

--{THE BUTTON LIST}--

001	1-	Avis	4	4	10	12	X
002	2-	Hammer	6	12	20	20	X
003	3-	Stark	4	6	8	X	X
004	4-	Bauer	8	10	12	20	X
005	5-	Kith	6	8	12	12	X
006	6-	Clare	6	8	8	20	X
007	7-	Iago	20	20	20	X	
008	8-	Karl	4	6	6	20	X
009	9-	Niles	6	10	10	12	X
010	10-	Shore	4	4	20	20	X
011	11-	Hannah	8	10	10	10	X
012	12-	Kublai	4	8	12	20	X
	13-	Changeling	X	X	X	X	X
	14-	Bunnies	1	1	1	1	X
	15-	Lab Rat	2	2	2	2	X
013	16-	Ogi	2	4	10	X	X
014	17-	Fingle	6	7	8	12	X
015	18-	Dracha	4	10	20	20	X
016	19-	Ngozi	4	6	8	10	X
017	20-	Hope	Tr1	2	Tr4	6	Y
018	21-	Chastity	Tr6	6	10	10	X
019	22-	Faith	Tr2	6	10	12	Y
020	23-	Temperance	Tr2	8	12	20	Y
021	24-	Prudence	1	Tr4	6	12	X
022	25-	Charity	Tr4	4	8	12	X
023	26-	Patience	2	2	8	12	X
024	27-	Zeppo	4	12	20	X!	
025	28-	Eiko	4	6	6	12	X
026	29-	Wu Lan	4	10	20	20	X
027	30-	Angel	Sh4	6	Sh12	12	X
028	31-	Buddy	Sh6	10	Sh20	20	X
029	32-	McGinty	4	Sh10	12	12	X
030	33-	Tiffany	4	Sh8	8	10	ShX
031	34-	Dunkirk	6	6	10	20	ShX
032	35-	Starchylde	Sh6	8	Sh10	12	X
033	36-	Brigid	8	8	X	X	X
034	37-	O-Lass	6	12	X	X	X
035	38-	Crane	4	Fo6	Fo8	10	12
036	39-	Phoenix	4	6	Fo8	10	Fo20
037	40-	Naga	Fo6	8	8	8	Fo20
038	41-	Crab	8	10	12	Fo20	Fo20
039	42-	Mantis	6	Fo8	Fo10	20	20
040	43-	Unicorn	4	4	Fo6	Fo12	20
041	44-	Scorpion	4	4	Fo4	Fo12	20
042	45-	Ronin	6	Fo6	8	Fo12	12
043	46-	Lion	4	Fo6	10	Fo20	20
044	47-	Dragon	4	8	Fo8	Fo12	20
045	48-	Mirumoto	Fo6	10	Fo10	12	20
046	49-	Kakita	6	Fo6	10	Fo12	20
047	50-	B. weasel	F	R	P	G	S
	-	J. Ernest	pi	inf	sqrt(-2)		X
048	51-	Dirgo	20	20	20	X	
049	52-	Flaire	6	10	10	12	X
050	53-	Carson(p)	4	5	6	7	X
051	54-	Poly	4	6	Fi8	20	X
052	55-	Adam Spam	Fi4	Fi6	6	12	X
053	56-	FuzzFace	4	8	10	ch10	ch12
054	57-	Coil	Po4	12	Po20	20	V
055	58-	Bane	Po2	Po4	12	12	V
056	59-	Lucky	6	10	Po12	20	X
057	60-	Shepherd	8	8	Po16	20	X
058	61-	Peace	Sh10	Sh12	Sh20	shX	shX
059	62-	Crusher	10	Po20	20	20	X
060	63-	Grist	Po4	8	10	12	X
061	64-	Wastenott	Sh4	Sh8	Sh10	Sh20	shX
062	65-	Reaver	4	10	10	12	PoX
063	66-	Jellybean	Po20	Sh20	V	X	
064	67-	Bluff	Posh6	Posh12	16	20	X

