moves his HIT from the space #5 to the HALL OF FAME.

L.8 Close

Keep non-ETERNIZED HITs on their spaces #1 to #5. Remove the FONs from the HITs from the spaces #6 to #10 to the BANK, cross them off and remove from the game.



Close example: Gray's HIT has been moved to the HALL OF FAME in a previous step. During each next HITLIST it will bring him 1 WEALTH ♣, because its QUALITY is 1. Red's HIT has been removed from the space #6, because only HITs on spaces #1 to #5 can be kept. The HITLIST after the closure is shown above. The next HIT to be PROMOTED will land on its space #4 and this will cost 8 FONs.

Strategy Tip:

The longer the game goes, the less you should rely on TREND. Focus on building a strong BAND by accumulating as much EXPERIENCE ★ on your ARTISTS as possible. The more consistent they are, the better.

When your BAND RECORDS SONGs, each EXPERIENCE ★ contributes to the SONG's QUALITY [F.9.3], helping it outperform shifting TRENDS. The more EXPERIENCE « you invest in a RECORDED SONG, the fewer TREND matches it needs to stay at the top of the HITLIST. Make sure your BAND becomes strong enough to create high-QUALITY, TREND-independent SONGs.

But even with a strong, EXPERIENCED ★ BAND, you must watch out for your rivals. They may attempt to undermine your MORALE ☹ and break up your BAND with Femme Fatales [O.5], or even steal your best ARTISTS with Groupies [O.7]. Or strip you of your strongest advantages using Fixers [O.6]. Keep an eye out for Bodyguards [O.3] to be HIRED on the AFTERPARTY to protect yourself against such STEALTHY ☹ attacks.

M. Que Sera, Sera (Whatever Will Be, Will Be)⁷⁸ – Newsbreaker



M.1 Overview

At the end of each round the disk on the NEWSBREAKER goes one space clockwise and triggers an event where it stopped [M.2] to [M.6]. Unless orchestrated by a Paparazzo [M.1.1] or a Broadcaster [M.1.2] all players must resolve it. Once this is done, discard Paparazzo from the NEWSBREAKER to USED ALLIES (if any).

M.1.1 Paparazzo Stealth

Current event is orchestrated by a Paparazzo if it's placed next to the NEWSBREAKER [O.11]. A player can ignore the effect of this event if their ACTIVE ALLY (including its GROUP) is a Bodyguard or a Paparazzo with a joint POWER ✂ equal to or greater than the POWER ✂ of the Paparazzo next to the NEWSBREAKER.

M.1.2 Broadcaster Stealth

The PIVOT ★ is orchestrated by a Broadcaster if it's placed next to the NEWSBREAKER [O.4]. If this

PIVOT ★ has a [☹] icon, a player may ignore this [☹] effect if their ACTIVE ALLY (including its GROUP) is a Bodyguard or a Broadcaster with a joint POWER ✂ equal to or greater than the POWER ✂ of the Broadcaster next to the NEWSBREAKER.

M.2 "The Times They Are A-Changin'"⁷⁹

Resolve the top face-up PIVOT ★ in the leftmost (current ERA) deck, then return it to the box. Reveal the next top one in the same deck. **Note:** If the resolved PIVOT ★ establishes a new TREND, the TREND DICE on Trendsetters are not RETRENDED [O.15]. However, all players who meet this PIVOT ★ condition still lose 1 MORALE ☹⁸⁰. Finally discard a Broadcaster (if any) from next to the NEWSBREAKER to USED ALLIES.

Strategy Tip:

This event, especially if it changes the TREND, can be negative for your BAND's career. Your HITS and BAND may suddenly lose their value, just as it has happened to many famous artists in the past. To counteract this collaborate with ALLIES: Broadcaster, Fixer, Paparazzo or Trendsetter and use their SKILLS.

- Broadcaster [O.4] lets you change the upcoming, unfavorable PIVOT ★ to a different one.
- Fixer [O.6] lets you control when PIVOT ★ occurs. This advantage always belongs to the last player on the TIMELINE. By using Fixer, you may swap your positions with the last player and take over that control.
- Paparazzo [O.11] lets you skip the upcoming NEWSBREAKER event and jump to the other one.
- Trendsetter [O.15] freezes selected TRENDING ATTRIBUTES against RETRENDING.

M.3 [☹] "(I Can't Get No) Satisfaction"⁸¹

All players FIRE every ARTIST whose AUTONOMY ☹ exceeds their MORALE ☹. **Note:** This triggers subsequent drops in MORALE ☹, but it takes place after all affected ARTISTS have been FIRED.

M.4 [☹] "Money's Too Tight To Mention"⁸²

All players pay 5 FONs for each of their ARTIST and 1 FON for each EXPERIENCE ★. Then their BAND gains 1 MORALE ☹.

