

## RULES

# METAL HEROES GAME RULES

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On the following pages you will find all the rules and well-intentioned game tips you need in order to enjoy "Metal Heroes and the Fate of Rock" in all its glory.

*ATTENTION: You are, of course, free to read all the following rules in one go. But you don't have to! They will be explained to you as a tutorial during the story. Your decision!*

## R1 Difficulty level

Before we get down to the nitty gritty of the rules, we first need to clarify something ... I know from experience that there are completely different fun people out there. Some just want to rock, others want to gamble.

To more or less do justice to both, these rules offer the appropriate level of difficulty for every budding Rock god. There are three degrees of complexity. So, which one applies more to you?

**1 Rule Guitar** 🎸🎸 | "Actually, I'm into stories ... for that, a few rules are okay, but doing math is dumb!"

Playbook basics, simplified stats and character abilities, random appearances > You're a rules **PUSSY!**

**2 Rule Guitars** 🎸🎸🎸 | "I want more control over the fate of the band, so I'm willing to accept some rule stress!"

Refined characteristics, song selection, repertoire and music style development, gig planning > You're a rule **ROCKER!**

**3 Rule Guitars** 🎸🎸🎸🎸 | "If there is a playbook, then all the rules! I want the full monty, got it?!"

Tougher features, more demanding gigs, more difficult checks, special rules for songs and other shenanigans > you're a rule **FREAK!**

Now choose a variant and record your decision on the first page of the Metal Journal at the front of the book by marking the appropriate number of guitar icons there under **Level**.

**GAME TIP** | *If you are still unsure, choose the more difficult alternative! Later you can shift down a gear without any problem, i.e. reduce the level of difficulty, but the other way around is no longer possible without some effort.*

### **For rule refusers (rule-POSER)**

*If you don't care about rules at all, you can, of course, follow the principle "I play the way I like." That means: Whenever rules and queries appear, you decide how to proceed. But be warned: This may lead to illogical chaos, for example, if you claim to possess items that you never received ... In this respect, you should at least keep the inventory lists. Okay?*

Depending on which group you choose to belong to, read only the rule texts that are marked as follows:

If you are a rule pussy, then only all the unmarked sections are relevant for you (skip passages with 🎸🎸 and also 🎸🎸🎸). Whereas for rockers these as well as the 2-guitar rules apply, freaks must heed all the rules!

Certain rules, however, apply only to a specific difficulty level. In such cases the symbol is also designated as "ONLY", and "🎸🎸 ONLY" respectively. This means that this rule applies exclusively to pussies.

**GAME TIP** | *To be sure, the presentation of the rules in this book covers all three variants equally. This can be somewhat confusing, however. If you would like a simplified rules text that applies solely to your chosen difficulty level, go to*

[www.metal-heroes.de/download](http://www.metal-heroes.de/download)

*to print out a cleaned-up PDF and other game aids.*



## R2 Power off!

Sometimes the story ends abruptly, all of a sudden, out of the blue. Either because you were too stupid or something unexpected happened. Then it's "Power off!"

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If something like that happens to you - so what?! That's one of the normal hardships in a gamebook!

Your advantage as a Rock God aspirant: You can easily get back in, at a point before you screwed up. At the end of the Power off! section a reset point is given in brackets (Repeat). Usually you will be moved back a few sections and can correct the past decisions that led to your miserable end.

By the way, friends of cultivated statistics may document each of their demises by crossing off a circle under **Power offs** on the first page of the Metal Journal.



## R3 Fate by poker cards

Often fate, i.e. chance, decides how open situations or even concerts develop. To determine whether things will go well or badly, you will be asked to draw a card from a poker deck\*.

If you don't have a poker deck handy, you can also turn to any page from the front of this book and accept the card that is shown there. If you draw a Joker (here Reaper), you may choose which card or suit (i.e. Clubs ♣, Diamonds ♦, Hearts ♥ or Spades ♠) it should be!

