

RAZOR EDGE

BY BRENT BARNETT

It's a typical night around the table until Tommy shows up with a mystical gem. It seems to glow and pulsate, its presence drawing everyone in the room. All at once, your hands reach out to grasp it, and as you do, your group is violently transported to another world. Materializing on a hard metal surface, floating through an abyss of space and sound, you see your friends dressed in a variety of denim spandex and neon color. Before you, approaches a man of plastic with long, dark hair, a large smile and outstretched arms. "Welcome to Razor Edge, we've been waiting for you."

"What is this place!" you inquire.

"You are standing on **Razor Edge**. The most radical sword starship flying in the vector wave. You are here to compete in the battle of the bands in hopes of achieving the ultimate prize, the title of "Rockers of the Universe. If you win, you will also receive this." Lifting his right palm, a hologram of the mystical, gleaming gem that brought you here glows and you are hit with the realization that this, winning the competition and collecting the gem, is your only way home. "You have five minutes to review the rules, choose your instruments and prepare for the first leg of the competition. Rock on."

COMPETITION RULES

- Choose a genre of music for your group. This will stay the same through the entire contest.
- Progress through the line up to win the title "Rockers of the Universe" and ultimately the gem that will transport you home.
- Each band will play one song against each other per level.
- Compile your song and roll for each part for points. Playing in harmony goes a long way.
- Count up the points accumulated per song. The band with the most points will progress to the next level. At the end of each song roll 1D6 to see if crowd pushes the judges to allow you to play "one more song" for additional points.

INSTRUMENTS

- **Vocals:** The power of words. It's so easy to follow their suggestive sayings.
- **Drums:** The back bone of any band. Hits and fills.
- **Bass:** Essential for keeping a rhythm. There's nothing else that hits as hard as the bass.
- **Rhythm Guitar:** Good all-around instrument for any band. Could also be played by a talented singer.
- **Lead Guitar:** Nothing quite as maddening as a good guitar solo.
- **Piano/Keyboard:** Versatility. Classic or electronic. Is there anything you can't do with the keys.
- **Percussion:** All the different bits and doodads that make the magical and hypnotic sounds in the background.
- **Your Choice:** (Keytar, Harmonica, Synth, etc). You know the benefits of your perfect instrument.

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THE LINEUP

1

JAZZ TRIO

This three-piece band plays soulful music that makes you want to sway and snap your fingers. Look out for unusual chord progressions and a strong 60s vibe. Piano, bass and drums.

2

COUNTRY

This twangy toe tapping four-piece will make you cry with their songs of love lost and pickup trucks or perhaps make you want to drown your sorrows and plow fields. Guitar, bass, drums and banjo!

3

REGGAE

It's head bobbing time. This funky fresh five some will make you want to put down whatever you are doing and chill. Vocals, drum, bass, percussion and rhythm guitar.

4

POP

This five-piece vocal sensation is synchronized with every move and every note. Their flash and harmony can start a mob or even bring the strongest to their knees. All vocals.

5

METAL

Leather. Hair. Sweat. This unapologetic five-piece thrash band brings face melting madness to whatever stage they decide to jump off of. Vocals, bass, drums, rhythm guitar and lead guitar.

