



SLAYER CAKE

A PARLOR SANDBOX MUSIC LARP
BY KAT JONES & EVAN TORNER
BETA SCRIPT 1.0



"WHERE AM I? WTF IS THIS SHIT?!"

Glad you asked, rocker. You're in Metal World. And this? This is a *larpscript*.

Slayer Cake is a **parlor sandbox, party-style live-action role-playing game**. Here are the specs.

Inspirations: *Brütal Legend*, *Metalocalypse*, *Rock Band*. So now you know.

Time: It'll take about 4 hours, with about 20 minutes of set-up time and 20-30 minutes of takedown and chillout, debrief-y time.

Place: You'll need 1 big-ass room (classroom size or larger), or 2-3 smaller rooms. Also: this game is fucking loud. And sweaty. The more room, the better.

Players: You'll need a minimum of 15 people to play, and it can accommodate up to 28. 5-8 of these people will be playing organizer characters, or "counter-players."

Supplies: Oh shit. You're actually serious about running this thing, aren't you? OK... You'll need a number of chairs or places to sit equal to the number of people in the game, and at least 2 tables. You'll need a portable music device that can organize music into playlists, a 1/8" headphone jack splitter and 2 sets of earbuds to plug into it, as well as a laptop or tablet that permits scrubbing to points in music tracks. That laptop/tablet should be hooked up to a decent speaker or stereo system on one of the tables. You'll need to download the requisite songs. If you can get your hands on a mirror, cool – but if not, be chill man. You'll also need a lot of paper on which to print out the 6 location sheets and the various character sheets, which should be trimmed and sorted into genre in advance. Speaking of paper, bring writing implements, some butcher paper, and a few small notepads. Finally, grab any prop instruments or heavy metal wigs, costumes and make-up you've got lying around. Hell, dress up yourself!

Play this game if you enjoy karaoke, *Rock Band*, or simply dancing and lip-syncing in your room as if you were a rock star. Seriously – no performance chops required. Play this game if you enjoy band drama and improvising. Play this game if you can cheer your heart out. And play this game if you don't mind working up a sweat rocking out real hard. Seriously – getting physical is part of the game.

Run this game if you enjoy high-energy larps. Run it if you are able to play a character while also not losing sight of the broader game perspective. Run it even if you don't know anything about heavy metal rock, but get the general gist. Run it if you have at least one person on the team who knows how to work a music player and knows a thing or two about the songs in the list.

NOTE: This game is in Beta playtest form at the moment. For example, we kinda already assume you know a thing or two about larp. Bits may be confusing or need to be adjusted here and there. All comments should be directed to Kat and Evan (muskatine.jones [at] gmail.com and evan.torner [at] gmail.com). Thank you!

WEEIRD TERMS WEEIRD TERMS WEEIRD TERMS

Party games are games played at parties, dude. They usually require large groups. They function as icebreakers and force low-stakes interaction among participants. They have low barriers to entry, and focus on easy social aspects of interaction.

Larp is short for "live-action role-play." Players take on the roles of characters, and then interact in various situations according to rules everyone knows. It is a medium of expression that tells a story from many angles, with the players serving as their own respective audiences as they act out their characters in a dispersed environment.

Freeform is a kind of scene-based larp inspired by tabletop role-playing, in which players can step out of their characters and describe the scene or use meta-techniques like *inner monologue* to enhance the play experience. They frequently employ transparency in game presentation and feature intense, focused scenes.

Parlor Sandbox is a type of freeform designed to help players co-create trashy genre fiction through rapid improvisation and the crafting of emergent narratives. Its 3 underlying principles of play are *be safe*, *be interesting*, and *be generous*. Characters are barely fleshed-out archetypes the players *must* complete. Spaces are divided into "locations" marked by pieces of paper, and scenes can only happen there. Organizers are called "counter-players" and role-play side characters as well as facilitate play for the rest of the players. Most secrets and back-stories are transparent, so that the drama can escalate quickly. This type of freeform is high-energy, player-centric, and cooperative in nature.

Counter-players are the players playing the characters whose specific job it is to make all the rest of the characters look awesome and dig deeper into themselves. Their job is to affirm other character's traits (i.e., if you're scary, they'll act scared; if you do a thing, they react) and provide characters with adversity, ceding glory for their accomplishments. That means counter-players maintain the structure of the game, but then amplify the movements of the players within that structure.

Musical definitions of "metal" are basically a short way to get into a long argument, if you're not careful. We totally based everything on our impressions of the six "genres" in the game, and you should too. From a *Brütal Legend* standpoint, the height of heavy metal was Black Sabbath, Motörhead, and Angel Witch. Doom metal in *Slayer Cake* has very little to do with the actual genre. People be like "GRUNGE!?" every time we mention it, even though there would be no Grunge without Metallica. Yeah, so don't sweat it.

Summary: every game makes an argument about how things are. Nobody's right.

GAME OVERVIEW

This page is for you, the organizer of the game. The page marked *Read Aloud* will be the one that you and your players read aloud.

The Pitch

Heavily inspired by *Brutal Legend* and *Metalocalypse*, **Slayer Cake** is a larp set in the fantastical Metal World, where music has magical power. Players take on the roles of musicians who must rehearse and perform a variety of rock songs. By "perform," we mean lip-sync and air guitar. Players will journey to different mystical sites of Metal World in preparation for several climactic gigs to determine who will become the Overlords of Rock. Can the nefarious Doom Metal be unseated, and justice restored?

What You'll Be Doing

Once you go over all the rules (15-20 min.), people will form genre-homogenous bands with characters chosen from the stack and flesh them out (15 min.). Then you will run a warm-up (5 min.), followed by the beginning of Act I: one full rotation through the Metal World Locations (~1 hour) to prepare for Battle of the Bands. Act I proceeds with the competition (~45 min.), which involves 2 bands playing against each other (using 1 min. song snippets) in competition brackets and the fans/audience voting with their feet for their favorite. Stars of the bands use their genre-fueled Star Powers to affect the game. Act I ends with Doom Metal throwing a fit and dispersing everyone all over Metal World. There is a (10 min.) break, as the counter-players determine how to reconfigure the groups. Act II begins. The new bands figure some stuff out about themselves (15 min.), make another slightly shorter circuit around the Locations to prep their performance (~45 min.), followed by another competition through the brackets (~45 min.). The winner is or isn't really determined, and then the game promptly ends. There is then a debrief (15-20 min.) That's how you'll play this gig.

World Description

Metal World is a sandbox world made of random metal props and album cover fantasies. That means it is a largely open-ended thing for anyone to come in and adjust. Player-characters can come up with and describe mind-blowing effects for their band's performances. Fans will cheer anyway. The main rules are that whenever characters are rotating through the Locations, they should try to be *at* a Location rather than in-between or off to the side somewhere – meaning that someone can always role-play with them! Music has real power, meaning that characters as *musicians* should take themselves very seriously – the fate of the world depends on them, after all!

The Most Important Thing

Pay absolute attention to the Fan/Audience rule: if anyone is not performing, they are a raving fan for *whatever* band is up there. Cheer your hearts out, and then vote with whatever emotions your *fan* might have. Seriously. That drives the whole game.

PRE-GAME

Arrange Furniture: After you've got all the materials and uploaded all the music – and the character sheets cut out and sorted by genre on a table near the entrance of the play area – here is a *suggested* way to arrange your room(s) for maximum effect. Take the

Location sheets with you and tape them up when you've got things satisfactorily arranged

- **Stage of Legends** should be at one end of the room with some space to move around.