M.5 [☹] "Dirty Laundry"⁸³

All players with RISKED WEALTH ☹ or no HITS, draw and discard one ALLY per condition, then reduce their MORALE ☹ and WEALTH ☹ by its POWER ✂. Finally DERISK all WEALTH ☹.

M.6 "Money For Nothing"⁸⁴

All players gain FONs equal to the total QUALITY of their HITS and EVERGREENs.

N. With a Little Help From My Friends⁸⁵ – Using Allies' Skills

N.1 Overview

So far you learned all game basics and now we're entering the world of backstage life that brings behind-the-scenes flavor. If it's your first experience with the game, we recommend to stop reading here and play without SKILLS on a shorter, Absolute Beginners level [E.2]. What you need is to ignore SKILL action [J.7] as well to skip any reference in the rules to the keywords: STEALTH ⚡, HAZARD, PARRY, SHIELD, RISK and DERISK. This will not be as exciting as intended but at least will let you familiarize yourself with all mechanisms learned so far. Once you feel comfortable come back here and see how powerful SKILLS can help boost your career.

A **SKILL** is indicated by the name above each ALLY [F.7]. All SKILLS are described in the Rosetta Stone [O] and can be executed by an ACTIVE ALLY instead of the other options. Few SKILLS perform STEALTH ⚡ [N.2].

N.2 Stealth

A **STEALTH** ⚡ occurs when you use a SKILL marked in the Rosetta Stone [O] with a ⚡ icon. It is a negative action that may affect one or more rivals or even yourself. A STEALTH has a POWER ⚡ equal to the POWER ⚡ of an ACTIVE ALLY used to perform it. All STEALTHs ⚡ are subject to common rules below.

N.2.1 Target

A STEALTH ⚡ can target:

- **A single rival:** Femme Fatale [O.5], Fixer [O.6] and Groupie [O.7]
- **Multiple chosen rivals:** A&R [O.2]
- **All players (including yourself):** Broadcaster [O.4] and Paparazzo [O.11].

N.2.2 Occurrence

A STEALTH ⚡ can be:

- **Instant:** Causes an effect immediately when played: A&R [O.2], Femme Fatale [O.5], Fixer [O.6] and Groupie [O.7] or
- **Deferred.** Causes an effect with a certain lag: Broadcaster [O.4] and Paparazzo [O.11].

N.2.3 Inviolability

A STEALTH ⚡ has no effect on the players who REACHED the last MILESTONE in the game [E.2].

N.2.4 Hazard

When you perform a STEALTH ⚡ you suffer a **HAZARD**: you must RISK your WEALTH ⚡, meaning collapse your WEALTH ⚡ marker. If it's already

RISKED (collapsed), keep it RISKED and lose as much WEALTH ⚡ as the POWER ⚡ of the ACTIVE ALLY that causes this HAZARD.

N.2.5 Parry

Each player targeted by a STEALTH ⚡ may immediately **PARRY**: respond to it by discarding face up from their hand onto the top of their LEDGER a GROUP of Bodyguards with a combined POWER ⚡ **equal to or greater than** the STEALTH's ⚡ POWER ⚡. If they do, they immediately cancel an instant STEALTH ⚡ for themselves or SHIELD themselves against a deferred STEALTH ⚡ [N.2.6].

Note: If your STEALTH ⚡ targets all players, you may also PARRY it to cancel its effect for yourself (see Broadcaster [O.4] and Paparazzo [O.11]).

N.2.6 Shield

If a STEALTH ⚡ causes an effect while a player's ACTIVE ALLY (including its GROUP) is either a Bodyguard or the same ALLY as on the STEALTH ⚡, this effect is **SHIELDED**, meaning immediately canceled for that player. In either case the joint POWER ⚡ of that GROUP must be **equal to or greater than** the POWER ⚡ of the STEALTH ⚡.

N.2.7 Mis-hit

If your STEALTH ⚡ targeted at **single rival** failed (was PARRIED or SHIELDED by that rival), you may immediately perform any POWER ⚡ driven action (CAST, PROMOTE, TOUR) with the same ACTIVE ALLY but using only half of its POWER ⚡ (rounded up). No further LAPSE and SUPPORT is performed in that case.

N.3 Skills

Rosetta Stone [O] is your backstage pass to a behind-the-scenes life. It lists all ALLIES' SKILLS and what they do. Relax, no pop quiz here. Don't try to memorize everything like it's finals week. These folks are complicated, a little dramatic, some are shady and all definitely playing by their own showbiz rules breaking all you've learned so far. That's exactly how they've managed to survive this wild rollercoaster of an industry all that time.