065	68-	Strik	8	Po10	Sh16	16	X			
066	69-	Echo	?	?	?	?	?			
067	70-	Giant	20	20	20	20	20	20		20
	71-	J. Beetle	6	12	12	12	D	X		
	72-	F. Squirrel	4	6	12	20	X	X		
	73-	J. McCarthy	10	12	12	20	X	X		
	74-	Kremlina	6	8	10	12	X	X		
	75-	Max Factor	6	8	12	X	X	X		
	76-	Frenchman	8	10	10	12	X	X		
	77-	Gordo	V	W	X	Y	Z			
068	78-	Chris	Sp6	Sp8	10	Sp12	S			
069	79-	Bennett	6	8	Sp20	Sp20	S			
070	80-	Hale	Sp8	12	20	20	S			
071	81-	Darwin	4	6	Sp10	20	X			
072	82-	Pearl	6	8	12	X	SpX			
073	83-	Morgan	Sp10	Sp12	Sp12	SpX				
	84-	Sydney	Sp4	Sp6	Sp8	Sp10	SpX			
074	85-	KingArthur	8	8	10	20	X			+20
075	86-	Mordred	Sh6	10	10	Sh20	ShX			+4
076	87-	Guenever	6	Sh8	10	12	X			+8
077	88-	MorganLFay	Sh4	12	Sh12	20	X			+12
078	89-	Merlin	2	4	Sh10	Sh20	X			+ShX
079	90-	Nimue	4	6	Sh12	20	X			+Sh10
080	91-	Gawaine	4	4	12	20	X			+6
081	92-	Lancelot	10	12	20	20	X			+X
082	93-	Phil	8	8	10,10	20	X			
083	94-	Dixie	4	6	10	12,12	X			
084	95-	Growf	4,4	6	8	12	X			
	96-	JamesBeast	4	8,8	10,10	12	W,W			
085	97-	Buck Godot	6,6	10	12	20	W,W			
	-	Winslow								
086	98-	Agatha	4	6	8,8	20	X			
087	99-	Krosp	4	6,6	12	12	X			
088	100-	Klaus	4	Po10,10	20	20	W			
089	101-	Von Pinn	4	Po6,6	10	20	W			
090	102-	Gil	8	8	Po8,8	20	X			
091	103-	Bang	Po4,4	6	12	12	X			
092	104-	SailorMoon	8	8	10	20	TM:1			
			Re6	Re10	Re20	Re20				
093	105-	QueenBeryl	4	8	12	20	CB:2			
			Re4	Re12	Re20	Re20				
094	106-	S.Mercury	4	8	8	12	TM:1			
			Re4	Re4	Re8	Re10				
095	107-	Zoycite	4	10	10	10	NV:4			
			Re6	Re6	Re8	Re8				
096	108-	SailorMars	4	6	10	20	TM:1			
			Re6	Re10	Re10	Re20				
097	109-	Jedite	6	6	12	12	NV:4			
			Re4	Re6	Re6	Re8				
098	110-	S.Jupiter	6	10	12	20	TM:1			
			Re6	Re12	Re12	Re20				
099	111-	Nephrite	4	6	12	12	NV:3			
			Re8	Re10	Re10	Re12				
100	112-	S.Venus	4	6	10	12	TM:1			
			Re4	Re8	Re8	Re12				
101	113-	Malachite	8	12	20	20	NV:2			
			Re10	Re12	Re12	Re20				
102	114-	TuxedoMask	6	6	10	20	T MDF			
			Re4	Re8	Re10	Re12	Re20			
103	115-	ShWarriors	1	2						
			Re4	Re6	Re8	Re10	Re12			
104	116-	Max	Po12	Po12	Po20	Po20	Po30	Po30	PoX	PoX
105	117-	Mr. Peach	6	Sp8,8	PoSh12,12	12	V!,V!			
106	118-	Simon	Qu4	Qu6	Qu12	Qu20	QuX			
107	119-	Werner	8	10	10	12	PoShSpV!			
	120-	Eeyore	6	10	10	12	X			
108	121-	S. Class	4/6	6/8	8/10	10/12	12/20			
	122-	Tirade	6	TS6	TS10	V!				
	123-	PitBoss	12	12	20	20	U			
	124-	Magician	6	8	10	12	T			

