Cosmic Journey

One great rock show to save the universe

Rules, original framing story, and game mechanics by Krista White

Special thanks to my first playtesters: J.R. Blackwell, Jared Axelrod, Brennan Taylor and Lilith White.

Thanks to Brennan Taylor for his system mechanics mentorship.

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Set the Scene

Read this story as you would a profound myth.

You wake up in a vast desert. The sky is filled with stars, and there is nothing but sand for miles. You turn in a circle, trying to get your bearings and plan your next step. You see a glow on the horizon – a glow bright enough to dim the stars around it. You don't know what it is, but this light is the only indication of civilization, your only hope of finding out where you are and why you're here.

You shuffle through seemingly endless dunes of sand. There are monuments half-buried in the sand that you recognize as the tops of the once-tall buildings of a city. The dunes blanket a city, now dust. Approaching the light, you realize that it is slowly fading. Despite your burning throat and dry tongue, you quicken your pace, afraid that if you don't reach the light in time, you will be plunged into darkness in this wasteland. Soon you see other figures moving toward the light from elsewhere in the desert. You crest a final sand dune and are confronted with a vast, stone Egyptian temple with five huge seated guardians at its entrance. Behind the temple, the ground falls away into the starry abyss of space. A temple on the edge of the cosmos.

Your foot hits stone, and you realize that what you first took to be rippling waves of wind-blown sand are actually stone stairs stretching away from you on either side to enclose the temple in a circle. A fountain burbles at the bottom of the stairs, just this side of a raised platform that leads into the temple proper. Down and down stairs you and the other travelers climb. You are the first to reach the fountain, from which you drink greedily. The last traveler arrives at the fountain and dips her fingers into the pool. It is then that you see the woman standing on the stone platform before the fountain.

She is dressed in the regalia of a queen. A rainbow dress of living feathers, fades from pink at her breast to emerald green that trails along the stones. On her head is a tall crown with two pink peaks bisected by a wedge of blue. In her gloved hands she holds a living, marbled, blue planetoid.

"Greetings, travelers. You are brought here on a matter of great importance, not just to your individual worlds, but to the universe as a whole." She pauses to look at each of you in turn. "You have been brought to the Cosmic Temple Arena so that you may undertake a quest.

"The Guardians of the Universe have been lost. Their wisdom silenced." She gestures to the temple behind the fountain, and the huge kingly figures seated at its entrance.

"Smith.

"Perry.

"Schon.

"Cain.

"Valory." She gestures to each colossus in turn. "These are the Celestial Guardians you must bring back to the Cosmic Temple Arena. Find them. Find their Artifacts. Bring them home.

"You are all descendents of the Galactic Roadies. Some of you may have suspected your powers before this. Others have not known until now. Use your power to bring forth the Guardians and their Artifacts to play one last show.

"You will be able to travel to any point in space or time using the Scarab Ship, which you will find beyond Stage Left. Make haste. The Belief Crystal powers the Cosmic Temple Arena. Its power is fading. The return of the Celestial Guardians, the presence of their Artifacts and the sound of their music will restore its power. Restoring the Belief Crystal will bring balance to the universe. If you fail, Entropy and its servants will hasten the end of all things. Time is running out."

"Beware the Adversaries, who serve Entropy. They will try to prevent you from achieving success. They can appear at any time, in any place, but you will know them by their marks." She turns and gestures again to hieroglyphs carved into the wall of the temple platform. Carved there are figures fighting. The most fearsome bear the marks of the Adversaries:



"You must succeed. All of creation is counting upon you. One great rock show will save the universe."

"Farewell." The Queen fades from your view.

The Cosmic Journey

The Cosmic Guardians are members of the band Journey. Their musical power will save the universe.

If you look at song lyrics as actual sentences in any language, they don't really hold together. Songs have meaning because our brains create connections between seemingly unrelated words and phrases. The human brain creates meaning, often where none initially exists. In *Cosmic Journey*, players use phrases from songs by the band Journey to create a story about how their hero characters are going to get the band back together to save the universe. *Kiss* just seemed like a natural nemesis. Of course, the game will work for any two bands at all. I've provided sheets of lyrics here, but it's fairly simple to make your own.

Cosmic Journey is a GM-less game. Above all, successful play relies on the players' abilities to collaborate, listen, respect each other, and cooperate with one another. The point of the game is to pool each other's ideas and create a great story.

Create Characters

Each player should choose one of the Galactic Roadie families from which she comes. Once you have chosen a family, pick two powers that fall under the power of your Roadie which she controls.

The powers listed here are suggestions. The point of *Cosmic Journey* is to have players collaborate and riff off of one another. Talk to each other, brainstorm, and help one another come up with powers that will be fun for your characters to use and fun to build your stories around.

Creation of powers is freeform. As long as you have a rationale that relates directly to the specialties of the Roadie family from which you come, you have the freedom to create powers that will be fun to use.

Character Sheets should have: The character's name A short physical description of the character A short description of the character's attitude or personality traits The Roadie Family from which she comes 2 powers The names of the other players' characters 3 observations about each of the other players' characters (to be gathered during the Introduce Your Character phase) The obstacle(s) for the character

Roadies of Light

Powers that may be under the control of Roadies of Light include colored lights, spotlights, light shows, lasers, and the life-giving power of light.

Roadies of Power

Powers that may be under the control of Roadies of Power include electrical apparatuses, power cables, machinery, and the ability to provide strength in difficult situations.

Roadies of the Temple

Powers that may be under the control of Roadies of the Temple include pyrotechnics, smoke bombs, fire, and the ability to affect the physical environment around them.