For your first game, don't try to become a walking encyclopedia. Just focus on the short descriptions in the brackets () after each name. That's your cheat sheet: tiny, mighty, and straight to the point. They'll give you a quick idea of what each ALLY is capable of without frying your brain. Once you've got the general vibe, you can dive into the technical instructions later, preferably at the exact moment you need to look smart and use a SKILL like a pro. Reading everything upfront? Bold move... but also a great way to overwhelm yourself before the game even starts.

O. Don't Let Me Be Misunderstood⁸⁶ – Rosetta Stone

O.1 Accountant (Recycle Your Ledger And Play Another Ally)

First, take from your LEDGER a number of ALLIES equal to his POWER $\nearrow$. Then place him on top of your LEDGER. Finally, play another ALLY with no LAPSE and SUPPORT.

O.2 A&R⁸⁷ (Bring Extra Gigs and/or Contracts To the Map, Remove Others)

Take any combination of GIGs and/or your CONTRACTs equal to his POWER $\nearrow$ and place them on the map. Take GIGs from any space in the LINEUP, place them on their corresponding STAGES and REFRESH the LINEUP. If you choose to bring new CONTRACTs, take them from the RESERVE and place them on any STAGES currently displayed in the LINEUP (one CONTRACT per STAGE). For each element you add to the map, you may remove from it one element (GIGs to PAST GIGs and CONTRACTs to the RESERVE). This is a STEALTH $\bullet$ if you remove rivals' CONTRACTs.

O.3 Bodyguard⁸⁸ (Neutralize a Stealth)

As long as your ACTIVE ALLY (including its GROUP) is a Bodyguard, it automatically cancels any STEALTH $\bullet$ played against you with the POWER $\nearrow$ lower than or equal to the joint POWER $\nearrow$ of that GROUP. You may also play a GROUP of Bodyguards during an opponent's turn to PARRY [N.2.5].

O.4 Broadcaster (Reorder Pivots, Eternize)

Pay FONs equal to her POWER $\nearrow$ and place her on the Broadcaster space next to the NEWSBREAKER (discarding the other if it's there). Draw a number of face-down PIVOTs $\star$ from the leftmost (current Era) PIVOT $\star$ deck equal to her POWER $\nearrow$. You may reorder them freely, including the current face-up PIVOT $\star$, then place all cards face-down in any combination on top of and at the bottom of that deck. Finally, reveal the top PIVOT $\star$. **Note:** If the revealed PIVOT $\star$ has a $\bullet$ icon, this counts as a STEALTH $\bullet$ against all players. All players, including you, may immediately PARRY to SHIELD the effect of that PIVOT $\star$ [M.1.2] when it occurs. Broadcaster also ETERNIZES [L.7].

O.5 Femme Fatale⁸⁹ (Change Morale In One Band)

Draw and discard a number of ALLIES equal to her POWER $\nearrow$. Choose one discarded POWER $\nearrow$ and increase or decrease the MORALE $\blacklozenge$ of any single

BAND by it. This is a STEALTH $\bullet$ if you target a rival's BAND.

O.6 Fixer⁹⁰ (Exchange Time Markers And Allies With One Rival And Both Derisk Wealth)

[$\bullet$] Swap with one rival in the same ERA your TIME-LINE marker, exchange with them ALLIES, and both DERISK your WEALTH $\pounds$. Exchanging ALLIES means transferring a number of ALLIES equal to Fixer's POWER $\nearrow$ from your hand to your rival, and drawing the same number of other ALLIES from their hand.

O.7 Groupie⁹¹ (Steal One Artist From a Rival, Give Them One Yours)

[$\bullet$] Steal and INTEGRATE one ARTIST from a rival BAND. Then give that BAND one of your ARTISTs. Groupie's POWER $\nearrow$ must be **greater than or equal to** the stolen ARTIST's total EXPERIENCE $\star$. The target BAND must be able to INTEGRATE your ARTIST, and none of its MONITORs occupied by BASIC INSTRUMENTs before this exchange may be emptied. The target must REARRANGE if doing so allows these conditions to be met.

O.8 Head Hunter (Copy Any Ally With Her Power)

Use any ALLY's SKILL with her POWER $\nearrow$. This includes a Bodyguard's SKILL to PARRY or SHIELD a STEALTH $\bullet$. She can belong to any GROUP.

O.9 Influencer (Promote With Doubled Power Even If Hitlist Is Full)

PROMOTE your SONG to the HITLIST with his POWER $\nearrow$ doubled. If the HITLIST is full, PROMOTE to the lowest space alongside the other HITS in it, ignoring the "one HIT per space" rule.