## R4 Influence

So that you, Taylor, can manipulate the band's fate and their environment, you have Influence Points. They can be found in the Metal Journal on the first page. One point of influence corresponds to one filled circle. If you lose one, you simply erase it. Naturally, you can only exert influence as long as you have points available.



*The starting value depends on the difficulty level: Pussies start with 6, Rockers with 5 and Freaks with only 4 influence points.*

*\*) If you use a real poker deck (part of the Metal Heroes Special Edition, by the way) you first lay aside any cards you've already used. Not until you have drawn a Joker (or Reaper), can you shuffle all cards together again.*

## R5 Exerting influence

If the decision in a section requires the use of influence, a small black circle • is shown in front of the section number.

*Example:*

*Do you want to control Santa Claus?*

*Yes, presents for everyone! > •612*

*No, you weren't good! > 101*

Accordingly, you are allowed to choose the first option only if you can still cross off at least one influence point.

## Manipulating cards via influence

Whenever you have to draw a poker card, you may use your influence to determine which card or suit will be used. You can even do this retroactively! In other words, if the card you draw doesn't suit you, you can use your influence to determine which card or suit you want to use.

## R6 Metal Moment

Occasionally, the Metal Heroes experience special moments of fellowship, uplifting fan moments, or achieve an extraordinary performance—a so-called Metal Moment! Then you can use your divine influence to amplify these experiences, making them even more gigantic!

But be careful! Perhaps such an exaggeration may result in its opposite ...

## R7 Abilities of the Metal Heroes

Each band member has three positive abilities that represent his character:

***Skill | Power | Presence***

They can have a value from 2 (okay) to a maximum of 5 (great). They stand for:

- *Skill (talent, creativity, cleverness)*
- *Power (will, endurance, courage, strength)*
- *Presence (charisma, experience, persuasiveness)*

## Improvement of an ability

There are moments when Metal Heroes surpass themselves and the values of their abilities increase. If this happens, the text will ask you to color in the next bar above the corresponding ability.

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### Ego — a rocker's dark side 🎸🎸

Besides the characters' three positive abilities, you still have to deal with the dark side of consciousness, their egos (selfishness, vanity). This negative ability is calculated in relation to the three positive ones: For every point above a value of 4 in Skill, Power and Presence (grayed out area in the Metal Journal), a character's ego increases by one point as well. Obviously, the better you are, the more people adore you, and the sooner your ego takes off ...

## R8 Checks

A check is the test of one of the Metal Heroes' ability by a roll of the dice.

Depending on the chosen difficulty level, you roll either a white or also a second, black, 6-sided die (or in some way otherwise different\*).

The white die stands for the ability to be tested (Skill, Power or Presence), the black one for ego.

*GAME TIP | In the bottom margin of most double pages in the book, two dice are shown. Opening a page at random saves you the effort of throwing real dice if you don't have any at hand/have no space, or if the clatter of dice gets on your nerves.*

*Rule of thumb for this gamebook: it's good to roll low numbers!*

### Evaluating an ability with the white die 🎲🎲 ONLY

If the white die shows a number higher than the character ability being checked, then the check is a failure.

If the number is less or the same, the check is a success.

Note: In the pussy variant of the rules, the black ego die is completely ignored for checks!

*\*) The Special Edition of "Metal Heroes and the Fate of Rock" ingeniously provides both the required dice, including the black "Fuck off!" die.*

## Evaluating both character dice 🎲🎲

Rule rockers and freaks must always roll both dice for all checks! If the white die shows a number higher than the character ability being checked, the check is a failure.

If the number is smaller, then the check is a success.

If the number is the same, the check is initially considered a success. However, an "ego trip" may throw a wrench in the works ...

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## Evaluating the ego die 🎲🎲

If the white die corresponds exactly to the numerical strength of the ability, then a check is made to see whether the character's ego is in the way. The black die is used for this purpose:

If the number on the Ego die is less than or equal to the Ego value, then the actual check for Skill, Power or Presence is still considered a failure.