Roadies of the Artifacts

Powers that may be under the control of Roadies of the Artifacts include musical instruments, microphones, costume elements, and other sacred objects closely associated with the Celestial Guardians. On rare occasions, Roadies of the Artifacts can draw on the power of artifact to inspire others or ward off danger.

Roadies of Sound

Powers that may be under the control of Roadies of Sound include sound of all types, the volume of those sounds, as well as the power of words and lyrics to affect the minds of those around them.

Roadies of Care

This family of Roadies was most closely associated with the Celestial Guardians. For generations they cared for the Guardians and their families, as well as managed their affairs. Roadies of

Care have special insight into the lives of the Guardians and can sometimes provide lost information through ancestral memory.

Sample Characters

Name: Carr Titanium Physical Description: A humanoid robot with an almost liquid, flowing metallic body. Feminine in appearance. Attitude/Personality: Logical, with robotic speech and movements. Roadie Family: Roadies of Power Powers: Can create fantastic machines, super strength

Name: Leroy Sullivan Physical Description: Skinny, medium length hair. Always has a cigarette hanging from his lips. Attitude/Personality: Completely unflappable. Roadie Family: Roadies of the Temple Powers: Set off spectacular explosions, bring up moody smoke or fog

Name: Artemis Wye Physical Description: A tall. well-dressed young woman with flaming red hair. Attitude/Personality: Kind of flaky; a creative, head-in-the-clouds type. Roadie Family: Roadies of the Artifacts Powers: The ability to hone in and locate artifacts from long distances, super speed

Name: Quake Physical Description: A bit on the chubby side, with mussed hair. Attitude/Personality: Typical rock and roll burnout. Sharp, but may not appear so at first Roadie Family: Roadies of Sound Powers: Epic Sound - can create a shockwave belch, the Power of BS - he can make something up and, because he says it, it becomes reality.

Introduce Your Character

The group should collectively narrate a scene of their characters' reactions in the aftermath of the Queen's pronouncement. Everyone can draw at will from the entire pool of Phrase cards for inspiration in order to create their introductory scene, or they can simply ad-lib based on the vision they have of their characters.

Each player should take at least one turn in this phase of the game. During the phase, players should somehow include the physical description of their character, as well as giving insight to the other players about their character's personality traits by acting them out, rather than describing them as they are written on their character sheets.

During this collective scene, players should write down 3 observations their characters make about the other players' characters. This should be recorded on your character sheet so that it can be used to create obstacles. Observations can be personality traits, physical traits, or physical quirks. These observations will come in handy when creating Obstacles.

Create Obstacles

Once the Introduction scene is finished, everyone must create Obstacles for each other's characters to overcome during the group's *Cosmic Journey*. You cannot create Obstacles for your own character.

To create Obstacles, you may draw randomly on all phrase cards to get inspiration, or simply use your imagination. Obstacles can involve difficult situations, missing equipment, missing people and, of course, the Adversaries and other minions of Entropy.

Write down the name of the character for whom you are creating the Obstacle. You should then write down a conflict for the other character that will involve elements of that character's personality as you described it in your observations. Obstacles should present a challenge that allows the character to use one or more of her Roadie powers. Finally, it's advisable, but not necessary, to include other characters in an Obstacle, because it fosters cooperation and helps to get shy players more involved in the game.

When you are finished, tear the Obstacle from your character sheet and give it to the player for whom you designed it.

Example Obstacles

Carr Titanium: Drummer Steve Smith is being held in a titanium alloy cage in the middle of a primeval forest by a tribe of clockwork teddy bears. As long as Smith makes a pleasing rhythm, they are pacified. Should he miss a beat, they will throw him into the fire. And he's getting very tired.... *This Obstacle draws on Carr's robot nature (clockwork teddy bears), and gives her the chance to break Smith out of the cage*

This Obstacle draws on Carr's robot nature (clockwork teddy bears), and gives her the chance to break Smith out of the cage using her super strength.

Artemis Wye: The Adversaries sent a new, beautiful & well-dressed girlfriend to Neal Schon and she hid his guitar. Plus, he's in love with her.

This Obstacle draws on Artemis' ability to find Artifacts (his guitar).

Leroy Sullivan: Peter Criss has stolen your power to create cool smoke effects and trapped Perry and Valory in a glass globe of smoke on a stage enclosed in glass. You know Perry and Valory are inside because you can hear them singing.

This Obstacle draws on Leroy's powers in negative ways. His power to create smoke has been stolen, and if he uses his explosion powers too gratuitously, the glass will shatter and harm Perry and Valory.

Quake: They took away Jon Cain's knowledge of his instruments. He needs you to teach him how to play them while fending off lawyers!

Forgetting how to play his instruments relates to Quake's Roadie Family, but not directly to his powers. This is a loss that Quake will feel emotionally because of his affinity with the sound of the music. The inclusion of Lawyers provides an excellent opportunity to utilize his Power of BS.

Length of Play Options

You can play Cosmic Journey for a short game (a Single), a longer, all-day game (Extended Play), or create a long term campaign (Long Play).

Singles Game Obstacles: Each player will create an Obstacle for the player to her left. Extended Play Game Obstacles: Each player will create Obstacles for the player to their left and the player to her right.

Long Play Game Obstacles: Each player creates Obstacles for all other characters.

Play

Play is turn based. Each turn constitutes the resolution of one player's Obstacle. When all players at the table have confronted one Obstacle, that constitutes a round. The number of turns in a round equals the number of players. For longer play options, there will be multiple rounds. After all Obstacles have been confronted, there is an Outro scene (finale)

Starting Tokens and Phrases

All players take Phrases from the Journey Phrase stack. Players take a number of Phrases equal to the number of players plus one.

All players take 2 tokens. The rest of the Tokens remain in the Token Pool.

The Adversary/Feature stack is available, but players must pay to draw from it.