	125-	Showgirl	6	6	8	T	U
	126-	PaiGow	6	PG8	PG8	10	12
	127-	BlackJack	1,1	11	8,8	1,20	T
	128-	Craps	6,6	6,6	6,6	6,6	6,6
	129-	Professor	2,3	3,4	4,5	10	T!
	130-	Shamrock	2	9	7/13	7/13	7/13
	131-	WildCard	C	C	C	C	C
109	132-	Luce	8	10	20	4/20	8/20
110	133-	Frasquito	4	6	8	12	2/20
111	134-	Lark	6	20	2/8	4/12	6/10
112	135-	Tehophilus	8	10	12	10/20	20/30
113	136-	Mischa	10	12	12	4/12	6/12
114	137-	Chang	2/20	2/20	4/20	8/20	
115	138-	Aldric	8	8	4/12	8/20	12/20
116	139-	Elihu	4/6	4/8	6/10	6/12	8/20
117	140-	Farrell	10	12	6/20	6/20	8/12
118	141-	Nikolai	20	4/10	4/12	6/10	6/20
119	142-	Cesare	10	4/10	6/10	10/12	10/20
120	143-	Vincent	30	30	30	6/30	
121	144-	Nightmare	4	8	10	20	20
122	145-	Socrates	4	10	12	Y	
123	146-	Tess	Nu4	8	12	Nu20	X
	147-	Rikachu	1	1	1	1	Y
124	148-	Guillermo	6	10	20	X	Y
125	149-	Ginzu	8	8	Sh12,12	20	X
126	150-	Gratch	6	Sh8,8	20	Sh20	X
127	151-	J. Kovalic	6	Ch6	10	12	Ch20
128	152-	Gore	4	20	4/8	6/12	6/20
129	153-	Bush	4	20	4/8	6/12	6/20
130	154-	Cthulhu	4	20	Sh4,8	Sh6,12	Posh6,20
131	155-	Nerni	4	4	12	X	X
132	156-	Yeti	10	20	30	30	X
133	157-	Ork!	8	8	8	Po8	X
	158-	Arashi	4	6	Pa10	Fo12	20
	159-	Michie	4	8	12	Sp12	X
	160-	Johnny	6	Tr6	Pa8	12	X
	161-	Renee	2	2	6	Pa10	X
	162-	Danny	6	Tr8	Tr8	20	X
	163-	Danielle	6	12	Pa12	20	X
	164-	Scott	8	Pa8	10	12	X
	165-	Macky	4	6	10	X	Y
	166-	Magistra	Pa6	Pa10	Pa10	PaX	
	167-	Horace	8	10	Po20	20	Z
	168-	Kainar	4	4	Sp10	SpV	V
	169-	Inez	6	6	Pa6	20	X
	170-	Alice	6	8	8	10	1/30!
	171-	MadHatter	Qu6	Qu6	Qu10	Qu20	QuX
	172-	QuOfHearts	6	8	Po16	20	X
	173-	WhiteRabbit	4	6	8	12	X
	174-	Bull	6	8	12	X	X
134	175-	ConMan	4	6	Po20		
135	176-	Sven	Qu20	Qu20	8/12	6/12	4
136	177-	Yseulte	Po20	Qu10	Qu8	X	X
137	178-	Bill	20	20	20	V,V	
138	179-	Carson	4,4	8	10	12	SpV
139	180-	Gilly	6	8	Sp8	20	X?
140	181-	Igor	3	12	20	20	X?
141	182-	Ken	8	10	Sp12	20	V
142	183-	Matt	Sp8	10	10	Sp10	V?
	184-	Chaka	As4	8	8	12	As30
	185-	Strotzie	4	6	As10	12	AsX
	186-	Fuma	As8	16	20	V	Z
	187-	Vox	6	As6	12	12	AsV,V
143	188-	J.Beetle	6	8	12	X	
144	189-	F.Squirrel	Sp6	Sp12	Sp12	Sp20	
145	190-	Howlingwolf	St4	8	12	20	st20
146	191-	WhiteTiger	6	St6	10	12	St12
147	192-	Daisy	Mo6	10	10	20	X
148	193-	Jingjing	Mo4	8	10	12	X
149	194-	Spencer	8	8	12	Mo20	X

150	195-	Talus	4	Mo12	20	20	X
151	196-	Mau	6	6	8	12	MoX
152	197-	Luna&Art.	1	4	10	20	Cat:2
			Re2	Re2	Re8	Re8	
153	198-	WickedLady	6	6	10	12	DC:2
			Re4	Re8	Re10	Re20	
154	199-	QuSerenity	4	6	10	12	IS:1
			Re6	Re10	Re12	Re20	
155	200-	Rubeus	4	4	12	12	DC:1
			Re6	Re10	Re20	Re20	
156	201-	PrSerena	6	8	12	20	IS:1
			Re4	Re10	Re12	Re20	
157	202-	Sapphire	6	10	12	12	DC:2
			Re8	Re8	Re10	Re12	
158	203-	Rini	2	4	6	6	IS:1
			Re4	Re10	Re12	Re12	
159	204-	Wiseman	20	20	20	20	Skull
160	205-	NQSerenity	12	20	20		SM:2
			Re4	Re6	Re8	Re10	Re12
161	206-	PrDiamond	4	6	12	20	DC:2
			Re8	Re10	Re10	Re20	
162	207-	KEndymion	6	10	20	20	KC:1
			Re6	Re10	Re12	Re20	
163	208-	Emerald	6	8	12	20	DC:1
			Re4	Re6	Re10	Re20	
164	209-	Bruno	Be8	Be8	Be20	Be20	BeX
165	210-	Pappy	4	4	10	Be20	X
166	211-	Synthia	Be4	12	12	T	BeT
167	212-	The DM	4	8	12	16	BeU
	213-	Tenchi	4	10	12	20	Jur:2
			Re4	Re12	Re20	Re20	
	214-	Kagato	4	6	20	20	Com:1
			Re10	Re12	Re12	Re20	
	215-	Ayeka	6	8	10	10	Jur:1
			Re4	Re4	Re10	Re20	
	216-	Ryoko	8	10	12	12	Com:1
			Re4	Re10	Re20	Re20	
	217-	Mihoshi	8	10	20	20	Com:1
			Re8	Re10	Re12	Re20	
	218-	S.Guardians	4	4	4	4	Alt:1
			Re4	Re10	Re10	Re12	
	219-	Kiyone	4	4	10	12	Com:1
			Re6	Re10	Re10	Re20	
	220-	Ryo-ohki	4	4	4	12	Morph
			Re10	Re12	Re20	Re30	
	221-	Washu	4	6	12	X	Alt:2
			Re6	Re8	Re10	Re20	
	222-	Dr. Clay	6	10	10	10	Con:2
			Re4	Re4	Re12	Re12	
	223-	Sasami	4	4	6	8	Jur:3
			Re12	Re12	Re20	Re20	
	224-	Zero	?	?	?	?	?
			?	?	?	?	
168	225-	Riff	4/20	6	6/8	10/12	20
169	226-	Aylee	8	10/20	12	12/20	20
170	227-	Torg	6	6/20	8	10/12	12/20
171	228-	Bun-Bun	4/10	4/12	6/12	20	20
172	229-	Zoe	4/12	6/10	8	10/20	12/20
173	230-	Kiki	3/20	4	8/12	10	10/20
174	231-	Nickie	Sp4	10	10	12	Sp12
175	232-	Sonia	6	6	Sp12	20	20
176	233-	Tamiya	4	8	8	12	Sp20
177	234-	Jorgi	4	6	8	20	PoX
178	235-	Tsusuko	Fo6	10	10	16	X
179	236-	Honzo	10	12	Fo20	V	X
180	237-	Konami	6	8	Fo10	Fo12	X
181	238-	Tonase	4	4	8	20	FoX
182	239-	Yuranosuke	4	8	12	Fo12	X
183	240-	Okaru	4	Fo4	6	12	V
184	241-	Sadakuro	Fo4	Fo6	Fo8	Fo10	12

