

# METALHEADS

BY ALEXANDROS KAPIDAKIS

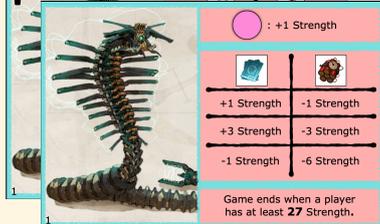
*The world is at the brink of collapse. Giant Monstrosities appeared from the depths of forests, seas and mountains, hellbent in destroying everything. Dabbed as Mother nature's revenge, these Monsters almost seemed to enjoy the destruction they caused. The Nations of the world pulled together their resources in order to fight back, and accomplished nothing... Until we decided to turn to Robots. Now each nation is creating their own powerful Robots from different scraps and designs, in order to defend their territories. And who knows, maybe expand them as well...*

*Metalheads is a hand management game for 1 to 5 players. In this game you will build amazing Robots in order to be the first player that defeats a powerful Monster. Each Monster has its own weaknesses, gamestyle and end game trigger, so be prepared! On the other hand, all Robots need specific resources in order to be completed, but will offer you their Strength and unique abilities.*

## Components

### - 6 Monsters

Normal Setup and Gameplay.

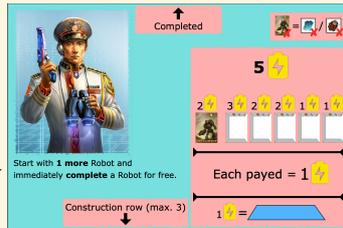


← Weakness

← Power Up / Damage info

← End game trigger

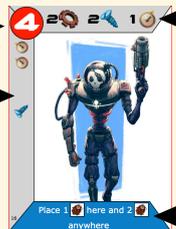