## Fuck off! 🎲🎲

If the Ego die should even show the "Fuck off!" 🖐️ symbol, then the check has definitely failed, no matter what the white die shows!

**GAME TIP** | *Of course, you can also use a standard die for the Ego check, i.e. one with a 🎲-side. This side then counts as "Fuck off!" (🎲 corresponds to 🖐️).*

*Examples: Joey has to take a Presence check. At the time of the check he has the values **Presence 4** and **Ego 2**.*

*Example roll A: 🎲 🎲*

*The check is a success because the white die shows less than the numerical value of the ability (so the Ego die does not matter here).*

*Example roll B: 🎲 🎲*

*The check is a failure. If the white die is equal to the character value, the Ego roll is also evaluated. In this case, the Ego counts, and the check is considered a failure.*

*Example roll C: 🎲 🖐️ (Fuck off!)*

*This check is definitely a failure. The "Fuck off!" on the Ego die cancels out even the "perfect 1" on the white character die.*

## R9 Band Chemistry

Band cohesion. Super important, with all the scheming shit that goes on every day in the music business! The better the band chemistry, the less susceptible the guys are to negative influences from outside or to internal squabbles. You can record the value on page 4 of the Metal Journal.

### Using band chemistry for failed checks

Attention, now it gets interesting! You may use band chemistry at any time to correct a failed check (or even a 🗑️ "Fuck off!")! The collective then prevents the worst from occurring.

And so, if you want to make a check succeed—even after the fact—then cross off one point of band chemistry and pretend that the check has succeeded normally.

If this value drops to zero, of course, you can no longer correct checks—the band members' tolerance has been exhausted.

*GAME TIP | Since band chemistry rarely rebuilds (perhaps through cool PR initiatives, successful gigs, or just moments of friendship), you shouldn't waste it needlessly!*



### Band chemistry used up

*If the band chemistry has been used up and you are asked to cross off another point, continue reading immediately at the section in the Metal Journal indicated by the band chemistry icon!*

## R10 Specials — Hidden talents of the Metal Heroes

Now the focus is individual! Each of the four band members has a special, still hidden talent. But first you have to find it!



Once you have discovered this secret side, you can mark the circle next to the Special symbol for the corresponding character in the Metal Journal.

What hidden talents the four boys have and what these talents bring? Not so fast, friend! When you find them, you'll discover everything you need to know.

*Note: Directly adjacent to the Special symbols in the Metal Journal are the section numbers designating where the specials can be found, along with the rule's explanation, should you forget it.*

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## R11 Fuses

Sometimes it occurs that one of the Metal Heroes flips out. Then he blows a fuse and you have to mark one of his fuse symbols  in the Metal Journal (always from left to right) by coloring in the light gray lightning bolt.



Each of your heroes has three fuses. If the last one blows as well, immediately continue reading at the section indicated on the icon of the 3rd fuse.

*Free insider tip: try to avoid this!*



## SOCIAL FABRIC OF THE BAND

A band—especially a primitive Rock band—is a vulnerable construct of creative individualists and egomaniacal nutcases. So, keeping such a highly explosive mix under control is a real challenge, even for a shrewd Rock god!

The following rules reflect the dynamic relationships within our particular group of maniacs:

## R12 Fan base

The public's awareness of the band and therefore the value par excellence! The higher the fan base, the more people know and love the Metal Heroes and the more exciting gigs and trips they will get. For each point received, fill in a circle from left to right as usual.



### R13 Supporters – The band helpers

Important people sometimes move within the Metal Heroes' orbit, like managers or roadies, who seek to support the guys on their way to ultimate world fame.

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If your protégés meet such a special person, you will be asked to mark them in the Metal Journal under **Supporters**.

### R14 Repertoire

Essential to the Metal Heroes is their musical repertoire, that is, all the songs they write and compose during their career.

The repertoire is the basis for their performances and albums. It includes a selection of 40 tracks, whereby the band will only gradually master songs and genres from it. In other words, this list represents only their theoretical potential, not what they actually master!

