

Friend Computer

Friend Computer runs Alpha Complex, a paranoid utopian society in an alternate future. When danger threatens it sends loyal Troubleshooters to beat people up.

Printed Dice

(Null 4)/20
(Chance 8)/20
(Trip 10)/20
(Shadow 12)/20
(Speed 12)/20

Tournament Rules

(for a button not likely to be deemed tournament legal...)

After your opponent has selected a button, but before they make any decisions for that button (X dice, Option dice, etc.), you must set and show your opponent what team Friend Computer is going to use.

Friend Computer's team of Troubleshooters start out with Basic dice at the lower values. (4, 8, 10, 12, 12)

For each opposing Swing, Option, or Twin die, you may change one of your dice into an Option n/20. You may only change two dice this way.

For each other opposing special (Speed, Trip, Poison, etc.) die, you may change one of your dice so it has its printed ability. (Null 4, Chance 8, Trip 10, Shadow 12, or Speed 12). You may only change two dice this way.

If an opposing die is a Swing, Option, or Twin die in addition to something else, Friend Computer may only use it for one or the other. None of Friend Computer's dice may be an Option die and have another ability.

Die type selections are fixed for the entire game. Option dice may be switched as per the normal rules.

If two Friend Computers go up against each other, either both play at starting levels or both may use the button as it's printed. If there is a disagreement, play at the low power level. (Weenies.)

Simple Rules

You start with (4, 8, 10, 12, 12). For each non-Basic die your opponent has, you may use one die as printed, replacing the die with the same smaller value.