When it comes time to vote, arrange chairs equal to number of players (but not counter-players) in 2 sets with an aisle in front of the stage; a small table should be put near the stage for laptop usage. Put fake instruments (Rock Band guitars, etc.) here to be used.

- **Dark Mirror** should be off to one side of the room, a few chairs in front of a small table. Any misc. wigs, make-up, costumes, etc. should be placed here for people to try.

- **Whispering Grove** should be on a small table far away from the Stage of Legends, a portable music player and 2 sets of earbuds plugged into a splitter with song lists that parallel those on the laptop/tablet.

- **Bonfire** – A group of chairs in a circle. Can be poached for the voting chairs later.

- **The Pit** – An area with lots of room to maneuver. Hang the butcher paper nearby and keep some markers handy.

- **The Allseeing Eye** – Put near your most tower-like structure in the room. A couple of chairs, also which can be poached for voting later. Preferably farther away from Stage.

Welcoming Players: As players arrive, they can look at the character sheets or chatting about the game. Let them know that they'll have to organize into groups of 3-5 by genre. There'll be 4 groups (including Doom Metal) with the minimum number, and the game can take up to 6 (15-16 people = 4; 17-22 = 5, 23-28 = 6)

Meet with the Counter-Players: Find those people who will be playing the Mild-Mannered Stage Technician, Spirit of Metal (which might well be yourself!), optional Eye of the Ages, and the 3-5 Doom Metal rockers, and brief them on their duties:

- Mild-Mannered Stage Technician is doing the music cues for the whole show

- Spirit of Metal makes decisions and interviews bands informally

- Eye of Ages formally interviews characters and photo-documents the game
(with players' consent)

- Doom Metal players play the "antagonists" in Act I – they're the bad guys, but they also have to keep player safety and bullying dynamics in mind – they should play for adversity, but not to win. At the end of Act I, they throw a tantrum win or lose that throws all the bands to the 4 corners of Metal World

**When everyone has arrived,
do the Read Aloud section,
have everyone arrange groups and pick characters,
and do the Warm-Ups before beginning the larp (in that order.)**

READ ALOUD

Read the first paragraph aloud in your best metal voice and then pass each subsequent paragraph to your players until all has been said.

- **Welcome** to Slayer Cake! This is a heavy metal rock band performance fantasy larp in the parlor sandbox style. We are your hosts and counter-players [Introduce yourselves and the counter-players]. The rest of you will be playing members of various rock bands in up to 6 different music genres – Doom Metal, Glam Metal, Heavy Metal, Baby Metal, Grunge, and Emo – as well as the Fans who adore them. The Battle of the Bands concerns who will be the Overlords of Metal World.

- **Metal World** is the fantasy dream (and nightmare) of rock album cover art, concert equipment, and metal clichés made flesh. Again, look up Brütal Legend or Metalocalypse for inspiration. Massive walls are made of speakers, paths are carved of dinosaur skeletons, demon dogs have microphones for horns, and megalith statues in praise of the Rock Gods jut from every crossroad. Landscapes reflect whole musical sub-genres: halls of Valhalla for Heavy Metal, sparkly rocketship mountains for Glam Metal, intricate lattice stages for Baby Metal, carcass-strewn valleys for Doom Metal, rivers of black tears for Emo, and there are even a few beat-up garages in homage to Grunge.

- **A few Locations** will be of particular interest to you as players, because they are where the game takes place. **THE DARK MIRROR**, a green room vanity that stretches for kilometers; **THE WHISPERING GROVE**, a sacred place where the roots whisper lyrics of eldritch songs; **THE STAGE OF LEGENDS**, a massive arena where bands compete for the title of the Overlords of Rock; **THE BONFIRE**, a rustic social meet-up spot; **THE PIT**, with the spirits animated in endless dance; and **THE ALLSEEING EYE**, a tower that serves as the broadcast media for this sick, sick world. People wind up in Metal World for all kinds of reasons, some fresh arrived and others born of centuries of metalheads (yeah, even time is of epic proportions there). The Rock Gods have created this world and admire it to this day, but it is the Overlords of Rock selected through the Battle of the Bands who actually get to rule it. Not too long ago, Doom Metal started winning the competition, with band members executing their own bloody judgments and amusements on the populations of Metal World. People are fed up, but like, everyone's also got their own shit to deal with, you know? Player-character contributions and additions to this world are welcome and encouraged.

- **In Metal World**, music has power. Doom Metal, for example, can kill characters off with theirs. Your character might very well die, and you'll have to bring in someone new. Your character might have a dramatic break-up with her/his band and either join another or retire early. That's OK – we'll have a roster of other characters for you to draw from – and people can always raise you as an undead version of yourself.

- **But first**, a note on "metal" expertise. We're not the world's metal experts. Probably many of your fellow larpers aren't either. Even if you are, we'd appreciate you not using this larp as a forum to prove that you are. Enthusiasm counts, but so does, like, humility. This game is designed specifically for everyone to have a good time, regardless of background in rock music or performance abilities or role-playing experience.

- **OK, so there's this Battle of the Bands**, right? There are some aspects of this larp that are competitive, others cooperative. We expect that you'll play respectfully and safely with the organizers and your fellow larpers. There's a lot of us, so we'll all have to work in concert (get it?) for everyone to have a good time. In fact, for everyone to have a good time, we've got 3 principles for you to follow:

- 1) **Be safe.** Do not be reckless with your or other players' physical and emotional safety. Period. This is a very physical game, and one with 3 rules: One is "there's the door" – You can leave or stop playing the game at any point (but let the counter-players know) and you won't be "ruining" the game for anyone else. The second is "cut" with big cutting hand gestures. If a scene is proving uncomfortable to you and you'd like for it to stop, you can yell "cut" and then instruct the organizers when you'd like to restart the action. Your player safety comes first! Finally, if a fellow player is coming on too strong and you want to meta-game signal that, say "brake" and that player should tone down the confrontational things they're doing. Also: Doom Metal are playing the antagonists here – that's a tough job. They'll be suitably evil in-game, but do take care of them out of game.

- 2) **Be interesting.** Frame and narrate your character's movement in the world through epic description. Give your characters drives and feelings and intrigue. Play to lose, play to feel vulnerable, play your heart out. Sell your performances to each other, and be willing to buy what your fellow players are offering. You're going to have to improvise. A lot. If you don't like lip syncing, maybe you can play bass or dance or drum.

- 3) **Be generous.** Your chief job is to make the other players look and feel awesome, even if what's happening may be intense and fraught on the character level. Drive your play outward, and give other characters opportunities to shine.

- **Silliness is serious business.** Metal is *all* attitude. This game winds up being light and humorous, but that's because of an age-old trick: everyone plays it straight. Characters should take themselves super seriously. When in doubt, rely on simplicity and clichés: the underdog rise to fame, the redemption of evil by good, the overwrought glam metal melodrama. Music has power. You're battling for the fate of Metal World. If everyone's taking it seriously, it works.

- **Sorry**, but no musical requests of things off the playlists. The organizers are not made of Spotify, and analysis paralysis can set in when given too many options.

• **Here's a quick summary** of the game. In a moment, you'll form groups of 3-5 around the 5 genres available to players – Baby Metal, Glam Rock, Heavy Metal, Emo, or Grunge. If there's less than 18 people here, then we'll play with only 4 bands – 3 genres + Doom Metal. Otherwise, we'll scale up as needed. You'll grab characters from your particular genre, and then fill out the bottom half together with your group. Once you've fleshed out your band and your drama a bit, you'll pick which one of you is the Star. Then we'll do some warm-ups and play. Play involves 2 Acts. Act I has the bands going around one full rotation through the Metal World Locations, all of them helping to prepare a performance. You'll know to rotate a location because you'll hear this song [Have Mild-Mannered Stage Technician play the chosen Song of Journey]. If you don't want to be at a particular Location and following its instructions, then you can always go hang out by the Bonfire. That's always an option! Then there's a Battle of the Bands in which 2 bands will lip-sync and air-guitar to 1-minute clips from their chosen songs, and the rest of us will play enthusiastic Fans. Fans choose the winners by voting with their feet. Winners will rise in the brackets. There's an Intermission. Act II involves another circuit through the Locations and another Battle of the Bands. That's it!