Which songs will be activated, specifically how the genres will be weighted, that, namely, depends to a large extent on you!

### R15 Metal genres

Every song in the Metal Heroes' repertoire (see **R14**) is assigned to one of these six sub-genres of Metal:

*Classic | Death | Thrash | Nu | Power | Symphonic*

The more variety in the Metal Heroes' songs, the greater their chances of success with audiences. Often it's important to have the right style or song ready for a certain target group. By the way, you can find a small Metal genre crash course under *X-tras: "The Genres of Heavy Metal."*

### Mastering Metal Genres

In order for the songs of a genre to become accessible to the Metal Heroes, they first have to get enthusiastic about the style, learn the necessary techniques or simply meet the right people.

When the time is ripe, you'll be told in the text. Then you can color in the heading in the repertoire **POWER** → **POWER**, and the genre can be considered mastered.

## The properties of the Metal genres

Each Metal genre has stylistic properties assigned to it, which determine which sort of Performance Check (see **R18**) must be done by the leader of a song.

*Important: If more than one ability has been designated, the Performance Check is always carried out against the **weakest** one!*

Genre	 Skill	 Power	 Presence
Classic	●	●	●
Death	●	●	●
Thrash	●	●	●
Nu	●	●	●
Power	●	●	●
Symphonic	●	●	●
Glorious Tracks	●	●	●

**GAME TIP** | In the Metal Journal Repertoire, these stylistic characteristics are also represented as icons next to the headings of the individual Metal genres.



## R16 SONGS

A band's heart is in its songs. These differ not only in terms of genre, but also in their popularity and their artistic sophistication. In the following sections you will learn how to activate songs and make them famous!

### Activating songs

If the text asks you to activate a song, make a circle around its track number **#7** → **(7)** (the number with the # symbol) in the Metal Journal under Repertoire.

## Song points

Whenever the band gets fresh musical input or time for creativity remains, song points will become available. With them you can activate songs by entering the song points in the box of the same title in the Metal Journal.

*Important: Song points that exceed the maximum of 10 will expire! So, don't save them for too long, otherwise you'll be giving them away!*

## Investing Song Points

Occasionally you will be asked to invest the accumulated creative potential of Metal Heroes. Then the song points must be converted—at least partially—into the activation of new songs. Please note that only songs from already mastered genres may be activated!



Songs can be easier or harder to activate, and this is indicated by the white number in the black circle accompanying each title. The numerical value shows how many points have to be invested to activate the song.

**#10** Into the Ruins      **3**  Joey      ★☆☆☆☆     

*Example: If you want the band to master the Death song "Into the Ruins", you first have to cross off 3 song points and then you can draw a circle around its track number #10. The song is then considered activated in the Metal Heroes' repertoire and can be both performed and released immediately.*

## Fame

Every song has a certain level of popularity, called Fame. The more people know and love a song, the more Fame stars ★ it has.

Fame	Relevance
☆☆☆☆	insignificant
★☆☆	well known
★★☆☆	popular
★★★☆☆	famous
★★★★	legendary

Playing a song at gigs, using PR campaigns, spreading it through the media etc., all this can increase its fame.

If you take a look at the repertoire in the Metal Journal, you will notice that the songs differ a lot in their Fame potential (the number of empty stars ☆). Only few songs even offer the possibility of acquiring four Fame stars and thus becoming "legendary." Others are so well received by fans that they acquire filled-in Fame stars right from the very beginning.

### Leader 🎸🎸

For each song, one of the Metal Heroes takes the lead role. The leader is the guy who plays the awesome solo or is simply the heart of the performance.

During performances, a check on a ability that is relevant to the song's genre will determine how good the leader's performance has been (see **R18** "Performance Check").



### Sophistication 🎸🎸

Not every song is equally challenging in the artistic sense. Some are simple in structure, others are complex in arrangement. The more Sophistication Points ● are filled in, the more sophisticated a song is.