From this point forward in the rules, Journey Phrase Cards will simply be referred to as Phrase Cards.

Play Structure

Decide which player will tackle her obstacle first.

The player with the Obstacle puts out one phrase card in front of her. During the turn where her Obstacle is in play, the player is called the Prime Narrator. Other players will lay down one Phrase card each, placing the Phrase cards in the center of the table.

- 1. Prime Narrator rolls the dice
- 2. Every player puts out one Phrase card in the center of the table
- 3. Prime Narrator reads the Obstacle
- 3. Entire group narrates the scene
 - A. Prime Narrator sets the scene

B. Player to the left of Prime Narrator picks a Phrase card from the middle and narrates part of the scene – can substitute a Feature instead. Phrase is discarded. (Token may be awarded by other players)

C. Next players take the next phrases and narrate until only one Phrase is left. (Tokens may be awarded by other players)

D. Prime Narrator resolves the narrative with last remaining Phrase. The Prime Narrator is the only person who can resolve the Obstacle - she has the last say in a turn.

(Token may be awarded by other players)

4. When the Obstacle is resolved, players re-draw enough Phrase cards to fill their hand to the number of players plus one.

- 5. When all players have resolved an Obstacle, the round is over.
- 6. Players may want to have an Encore.
- 7. When all Obstacles have been resolved/all rounds are complete, the Outro takes place.

Die Roll Success/Failure

At the beginning of each turn, the Prime Narrator rolls 1 d6. A roll of 3 or lower indicates that the player fails to overcome her obstacle. A roll of 4 or higher indicates that the player succeeds in overcoming her obstacle. Use Phrase cards and the powers of the characters to narrate a scenario that explains how the Obstacle was overcome (or not).

Failures must be narrated with a cliffhanger ending that gets resolved in another player's Obstacle. A failure in one turn will result in a +1 to the die roll of the next player's turn. Consecutive failures will result in a cumulative bonus to the die.

For example, Carr's player rolls a failure on her turn. Quake's player goes next, and he gets a +1 to his die roll. If he fails his roll, Artemis' player will get a +2 to her die roll. Bonuses stop accumulating when a player rolls to successfully overcome her Obstacle.

If there are dice mentioned in a Phrase card, the Phrase can be played as an action. The Prime Narrator can interpret the Dice Phrase in any way she wants. For instance, one *Journey* lyric is "Roll the dice, roll them twice." The Prime Narrator might make two extra die rolls if she wants to try to get a success on a failed roll.

Gaining Extra Tokens

Players who come up with ideas that the interpret the Phrase cards in ways that are interesting, fun, and forward the characters' story arcs should be awarded an extra Token from the Token Pool by other players. This is an easy rule to forget, so everyone should make it a point to remind one another to do this when everyone laughs at a player's interpretation of a Phrase card or the clever inclusion of a Feature.

Other players may have great ideas and want to narrate a scene in the stead of the Prime Narrator. They can offer a Token to the Prime Narrator to take narrative control of the turn. The Prime Narrator must agree to this.

More on Phrase Cards

If a player has Phrase Cards that they want to trade out, they may spend 2 tokens to discard a Phrase Card and draw another from their hand. This may be done at any time during a turn.

Players may also add in song lyrics from non-Journey songs. These are called Features - as in "Jay-Z, featuring Bono and Rihanna". Features from most other bands and singers cost a player 2 Tokens to include. If a player wants to include a Feature from The Adversaries' band (*Kiss*), they must pay 3 Tokens. For non-Adversary lyrics, players may write the Phrase on a scrap piece of paper for use during the Phrase Card Phase or just add the Feature to the scene verbally.

Narration

The Prime Narrator maintains narrative control, however, narrative cooperation is expected in game play. Players other than the Prime Narrator should feel free to make up NPCs, circumstances, and other items during the course of a turn. Players should also help one another out if they get stuck. Narration is meant to be a group activity; everyone should have a chance to contribute.

Failures in Obstacles do not indicate that the entire Cosmic Journey will be a failure.

Encore

Before the Outro begins, if everyone is having fun, and all players feel that their characters' stories have not been sufficiently told, the group may elect to have an Encore round. In the Encore round, everyone creates new Obstacles for one another's characters and continue the story.

Outro

The Outro takes place on the way to or in the Cosmic Temple Arena with an audience comprised of beings from all across the universe. Once everyone has had the chance to be Prime Narrator, and all Obstacles have been addressed, it's time for the resolution to the game, or the Outro. The Outro is the final scene in which all the players narrate the final outcome of the game – triumph or tragedy.

No die rolls should be necessary during the Outro - all Obstacles faced, the outcome of turns, and the remaining Phrase Cards should determine the story's end. The Outro and the game are over when all players have no Tokens and/or Phrases.

There is no Prime Narrator during the Outro. Instead, players must pay a Token in order to narrate a Phrase. Players help create the events of the Outro by laying out Phrase cards in the same way that they do during a regular Obstacle turn. Once a Phrase Card has been used to narrate events, it is put in the discard pile. No new cards are drawn during the Outro unless they are bought with Tokens.

Outro Play Structure

1. All players refresh their hand to number of players.

2. All players place one Phrase card in the center of the table. Total number of Phrases is equal to the number of players.

3. The Prime Narrator for the last Obstacle pays a token to narrate a the first Phrase of the Outro.

4. The next player to the left pays a Token to narrate a phrase. Repeat until the number of Phrases equal to the number of players have been spent.

- Players may drop out as they run out of Tokens.

5. When one group of Phrases has been exhausted, each player places another Phrase in the center of the table. Narrative control continues in the same order as the previous round. Players with Tokens may buy new Phrase cards.

5. Play continues until all Tokens and/or Phrase cards are exhausted. Clearly, the player with the most Tokens will end up with final narrative control.