• **During the Battle of the Bands**, if you are *not* one of the 2 bands competing, then **you are playing a Fan in the audience**. Your job is to cheer on the performances on-stage – no matter what they're doing. You are not your characters while playing Fans, you are nothing but wild and supportive. **THIS** is one of the key mechanics of the larp – do not neglect to do this.

• **Every genre has its unique Star Power**, which is a cool thing you can do around your performance in the Battle of the Bands. Doom Metal can kill the entire opposing band if they win, or they can kill one opposing member if they lose. Baby Metal can raise people from the dead. Glam Metal can recruit someone from the opposing band if they win. Heavy Metal can get 2 Fans from the crowd to rock out with them. Emo can tell people how to feel. Grunge can make people feel apathetic... and cause one Fan not to vote. This Star Power comes with you, no matter what band you're the Star of. Avoid choosing band genres based on the cool power! Focus on the style and ethos, man.

• **While you're playing the game**, there are some counter-players whose job it is to keep the larp flowing and you feeling awesome. The Mild-Mannered Stage Technician will be manning the laptop/tablet. The Spirit of Metal will be chatting with the characters as they proceed, and will be the final arbiter of any conflicts. [If there's an Eye of Ages, they will interview you and take your band photos. Now's a good time to talk about photo policies!] Doom Metal are your antagonists and will come around and pester you from time to time... to remind you that they're the Overlords of Rock.

• **This introductory text**, however long, could not possibly cover all the bases. So ask some questions of the organizers, before you get into your genre groups.

WARM-UPS

1. Walk as Your Character – Begin walking around as yourself. Note your posture, your attitude, the way you step, etc. As the music starts (cue any rock song of choice), begin to walk around as your character. Take on the character, starting with the way you step, and let it travel up until it envelops your head. You are badass. You are awesome. You ARE METAL!!

2. Rock as Your Character – The Mild-Mannered Stage Technician will put on some music, and everybody can now start playing air guitar as their character. On their own. Nobody's watchin'. Just keep rockin'!

3. Rock with Other Characters – The Mild-Mannered Stage Technician will cue up a different track, and now you will rock out with the other characters. Choose someone nearby and play air-guitar with them, paying attention to their movements and improvising various moves. Then choose someone else. Then choose a different person.

Now you're all warmed up!

Counter-players can now arbitrarily assign each band a Location in the rotation in the Circle. They can also address any last-minute questions at this point, but otherwise...

Technician can cue up the Slayer Cake theme song – currently the first 30 seconds of Black Tongue by Mastodon – and then it's TIME TO ROCK OMG (game on).

DURING THE GAME

Act I – Completing the Circle:

Bands will be assigned to a station at the start of the game.

Each band should read the instructions listed at the station and spend as much time as needed on that aspect of their performance. Any band that finishes early is welcome to move to the Bonfire and spend time talking with the other contestants.

The Mild-Mannered Stage Technician will signal the time to change by playing the Song of Journey established at the beginning of the game. (It is a good idea for counter-players to help move along any bands that didn't hear the music or are a little slow changing stations).

Once each band has gotten time (8-10 min.) at each station in the circle, the gameplay moves into the Battle of the Bands stage.

The Mild-Mannered Stage Technician will remain at the Stage of Legends during this part of the game and keep time. It will be her/his decision *when* exactly the Circle rotates. The Spirit of Metal (or Eye of Ages) will remain at the Allseeing Eye station during this part of the game, interviewing the different bands. The Spirit of Metal (or Eye of Ages) should ask questions that expose tensions, clarify the group's artistic vision, and generally help the band get into character. (If you have enough counter-players, the Eye of can be their own character and The Spirit of Metal can move among the different bands as a more encouraging and positive presence than Doom Metal)

Doom Metal should spend some time preparing for their performance, but should also split up and visit different bands: sowing discord among band members, being intimidating, and creating play for folks who seem a little lost or bored. They should act like the freakin' Overlords of Rock that they are.

Act I – Battle of the Bands:

Once all the bands have gotten a chance to rehearse on the Stage of Legends (and hopefully moved around the Circle) the Mild-mannered Stage Technician or the Spirit of Metal will announce The Battle of the Bands.

Prior to the start of the contest, Doom Metal should create the brackets for the contest, deciding which bands will be paired against each other for the first round of the competition. These brackets do not have to be (and will not be) "fair." Period.

Whoever is MCing the competition (if you have enough counter-players let the Spirit of Metal do this so the Mild-Mannered Stage Technician can focus on getting the songs

ready, otherwise have the Mild-Mannered Stage Technician take on this task) should announce the purpose of the competition—to decide the new rulers of Metal World. Be over-the-top and theatrical, get the crowd riled up and excited. Announce Doom Metal as the reigning Lords of Metal and let them be sufficiently intimidating and evil! Then announce the order of the competition.

Have the first two bands come forward. The band performing first should take the stage. Give the band performing second the option of joining the crowd as fans, or staying in the “Green Room” (off to the side) during their competitors performance. A performance is playing air guitar / lip-syncing to 1 minute of a given track. Players can also freely narrate special stage effects before, during, or after the performance.

All other players will form the audience. During the Battle of the Bands all audience members drop their assigned characters and become Fans. Fans are the fans of whoever is performing on the Stage of Legend and should react enthusiastically to whatever is happening on stage. Encourage Fans to sing along, dance, cheer, play air guitar, but discourage moshing since it has the potential to lead to injury and destruction in a way that might be metal, but isn't fun for all players.

Once both bands have finished their performances, bring them both onto the Stage of Legends, having one band stand on Stage Right and one band on Stage Left. The MC will then announce it is time for the Fans to vote on the winner. Re-state each of the bands for the crowd. Explain that the Mild-mannered Stage Technician will play the Song of Decision and that once the song ends the Fans will need to sit on the side of the band they have chosen as the winner. Play the song, give any bands with a Star Power that allows them to affect voting to use it (and maybe give them a reminder that they have that Star Power). When the song finishes there will usually be some scrambling, give folks a couple seconds to sit down or clearly stand on one side or the other. Count the number of Fans on each side, the side with the most Fans is the Winner!

But what if there is a Tie??!

In the event of a tie announce there will be a Sudden Death Match. Basically this means that the bands will each have to perform a new song—chosen by the Mild-Mannered Stage Technician with no time for rehearsal. Don't harsh a band's buzz by choosing super obscure songs for them to perform, but feel free to fuck with them a bit by choosing a song totally opposite to their band's genre. Otherwise, the same rules apply to the Sudden Death Match as to regular Band Battles: Fans are enthusiastic about everyone while the perform, when both bands have performed the take the Stage again for voting, the Mild-Mannered Stage Technician plays the Song of Decision and when it ends count the number of fans on each side, the side with the most Fans is the Winner!

But what if there is another Tie??!

If there is a tie after a Sudden Death Match, Doom Metal will decide the winner, completely arbitrarily—bwa ha ha!!

The competition continues until all bands have gotten a chance to perform. The Mild-Mannered Stage Technician or the Spirit of Metal should keep track of the winner from each bracket. The winners of the first bracket will compete against each other in the second bracket.

