

Bridge Over Troubled Water⁹⁵ – Player Aid

Player Turn [H.2]:

Play these steps in this exact sequence:

1. FADE ARTISTS,
2. Play ALLY #1,
3. Play ALLY #2 unless you have REACHED a MILESTONE after ALLY #1,
4. Adjust HEADCOUNT and Hand
5. Publish LINEUP.

Free actions:

You may also perform free actions. Before you play ALLY #1 you may HIRE. While playing ALLIES you may: FIRE, REARRANGE, REBRAND, DEFUSE, HACKWORK, COMMERCIALIZE, NEGOTIATE, as many times as you wish and in any order. After you have played your last ALLY and before you Adjust HEADCOUNT and Hand you may TRIPLE (once per turn) and HIRE.

1. **FADE ARTISTS [H.2.2.1]:** Discard all ARTISTS from your FIRED ARTISTS to FADED ARTISTS and all their EXPERIENCE ★ to PAST GIGS.

2. Play ALLY:

- **Play [I]** face up one ALLY from your hand to the top of your LEDGER. It now becomes an ACTIVE ALLY.

• LAPSE [I.2]:

- (a) Move up the TIMELINE [I.2.1] a number of white keys equal to the POWER ⚡ of your ACTIVE ALLY.

- (b) **Time Rift [I.2.2]:** If that move causes two MILESTONES to separate you from any trailing player(s), those player(s) must immediately move their markers to the first space beyond the nearest MILESTONE ahead of them. They may not RANK from that MILESTONE, as they did not reach it during their own turn [I.2.3].

- (c) **REACH a MILESTONE [I.2.3]:** If you REACHED a MILESTONE in your turn, complete the action of your just played ALLY and:

- You may not play additional ALLIES (but you may TRIPLE);
- RANK all your HITS on the HITLIST [F.9.5];

- (d) **Resolve a MILESTONE [I.2.4]:** If the last player on the TIMELINE, REACHES a MILESTONE, all players in ORDER resolve MILESTONE steps [K] before the turn goes to the next player.

- **(Optional) SUPPORT [I.3.1]:** Choose one ALLY on the AFTERPARTY, 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.

- **Action [I.3.2]:** Use your ACTIVE ALLY to perform one action.

3. **Adjust HEADCOUNT and Hand [H.2.2.3]:** If more than half of your ARTISTS have AUTONOMY 🐦 greater than MORALE 🕯️ your BAND disbands. FIRE them all. Finally reduce your hand down to your current HEADCOUNT if needed. Discard all excessive ALLIES to USED ALLIES.

4. **Publish LINEUP [H.2.2.4]:** Count all GIGs on the map excluding London. If fewer than 5 are present, start from the 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.

- **GIGs [H.2.2.4.1]:** Move a FESTIVAL, CHARITY or TOWN FEST to the STAGE matching its letter.

- **MEGASHOWs [H.2.2.4.2]:** Move MEGASHOW to PAST GIGS and place the next 2 GIGs from the LINEUP on London ignoring their printed STAGES.

- **GALAs [H.2.2.4.3]:** If while REFRESHING the LINEUP you draw a GALA:

- Each player loses 1 MORALE 🕯️ 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.

Round End:

When the last player in ORDER finished their turn:

1. **REFRESH [H.1.2]:** Remove one lowermost ARTIST from the AUDITION and ALLY from the AFTERPARTY and REFRESH both;
2. **NEWSBREAKER [H.1.3]:** Move the NEWSBREAKER disk one space clockwise and all players resolve in ORDER an event where the disk stopped [M.2] to [M.6].
3. **REORDER [H.1.4]:** The player who is the 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, reverse their ORDER.

Actions:

Use **ACTIVE ALLY** to execute **1** of the actions below:

1. **RETREND (use TREND icon) [J.2]:** 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 rotated. See the Trendsetter [O.15].
2. **CAST (use POWER ⚡) [J.3]:** Pick up 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 AUTONOMY 🐦 **less or equal** to the POWER ⚡ of an ACTIVE ALLY. All ARTISTS must be picked up and placed to their MONITORS in one attempt.
3. **PROMOTE (use POWER ⚡) [J.4]:** Move face up **one** of your SONGs from your ALBUM to the first vacant space under the lowermost SONG on the HITLIST. Then pay FONs shown on that space minus the POWER ⚡ of an ACTIVE ALLY used for it. You may not PROMOTE, if all spaces on the HITLIST are occupied.
4. **TOUR (use POWER ⚡) [J.5]:** Expend a POWER ⚡ from your ACTIVE ALLY to perform actions below in any number, order and combination you want. To TOUR, your BAND must have the ARTISTS with all four BASIC INSTRUMENTs.
 - a. **DRIVE [J.5.1]:** Expend 1 POWER ⚡ to move your truck along one connecting line to the adjacent STAGE;
 - b. **FLY [J.5.2]:** Once per TOUR expend 1 POWER ⚡ and use 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.
 - c. **PERFORM [J.5.3]:** Expend 1 POWER ⚡ to pick up any one GIG from the STAGE of your current truck's location and do the following:
 - i. **Income [J.5.3.1]:** If the GIG is **not** a CHARITY gain 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.
 - ii. **Experience [J.5.3.2]:** Flip this GIG to its star side and place it onto an empty EXPERIENCE ★ space of an ARTIST, who PLAYS this GIG's GENRE. If the GIG is accompanied by 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.

- d. **SESSION [J.5.4]:** Expend 1 POWER ⚡, pick up one of your CONTRACTs from the STUDIO or STAGE of your current truck's location and RECORD a SONG.
 - e. **LOBBY [J.5.5]:** If your truck is in London expend any POWER ⚡ left you want and PROMOTE [J.4]. Reduce FONs to pay by used POWER ⚡ (as in regular PROMOTE action).
5. **OUTSOURCE (use TREND icons) [J.6]:** Show from your hand and place face up to the bottom of your LEDGER the three ALLIES that, together with your ACTIVE ALLY, display TREND 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.
 6. **SKILL (use character) [J.7]:** Use ALLY's SKILL [O].

Free Actions:

- **HIRE [H.2.3.1]:** Choose any cards from the AUDITION and/or from the AFTERPARTY, pay their slot numbers, place ALLIES in your hand and INTEGRATE ARTISTS into your BAND. Then REFRESH the affected tracks.
- **FIRE [F.5.6.2]:** Move **one** ARTIST from your BAND to your FIRED ARTISTS with all their EXPERIENCE ★ and lose 1 MORALE 🕯.
- **REARRANGE [F.5.7.1]:** Swap any ARTISTS you want between their MONITORS, respecting the instruments' rules [F.5.3].
- **REBRAND [F.5.7.2]:** Flip over any ARTIST you want to the other side at their MONITOR and discard all their EXPERIENCE ★ to PAST GIGS, except CHARITIES that can be moved over to the other side.
- **DEFUSE [F.5.7.3]:** Pay 10 FONs to gain 1 MORALE 🕯.
- **HACKWORK [H.2.3.3]:** Reduce down as much of your WEALTH 💰 as you want (to a minimum of "0") and gain 5 FONs for each WEALTH 💰 reduced.
- **COMMERCIALIZE [H.2.3.4]:** Remove **one** of your HITS from 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 gain 30 / 15 / 10 / 8 / 6 FONs.
- **NEGOTIATE [H.2.3.5]:** Make a binding deal with any players for anything.
- **TRIPLE [H.2.3.6]:** Discard to the box (remove from the game) one BRAND GALA from your ARTIST or one TRIPLET from your SAFE then play your ACTIVE ALLY again but don't LAPSE and SUPPORT.