185	242-	Gripen	4	6	8	Ra12	X
186	243-	TheEffster	Sh4	8	8	Sh12	ShX
187	244-	TFAIanClark	Sh8	Sh8	3/12	20	X
188	245-	Buck	Sg8	Sg10	12	20	X
189	246-	Cass	4	Sg4	Sg6	12	X
190	247-	Z-Don	Sg6	Sg8	Po16	X	X
191	248-	Crysis	Sg8	10	10	X	X
192	249-	Golo	Sg10	Sg12	Sg20	SgX	
193	250-	Micro	Sg4	Sg4	12	Po12	SgX
	251-	Paris	4/8!	6	10	10	12/20!
	252-	Gideon	4	8	12	X	
			Re4	Re6	Re10	Re20	
	253-	Spider	Tr4	Po6	Sh8	Sp10	R
	254-	Painter	Cr2	4	8	12	X
	255-	Regina	1	6	Tr4,4	12	Y
	256-	Damian	At10	De10	Fi10	12	X
	257-	Bayani	F	SFD	16	16	12/20
	258-	Rico	6	8	De10	De20	S
	259-	Seiji	4	4	Fi10	Fo12	16
	260-	Yamaichi	2	16	20	FoX!	
	261-	Tommy	At4	8	At8	20	X
	262-	Ace	4	6	Po16	16	X
	263-	Poison	6	10	AtPoV	DePoV	PoX
	264-	Irene	Cr3	Cr4	Sh8	12	Z
	265-	Fuyuko	Qu4	Nu6	Qu10	20	X
	266-	Montgomery	6	Nu8	Nu12	20	X
	267-	Jean-Paul	4	Pa8	Sp12	PaSpW	
	268-	Montague	2,2	4	10,10	20	X
	269-	Chantal	PoPa4	PoPa8	20	20	X

+V

NOTES:

Swing die table:

	Min	Max
N	4	10
R	2	16
S	6	20
T	2	12
U	8	30
V	6	12
W	4	12
X	4	20
Y	1	20
Z	4	30

Nonstandard dice:

- As# indicates an Assassin die
- At# indicates an Attacker die
- Be# indicates a Berserker die
- Ch# indicates a Chance die
- Cr# indicates a Cross die
- De# indicates a Defender die
- Fi# indicates a Fire die
- Fo# indicates a Focus die
- Mo# indicates a Morphing die
- Nu# indicates a Null die
- Pa# indicates a Parry die
- PG# indicates a Pai Gow die
- Po# indicates a Poison die
- Qu# indicates a Queer die
- Ra# indicates a Rage die
- Re# indicates a Reserve die
- Sg# indicates a Stinger die
- Sh# indicates a Shadow die
- Sp# indicates a Speed die
- St# indicates a Stealth die
- Tr# indicates a Trip die
- TS# indicates a Time and space die
- #! indicates a Turbo Swing die

+# indicates an Auxiliary die
#,# indicates a Twin die
#/# indicates an Option die
#? indicates a Mood Swing die

01 through 12: Soldiers (April 1999)
Nothing of note.

13: Soldiers Promo (April 1999)
Nothing of note.

14, 15: The Big Cheese (Spring 1999)
Nothing of note.

16 through 19: Digital Addiction's Sanctum (July 1999)
Nothing of note.