But what if there is an odd number of groups??!

Doom Metal will challenge any band that does not have a competitor in every round—even if they did not win in the round before—bwa ha ha!!

Depending on the number of bands, you will have several rounds of competition.

Performing and acting as a fan are exhausting! So if things seem like they are dragging on too long, as long as every band has gotten at least one chance to perform, feel free to have Doom Metal step in and throw a fit – ending Act I. The final band will always have to battle Doom Metal for control of Metal World! (Whether this happens naturally through the competition or not.)

Who are the new Overlords of Metal World??

The Battle of the Bands will end one of two ways: Doom Metal will be defeated, Doom Metal will remain the Lords of Metal World.

If Doom Metal is Defeated:

Doom Metal are sore losers! They should get revenge by killing either the whole band that defeated them or one of the band members. (Give Baby Metal or The Spirit of Metal an opportunity to heal someone if they want that option, but they can always choose a new character instead!)

Then Doom Metal must scatter the band members to the four corners of metal world—ending Act 1. This can happen because they are so upset that they have lost control of Metal World or they may decide to have an epic argument that results in their band splitting up and splitting up all the other bands in their anger. Be creative—as long as it is epic, evil, and results in new bands forming in Act 2 it will be totally appropriate!

If Doom Metal Wins:

Doom Metal can gloat about their victory by scattering the other band members to the four corners of metal world—ending Act 1.

The Spirit of Metal can step in and declare the victory invalid for whatever reason—as long as it is epic, dramatic, and preserves the Spirit of Metal in Metal World—and then scatters the bands to the four corners so they can all learn “the true meaning of Metal.”

Be creative—as long as it is epic, unexpected, and results in new bands forming in Act II it will be totally appropriate!

Make the ending of Act I as dramatic as possible. Consider adding lighting effects (even just shutting the lights off at the end of an epic speech) to give the needed theatricality!

Intermission

Make sure to give everyone a break during Act I and Act II. Folks will be tired after all that rocking!

Encourage everyone to stay hydrated and maybe have some snacks available to munch on.

Counter-players will need to meet up and decide who will be in the new bands. There are several criteria you can use for creating new bands: assemble them based on players who will work well together, assemble them based on characters that will have fun and potentially explosive combinations, make up very skewed bands (i.e. put all the bassists in one band, or all the type-A characters). Don't worry too much about it – just make sure that the new bands don't have members that were in bands together during Act I. Announce the new bands and give everyone a chance to meet up and introduce their characters to each other. Check in and see if folks need a little more resting time, this chill out time can be spent in character settling on new band names, establishing a group dynamic, etc. If bands are having trouble, ask what it was like to survive in the Metal World wilderness with these people, and how they formed solidarity through shared experience.

Once everyone seems ready, announce the start of Act II. Act II will work like Act I, with the new bands moving around the Circle and then taking part in the Battle of the Bands. Doom Metal may have a different role in Act II, since they may each be part of a new band. Each Doom Metal counter-player should decide if they want to continue creating discord and evil, or if their character is on the path to redemption. They should continue to provide interesting play for their fellow band members, regardless of their choice.

Act II – Completing the Circle

Just like in Act I, bands will go to each station in the circle to develop their new band's identity and performance. Any band that finishes early is welcome to move to the Bonfire and spend time talking with the other contestants, including their former bandmates.

Like in Act I, The Mild-Mannered Stage Technician will signal the time to change by playing the Song of Journey established at the beginning of the game. The Mild-Mannered Stage Technician will remain at the Stage of Legends during this part of the game. The Spirit of Metal (or Eye of Ages) will remain at the Allseeing Eye station during

this part of the game, interviewing the different bands. In Act II, the Spirit of Metal can ask about the new group dynamic, probe characters for any changes and development they've made, and try to expose tensions in the new band.

Once all the bands have gotten a chance to choose a song and rehearse their performance it is time for the Battle of the Bands!

Act II – Battle of the Bands

As in Act I, the Mild-Mannered Stage Technician or the Spirit of Metal will announce The Battle of the Bands. Prior to the contest the Mild-mannered Stage Technician and the Spirit of Metal should create the brackets for the contest, deciding which bands will be paired against each other for the first round of the competition. Follow the same structure as in Act 1, announce the pair of bands, allow each to perform, then call for a vote. If there is a tie go to into a Sudden Death Match. If there is seems like there will be a tie after the Sudden Death Match the Spirit of Metal should either step in to break the tie, or announce that the two bands will play together as a super group (using a song of the Spirit of Metal's choosing) in Round 2.

Round 2 is made up of the winners from Round 1. Be flexible with the Battle of the Bands in Act II—some of the original bands might want to reform. Some bands may decide that the competition is bogus and that they'd rather just have a jam session with their competing band. The Fans may choose a clear winner or it may be obvious that the bands want to work together rather than compete. As long as the players are into it—it's all good!! Have the MC make some suitably dramatic announcement of the result of the competition, no matter what that result is!

ENDING AND DEBRIEF

Ending the Game:

If there is a clear winner of the Battle of the Bands put on their chosen song and let everyone rock out to it together. Depending on energy level let the song play to the end or fade out the music and the lights to signal the end of the game.

If there is no clear winner, a supergroup forms, or some other outcome happens roll with it! End at a dramatic moment—energy may be flagging at this point so don't feel you need to complete the competition if all the bands have each gotten a chance to perform.

Better to end on a high note than let the energy flag!

If you feel like players need a little closure after the dramatic conclusion, a dance party is the perfect way to do this. Let the Mild-mannered Stage Technician choose a high energy song (preferably one that hasn't been used during the game) for a final dance party, clear the chairs out of the way, and let everyone rock the fuck out!

Debrief:

Keep the official debrief short. Circle up and have a seat. Have everyone reintroduce themselves using their player names. Everyone should go around the circle and say how they are feeling and one thing someone else did to make their game awesome. Try to discourage players from jumping in with stuff out of turn – instead encourage silent clapping or some other visual signal that they agree with what someone is saying. Once everyone has gotten a chance to speak, thank everyone for playing and officially end the game.

Give folks a chance to peace out if they need to go and chill, but also leave time and space for folks who are still hyped up to sit around and rehash the game for a bit. Those who seem to have A LOT of rehashing to do should be encouraged to move to a nearby bar or restaurant if they wish to continue their conversations—you don't have to go home but you can't stay here, folks.

COUNTER-PLAYER CHARACTERS

You're kind of like the other player-characters, but sorta different. You're playing, but you're also helping organize the game, as well as fulfilling vital tasks that keep the players engaged and the larp running smoothly. At minimum, your game needs a Mild-Mannered Stage Technician, a Spirit of Metal, and 3 Doom Metal rockers. If you've got a lot of people, you can have a dedicated Eye of the Ages and add up to 2 more Doom Metal members.

Counter-players should agree that their primary role is keeping the structure of the larp intact, keep it running smoothly, affirm and cede glory to the player-characters, and provide adversity when it is interesting. Doom Metal characters should be informed about the way they end Act I: Regardless of the outcome of the contest, Doom Metal should get fed up and throw a tantrum that throws all the bands to the farthest corners of Metal World. Then the break begins, and all the counter-players meet in order to reconfigure the new bands. Counter-players should pay attention throughout Act I to band dynamics that might lend themselves to interesting new configurations in Act II. Yes, Doom Metal can be reconfigured too. **Doom Metal in general can feel free to circulate among the bands during Act I rotation, providing adversity and chaos. But READ the other players and don't make them feel like CRAP.**

Mild-Mannered Stage Technician

Job: Manage the laptop/tablet up at the Stage of Legends. You play the music that starts and ends the game, keep track of time to play the Location rotation music, and play the music for both rehearsals and performances. It's a tough job, which is why your counter-player has a minimal ego. S/he's a bit of a sub, really. You don't even get a vote during the Battle of the Bands.