#### Sophistication



#### Designation

simple  
ambitious  
complex

#### (Performance Modification 🎸🎸)

📊 (check easier by 1)

none

📊 (check more difficult by 1)

## Increasing Sophistication 🎸🎸

Actually, the degree of sophistication is fixed for each song. Only in rare exceptional cases can this value increase. (This will be explicitly mentioned in the section's text).

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**GAME TIP** | *The sophistication of a song is not necessarily linked to its Fame potential. After all, even a simple track can really score with an audience!*

### Modification of the performance check 🎸🎸

*Depending on the level of sophistication, the performance check of a song can be modified at a gig (see the above table).*

*While songs with sophistication 1 make the check easier by 1, complex songs (sophistication 3) make it more difficult by 1.*



## R17 Glorious Tracks

Attentive contemporaries will surely have already noticed the seventh and last category in the Repertoire, the "Glorious Tracks." This, of course, does not represent an independent Metal genre, but songs with that "certain something."

These unique songs can't be activated by song points, however, but are hidden somewhere in the story! So, you may only make a circle around the track number of a Glorious track when you are allowed to do so!

**GAME TIP** | *More details about each of these special songs can be found in the X-tras chapter under "Glorious Tracks Inside."*

### Extra rules for certain songs 🎸🎸

Some songs (especially the Glorious Tracks) possess a bonus Fame star ☆. Filling in this star unlocks a bonus for the song. More about this can be found under "Glorious Tracks Inside" in the X-tras.

## R18 GIGS

A gig is a performance in front of an audience. This can be a concert in a club, in a well-attended hall or even a phat open-air in front of thousands of enthusiastic fans.

Gigs are the core business of the Metal Heroes. In this respect, it should not be surprising that there are also sophisticated rules for these.

### Evaluating gigs without calculations 🎸🎸 ONLY

Attention, for rule pussies only: Since on the easiest difficulty level no gigs are managed, you needn't write anything down or calculate anything, but you roll the dice whenever the book mentions a gig score (if you use the book, the white die always applies) and continue playing at the correspondingly marked section that is referred to.

For this purpose, there are special dice symbols that indicate which dice results belong to a specific reference. Thus, for example, this dice symbol means "4 or lower, continue reading at ..." and this one means "5 or higher, continue reading at ...".

### Gig Score 🎸🎸

The Gig Score expresses the enthusiasm of the fans at a concert. This value is determined at the end of the performance and is the sum of all the elements contributing to the mood, such as relevant songs, show interludes or other, unpredictable influences.

### Tour Book 🎸🎸

In the Metal Journal the Tour Book lists all the venues. There, following the names of the gigs, you will find the boxes **A**, **B** and **C** (for entering possible modifications such as gig challenges) as well as the box **P** (for rating the performance).

Rock the Boat USA **782** **A** **B** **C** **P** **S**

The sum of all the values, the gig score, is entered in box **S** at the end.

*Hint: The number "782" in the small black box is the section number where the gig template for "Rock the Boat" can be found.*

## Setlist

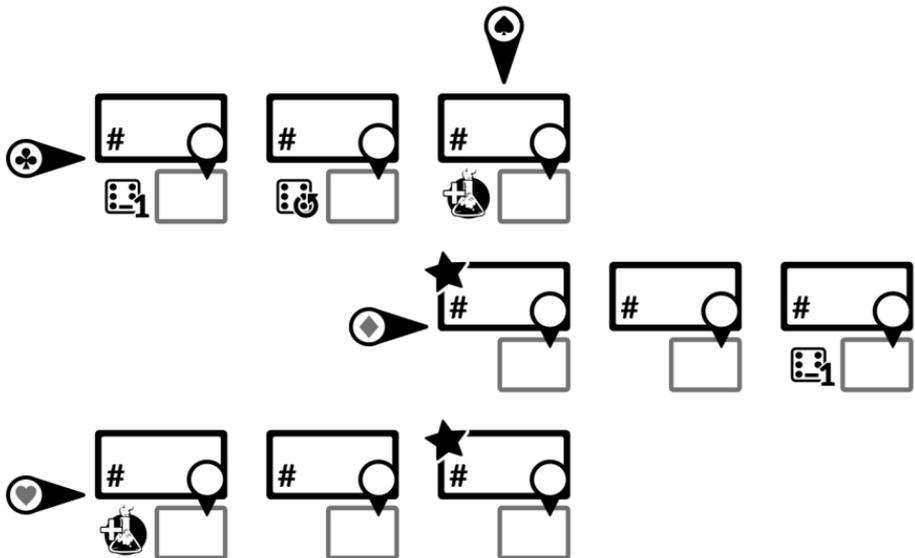
The setlist is a selection of activated songs from the Metal Heroes' repertoire that will be played during a gig. The required number of songs for a setlist varies (it ranges from only one to as many as 18 songs).