### - 5 Nations



← Energy costs

Special ability →

### - 72 Robots



Strength / Type →

Resources for construction →

← Cost to be completed

← Ability

### - 4 Strength Trackers

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34

### - 30 Power Up / Damage tokens

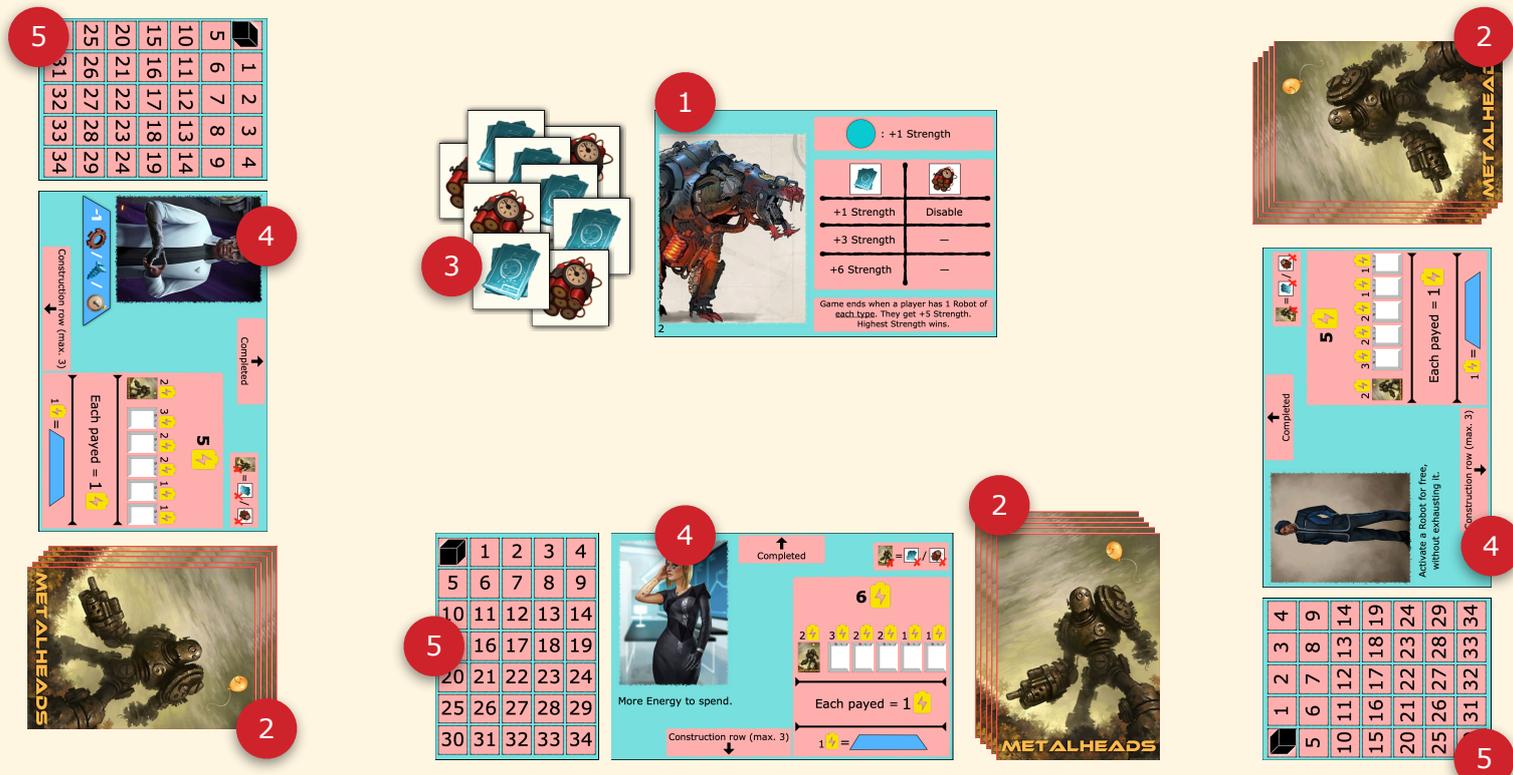
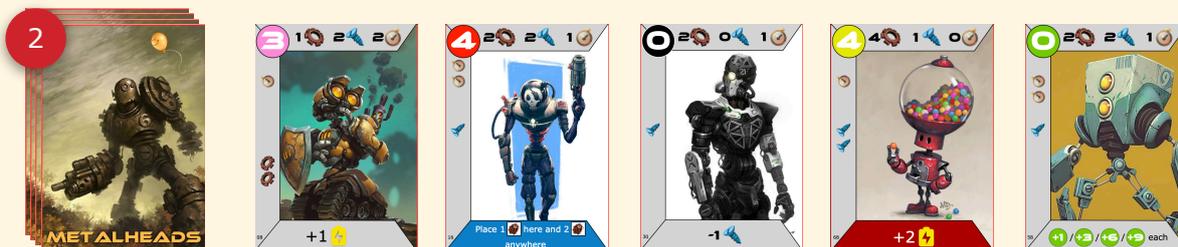


### - 4 black cubes



## Setup

1. Choose which Monster you are going to fight and set it in the middle of the table. Return the others to the game's box.
2. Shuffle all the Robots in a face down deck and set it above the Monster. Reveal 5 Robots, creating a row. Then, each player draws 5 Robots (check the Monsters' rules for possible alterations).
3. Set all the Power Up / Damage tokens next to Monster
4. The player with the lowest numbered Robot in hand will be the 1st player. In reverse turn order, each player selects a Nation. Follow now any special setup rules your Nation has, if any.
5. Lastly, each player takes a Strength Tracker and a cube. Place the cube on the "0" spot of your Strength Tracker. You are ready to begin!



## Gameplay

The game doesn't have rounds, only turns. Players will keep taking turns until the end game condition of the chosen Monster has been met.