Spirit of Metal

Job: As Metal Music Made Flesh, you circulate among the bands in Metal World, observe them, and talk with them. You are the general arbiter of all conflicts – you are the "gamemaster" who makes final decisions. If there isn't an Eye of Ages, you take that role when the bands are rotating through the Locations. If there is one, then talk with the bands in other stations and imagine how they might be configured for Act II. Help Doom Metal cause trouble, but also step in if Doom Metal is creating play that isn't fun for other players. You also get a vote during the Battle of the Bands. S/he's the dom, yo.

The Eye of Ages (optional)

Job: You are the media, in whatever sick way that manifests in Metal World. You sit at the Allseeing Eye and take notes as you interview all the different bands. You can be insightful and probing, or shallow and paparazzi. Don't forget your camera!

DOOM METAL (COUNTER-PLAYERS)

You're the near-comically grimdark Overlords of Metal World. You oppress people. You blaspheme. You're out for blood. You've got lots of skulls on your stage. Your music instruments look like weapons... or bodies

Inspiration: GWAR, Lordi, Dethklok

Star Power: Star Powers can be activated by the elected Star of the Band. If the band wins the competition, a Doom Metal Star may kill the whole other band. If the band loses the competition, the star may kill one member of the other band... out of spite.

Music: Slaughterhouse by Powermad // Awaken by Dethklok // In Death – Is Life by Meshuggah // Wishmaster by Nightwish // H by Tool // Go Forth and Die by Dethklok // Ratamahatta by Sepultura

Name... Señor Sinistro

Genre... Doom Metal

I Value... Mystery

I Hate... Genre Conventions

My Role is... The Iconoclast

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Vulvatron

Genre... Doom Metal

I Value... Dominance

I Hate... Disrespect

My Role is... The Boss

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Mistress Kataryna
Genre... Doom Metal
I Value... My Bloodline
I Hate... The Weak
My Role is... The Undead Princess

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Ragnarok
Genre... Doom Metal
I Value... Change
I Hate... Passionless Relationships
My Role is... The Wrecker of Homes

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Rayne
Genre... Doom Metal
I Value... Stability
I Hate... False Politeness
My Role is... The Rock

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Sluagh
Genre... Doom Metal
I Value... Freedom
I Hate... Cold Tea
My Role is... The Outcast Returned

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Barbarian Lord Beefcake
Genre... Doom Metal
I Value... Decisions
I Hate... Puzzles
My Role is... The Decider

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Tyrannoborg
Genre... Doom Metal
I Value... Meat
I Hate... Mercy
My Role is... The Scary One

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Thousandfold Dragon Attack
Genre... Doom Metal
I Value... Justice
I Hate... Oppressors
My Role is... The Conscience

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Oswalt Cobblebatch
Genre... Doom Metal
I Value... Power
I Hate... Tacky Mass Production
My Role is... The Snake

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

NOTES ON PLAYER-CHARACTERS

Now's the time for you to pick whom you're going to play, huh? Let's get down to business then.

First of all, this parlor sandbox game has **horde larp** elements. You may play multiple characters over the course of the game. That means that if you want to stop playing your character or your character is accidentally bereft of life, you can quickly move over to the character selection table and pick a new one. Or your character could be raised from the dead as a zombie. It's as simple as that. That's why there's a surplus of characters for each genre.

Second of all, each genre has its own flavor. You're all clichés – get used to it! You've got some tips with regard to style and threads, followed by the Inspiration if you want to research some visuals and background with regard to the genre. The Star Power for each genre is stated outright, as well as music that's likely on the playlists.

Then you've got the character sheets themselves for you to choose from. After you've joined a group around a specific genre, go over to the table and grab a character from the pile. Your Name's your character's Name. It's also not written in stone. It's written on paper. So change it if you want! Your Genre is the genre your character is associated with. You can't change where you're from, man. The "I Value..." and "I Hate..." prompts are role-playing tips to see to what this character gravitates. Try to bring at least one of the elements into the game and then play off it as needed. "My Role is..." dictates what fallback social role you tend to play when in bands. It may or may not be dysfunctional, and it's certainly just there to make you interesting and give you a base guideline with which to role-play.

You've probably noticed the other 4 prompts have been left blank. This is because you're going to fill those out together with your band in your genre. The Band Name is a group decision, and then everyone should agree on what Instruments they're playing: "I'll take bass!" "We need a singer!" The "Why We Should Be Overlords of Rock" prompt answers the question "What's my character's motivation?" It can be from the view of the character or the band itself (if you're that much of a sub). The "Rock Destiny" prompt takes a storyteller's view of your character: "What great things is this character destined for that they may not notice now?" You don't have to fill it out immediately, but try to do so by the end of Act I. In Act II, you're going to want to steer your play toward fulfilling (or catastrophically failing to fulfill) that Rock Destiny. Your music transcends you, and the universe will take you with it.

When you pick up a sheet mid-game, fill these last 4 items out quickly along with whatever band you've joined.

BABY METAL CHARACTERS

You use synchronized choreography to grant you magical power. You wear awesome gothic Lolita styles. You're cute and deadly. Your music has this heavily produced J-pop sound, and you need no instruments to play it.

Inspiration: Babymetal, Sailor Moon

Star Power: All Baby Metal characters are the Stars. They possess the power of Healing. Baby Metal characters can do a special pose and heal any character from Death at the moment it happens.

Music: Megitsune by Babymetal // Ijime, Dame, Zetta by Babymetal // Death by Babymetal

Name... Cupcake Metal

Genre...Baby Metal

I Value...Sweetness

I Hate...Mundane Life

My Role is...Manic Pixie Dream Girl

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Joji Metal

Genre... Baby Metal

I Value... Aesthetics

I Hate... Human Emotions

My Role is... Fashion Expert

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Rani Metal
Genre... Baby Metal
I Value... Family
I Hate... Loneliness
My Role is... The Heart of the Group

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Miki Metal
Genre... Baby Metal
I Value... Success
I Hate... Stragglers
My Role is... The Boss

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Neo Metal
Genre... Baby Metal
I Value... Shock and Awe
I Hate... Following
My Role is... Avantgarde Artist

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Sweetie Metal

Genre... Baby Metal

I Value... Chaos

I Hate... Narrow-mindedness

My Role is... The Wild Card

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

HEAVY METAL CHARACTERS

You wear biker leathers, a little eye make-up, and a ripped t-shirt. You are all attitude, and you aren't afraid to show it. Your band likely has more than one guitarist. Definitely bass and drums too. You just inspire people to believe in themselves and rock out.

Inspiration: Motörhead, Black Sabbath, Iron Maiden

Star Power: Star Powers can be activated by the elected Star of the Band. The Star can recruit 1 or 2 enthusiastic fans from the crowd to rock out with the band on-stage for the duration of the performance.