<https://www.esglabs.com/>

Friend Computer Button Man

More Fun Rules

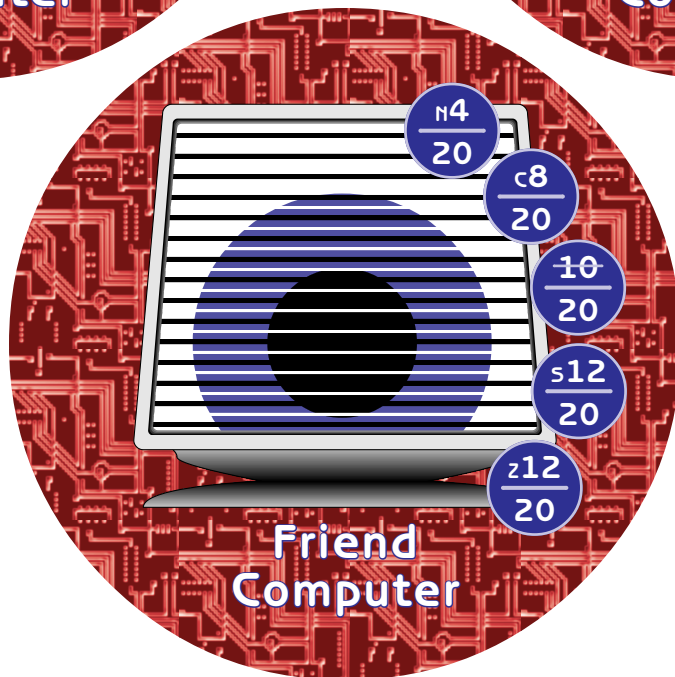
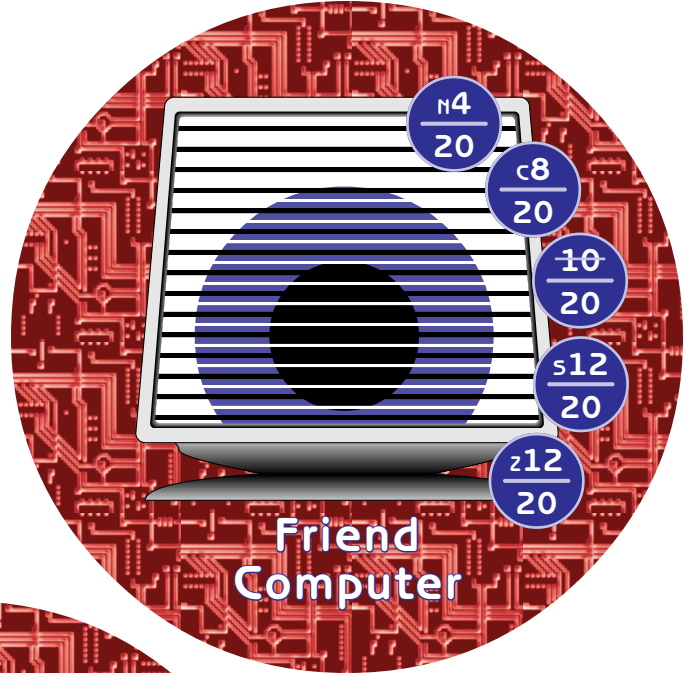
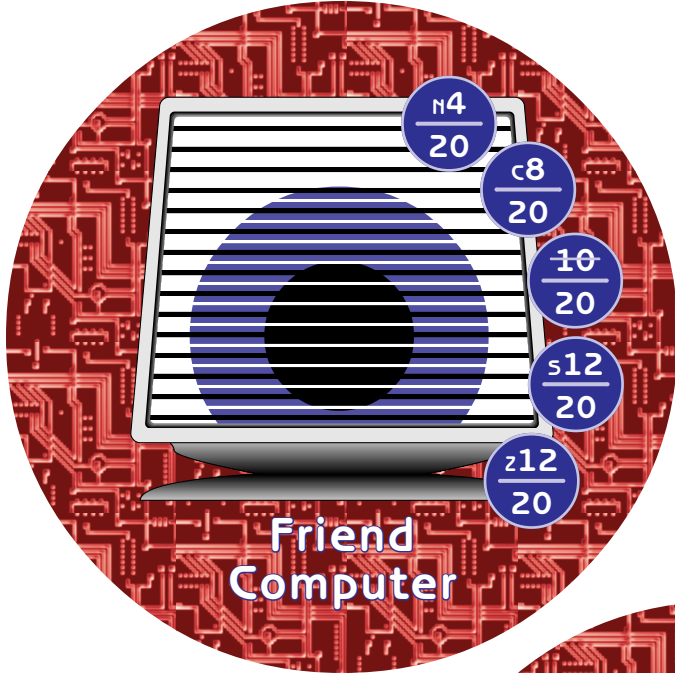
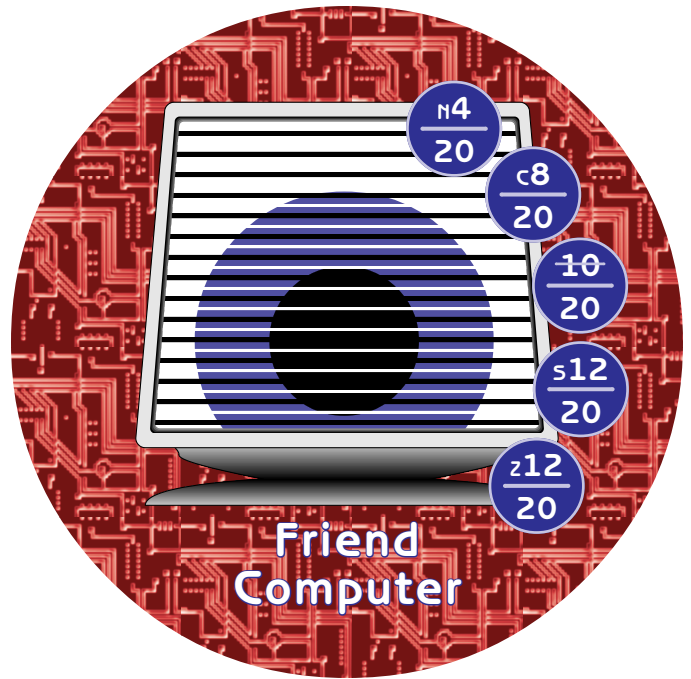
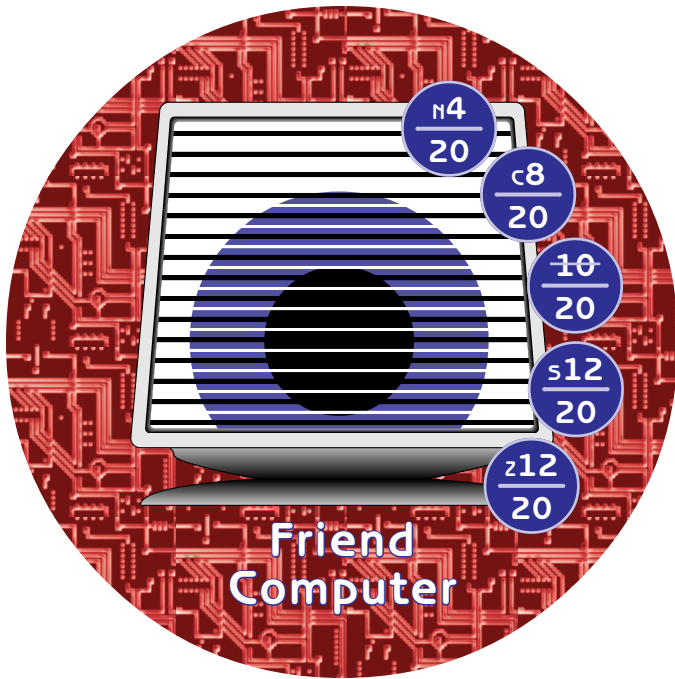
After your opponent has selected a button, but before they make any decisions for that button (X dice, Option dice, etc.), roll a D20 and consult this chart:

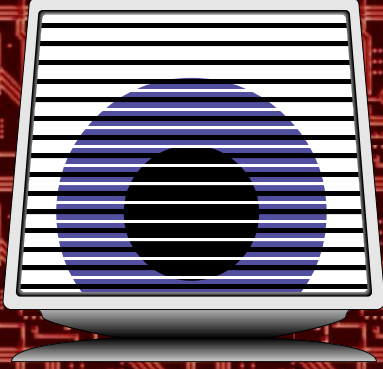
D20 Result

- 1 *R&D accident!* You lose. Opponent scores as if their dice had not been captured and yours were Nullified. If your opponent wishes to play the game out, treat this as a roll of 2-4.
- 2-4 *Troubleshooter is a traitor!* Play with base scores (4, 8, 10, 12, 12). Your initial highest rolled die is automatically captured by your opponent. (Opponent chooses on a tie.)
- 5-6 *Commie sabotages mission materials.* Play with base scores (4, 8, 10, 12, 12) and your opponent automatically gains initiative regardless of initial die rolls.
- 7-8 *SNAFU.* Play with base scores. (4, 8, 10, 12, 12)
- 9-10 *Mutant Power misfires without much damage.* If your opponent has at least one die with any ability, one of your dice (your choice) becomes an Option n/20.
- 11-12 *Mission proceeds normally.* One of your dice (opponent's choice) gains its special ability; one of your other dice (your choice) becomes an Option n/20. No die may be both an Option die and have another special ability.
- 13-14 *Mission briefing actually helpful.* One of your dice (opponent's choice) gains its special ability; two of your other dice (your choice) become Option n/20s. No die may be both an Option die and have another special ability.
- 15-16 *Society goals coincide with mission.* One of your dice (opponent's choice) becomes an Option n/20; two of your other dice (your choice) gain their special abilities. No die may be both an Option die and have another special ability.
- 17-19 *High Programmer helps from behind the scenes.* Three of your dice (your choice) become either Option n/20s or gain their special abilities. You may mix and match Option and special abilities, but no die may be an Option die and have another special ability. (An example: 4/20, 8, Trip 10, 12, Speed 12).
- 20 *The Perfect Team!* Your opponent may concede. If your opponent does, score as if you had kept (4, 8, 10, 12, 20) and your opponent's dice were Nullified. If not, play the button as it is written. If you wish to play the game out, you may treat this as a result of 17-19. (You must decide before asking your opponent to concede.)

Button Men is a creation of Cheapass Games.

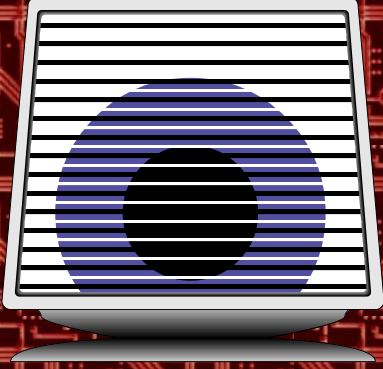
Paranoia is a creation of West End Games and Mongoose Publishing.





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$\frac{n4}{20}$	$\frac{c8}{20}$	$\frac{10}{20}$	$\frac{s12}{20}$	$\frac{z12}{20}$
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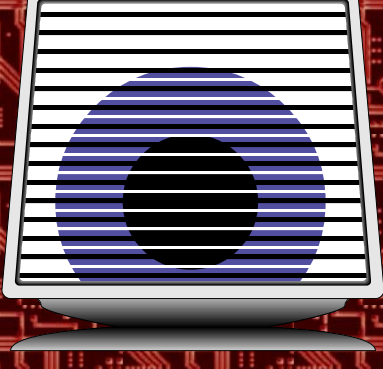
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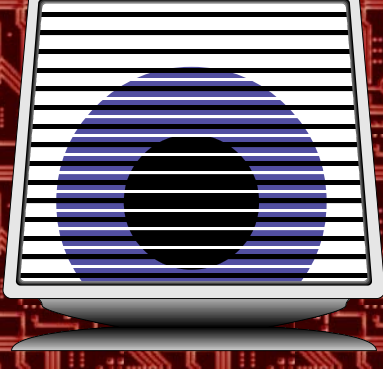
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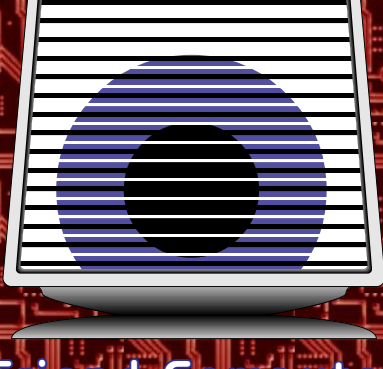
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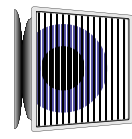


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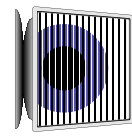


WARNING: For Ultraviolet Clearance Only!

Friend Computer's teams of Troubleshooters use a wide variety of mutant powers and experimental equipment. You start with (4, 8, 10, 12, 12). For each non-Basic die your opponent has, you may use one die as printed. Extended Friend Computer rules and downloads are available at esglabs.com.

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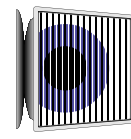


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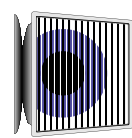


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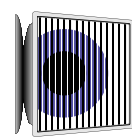


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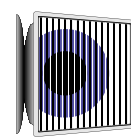


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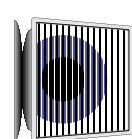


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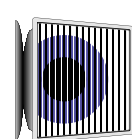


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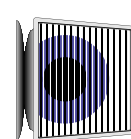


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