20 through 26: Lunch Money (July 1999)
Trip dice don't count towards initiative. They make a trip attack by rolling the trip die and an opponent's die. If the new results would create a successful power attack, then it works and the dice are captured as normal. Otherwise, leave the dice rerolled. If a trip attack in no situation can be successful (mostly a Tr1 trying to capture a twin die,) it cannot be attempted.

27: Gen Con '99 Promo Button (July 1999)
Zeppo's Turbo Swing die can be any size, and its size can be changed every time he makes an attack with it. If he wins a round, he cannot change it going into the next round.

28, 29: Furthest North Crew (Summer 1999)
Nothing of note.

30 through 35: Vampyres (August 1999)
Shadow dice cannot make Power attacks. Instead, they can capture any die showing a number equal to or greater than the one showing, but not bigger than its size. So a Sh10 showing a 4 can capture any number between 4 and 10.

36, 37: XXXenophile (August 1999)
Nothing of note.

38 through 49: Legend of the Five Rings (Summer 1999)
The person not going first can reduce the number or numbers on their focus dice but only if it will give him first turn. If he does so, then the other guy gets to also. If you go first, any Focus dice you reduce cannot be used in your first attack. If you do not go first, this doesn't apply to you.

50: The Buzzing weasel (Summer 1999)
F - Fudge die: Rolls -1, 0, and 1 in a linear distribution. It's worth either 0, 1, or 3 points depending on who you talk to. Zero, because that's twice its average roll; one, because that's its highest value; three because it can vary between 3 different values. It's a fruitless debate, really.
R - Regular die: Equivalent to an X swing.
P - Prestige die: A variable die which can be any size between 30 and 100 sides, the Prestige Die cannot make any attacks and is not worth any points.
G - Gamer die: A variable die which can be any size between 3 and 21, except for the common die sizes of 4, 6, 8, 10, 12, and 20.
S - Screw or Suck die: A 7-sided die. If the S die makes an attack and rolls odd, its owner gets another turn. If it rolls even, its owner loses.

unnumbered: James Ernest (Summer 1999)

From www.beatpeopleup.com:

"The Button is potentially the most powerful Button Man in existence, although it's debatable whether it could ever make

a starting roll. Richard Garfield, PHD and creator of the Magic: the Gathering card game, has argued that it is impossible to randomly generate a number between one and infinity in a linear distribution, and that this is the essential flaw in the famous 'two envelopes' paradox. Combine this with the impossibility of even describing 'i' in real terms, and the pi-sided die seem like a walk in the park."

51, 52: Majesty 1 (August 1999)
Nothing of note.

53: Carson Promotional (Gen Con, August 1999)
Nothing of note.

54, 55: Polycon Buttons (Fall 1999)
Fire dice cannot make Power attacks, but you may decrease a Fire die by one to increase another die by one. You cannot decrement a Fire die below 1 nor increment any die past its normal limit. Also, you must immediately attack with the incremented die.

56: Yoyodyne 1 (Fall 1999)
Chance dice are like Focus dice (see Legend of the Five Rings,) but instead of decrementing them, you reroll them.

57 through 70: Brom (November 1999)
Also uses Shadow dice, see Vampyres.
Poison dice count minus one-half its sides if captured, and minus full its sides if it is retained.
69 - Echo copies the same dice as her opponent, but may choose a different swing die.
70 - Giant never goes first.

71 through 76: Japanese Beetle, unlicensed (November 1999)
The Dodge die is represented as a D, which can be of sizes 6-12. When a Dodge die is captured, reroll it. If it shows a number smaller than it was when it was captured, the attack fails. The attacker now decides to reroll his attacking die (or which of his dice) or not. A Dodge die scores double its sides when captured, but only half if retained.
A Dodge attempt is made after a successful Trip attack. A Dodge attempt is made with each die separately in the case of a Speed Attack.

77: 1999 Button Men Poster Y2K Promo (January 2000)
None of Gordo's dice can be the same size.

78 through 84: Brawl (February 2000)
A Speed die can make a Speed attack. It can capture any number of dice that total up to the number showing on it.

85 through 92: Button Lords (February 2000)
Also uses Shadow dice, see Vampyres
If both players agree to use the Auxiliary die, then both characters use six dice. If not, both characters use 5 dice.
If fighting a non-Button Lord character, you may choose to take the Auxiliary die, but your opponent must get an Auxiliary die that matches yours in size and type. However, if your Auxiliary die is a swing die, your opponent's does not have to match yours; it has to match his.

93 through 103: Club Foglio (March 2000)
Also uses Poison dice, see Brom.
Twin dice appear as two numbers separated by a comma, for example: 8,8. This twin die is treated just like a d16 for scoring, capturing, and being captured purposes, but instead of rolling a d16, roll 2d8.
The Winslow is not actually a button in its own right. It is treated as a 30-sided die that always rolls a 1. When captured, the Winslow does not leave play; instead it is added to the capturing player's live dice. Whoever ends up with Winslow at

the end of the game is the new winner of the winslow.
Single Game Rules: winslow replaces one swing die, one winslow per fighter maximum.