Music: Crazy Train by Ozzy Osbourne // Rainbow in the Dark by Dio // Angel Witch by Angel Witch // Hijos del Metal by Luzbel // Through the Fire and the Flames by Dragonforce

Name... Molly Marvel

Genre... Heavy Metal

I Value... Being Real

I Hate... The Unfaithful

My Role is... The First True Believer

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Grust Nørgensen

Genre... Heavy Metal

I Value... Community Togetherness

I Hate... Wimpiness

My Role is... The "Sensitive Guy"

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Chad Kilmeister
Genre... Heavy Metal
I Value... Old Friends
I Hate... Losing
My Role is... The Chaser of Fame

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Wanda "Witchcraft" Johnson
Genre... Heavy Metal
I Value... Perspective
I Hate... Living in the Moment
My Role is... The Memory of the Group

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Wolftooth
Genre... Heavy Metal
I Value... The Wild
I Hate... Pants
My Role is... The Crazy One

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Josie "Strychnine" Rodriguez
Genre... Heavy Metal
I Value... Destiny
I Hate... Anyone Being Alone
My Role is... The Soul of the Band

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Adam Glaze
Genre... Heavy Metal
I Value... Speed
I Hate... Restraint
My Role is... The Burning Man of the Band

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Helen Hellfire
Genre... Heavy Metal
I Value... My Reign
I Hate... Mediocrity
My Role is... The Queen

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Donnie "Dimebag" Harris
Genre... Heavy Metal
I Value... Routine and Repetition
I Hate... Surprises
My Role is... The Solid Backbone of the Band

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Hank
Genre... Heavy Metal
I Value... Toughness
I Hate... Masculine Posturing
My Role is... The Counselor

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

GLAM METAL CHARACTERS

You've got huge hair, model make-up, and glitter in all kinds of places. You are fabulous, and the world should recognize that. Your bands have any range of instruments – keyboards, guitars, bass, drum, tambourine, solo vocalists – because it doesn't really matter what you play as long as you look good. Style over substance.

Inspiration: Mötley Crüe, Van Halen, Poison

Star Power: Star Powers can be activated by the elected Star of the Band. Glam Metal Stars may recruit 1 member of the opposing band when they win.

Music: Poison by Alice Cooper // Waiting for the Big One by Femme Fatale // Girls, Girls, Girls by Mötley Crüe // Youth Gone Wild by Skid Row // Die wilde Mathilde by Silly // Edge of a Broken Heart by Vixen // Welcome to the Jungle by Guns n' Roses

Name... Foxi Lippstich

Genre... Glam Metal

I Value... Voices

I Hate... Poverty

My Role is... Media Darling

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Razzle Rogue

Genre... Glam Metal

I Value... Pain

I Hate... Surprises

My Role is... The Puppetmaster

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Kyrk Amethyst
Genre... Glam Metal
I Value... Pleasure
I Hate... Routine
My Role is... Sex Symbol

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Rita Rivets
Genre... Glam Metal
I Value... Strength
I Hate... The Patriarchy
My Role is... Feminist Radical

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Crash Thunders
Genre... Glam Metal
I Value... Getting Very, Very High
I Hate... Not Rocking
My Role is... The Tortured Artist

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Jackie Lawless
Genre... Glam Metal
I Value... Fireworks
I Hate... Passionless Love
My Role is... The Spark

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Mäckie Messer
Genre... Glam Metal
I Value... Cash Money
I Hate... Clichés
My Role is... The Visionary

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Sharon "Damage" Cole
Genre... Glam Metal
I Value... Control
I Hate... Slovenliness
My Role is... The Task Mistress

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Ice
Genre... Glam Metal
I Value... Beauty
I Hate... Artifice
My Role is... The Romantic

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Layla Massacre
Genre... Glam Metal
I Value... Not Giving a Shit
I Hate... Letting Go
My Role is... The Provocateur

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

GRUNGE CHARACTERS

You wear flannel shirts and ripped jeans. Because you're real, not fake. You take no bullshit. You like maybe have a guitar and drums or whatever. Substance over style.

Inspiration: Nirvana, Pearl Jam, Smashing Pumpkins, Seattle

Star Power: Star Powers can be activated by the elected Star of the Band. The Grunge Star can make someone completely indifferent to the outcome. They just walk away from the vote. Whatever, man.

Music: Drain You by Nirvana // Celebrity Skin by Hole // Bullet with Butterfly Wings by Smashing Pumpkins // Stupid Girl by Garbage // Going to Hell by The Pretty Reckless

Name... Juanita Mendoza

Genre... Grunge

I Value... Deep Lyrics

I Hate... The Establishment

My Role is... The Rebel

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Kayla Simmons

Genre... Grunge

I Value... My Fans

I Hate... Haters

My Role is... The Self-Marketer

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Chuck Smaroyevich
Genre... Grunge
I Value... The Music
I Hate... Everything
My Role is... The Dark Artist

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Vinnie Abel
Genre... Grunge
I Value... Having Fun
I Hate... Official Shit
My Role is... The Party

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Zoë Kwan
Genre... Grunge
I Value... Angst
I Hate... Fashion
My Role is... The Teenager

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Lisa Garang
Genre... Grunge
I Value... Knowledge
I Hate... Simplicity
My Role is... The High Artist

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

EMO CHARACTERS

You wear lots of eye make-up, goth coats and leather. Oh, and fingernail polish. You have feelings, and they are powerful. Your bands tend to have keyboards, solo vocalists, guitar, and drums. You are the most in touch with your inner selves, and you know it.

Inspiration: Evanescence, Fallout Boy, Panic! at the Disco

Star Power: Star Powers can be activated by the elected Star of the Band. An Emo Star can pause their song before, during, or after a performance and tell the crowd exactly what they're feeling, in the statement: "You're feeling _____." The fans must now act and vote accordingly. It's best to y'know rehearse this beforehand.

Music: Bring Me to Life by Evanescence // Five Last Words by One Last Hero // Ohio Is For Lovers by Hawthorne Heights // Wing of Madness by Serenity // I Write Sings Not Tragedies by Panic! At the Disco // Infected by Eyes Set to Kill // Whore by In This Moment // Paradise (What About Us) by Within Temptation

Name... Devin Dark

Genre... Emo

I Value... Military Precision

I Hate... My Exes

My Role is... The Metronome

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Stevie Velour

Genre... Emo

I Value... Our Lord and Savior

I Hate... Lies

My Role is... The Quiet Zealot

Band Name...

Instrument...

Why We Should Be the Overlords of Rock...

* Rock Destiny...

Name... Chicklet Neptune
Genre... Emo
I Value... Raw Emotion
I Hate... Fascism
My Role is... The Best Friend

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Craven Breckenridge
Genre... Emo
I Value... My Fans
I Hate... Humiliation
My Role is... The Frontman

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Seth Schwarzenbach
Genre... Emo
I Value... Guitar Riffs
I Hate... Pretentious Lyrics
My Role is... The Musical Genius

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Wesley Dayes
Genre... Emo
I Value... Fairness
I Hate... Tears
My Role is... The Arbitrator

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Greer Chanel
Genre... Emo
I Value... Vulnerability
I Hate... Complications
My Role is... The Psychic Vampire

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Pip Fiasco
Genre... Emo
I Value... True Emotion
I Hate... The Undisciplined
My Role is... The Manager

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Jeanne Alvarez
Genre... Emo
I Value... Passion
I Hate... Cold Rationality
My Role is... The Firebrand

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

Name... Ling Genesyss
Genre... Emo
I Value... The Future
I Hate... Oppression
My Role is... The Commander

Band Name...
Instrument...
Why We Should Be the Overlords of Rock...
* Rock Destiny...

IT'S THE MUSIC, MAN

Load up your music player and use these tunes (or similar) for the game.