During your turn, you have 5 Energy (⚡) to spend, in different actions (Energy is a virtual currency in this game). The available actions are:

— **Take a new Robot.** Select a Robot from the middle row and take it into your hand. Spend 1, 2 or 3 Energy depending on the Robot's spot, as shown in your Nation's card. Don't replenish the Robots' row yet. You can also take the first face down Robot from the main deck for 2 Energy. You don't have a hand limit.

— **Construct a Robot.** Begin construction of a Robot from your hand, by paying for it with another Robot from your hand. Each Robot you pay with costs 1 Energy. Turn the paid Robot sideways and place it underneath the Robot you want to construct, leaving visible only its side resources. You can't begin constructing a Robot without paying for it (either with another Robot or through abilities), and you can have at most 3 Robots under construction at any given time. You can construct a Robot only through abilities.

Under construction Robots are placed below your Nation's card, in your Construction row, and stay there until you complete them. You can't remove, replace or move under construction Robots or payed Robots, and under construction Robots don't have Strength nor can be activated.

As soon as you complete a Robot, discard the payed Robots, and move it above your Nation's card, in your completed row.

— **Activate a Robot.** Spend 1 Energy to use the ability of a completed Robot you have. Turn the Robot sideways to signify that this Robot can't be activated again this turn.

**Important:** Only abilities in this box  can be activated. Abilities in this box  are passive and immediately active, as soon as the Robot is complete. Lastly, abilities in this box  are instantly activated when the Robot is completed, without needing to spend an Energy, but cannot be activated again.

You can choose not to spend all of your Energy and pass the rest of your turn. But you cannot store Energy for later turns. When your turn is completed, firstly refresh any Robots you activated, then move all leftover Robots in the middle row to the right and refill the empty spots. If the deck ever runs out, shuffle the discard pile into a new deck. The next player in clockwise order will take a turn.



### Power Up / Damage token

These tokens can be gained through different abilities. Power Ups usually add Strength to your Robots, whereas Damage reduces Strength. There isn't a limit for how many of these tokens a Robot can have. Each Monster will give different worth and usage to these tokens, so make sure all players understand their rules.

**Important:** You can discard one Robot from your hand to remove 1 Power Up / Damage token from one of your Robots. This doesn't cost Energy, so you can do this as many as you want, but only during one of your turns.

### Strength Trackers

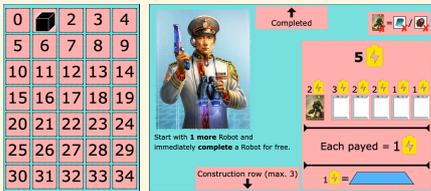
With these cards you will keep track of your current Strength, throughout the game. This will help you judge your relative position in the game, compared to your opponents. At the end of your turn adjust your current Strength, adding the base Strength of your completed Robot, Strength gained from passive abilities, and Strength from placed Power Up / Damage tokens.

## Example of a turn



*It's Joan's turn.*

*She has already completed these two Robots, and she has this Robot under Construction.*

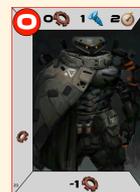
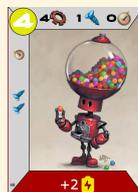


*She doesn't have any Robots in hand.*

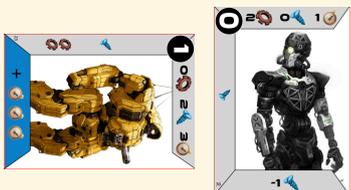


*So with her first Energy she is going to take, into her hand, the first Robot from the middle row.*

*For another Energy she is going to take the second Robot from the row, as well.*



B



Then, she is going to spend 1 Energy to begin constructing this Robot, paying with the Robot she just took. She still needs 3 though.

She is going to spend an Energy to activate the ability of her first completed Robot, gaining 3 for this turn. She can spend them immediately to complete the Robot, moving it from her Construction row to her Completed row.

0	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17	18	19
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A

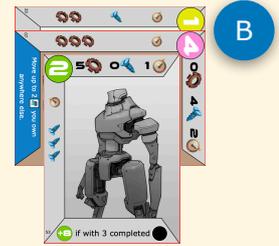
This Robot has an instant ability, so Joan draws and keeps two Robots.