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*Important: Of course, a song may not be played more than once during a gig, i.e. it may appear only once on the entire setlist (including possible encores)! Even if this means that some song panels have to be left empty because the repertoire does not yield more.*

## Gig Template – determining the setlist

Each gig is represented in the form of a more or less complex template. The larger gig templates with their song panels may even remind you of a crossword puzzle. They appear in the chapters whenever the Metal Heroes have to play a gig. Here's an example of a medium-sized gig template:



You determine the setlist by entering the track numbers of the songs to be played in the boxes provided (boxes with the # symbol) for the songs.

**GAME TIP** | It is not always advisable to include only the "best" songs in the setlist. The audience may really be into a different genre, or it might be an opportunity to push a song that so far is relatively unknown.

### Song panels

Each song panel consists of three basic elements: First, the #-box, where the song's track number is entered; then, a circle to mark whether the performance check (explanation on the next page) has been successful or not; and finally, a smaller box in which to enter the performance points finally achieved.



Example: In this song panel, song "Altars of Sacrifice" (#12) was played. The performance check was obviously a success (circle checked), and there were 4 performance points.

Some song panels have additional symbols (see the first row in the gig template on the left). These bonus symbols are explained under "Special Song Panels" (R19).

### Relevant songs

Every location, every gig is different, and even trivial things can influence the atmosphere for each. Thus, chance plays a crucial role in determining which songs will be relevant for the mood that develops.

Once all the song panels are filled in, some gig templates will require you to draw a card to determine which songs will be relevant.



levant.



Particularly large gig templates have arrows in the margins bearing the four card symbols. The arrows with the symbols indicate which row or column of song panels



will be relevant for the gig.



For example, if you have drawn an ♥8, only the panels indicated by the ♥-arrow are relevant (in the example on the left, this would correspond to the three panels in the bottom row). Mark this arrow.

Sometimes there are even two numbered arrows bearing the same symbol:



In this case, checkmark both (if you have drawn a ♠ card), because both rows or columns belong to the relevant songs!

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*Important: Only relevant songs are used to calculate the gig score! Or to formulate it differently: No performance check is applied to all the other songs. They are completely ignored.*

**GAME TIPS** | *Use your influence! If the card you've drawn doesn't suit you, you can avert fate by using an influence point and determining for yourself which songs will be relevant for this gig! (See R5 "Manipulating cards via influence.")*

*Most of the rows and columns in the gig templates intersect at some points. This means that the song panels at the intersections are of special interest, because there is a much greater probability that a song entered there will actually become relevant.*

### Performance Check

Basically, a performance check is considered to be a normal ability check (see **R8** "Checks" as well as **R9** "Band chemistry"), but it is always carried out as part of a gig.

If you are asked within a section's text to determine the gig score, go through all the relevant songs in the setlist and check the performance of their respective leaders!

To do this, roll the dice against the particular ability inherent in the song's genre (see **R15** "The Properties of Metal genres").

Thrash, for example, requires skill. If the genre has several properties (Power-Metal, for example, requires both Power and Presence), you must always carry out a check for the leader's weakest ability.