Tournament Rules: winslow must be legal in the tournament (judge's choice.)
Winslow works by the rules above, but you may play with more than one winslow per fighter. whoever captures winslow and winds up with him at the end of the deciding match must use him in place of a swing die in his next fight, and continue until he loses it. If you have more winslows than swing dice, use as many as you can, and the others are removed from the tournament.

104 through 115: Sailor Moon (March 2000)

You start with your first row of dice. Every time you lose a round, you can add one of your Reserve dice to your set.

TM:n indicates that this character can take an extra turn n times per game.

NV:n indicates that this character can reroll any one die after an attack n times per game.

CB:n indicates that this character can reroll her initial roll or force her opponent to reroll his/her initial roll n times per game.

T MDF indicates that TM, NV, and CB do not work.

TM, NV, CB also do not work against non-Sailor Moon Button Men.

116 - The Shadow warriors start with the d1 and d2, and all their Reserve dice start at maximum. They can be added to the starting hand at any time in a round, but only one at a time and only via skill attack. Unlike the other characters, the Shadow warriors' Reserve dice all return to Reserve status at the end of the round.

116 through 119: Freaks (April 2000)

Also uses Turbo dice, see GenCon '99 promo.

Also uses Shadow dice, see Vampyres.

Also uses Poison dice, see Brom.

Also uses Speed dice, see Brawl.

Also uses Twin dice, see Club Foglio.

Queer dice are Shadow dice if the number showing is odd, normal if it's even.

120: Eeyore (April 2000)

Nothing of note (But yeah, that's Elliot Evans, ee0r@andrew.cmu.edu!)

121: BaltiCon Promotional Button (April 2000)

Option dice are like swing dice, but have only two choices for their size (as noted by the numerator and denominator on the button.)

122: Looney Labs Mascot (Spring 2000)

Also uses Turbo Swing dice, see GenCon '99 promo After your starting roll, every time one of your Time and Space dice rolls an odd number, you get to take another turn. If both dice come up odd at the same time, you only get one extra turn.

123 through 131: Las Vegas (May 2000)

Also uses Twin dice, see Club Foglio.

Also uses Option dice, see BaltiCon Promotional Button

124- The Magican can use one of the following once per round, and cannot use any of them twice until he has used all four:

- * Rabbit from hat: Extra d1.

- * Prestidigitation: Change any die to a Trip die.

- * Bisect with Saw: Change any die (own or opponent's) to half of its originally-rolled value on the opening roll.

- * Vanishing Act: First die captured by opponent is scored as zero points.

- * Mind Reading: Opponent must state all sizes of all option and/or swing dice.

126- Pai Gow dice can both attack at the same time, taking two dice in two power attacks. However, in both power attacks, the number showing on the attacking dice must be strictly greater than the ones on the defending dice.

127- Black Jack's T swing cannot be a d12.

128- Any twin die that rolls a 7 may be reset by the player to any value between 2 and 12 (includes after a Trip attack.) At the start of a round, this decision must be made before seeing the opponent's starting roll.

130- The d13s score as normal d13s, but are represented by a d12 for which a 7 counts as a 13.

131- Wildcard uses a deck of cards. A number card is the number shown, jack through king are 11 through 13, a joker is a 20. An ace is a 1, but is treated as a 14 when making power attacks.

All cards are discarded face down (so that they cannot be reviewed) and are scored as d16s.

132 through 145: Fantasy (July 2000)

Option dice are like swing dice, but have only two choices for their size (as noted by the numerator and denominator on the button.)

144- Nightmare has no variable dice, but may set his opponent's upon losing a round.

145- Socrates can use one of his opponent's dice in a two-die skill attack

146: Origins '00 Promo Button (July 2000)

No points are scored for capturing or retaining a Null die. All dice captured using Null dice (including skill attacks) are worth no points.

147: Pikapooch (July 2000)

Nothing of note.

148: Reniassance (Summer 2000)

Guillermo is left handed; those are not Reserve dice. X and Y cannot be the same size.

149, 150: Save The Ogres (Summer 2000)

Also uses Shadow dice, see Vampyres.

Also uses Twin dice, see Club Foglio

151: Yoyodyne 2 (Gen Con, July 2000)

Also uses Chance dice, see Yoyodyne 1.

152 through 154: Presidential Button Men (Gen Con, July 2000)

Also uses Shadow Dice, see Vampyres.

Also uses Poison Dice, see Brom.

Also uses Twin dice, see Studio Foglio.

Also uses Option dice, see Fantasy.

155, 156: Majesty 2 (August 2000)

Nothing of note.

157: Me Am Ork! (August 2000)

Also uses Poison dice, see Brom.

158 through 169: Blademasters (August 2000)

Also uses Trip dice, see Lunch Money.

Also uses Focus dice, see Legend of the Five Rings.