Research Resources

These are the places I got information about the bands Journey and Kiss, and the lyrics for their songs. I used the face makeup diagrams directly from the listed wikipedia page about Kiss.

Songs from Journey were taken from the albums "Evolution," "Escape," and "Frontiers." Songs from Kiss were taken from their blockbuster album, "Destoyer."

Journey Band Members

At the time of the "Escape" album. Wikipedia, Escape (Journey album), Accessed 9/12/2010 at http://en.wikipedia.org/wiki/Escape_%28Journey_album%29

- <u>Steve Perry</u> Lead Vocals
- <u>Neal Schon</u> Guitar, Vocals
- <u>Ross Valory</u> Bass, Vocals
- <u>Steve Smith</u> Drums, Percussion
- Jonathan Cain Keyboards, Piano, Guitar, Vocals

Kiss Band Members

At the time of the "Destroyer" album. Wikipedia, Destroyer (Kiss Album), Accessed 9/14/2010 at http://en.wikipedia.org/wiki/Destroyer_%28Kiss_album%29

- Paul Stanley rhythm guitar, lead and backing vocals the Star Child
- <u>Gene Simmons</u> <u>bass guitar</u>, <u>lead</u> and <u>backing vocals</u> the Demon
- <u>Ace Frehley</u> <u>lead guitar</u>, <u>backing vocals</u> The Spaceman
- <u>Peter Criss</u> <u>drums</u>, <u>percussion</u>, <u>lead</u> and <u>backing vocals</u> the Catman

Kiss information and makeup diagrams

http://en.wikipedia.org/wiki/Kiss_%28band%29

Discographies

http://en.wikipedia.org/wiki/Journey_discography Evolution: http://en.wikipedia.org/wiki/Evolution_%28Journey_album%29 Departure: http://en.wikipedia.org/wiki/Departure_%28Journey_album%29 Escape: http://en.wikipedia.org/wiki/Escape_%28Journey_album%29 http://en.wikipedia.org/wiki/Kiss_discography Destroyer: http://en.wikipedia.org/wiki/Destroyer_%28Kiss_album%29

Music Lyrics Sites

http://www.musicsonglyrics.com/ http://www.metrolyrics.com/ http://www.lyricsfreak.com http://www.lyrics007.com http://www.elyrics.net

Galactic Roadies Info

http://entertainment.howstuffworks.com/becoming-a-roadie1.htm

Phrase Cards

I cut these cards myself. Leave out the song titles among the Phrase cards - they tend to be weak narration points. I included lyrics from Journey's "Evolution," "Escape," and "Frontiers" albums, and the lyrics for the top 4 songs from Kiss' "Destroyer" album. It's not necessary for you to use all the cards I've provided - use as many as you'd like and leave the rest.

I'm in the process of formatting the cards for Avery 5160 or 8160 labels. The columns are perforated, and because they are uniform size, you can cut the rows with separated columns stacked on top of one another to make cutting go faster. You can get them here: http://users.drew.edu/kwhite2/Cosmic Journey Cards.doc

JOURNEY Don't Stop Believin'	Living just to find emotion	I do recall those were the
Don't Stop Benevin	Living just to find emotion	best times, most of all
A small town girl	Hiding somewhere in the	In the best with a blue icon
Livin' in a lonely world	night	In the heat with a blue jean girl
Take the midnight train	Working hard to get my fill	Burnin' love comes once in
Take the midnight train goin' anywhere	1111	a lifetime
	Everybody wants a thrill	Cha farmed and sime in a lar
A city boy Born and raised in south	Payin' anything to roll the dice just one more time	She found me singing by the rail road track
Detroit		Took me home, we danced
A singer in a smoky room	Some will win, some will lose	by moonlight
A smell of wine and cheap perfume	Some were born to sing the blues	Those summer nights are callin'
perfunie	01005	Can't help myself, I'm
For a smile they can share the night	Oh, the movie never ends	fallin', stone in love
It goes on and on and on	It goes on and on and on and on	Old dusty roads, led to the river, runnin' slow
and on	Don't stop believin'	She pulled me down, ooh,
Strangers waiting	-	and in clover we'd go
Up and down the	Hold on to that feelin'	'round
boulevard	Streetlight people	Oh, the memories never fade away
Shadows searching in the night	Stone in Love	Golden girl, I'll keep you
Streetlight people	Those crazy nights, I do remember in my youth	forever

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Who's Crying Now

It's been a mystery

Still they try to see why somethin' good can hurt so bad

Caught on a one-way street,

the taste of bittersweet

Love will survive somehow, some way

One love feeds the fire

One heart burns desire

I wonder, who's cryin' now

Two hearts born to run

Who'll be the lonely one

So many stormy nights

so many wrongs or rights

Neither could change their headstrong ways

And in a lover's rage, they tore another page

The fightin' is worth the love they save...

Only so many tears you can cry 'til the heartache is over And now you can say your love will never die

Keep on Runnin'

Workin' in the city

This town's got no pity

Bossman owns a heart of stone

I'm on the line, it's overtime

I'll tell you it's a crime

They get me by the hour, by my blue collar

You're squeezin' me too tight

It's Friday night

let's run tonight, 'till the morning light

Keep on runnin', keep on hidin'

If it makes you want to jump and shout, go ahead!