*Example: Joey is the leader of the song "Raw Nature" (#22) in the genre Nu (genre properties are **Skill** and **Power**). His personal ability values are **Skill** 4 and **Power** 3, so he has to carry out his **Performance check** on **Power**, his weaker ability, i.e. 3.*

If the performance check is a success, checkmark the small circle in the song panel ✓. If it is a failure, mark it with a cross ✗.

### **Freak example: A performance check modified by Sophistication**

Since "Raw Nature" has a Sophistication value of 3, however, (very difficult to perform), there is a further deduction of 1! That means that Joey has to succeed at a power check against 2; that is, he must roll a 1 or a 2 (see **R16** "Sophistication").

### **Performance points**

When you have carried out the Performance Check for a relevant song, you can calculate how many performance points there are for it.



Check successful (checkmarked): Fame + the Sophistication of the song

Check failed (crossed in): only the Fame of the song

Song box empty: zero points

Example: The band plays among others the song "Crawling Crusader" (#18). This song has **Fame** 2 and **Sophistication** 3. If the performance check for the leader Joey succeeds, there will be 5 performance points (**Fame** 2 + **Sophistication** 3). If the check fails, there will be only 2 points (only **Fame** would be counted).

To put it simply: Fame points are safe ones, while Sophistication is added as a bonus when the performance check succeeds.

### **Calculating the Gig Score**

Once you have completed the performance checks for all the relevant songs, add up all the performance points and enter this value in box **P** following the gig name in the Tour Book.

To finalize, you apply possible modifications from the boxes **A**, **B** and **C** (if available) and arrive at the gig score. Enter this value in box **S**. Done.

**R19 Special Song Panels** 🎸🎸

All told, there are 3 bonus symbols that can be applied to song panels:

**R****Band chemistry plus** 🎸

If the performance check is a success, the band chemistry immediately increases by 1!

**Gig Highlights** ★

Some song panels have a star. These songs are so-called gig highlights. If the performance check succeeds here, this song immediately receives another Fame star!

*Important: This Fame star counts for the calculation of the gig score! Songs that have already reached their maximum Fame will, of course, not get another star.*

**GAME TIP** | *That means it may be clever not to play songs with maximum Fame as gig highlights all the time ...*

**Super Highlights** ➡★

The Super Highlights are more or less pimped Gig Highlights. They are designated with a shooting star and carry a bonus allowing the Fame star gained from a successful performance check to be added either to the currently performed song itself (see "Gig Highlights") or to another song on the setlist (this can also be a non-relevant song). However, such a song may not itself be a gig highlight or a super highlight!

**Performance Check Modifications**

Rule freaks play with both of these two additional bonus symbols:

**Check bonus** 🎲

The performance check for this song is made easier by 1.

**2. Chance** 🎲

You may roll the dice a second time for this song if you have failed the first performance check! Also called "Re-Roll" in gamer jargon.

## R20 Encore! Encore! 🎸🎸

Sometimes the Metal Heroes are allowed to play encores at a gig. The track numbers of these songs must be entered in the encore song panels provided for this purpose and, as with all the other songs, must not appear twice. If there are no such panels, no encore can be played.

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For an encore to be performed at all, the fans must, of course, be so enthusiastic at the end of the gig (a certain gig score has been achieved) that they demand one. If they don't, the potential for an encore is forfeited.

*Important: Encores do **not** count towards the gig score (that's why the points box is grayed out), but—if their Performance Check is successful, they can bring fat bonuses, such as Super Highlights!*

## Restrictions on the setlist 🎸🎸

There are fan groups or organizers who have special tastes or specific expectations. In this respect, restrictions may apply when creating the setlist at the beginning of a gig. For example, only songs with a certain sophistication or from a certain genre may be allowed.



### **Want it even harder? You are a rule SUPER FREAK!** 🎸🎸

*If you've played through Metal Heroes at least once and you need another challenge, try being a SUPER FREAK! Besides some added difficulties in the text, these rule adjustments also apply: Ego must always be checked! The cost of activating a song is always higher by 1!*