Slayer Cake Opening/Closing Theme Music: Black Tongue by Mastodon

Song of Decision: Ace of Spades by Motörhead

Suggested Air Guitar Song: Believer by Ozzy Osbourne

Slayer Cake Wild Debrief Dance Song: Crazy Train by Ozzy Osbourne

Song of Journey: Tom Sawyer by Mindless Self Indulgence

Doom Metal Track List: Slaughterhouse by Powermad // Awaken by Dethklok // In Death – Is Life by Meshuggah // Wishmaster by Nightwish // H by Tool // Go Forth and Die by Dethklok // Ratamahatta by Sepultura

Baby Metal Track List: Megitsune by Babymetal // Ijime, Dame, Zetta by Babymetal // Death by Babymetal

Heavy Metal Track List: Crazy Train by Ozzy Osbourne // Rainbow in the Dark by Dio // Angel Witch by Angel Witch // Hijos del Metal by Luzbel // Through the Fire and the Flames by Dragonforce

Glam Metal Track List: Poison by Alice Cooper // Waiting for the Big One by Femme Fatale // Girls, Girls, Girls by Mötley Crüe // Youth Gone Wild by Skid Row // Die wilde Mathilde by Silly // Edge of a Broken Heart by Vixen // Welcome to the Jungle by Guns n' Roses

Grunge Track List: Drain You by Nirvana // Celebrity Skin by Hole // Bullet with Butterfly Wings by Smashing Pumpkins // Stupid Girl by Garbage // Going to Hell by The Pretty Reckless

Emo Track List: Bring Me to Life by Evanescence // Five Last Words by One Last Hero // Ohio Is For Lovers by Hawthorne Heights // Wing of Madness by Serenity // I Write Sings Not Tragedies by Panic! At the Disco // Infected by Eyes Set to Kill // Whore by In This Moment // Paradise (What About Us) by Within Temptation

Second Act Track List (anyone): The Beautiful People by Marilyn Manson // I Believe in a Thing Called Love by The Darkness // Rock You Like a Hurricane by Scorpions // Liekkion Isku by Korpiklaani // Believer by Ozzy Osbourne // Livin' on a Prayer by Bon Jovi // Nowhere Fast by Ry Cooder and Meat Loaf // It's Raining Men - - Raining Blood by Tragedy // Bitches by Mindless Self Indulgence // Boys Wanna Be Her by Peaches // Rebel Rebel by David Bowie // Homicidal Dolls by Armageddon Dildos

LOCATIONS

Metal World is filled with, like, mystical shit and crazy rock allegories and whatever. But in the game you're going to be rotating between 6 primary Locations that are of use to you in preparing for the Battle of the Bands. Locations are discrete areas set up in the larp space that have a designating sheet with instructions nearby. You will spend 8-10 minutes at each station in Act I, and then 8-10 minutes at each station in Act II. You rotate when you hear "Tom Sawyer by Mindless Self Indulgence." **If you are at a Location, you are considered to be in-character and in a scene there.** But don't shy away from narrating extra detail and bringing out aspects that others may not have seen. Use the Locations as fodder for role-playing opportunities, in addition to prepping a killer rock act.

THE DARK MIRROR is a green room vanity that stretches for kilometers. This is a great place to figure out and narrate what your band looks like, and how you want to brand yourselves. There will be some costumes and other materials to help out nearby.

THE WHISPERING GROVE, a sacred place where the roots whisper lyrics of eldritch songs, is the location where you can actually listen to the track you're going to perform and pick out the key 1-minute clip that the Technician should play for you. The earbuds all requiring people to lean in is a feature, not a bug – you have to keep close together to hear the music!

THE STAGE OF LEGENDS is a massive arena where bands compete for the title of the Overlords of Rock. In the Location rotation, it's where you meet the Mild-Mannered Stage Technician, who runs you through 1-3 rehearsals of your band's pieces. You may want to rehearse more than one, just in case.

THE BONFIRE is a rustic social meet-up spot. This is the default social location of the larp, a place for characters to go to chat, get to know each other, or just hang out when they're bored. There's no problem with anyone going here at any time, and probably offers the most role-playing opportunities.

THE PIT is this netherworld location with the spirits animated in endless dance. This may just seem like an empty area with a piece of butcher paper, but it's a place for you to do 2 things. One is pay attention to your bodies – how you move, and how your group moves. Another is putting the "writing on the wall" so to speak. Logos, gossip, and other information can be spread through this point.

THE ALLSEEING EYE is a tower that serves as the broadcast media here. If there's an Eye of the Ages here, talk to her/him about your band's identity, your drama, and your overall shtick. Use it as a means of testing your image with the "outside world."

THE DARK MIRROR

It stretches for miles, like a wall of glass.
With ample tables and stools, of course.

* Here is where you get a chance to get your hair, make-up, and other aspects of your band's look in order. There are some sundry costumes and make-up for you to try here. Cool, huh?

* Everyone ask each other the following questions, y'know, organically:

--What is our band's look?

--How do I look?

--How do you think you look?

--What inspired your look?

--What details still need to be fixed before the big performance?

* Primp yourselves!

SLAYER CAKE

THE WHISPERING GROVE

Roots curl around the bones of the Gods.
Whispering lyrics of eldritch songs.

- * Here is where you get to actually listen to the full songs available to be played by your band.
- * Talk only in whispers. It's sacred. And shit. Or just use hand signals and nods.
- * Using the iPod, find the "Slayer Cake" mixes under playlist and look up yours by genre. Try not to look at those of others.
- * Stand real close together and put one earbud in your ears apiece, nodding together to the song in unison. Remember you only get 1 minute of it.
- * Leave the grove how you found it. Fuckers.

SLAYER CAKE

THE STAGE OF LEGENDS

Gargantuan arena for Overlords of Rock.

Now it's time for your sound check.

* Here is where you get to figure out what your Battle of the Bands act actually looks like.

* Store your instruments near here so you can reach them.

* Talk to the Mild-Mannered Stage Technician, who'll cue up your song and let you play through it as a group. Don't have a song yet? S/he can help!

* Maybe even twice.

* You will gather here for the contest when that happens.

SLAYER CAKE

THE BONFIRE

Flames leap and mugs of ale are passed.
Warmth and humming bring out the lonely.

* Here is where you can feel free to come and go,
hanging out and socializing as you please.

* You may come to this location at any time.

* If there is only one of you here, stare into the
flames and reflect on your rockin' existence.

* If there is more than one of you here, make sure to
listen to their tales and take them into consideration.
We're all awesome here.

SLAYER CAKE

THE PIT

Spirits writhe at the Underworld's gates
Time to join in.

* Here is where you practice your group's dance choreography.

* What? You don't have dance choreography? Well, make some up?

* Can't do that!? Well, ask the spirits and maybe they'll let you in on some secrets.

* Oh look, there's a blank-ish Wall that's just *begging* for some graffiti too! Maybe for your band's logo?

* In any case, keep your body moving while you're in The Pit.