O.10 Networker (Copy Rival's Active Ally, Use Joint Power)

Use an ACTIVE ALLY from a rival's LEDGER with a combined POWER $\nearrow$ of your Networker and half of this ALLY's POWER $\nearrow$ (rounded up). Don't move that ALLY from its LEDGER unless you use its SKILL that needs it (e.g., Broadcaster, Paparazzo, Superstar, Trendsetter). If you do, move it with your Networker together and resolve the SKILL using their combined POWER $\nearrow$. They move and act as a pair. Networker cannot use SKILLs to perform or cancel STEALTHs $\bullet$ and alone never belongs to any GROUP.

O.11 Paparazzo⁹² (Suffer Hazard and Gain Wealth, Spin the Newsbreaker)

Suffer a HAZARD. Pay FONs equal to his POWER $\nearrow$, then place him onto the Paparazzo space next to the NEWSBREAKER (discarding the other if it's there). Draw and discard a number of ALLIES equal to his POWER $\nearrow$. Then choose one discarded POWER $\nearrow$ and move that many spaces both: your WEALTH $\pounds$ marker up the track and the NEWSBREAKER disk clockwise (no event is triggered). This counts as a STEALTH $\bullet$ against all players if you stop the marker on a NEWSBREAKER space with $\bullet$ icon. All players (including you) may then PARRY to SHIELD against the upcoming event or against a PIVOT $\star$ with a $\bullet$ effect. **Note:** When you play Paparazzo, you always suffer a HAZARD immediately (no matter whether a STEALTH $\bullet$ occurred or not).

O.12 Roadie⁹³ (Reorganize Gigs on the Map, Then Perform on Adjacent Stages)

Swap the positions of up to a number of pairs of GIGs on the map equal to his POWER $\nearrow$, ignoring their printed STAGES. Then perform up to a number of GIGs equal to his POWER $\nearrow$ that share the same GENRE and/or are TOWN FESTs, either in your current location or in any adjacent location, without moving there (in fact it's a free move back and forth). **Note:** CHARITY is considered to be any GENRE.

O.13 Sponsor (Draw Allies and Play Another Ally, Resolve Tie)

Draw a number of ALLIES equal to his POWER $\nearrow$. Then play another ALLY with no LAPSE and SUPPORT. Sponsor also resolves ties on the HITLIST [L.4].

O.14 Superstar (Gain Extra Fons While On Tour And Stable Experience)

Pay FONs equal to her POWER $\nearrow$ and place her half under an ARTIST with no other Superstar to show only her name. She functions in the same way as CHARITY in all game contexts but doesn't occupy vacant EXPERIENCE $\star$ slot. Additionally, she gains FONs equal to her POWER $\nearrow$ each time you perform a TOUR action (once per TOUR).

O.15 Trendsetter (Unlock / Change / Lock Trend Attributes)

Perform any or all steps below in this exact order. For each step pay FONs equal to his POWER $\nearrow$.

- **DISENGAGE:** Discard to USED ALLIES one Trendsetter from a Trendsetter space on top of

the HITLIST and return all TREND DICE from him to their TREND spaces without rotating them. The joint POWER $\nearrow$ of your Trendsetter ACTIVE ALLY and his GROUP must be equal to or greater than the POWER $\nearrow$ of the discarded Trendsetter.

- **RETREND:** Choose one ALLY in the AFTER-PARTY and use a TREND symbol shown on it to rotate the respective TREND DIE to a matching symbol. The joint POWER $\nearrow$ of your Trendsetter ACTIVE ALLY and his GROUP must be equal to or greater than the current cost of that ALLY in the AFTERPARTY.
- **ENGAGE:** Take from the TREND spaces the TREND DICE with a total WEIGHT up to the joint POWER $\nearrow$ of your Trendsetter ACTIVE ALLY and his GROUP. Then move that ACTIVE ALLY and these dice onto an empty Trendsetter space on top of the HITLIST, placing the dice on that ALLY without rotating them. Dice placed on a Trendsetter cannot be RETRENDED by the players [J.2] and by the PIVOTS $\star$ [M.2].

Strategy Tip:

Some ALLIES, like Broadcaster, Femme Fatale, Groupie or Paparazzo, can be quite brutal in certain gameplay situations. This level of brutality is intentional and is a part of the design to reflect behind-the-scenes intrigues.

That said, it won't suit everyone. If you enjoy the game but find some ALLIES overly harsh or punishing, don't hesitate to adjust things. The designer encourages you to reinterpret, deactivate or mitigate these characters in a way that better fits your table. After all, this is show business: pay your ALLIES well enough, and you may find them surprisingly open to a little "creative direction." Just agree together on any SKILL changes before the game begins, and you're good to go!

For example: If you want to tone down the brutality of Femme Fatale or Groupie you can restrict their SKILLS so they can target only a rival in the same ERA on the TIMELINE. On the other hand, if you really want to unleash Fixers, to be even more brutal, remove the phrase "in the same ERA" from their SKILL and respect the REACH a MILESTONE rule [I.2.3] whenever Fixer causes it.