Crusin' with my baby

Think we just might maybe find some back seat rhythm and blues

Radio, down we go, down we go <u>Still They Ride</u>

Jesse rides through the night

Under the main street light

Riding slow

This old town ain't the same

Now nobody knows his name

Times have changed, ooh still he rides

Traffic lights keeping time

leading the wild and restless through the night

Still they ride on wheels of fire

They rule the night

the strong will survive

Chasing thunder

Spinning round in a spell

Oh it's hard to leave this carrousel

Round and round tonight, my friends

After All These Years

A faded wedding photograph

You and me in our first dance

Our eyes are closed, we're lost in one sweet embrace

Since those days the world has changed

But our love remains the same

God knows we've had our share of saving grace

The mountains we have climbed to get this far

We've learned to take the laughter with the tears

After all these years

You make it feel brand new

After the fires that we walked through

Against the odds we never lost our faith

In a house we've made our own

Where our children all have grown

Precious moments time cannot erase

Make a living up and down the gypsy highways

The seasons that we've had to share apart Somehow in my heart I always keep you near

You stood by me the days and nights that I was gone

You sacrificed

you believed in me

you stood strong

With our love there's nothing left to fear

After the Fall

I can't go on

I want to say but it's just too late

Waited far too long

Should have told you then

I knew should have told you right from the start

The words didn't come out right

I'll tell you straight from my heart

You meant more to me than I let you see

You held on somehow

I miss you now

A headstrong stubborn man

Only work it out the best you can

Valentines he never sent

There's not enough time, he's a workin' man Can't stop fallin'

heartaches callin'

Finds you after the fall Saints or sinners

take no prisoners

What's left after you fall?

After you fall, after you fall

Any Way You Want It Any way you want it

That's the way you need it

She loves to laugh

She loves to sing

She does everything

She loves to move

She loves to groove

She loves the lovin' things

All night

every night

So hold tight

Any way you want it

That's the way you need it

I was alone

I never knew

Then we touched

Then we sang

Anytime

Anytime that you want me

Anytime that you need me

I'm standing here with my arms a mile wide

hoping and praying for you

Listen to me and enlighten me

I hope that you need me too

Give me all of your sunshine

a spark is all I need

Take away all of the shadows

What more can I say?

Ask The Lonely

You've been picked and it's over

What's the chip on your shoulder? Outside were solid rainbows

Inside is where the heart grows

Picking up the pieces

Something more to believe in

As you search the embers

Think what you've had, remember

Hang on, don't you let go now

You know, with every heartbeat, we love

Nothing comes easy

Hang on

ask the lonely

You've got some fascination

With your high expectations

This love is your obsession

Your heart, your past possession

Let down your defenses

Hang on, don't you let go now

You're feeling love's unfair

You just ask the lonely

When you're lost in deep despair

You just ask the lonely

Be Good To Yourself

Runnin' out of self-control

Gettin' close to an overload

Up against a no win situation

Shoulder to shoulder, push and shove

I'm hangin' up my boxin' gloves

I'm ready for a long vacation

Be good to yourself when nobody else will

You're walkin' a highwire

caught in a crossfire

When you can't give no more

They want it all but you gotta say no

I'm turnin' off the noise that makes me crazy

Lookin' back with no regrets

To forgive is to forget I want a little piece of mind to turn to

Faithfully

Highway run

Into the midnight sun

Wheels go round and round

You're on my mind

Restless hearts sleep alone tonight

Sendin' all my love along the wire

They say that the road ain't no place to start a family

Right down the line it's been you and me

lovin' a music man ain't always what it's s'posed to be

Oh, girl, you stand by me

I'm forever yours...

Faithfully

Circus life

under the big-top world

We all need the clowns to make us smile

Through space and time

Always another show Wonderin' where I am

Lost without you

And bein' apart ain't easy on this love affair

Two strangers learn to fall in love again

I get the joy of rediscoverin' you

Feeling That Way

Opened my eyes to a new kind of way

all the good times that you saved

Are you feeling that way too?

Am I just a fool?

When the summer's gone

she'll be there standing by the light

Once she's been to where she's gone to

she should know wrong from right

Is she feeling?

A new road's waiting

you touched my life

soft and warm on a summer's night You're the only one I told

The lovely one I'm thinking of

When the summer's gone

she'll be there standing by the light

Once she's been to where she's gone to

she should know wrong from right

Foolish Heart

I need a love that grows

I don't want it unless I know

With each passing hour someone, somehow

will be there ready to share

I need a love that's strong

I'm so tired of being alone

Will my lonely heart play the part

Of the fool again before I begin Foolish heart, hear me calling

Stop before you start falling

Foolish heart, heed my warning You've been wrong before

Don't be wrong any more

The Girl Can't Help It

Feeling that feeling again

I'm playing a game I can't win

Love's knocking on the door of my heart once more

Think I'll let her in before I begin

If he could hold her so close in his arms again

If she could show him the letter her heart forgot to send

They're livin' dreams on their own

They'll never stop running

The girl can't help it

she needs more

He hasn't found what he's lookin' for

They're still standing in the rain

He can't help it and she's just that way

When he calls her she tells him that she still cares

Under the moonlight

He wonders why she can't be there

Why do they go on alone

When they're missin' each other

there's a fire in his eyes for you

Don't you know she still cries

Oh nothing stands between love and you

Higher Place

So I think I got it all in place now

No distractions, under control

Yet there's something missing inside me

I'm chasing shadows of myself

And the clocks are ticking

Oh my world is spinning

Spinning round and round And round and round again

I try to reason why

Dont you know I can't go on this way

please dont walk away there is this place where I toss away my pride

So you can see that I'm the one to take you to a higher place this time

I am on the outside looking in

Let me give you what you need from me

I surrender my soul to you

And my heart is pounding

And a fire's burning

Oh, I crash... and burn

inside my mind it happens time and time again

I can't explain the way you make me feel

I know... I don't have much to give

What I have I give to you with all the madness left inside of me

I try to reason why

Don't you know I can't go on this way

Hopelessly in Love

You never call me up

when I'm alone at night

What can this poor boy do when he's hopelessly in love with you?