With her last Energy she is going to pay with this Robot, from her hand, in order to complete her other under construction Robot.



A

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5	6	7	8	9
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B



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She's out of Energy, so she should now refresh her activated Robot, adjust her Strength score, refill the middle row and finish her turn.

### Solo mode

Everybody else has failed. We are the last hope of humanity, the last nation still standing. We need to gather our resources, build our Robots as fast as possible and end once and for all this terrible Monster threat.

The solo mode for *Metalheads* is quite simple to setup and play, but offers many challenges of increasing difficulty. On the flip side of each Monster you will find their solo mode version, including new restrictions, abilities and win/lose conditions. The basic setup and gameplay is the same as the multiplayer mode of the game, and any changes to the rules are mentioned on the Monsters' cards. Most solo Monsters gather Robots from the middle row, and in general these Robots only contribute their Strength and Type, not their abilities. The solo mode Monsters are considered an opponent, so you can affect their Robots with your abilities. Good luck!

## Glossary

### Monsters

- 1.** Extra placed Power Up / Damage tokens on a Robot don't affect its Strength. For example, even if a Robot has 5 Damage tokens on it, it still only gets -6 Strength.
- 2.** The player who triggered the game end gets the +5 Strength. In case of a tie, the player with the most Robots is the winner.
- 2S.** Distribute the Damage tokens on your Robots freely.
- 3.** A destroyed Robot is completely removed from the game.
- 4.** Deck size:
  - 2 players: Discard 12 Robots, before starting the game.
  - 3 players: Use the whole deck.
  - 4 players: the first time there are 25 Robots in the discard pile shuffle them back to the deck. Then, use the whole deck.
- 4S.** You can use Damage tokens to "save" Robots from the middle row.
- 5S.** You can't construct another Robot, even for free, if you already have a Robot under Construction
- 6.** You can't destroy your own Robots.

### Heroes

- 1.** You always start with 1 more Robot than the Monster allows you. So in the normal, competitive mode you start with 6 Robots. Complete a Robot from your hand, before the 1st player takes a turn.
- 2.** You have a discount of 1 in one type of resource. This is an ability that needs activation.
- 3.** You can place these tokens on any Robots you want, either your or your opponents. This is an ability that needs activation.
- 4.** You have +1 Energy each round.
- 5.** Once, each round, you don't have to spend an Energy, nor turn the Robot sideways, in order to activate its ability.

### Robots

- 04.** For example, if you discard 3 Robots, place 3 Power Up tokens on any Robots you want
- 05.** Give the Robot from your hand. Solo mode: Give it to the Monster.
- 06/17.** Yours or of an opponents.
- 07.** Distribute them among your own Robots
- 09.** From your own Robots
- 10.** All Robots cost 1 less  in order to be completed
- 11.** Base Strength, not Strength affected by abilities or tokens.
- 12.** Base Strength, not Strength affected by abilities or tokens.
- 21.** You have to spend the  this turn, you can't save them for future turns
- 25.** You don't have to spend any resources or Energy to complete the Robot
- 27.** You choose which opponent gets the leftover Robot
- 28.** Take the first Robot from the face down deck. You must use the Robot in order to construct another Robot.
- 36.** You need to have completed at least one  and at least one .
- 41.** If you have completed at least one  Robot, you don't get the extra 4 Strength.
- 46.** If you have completed at least one  Robot, you don't get the extra 5 Strength.
- 51.** You need at least 3  completed to get the extra 8 Strength.
- 56-59.** For example, if you have two of these Robots, you get 6 Strength (3 from each one)
- 66.** This Robot will have the ability of one of its payed Robots.
- 69.** You have to spend the  this turn, you can't save them for future turns
- 72.** If you don't have a Robot to destroy, you can't complete this Robot.