Also uses Poison dice, see Brom.

Also uses Speed dice, see Brawl.

Skill attacks do not work against Parry dice.

[Set is being reworked and will retain its original numbers]

170 through 173: wonderland (August 2000)

Also uses Poison dice, see Brom.

Also uses Option dice, see Fantasy.

Also uses Queer dice, see Freaks.

A Turbo Option die can assume either of its allowed sides after being rolled in an attack.

174: Bull (August 2000)

Nothing of note.

175: Con Man (September 2000)

Also uses Poison dice, see Brom.

176, 177: Fairies (September 2000)

Also uses Poison dice, see Brom.

Also uses Queer dice, see Freaks.

Also uses Option dice, see Fantasy.

178 through 183: Dork Victory (October 2000)

Also uses Speed dice, see Brawl.

Also uses Twin dice, see Club Foglio.

Mood swing dice change size after you attack with them. After an attack, roll the appropriate die and change its size:

Mood swing var...	roll...	1	2	3	4	5	6
X?	d6	4	6	8	10	12	20
V?	d4	6	8	10	12		

If you are unable to change your Mood Swing die because you won the previous round, it starts the next round as the size you started it at in the previous round.

184 through 187: Order of Dolls (October 2000)

When Assassin dice are used in an attack against another die, they cut the size of the number showing on the opponent's die in half (rounding fractions up.) The captured die is now only worth half its value in points (rounding up) when scoring.

[Bayani's clarifying guess: Score half for any die taken with an Assassin die.]

188, 189: Japanese Beetle, licensed (November 2000)

188- Skill attacks do not work against the Japanese Beetle

189- The Flying Squirrel cannot make skill attacks.

190, 191: Howling wolf (November 2000)

Stealth dice can only make skill attacks, and can only be taken with skill attacks.

192 through 196: Metamorphers (November 2000)

When a Morph die captures another die, it becomes one of that size before rerolling.

197 through 208: Sailor Moon 2 (November 2000)

Also uses Reserve Dice, see Sailor Moon.

Iconic abilities:

Cat: The Cat Database allows the player to reroll any number of dice?

DC: The Dark Crystal allows the player to remove an opponent's die from the game instead of bringing in a reserve?

IS: The Imperium Silver Crystal allows the player to add a reserve die for one round?

SM: The Silver Millennium Moon allows the player to transform 1 or 2 reserve dice?

KC: The King's Crown allows the player to take back a captured die?

Skull: The Skull allows the player to steal Reserve dice when he loses?

209 through 212: Bruno! (November 2000)

Berserk dice cannot be used in a Skill Attack, but may make Power Attacks normally. They also have a third attack, called

a Berserk Attack, which is the equivalent of a Speed Attack.

In a Speed Attack, one die can capture any number of dice which add up exactly to its value. After making a Berserk Attack, the Berserk die is replaced by a non-Berserk die half its size (round fractions up) before rerolling.

209- Bruno gets an extra X when fighting Pappy.

210- Pappy gets an extra BeX when fighting Bruno.

213 through 224: Tenchi Muyou! (December 2000)

Also uses Reserve dice, see Sailor Moon.

Alt: The Alter Icon allows the player to swap a swtarting die for a reserve die for the rest of the game

Com: The Combat Icon allows the player to make a speed attack (see Speed Dice, Brawl) per use spent.

Con: The Control Icon allows the player to use a single die of an opponent's in a skill attack.

Jur: The Jurai Icon allows the player to disallow an attack for a turn. The opponent must make another attack but cannot use any of the dice in the disallowed attack.

Morph: Ryo-ohki can exchange any of her Starting dice for any of her Reserve dice after losing a round in addition to adding one.

224- Zero assumes all stats and Iconic abilities of her opponent
[Technical note: The Tenchi buttons were all slated to be licensed and were designed to be tournament legal. However, Guardians of Order received insufficient preorders of the buttons and decided not to publish them.]

225 through 230: Sluggo Freelance (March 2001)
Also uses Option dice, see Fantasy.

231 through 233: Brawl Catfight Promotional Buttons (Origins, July 2001)
Also uses speed dice, see Brawl.

234: Girl Genius Promotional Button (Gen Con, August 2001)
Also uses Poison dice, see Brom.

235: Samurai Promotional Button (Gen Con, August 2001)
Also uses Focus dice, see Legend of the Five Rings.

236 through 241: Samurai (September 2001)
Also uses Focus dice, see Legend of the Five Rings.

242: Syd Con 10 (Summer 2001)
If a Rage die is captured before it participates in an attack, or if it participates in an attack, it is replaced with a normal die of the same size. Rage dice do not count towards initiative.

243, 244: DemiCon 13 (October 2001)
Also uses Shadow dice, see Vampyres.

245 through 250: Diceland (July 2002)
Also uses Poison dice, see Brom
Stinger dice do not count for initiative, like Trip dice. When making a skill attack, Stinger dice can count as any number between 1 and the one they're showing.