So I will tell you now

This love is fallin' down

Just what more can I do

when I'm hopelessly in

love with you?

So I will tell you this,

Our love is in a fix

The party's over

I have gone away

<u>I'll Be Alright Without</u> <u>You</u> I've been thinkin' bout the times you walked out me

There were moments I'd believe, you were there

Do I miss you or am I lying to myself again?

I do these things - it's all because of you

I keep holdin' on

I'll try not to think of you

Love don't leave me lonely

I'll be alright without you

There'll be someone else

I keep tellin' myself I'll be alright without you People wonderin' why we broke apart

The great pretender here I go again

If He Should Break Your Heart

Please be wrong

please don't tell me it's really you

Tell me eyes, tell my heart what I'm going through

I believed, I believed I was over you

If he should break your heart

I'll always know where you are

If you should fall apart I'll be there

I'll be around

I'll be there

Is it right

I don't care,

I'm alone with you

Here we are once again

you've got someone new

Lonely hands, please don't do what you wanna do

From my soul I say goodbye yesterday

One more night alone

Then I start to break

is it my mistake

Tell me am I wrong for holding on to you

Knowing That You Love Me

I still see the look in your eyes

The night you walked into my life

how we danced, the way that we touched

Let me know you'd be mine

how your love has set me free

An angel watching over me

You lift me up if I should fall

Showing me love when I was blind to it all

I face the fire and I stand tall

Knowing that you love me

Shared my dreams

gave me wings to soar

My guiding light in a raging storm

I found the strength to carry on

If I could I'd go back in time

To be there the day you were born

To hold you close or to see you smile

And rock you away in my arms

To stand beside you through the tears

Letting go of all the fears

You lift me up if I should fall

Who said where to care and said where to share

all the little things

you bring joy to my life

Who scares me

we're so close

in my heart it's good to know

I can't imagine me anywhere without you

That's all I'll ever need

Is knowing that you love me

Lay It Down

Lookin' 'round for a feelin'

I love the rhythm and blues

The place was rockin' and reelin'

I thought I'd shake me loose

The band was pumpin' Motown

Lord, how they could play

The girls a-started singing

Rock the night away

By the midnight hour

They could've raised the dead

They were takin' it higher

Lay it down

Whiskey, wine and women

They get me through the night

I ain't lookin' for trouble

I ain't lookin' to fight

A little vertical persuasion Would do me right What I'm really needin'

double shot tonight

By the midnight hour

We were on our way

She was takin' it higher then I heard her say

Baby

Dead or Alive A double secret agent And he was paid to kill cold steel magnum force the man possessed the skill He shot a man in Paris He did a job in L.A. if the price was right he'd surely take your life away Wanted dead or alive Blood for money, money Assault, homicide Blood for money, money Money, money Watch it He drove a Maserati Lived up in the hills A cat with nine lives that's gone too far to feel the chill He never thought it'd

It was his last mistake

happen

he was gunned down

a Heartless woman's .38

<u>Mother, Father</u> She sits alone, an empty stare

A mother's face she wears

Where did she go wrong

the fight is gone

Lord help this broken home

Hey, mother, father, sister

come back, tryin', believin'

Hey, mother, father, dreamer

Don't you know that I'm alive for you

I'm your seventh son

And when lightin' strikes the family

Have faith, believe

With dreams he tried, lost his pride

He drinks his life away

One photograph, in broken glass

It should not end this way

Through bitter tears and wounded years

Those ties of blood were strong

So much to say, those yesterdays

now don't you turn away

Wheel in the Sky

Winter is here again

Haven't been home in a year or more

I hope she holds on a little longer

Sent a letter

on a long summer day

Made of silver, not of clay

I've been runnin' down this dusty road

Wheel in the sky keeps on turnin'

I don't know where I'll be tomorrow I've been trying to make it home

Got to make it before too long

I can't take this very much longer

I'm stranded in the sleet and rain

Don't think I'm ever gonna make it home again

The mornin' sun is risin'

It's kissing the day

Separate Ways (Worlds Apart)

Here we stand

Worlds apart

hearts broken in two

Sleepless nights

Losing ground

I'm reaching for you

Feelin' that it's gone

Can change your mind

If we can't go on

to survive the tide love divides

Someday love will find you Break those chains that bind you

One night will remind you

How we touched

went our separate ways

If he ever hurts you

True love won't desert you

You know I still love you

Though we touched And went our seperate ways

Troubled times

Caught between confusion and pain

Distant eyes

Promises we make were in vain

If you must go, I wish you love

You'll never walk alone

Take care my love

Miss you love

Lady Luck

Roll the dice, roll them twice

can you spare a dime?

snake eyes, the lady flies she's so hard to find

Ooh, lady luck, yeah, lady luck

Now what went wrong?

I've been here too long

Can you spare a dime?

Luck's disguised in her eyes

Oh, my lady's so hard to find

The lady, she's gone

Do You Recall?

Do you recall, that lonely summer day?

We were together and things got in our way

Well, so you think that it's all over

And you know it's gone to stay

after stormy weather

Does the sun shine every day?

Yes, I recall, the things you said that day

You told me that you were leavin'

'Cause we can't go on this way Yes, it's the lovin' things that keeps us wondering

Yes, it's the lovin' things

Ooh, baby, love

Just the Same Way

Yesterday was a good day

It's after midnight

I've got you on my mind

Come with me never go away

Every day we will fly, yeah.

That's the same way you love me.

Take a chance now the timing's right

You're free to leave the key to my life

Stay with me

Won't you stay the night,

in the mornin' feelin' fine, yeah.

you should be holdin' on to him girl.

just like you want to do.

Oh, no, just love and squeeze him girl

Too Late

See the stop-light turn-in' red

Don't you listen to what it's said.