SLAYER CAKE

THE ALLSEEING EYE

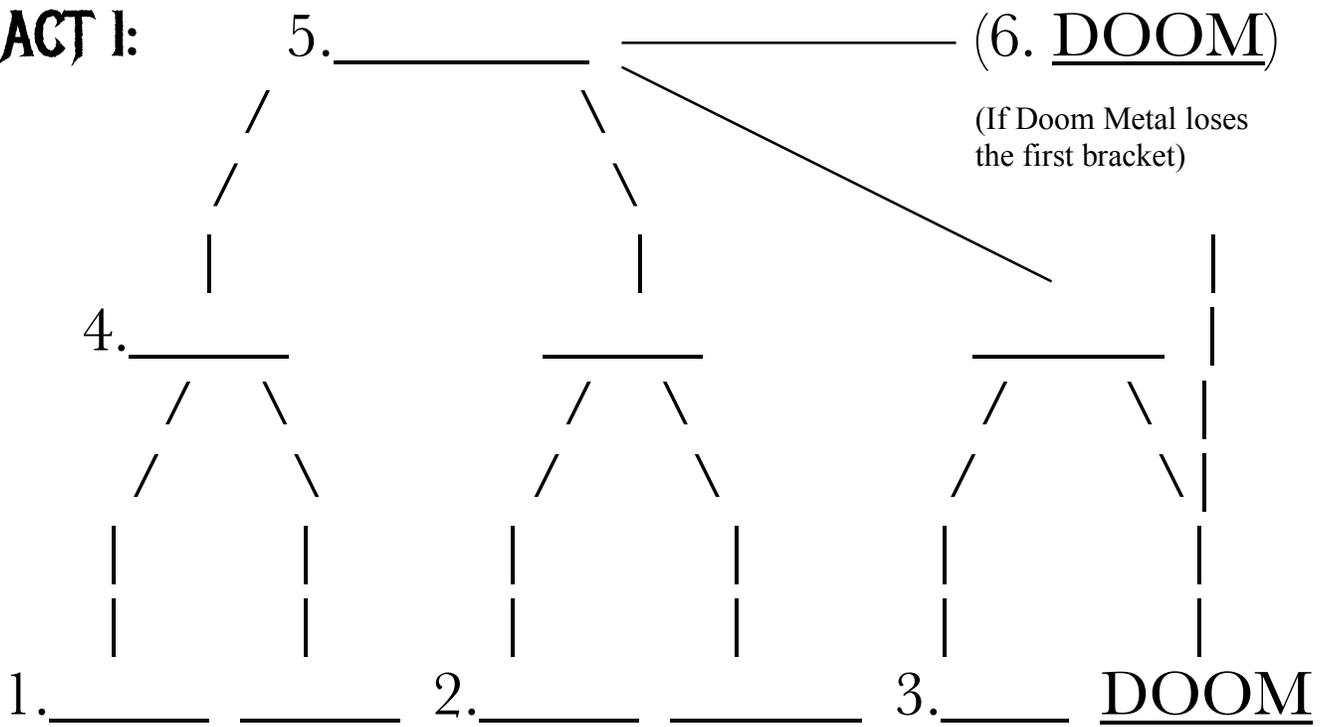
Bands cannot escape the gaze of the media.
Towers with eyes aren't even original!

- * Here is where you talk to the media of Metal World about your band and stuff.
- * A reporter should be nearby to ask your band about who you are, interview you about your darkest secrets, and take awesome pictures of you as a band.
- * If no reporter is at hand, grab a sheet of paper from a notebook and give us some of your best stories and pull quotes.
- * A band is really only as good as its image anyway.

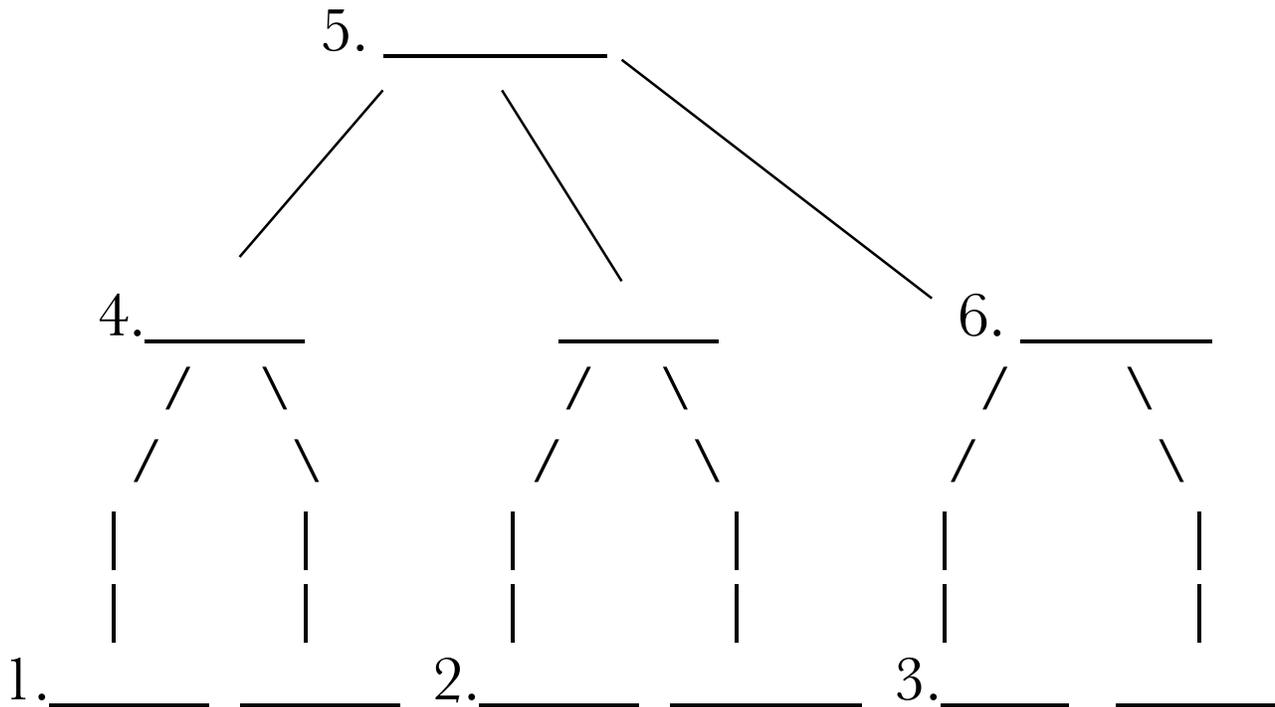
SLAYER CAKE

SLAYER CAKE BRACKETS

ACT I:



ACT II:



NO BS GAME CHECKLIST

- Materials:**
- chairs or seats = # of people in game
 - 2+ tables
 - portable music device
 - laptop or tablet
 - 1/8" headphone jack splitter
 - decent speaker / stereo
 - 2 sets of earbuds
 - mirror
 - Location printouts
 - characters, cut out
 - Writing implements
 - butcher paper
 - A few small notepads.
 - prop instruments
 - heavy metal wigs, costumes and make-up
 - downloaded tracks

- Preparation:**
- Read through the larpscript & download the necessary music
 - Cut out and group the player-character & counter-player sheets
 - Arrange the furniture in the room & game materials
 - Gather the players together – do the Read Aloud
 - Remind them of the importance of the Fan rule!
 - Group players by rock genre, then have them grab characters
 - Players fill out the rest of sheets, talk about their bands
 - Answer any further questions
 - Warm-Ups ... and Game on!

- Act I:**
- Assign characters to their starting Locations
 - Mild-Mannered Stage Technician plays Song of Journey every 8-10 min. to cycle the bands to their next location
 - Spirit of Metal (and Eye of the Ages) talk to the metal bands about themselves
 - Doom Metal postures and threatens and pesters others and determines brackets
 - Battle of the Bands happens
 - Doom Metal gets frustrated about something ~50 min. in and they scatter everyone to the four corners of Metal World

- Intermission**
- Counter-players choose how to reconfigure the groups.
 - Reconfigured groups have to figure out their new bands + dynamics
 - Let people know they can now draw from the Second Act playlist

- Act II:**
- Assign characters to their starting Locations
 - Rotate through the Locations, same as before, this time on a 5-8 min. tact.
 - Battle of the Bands happens
 - The game ends with the conclusion of the Battle of the Bands

- Debrief:**
- Structured game wrap discussion
 - Unstructured game wrap discussion
 - Clean-up
 - Bar + Beer, now
 - Give yourselves a pat on the back for your accomplishments