251 through 256: Blademasters Second Shot (September 2002?)
Also uses Turbo Option dice, see Wonderland.
Also uses Reserve dice, see Sailor Moon.
Also uses Poison dice, see Brom.
Also uses Shadow dice, see Vampyres.
Also uses Speed dice, see Brawl.
Also uses Trip dice, see Lunch Money.
A Defender die is worth one more than the number showing while defending, but one less than the number showing when attacking. So for instance, a Defender die showing a 6 is treated as showing a 7 when being attacked and showing a 5 when attacking.
An Attacker die is worth one more than the number showing while attacking, but one less than the number showing when defending.
A Cross die can make a Cross attack. The number showing on the Cross die and at least one other die must multiply to exactly the number showing one opponent's die to capture it. No more than one of the attacking dice may show a 1 when the attack is made.

257: Silly Self Promo Button (September 2002)
Also uses Fudge dice, see Buzzing Weasel. It's worth 1 point.
Also uses Option dice, see Fantasy.
The Sustained Fire Die rolls 0, 1, 1, 2, 2, 3 in linear distribution. If a zero is rolled, the only attack Bayani can make afterwards is a skill attack. Alternatively, he can just reroll it without making an attack. It's worth 3 points.

258 through 269: Blademasters Third Attack (Who knows?)
Also uses Defender dice, see Blademasters Second Shot.

Also uses Fire dice, see Polycon Promotional Buttons.
 Also uses Focus dice, see Legend of the Five Rings.
 Also uses Turbo Swing dice, see Gen Con '99 Promo Button.
 Also uses Attacker dice, see Blademasters Second Shot.
 Also uses Poison dice, see Brom.
 Also uses Auxiliary dice, see Pendragon Buttonlords.
 Also uses Cross dice, see Blademasters Second Shot.
 Also uses Queer dice, see Freaks.
 Also uses Null dice, see Origins '00 Promotional Button.
 Also uses Parry dice, see Blademasters.
 Also uses Speed dice, see Brawl.
 Also uses Twin dice, see Studio Foglio.

Old Dodge dice rules (too hard AND too powerful)

Attacks against a Dodge die are as follows:

- A power attack becomes a Trip Attack.
 - In a skill attack, reroll all dice in question. If the sum of the attacking dice is now larger or equal to the number on the Dodge die, the attack works.
 - A Trip attack must succeed twice. If the first Trip attack fails, do not attempt a second.
 - In a Shadow attack, reroll both dice. If the result is still a legal shadow attack, then the attack works.
 - In a Speed attack, reroll all dice. If the sum of the defender's dice is greater than the Speed die, then only non-dodge dice are captured. Otherwise all dice are captured as normal.
 - In a Queer attack, apply either power or Shadow rules as appropriate.
 - In a Cross attack against a Dodge die, reroll all dice. If the attacker's dice multiply to a number strictly larger than the one showing on the Dodge die, the Dodge die is captured as normal.
- A die that dodges cannot attack in the turn afterwards. (If still too strong, add that a die that attacks cannot dodge in the turn afterwards.)

Old Parry dice rules (too powerful, and a little confusing)

A Parry die cannot be captured by Power or Trip if it is showing an odd number.

A Parry die cannot be captured by a Speed or Skill attack if it is showing an even number.

Clarification: A Trip attack cannot be attempted against a Parry die showing an odd number.

The Tournament Illegal (but licensed) list:

12- Changeling	13- Bunnies	14- Lab Rat	- JamesErnest
77- Gordo	84- Sydney	98- JamesBeast	- Winslow
122- Tirade			

The Unlicensed (and illegal) list:

71- J. Beetle	72- F. Squirrel	73- J. McCarthy	74- Kremlina
75- Max Factor	76- Frenchman	120- Eeyore	123- Pit Boss
124- Magician	125- Showgirl	126- Pai Gow	127- BlackJack
128- Craps	129- Professor	130- Shamrock	131- wildCard
147- Rikachu	158- Arashi	159- Michie	160- Johnny
161- Renee	162- Danny	163- Danielle	164- Scott
165- Macky	166- Magistra	167- Horace	168- Kainar
169- Inez	170- Alice	171- MadHatter	172- QuOfHearts
173- WhiteRabbit	174- Bull	184- Chaka	185- Strotzie
186- Fuma	187- Vox	213- Tenchi	214- Kagato
215- Ayeka	216- Ryoko	217- Mihoshi	218- S.Guardians
219- Kiyone	220- Ryo-ohki	221- Washu	222- Dr. Clay
223- Sasami	224- Zero	251- Paris	252- Gideon
253- Spider	254- Painter	255- Regina	256- Damian
257- Bayani	258- Rico	259- Seiji	260- Yamaichi
261- Tommy	262- Spike	263- Poison	264- Irene
265- Fuyuko	266- Montgomery	267- Jean-Paul	268- Montague
269- Chantal			