All the things you try to hide

They keep you runnin' hard inside

Oh, you got to leave this town before it's...

too late, too late, too late, too late,

too late to make the change

oo, yes, my friend, you're fadin' fast

if you stay here you won't last

Before your time has run astray

you've got to try to get away

Oh, you got to leave this place before it's... too late, too late, too late, too late, too late

too late to make the change

Yes, it's time to make the change, yes

it's time to rearrange

So, my friend,

I join the fight for the things you know are right

City of the Angels

Walkin' and talkin' and laughin'

About dreamin' the things that you want will work out People in places where you want to be

I'm lost in the city

who's got the key?

City of the angels Ooh, I hear you callin' me

City of the angels

I've got this feelin' that things will work out

I've got this feelin', and there ain't no doubt

I'm holdin' on, hopin' to find

Life in this city can bring peace of mind

I'm goin' home, home yeah

I'm fainting

I'm leavin', leavin' ohh

Lovin', Touchin', Squeezin'

You make me weep and wanna die

Just when you said we'd try

Lovin', touchin', squeezin' each other

When I'm alone, baby, all by myself You're out with someone else You're tearing me apart

every, every day You're tearing me apart, oh, what can I say

It won't be long yet, till you're alone

When your lover, oh, he hasn't come home

he's lovin', yes he's touchin', he's squeezin' another

He's tearin' you apart, oh, every, every day

He's tearin' you apart, oh, girl, what can you say?

'Cause he's lovin', now he's touchin' another

Then it's your turn, girl, to cry

Daydream

Shining in the silver moon

Crystal ships are sailing to the sea

Dream the joys of pearls and gold

our angel's wings in flight unfold

Fly, fly by my window flyin' so free

they fly, fly by my window

those bright diamonds once were stone

Rollin' down a silver stream

Sail on silver wings of fire

Sailing dreams beyond the silver moon

In silver clouds that fly so high

Live the dreams you search but can't find

When You're Alone

It ain't always easy

Movin' day to day

She said she wants to tease me

So I'm on my way

When you're alone it ain't easy

You're like a dog that roams

Ain't got no girl to tease me

Ain't got nobody home

She told me she'd be there

She phoned me today

Little girl, big teaser So I'm on my way Sweet and Simple

Try and keep it simple

Not too far away

Movin' slow, so simple

Never felt this way.

Movin' sweet, so simple

Takin' time to say

The way to being simple never felt this way

Don't be lonely

oh, my friends, forget the past

Sweet as sugar

when you're movin' slow at last

It's what I like to do How could it be so simple?

no, no, no, forget the past

Sweet as sugar

Lovin' You Is Easy

I know you got that special something

I know you like to keep it hummin

girl lovin' you is so easy

Oh, lovin' you is so easy

Come on girl

give me that good lovin'

Come on girl, keep the motor hummin

after the mornin' sunlight

After the band has flown away

we'll be thinkin' of you

Yes, we'll be holdin' on girl

Oh, I'm lovin', lovin', lovin', lovin', lovin', lovin', lovin', you

Oh and it's easy

La Raza del Sol

Born on the east side

In the barrio badlands Juan Cortez walks the streets

He's a proud man

He loves a girl

With eyes that sparkle like diamonds

Troubled world

Makes him fight for his woman

La raza

From the south blows the wind of la raza

The legends all told

Follow the sun to the great river valley

Bold & strong

Find a life 'cross the border

It ain't easy

hassling with law & order

In the soul stands the strength of the family

Holding on with the spirit and glory

Open Arms

Lying beside you, here in the dark

Feeling your heart beat with mine

Softly you whisper

you're so sincere

How could our live be so blind

We sailed on together

We drifted apart

And here you are by my side

So now I come to you with

open arms

Nothing to hide, believe what I say

So here I am with open arms

Hoping you'll see what your love means to me

Living without you

living alone

This empty house seems so cold

Wanting to hold you

wanting you near

How much I wanted you home

But now that you've come back

Turned night into day

I need you to stay Send Her My Love

It's been so long since I've seen her face

You say she's doin' fine

I still recall a sad café

How it hurt so bad to see her cry

I didn't want to say goodbye

Send her my love

Memories remain

Roses never fade

The same hotel

The same old room

I'm on the road again

She needed so much more Than I could give

We knew our love could not pretend

Broken hearts can always mend

Callin' out her name I'm dreamin'

Reflections of a face I'm seein'

It's her voice that keeps on haunting me

Chain Reaction

bet you, she's the one

Who helped you come undone

Those changes she put you through

Long, long distance, you're overdue

I bet you she'd like to say

She's changed you in every way

She's so sure

now she's on the run

She ran a red light

you jumped the gun

Chain reaction, shades of passion

We surrender

lose control

now you lived a mystery

You won't be just one more casualty

You stumble before you fall

Won't be the last time, no, not at all

In motion, it's on her way

The red light, somebody's got to pay

Chain reaction, strange attraction

Love's a viper, steals your soul

So now just where do we go

Tell me where

Edge of the Blade

You've been tryin', very hard

Now this time you've gone too far

Your performance perfect In every way--perfect!

