

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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Lambi Fund of Haiti: <http://www.lambifund.org/>

Partners in Health (Haiti): <http://www.pih.org/>

Merlin USA (Pakistan): <http://www.merlin-usa.org/>

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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 bubbles 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 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 they 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 continues 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, "Destroyer."

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

- [Steve Perry](#) - Lead Vocals
- [Neal Schon](#) - Guitar, Vocals
- [Ross Valory](#) - Bass, Vocals
- [Steve Smith](#) - 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
- [Gene Simmons](#) - [bass guitar](#), [lead](#) and [backing vocals](#) - the Demon
- [Ace Frehley](#) - [lead guitar](#), [backing vocals](#) - The Spaceman
- [Peter Criss](#) - [drums](#), [percussion](#), [lead](#) and [backing vocals](#) - 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/CosmicJourneyCards.doc>

JOURNEY

Don't Stop Believin'

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

Stone in love

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

Still They Ride

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

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

please don't 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?	please don't tell me it's really you	<u>Knowing That You Love Me</u>
So I will tell you this,		
Our love is in a fix	Tell me eyes, tell my heart what I'm going through	I still see the look in your eyes
The party's over	I believed, I believed I was over you	The night you walked into my life
I have gone away		
<u>I'll Be Alright Without You</u>	If he should break your heart	how we danced, the way that we touched
I've been thinkin' bout the times you walked out me	I'll always know where you are	Let me know you'd be mine
There were moments I'd believe, you were there	If you should fall apart I'll be there	how your love has set me free
Do I miss you or am I lying to myself again?	I'll be around	An angel watching over me
I do these things - it's all because of you	I'll be there	You lift me up if I should fall
I keep holdin' on	I don't care,	Showing me love when I was blind to it all
I'll try not to think of you	I'm alone with you	
Love don't leave me lonely	Here we are once again	I face the fire and I stand tall
I'll be alright without you	you've got someone new	Knowing that you love me
There'll be someone else	Lonely hands, please don't do what you wanna do	Shared my dreams
I keep tellin' myself I'll be alright without you People wonderin' why we broke apart	From my soul I say goodbye yesterday	gave me wings to soar
	One more night alone	My guiding light in a raging storm
The great pretender here I go again	Then I start to break	I found the strength to carry on
<u>If He Should Break Your Heart</u>	is it my mistake	If I could I'd go back in time
Please be wrong	Tell me am I wrong for holding on to you	

To be there the day you were born	The place was rockin' and reelin'	Baby
To hold you close or to see you smile	I thought I'd shake me loose	<u>Dead or Alive</u>
And rock you away in my arms	The band was pumpin' Motown	A double secret agent
To stand beside you through the tears	Lord, how they could play	And he was paid to kill
Letting go of all the fears	The girls a-started singing	cold steel magnum force
You lift me up if I should fall	Rock the night away	the man possessed the skill
Who said where to care and said where to share	By the midnight hour	He shot a man in Paris
all the little things	They could've raised the dead	He did a job in L.A.
you bring joy to my life	They were takin' it higher	if the price was right he'd surely take your life away
Who scares me	Lay it down	Wanted dead or alive
we're so close	Whiskey, wine and women	Blood for money, money
in my heart it's good to know	They get me through the night	Assault, homicide
I can't imagine me anywhere without you	I ain't lookin' for trouble	Blood for money, money
That's all I'll ever need	I ain't lookin' to fight	Money, money
Is knowing that you love me	A little vertical persuasion Would do me right What I'm really needin'	Watch it
<u>Lay It Down</u>	double shot tonight	He drove a Maserati
Lookin' 'round for a feelin'	By the midnight hour	Lived up in the hills
I love the rhythm and blues	We were on our way	A cat with nine lives that's gone too far to feel the chill
	She was takin' it higher then I heard her say	He never thought it'd happen
		It was his last mistake he was gunned down

a Heartless woman's .38

Mother, Father

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 separate
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,

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
sein'

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, someday

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	Sassy back talk	The choice is ours to make
Trials they made to touch your heart	<u>Frontiers</u>	Realize your fantasy
Never found their way	Progress flies, into our lives	You live the dream
<u>Back Talk</u>	Got to find time	With every step you take
I work all day to make a livin'	Talk digit talk	Stand tall
No one needs your kind of attitude	You're doin' fine	stand on the edge
Your sharp tongue cuts me like a razor	Machines never mind	Use the thin end of the wedge
Lip service gets you nowhere	They never mind	The will to cast your fate
Back talk I don't need it	Out on the border of a changing skyline	Don't turn around too late
Don't want to hear it	We put hope in front of fear	Lose ground if we hesitate
Don't give me no back talk	And all the heroes have gone east of Eden	Burning youth won't wait
Watch that temper	We all need new frontiers	Make a move across the Rubicon
You watch what you're sayin'	it's a 3-D-RIse	Future knockin' at your door
Don't talk to me	All tech-na-ca-jive	Take your time
With that tone of voice	Take a video dive	choose the road you want
Your act is pushin' me to the limit	War is for fools	Opportunity is yours
Can't take it any more	Crisis is cool	See it all so clear
I believe you enjoy this aggravation	Barbarians play	Time is right time is near
You were born to drive me crazy	<u>Rubicon</u>	We know what to do
	In this promised land	All God's children learn which way to turn
	Fire burnin' in our hands	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

KISSShout 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

flaming youth will set the
world on fire

Flaming youth, our flag is
flying higher and higher
and higher

My uniform is leather

my power is my age

I'm gettin' it together

break out of my cage

Beth

Beth, I hear you callin'

But I can't come home
right now

Me and the boys are
playin'

we just can't find the sound

Just a few more hours

I'll be right home to you

I think I hear them callin'

Oh, Beth what can I do
Beth what can I do

You say you feel so empty

our house just ain't a home

I'm always somewhere else
you're always there alone

Just a few more hours

I know you're lonely

I hope you'll be alright

me and the boys will be
playin' all night

God of Thunder

Little Boys

Drum Section

Ready-set-Cut the demo!

You've got something
about you

You've got something I
need

Daughter of Aphrodite

Hear my words and take
heed

I was born on Olympus
To my father a son

I was raised by the demons

Trained to reign as the one

God of thunder and rock
and roll

The spell you're under
Will slowly rob you of
your virgin soul

I'm the lord of the
wastelands

A modern day man of steel

I gather darkness to please
me

And I command you to
kneel before the ...