I hear rumors all around

Contracts and lawyers

And champagne downtown

Tell me what you think

You want me to do

I've been always fair with you

Turning on me

After all we've been through

You want trouble then that's just the way it will be

You're caught up in the power

A blue magical maze

Now the circle is broken

a spellbinding rage

Better see if you're holdin' The wrong edge of the blade

If it's sharp, if it cuts Enjoy yourself

Troubled Child

Sunrise, creepin' in your eyes

Cold empty side walks

Miles away from trustin' someone

Far from giving up

Young blood, cry tough

Mean street run

There's a hunger inside you

Desperate rebel runaway

Far from giving up

Someday, someway

all very soon

You'll end, long nights

chasin' the moon

War with yourself

Makes you feel better

Caught behind the lines

Troubled child

Faith finds a cure

It makes you feel better

You know you can shine Voices echo from the past Decisions made for you

Trials they made to touch your heart

Never found their way

Back Talk

I work all day to make a livin'

No one needs your kind of attitude

Your sharp tongue cuts me like a razor

Lip service gets you nowhere

Back talk I don't need it

Don't want to hear it

Don't give me no back talk

Watch that temper

You watch what you're sayin'

Don't talk to me

With that tone of voice

Your act is pushin' me to the limit

Can't take it any more

I believe you enjoy this aggravation

You were born to drive me crazy

Sassy back talk

Frontiers

Progress flies, into our lives

Got to find time

Talk digit talk

You're doin' fine

Machines never mind

They never mind

Out on the border of a changing skyline

We put hope in front of fear

And all the heroes have gone east of Eden

We all need new frontiers

it's a 3-D-RIse

All tech-na-ca-jive

Take a video dive

War is for fools

Crisis is cool

Barbarians play

<u>Rubicon</u>

In this promised land

Fire burnin' in our hands

The choice is ours to make

Realize your fantasy

You live the dream

With every step you take

Stand tall

stand on the edge

Use the thin end of the wedge

The will to cast your fate

Don't turn around too late

Lose ground if we hesitate

Burning youth won't wait

Make a move across the Rubicon

Future knockin' at your door Take your time

choose the road you want

Opportunity is yours

See it all so clear

Time is right time is near

We know what to do

All God's children learn which way to turn

Turnin' back we're through

We all refuse to lose

Live life and light the fuse

Liberty

We all agree we live to be free

We the people share the power

Towers over purple majesty

In the mountains lives a freedom

There's a river, you can hear it say

From the delta flows the liberty

Lacy, silvery, starlight unfoldin

'Round and 'round in a wave of emotion Nothing equals a sea of devotion

Desire sets the wheels into motion

We all agree we live to be free

They can't tell us

they can't tell us how to be

Hold the key

Another night in any town

you can hear the thunder of their cry

Ahead of their time

They wonder why

In the shadows of a golden age

A generation waits for dawn

Brave carry on Bold and the strong

They're free to fly away

Burnin' like wildfire

They're seein' through the promises

all the lies they dare to tell

Is it heaven or hell?

Only Solutions

In the jungle I run tonight

Find no peace to logical life

No confusion, just wrong or right

Faces, numbers, I recognize

You don't fool me with cynical lies

No problems, no compromise

Only solutions... Don't pull me down I just want to hear Only solutions

It won't take too long

Modern times driving me insane

Explanations I can't explain

Leave me standing in the rain

Solving mysteries with nothing to lose

Magic leaves you without any clues

There's only so much one man can do

Logic with some vision

No confusion, just full of rights

It's my point of view

Oh, clear vision

No second thoughts

Now, now, no contradictions

We fall even before losing...

No escape

KISS

Shout It Out Loud

Well, the night's begun you want some fun

Do you think you're gonna find it?

You got to treat yourself like number one

Do you need to be reminded?

Need to be reminded

It doesn't matter what you do or say

Just forget the things that you've been told

We can't do it any other way Everybody's got to rock and roll

Shout it, shout it, shout it out loud

If you don't feel good, there's a way you could

Don't sit there broken hearted

Call all your friends in the neighborhood

get the party started

Don't let 'em tell you that there's too much noise

They're too old to really understand

You'll still get rowdy with the girls and boys

'Cause it's time for you to take a stand

You got to have a party

Turn it up louder

everybody shout it now

Detroit Rock City

I feel uptight

on a Saturday night

Nine o' clock, the radio's the only light

I hear my song

it pulls me through

Comes on strong

tells me what I got to do

I got to Get up

Everybody's gonna move their feet

Get down Everybody's gonna leave their seat

You gonna lose your mind in Detroit Rock City

Getting late

I just can't wait

Ten o'clock, I know I gotta hit the road

First I drink, then I smoke

Start up the car, and I try to make the midnight show

Movin' fast, doing 95

I hit top speed

I'm still movin' much too slow

I feel so good, I'm so alive

I hear my song playin' on the radio

It goes

Twelve o'clock, I gotta rock

There's a truck ahead, lights starin' at my eyes

Oh my God, no time to turn

I got to laugh I know I'm gonna die Why?

Everybodys gonna leave their seat

Flaming Youth

My parents think I'm crazy

they hate the things I do

I'm stupid, I'm lazy

if they only knew	I know you're lonely	
flaming youth will set the world on fire	I hope you'll be alright	
Flaming youth, our flag is	me and the boys will be playin' all night	
flying higher and higher and higher	God of Thunder	
My uniform is leather	Little Boys	
my power is my age	Drum Section	
I'm gettin' it together	Ready-set-Cut the demo!	
break out of my cage	You've got something about you	
<u>Beth</u>	You've got something I	
Beth, I hear you callin'	need	
But I can't come home right now	Daughter of Aphrodite	
Me and the boys are playin'	Hear my words and take heed	
we just can't find the sound	I was born on Olympus To my father a son	
Just a few more hours	I was raised by the demons	
I'll be right home to you	Trained to reign as the one	
I think I hear them callin'	God of thunder and rock and roll	
Oh, Beth what can I do Beth what can I do	The spell you're under	
You say you feel so empty	Will slowly rob you of your virgin soul	
our house just ain't a home	I'm the lord of the wastelands	
I'm always somewhere else you're always there alone	A modern day man of steel	
Just a few more hours		

I gather darkness to please me

And I command you to kneel before the ...