

Button Masher II: Extremely Hyped Edition

Components:

10d6 per player

Player sheets

Opponent sheet(s)

Writing utensils

Game Concept:

Button Masher II (the sequel to the acclaimed Button Masher, though widely unavailable and unplayed) is a game that plays like an old school arcade fighter game where the player fights their way through a list of opponents. Each opponent has a special ability (except the Peace Lily, because it's a houseplant) and will enact the opponent's ability after the player's turn. The player must mitigate as much damage as they can and remain outside of the red square on each damage track of their character's body.

SOLO GAME:

Set up:

The player takes the dice, a writing utensil, an opponent sheet, and player sheet of their choice.

Playing the game:

The Opponent sheet is made up of 12 green outlined spaces. Each space represents an opponent the player will fight for that round. Beginning in the upper left most space and proceeding left to right for each row, the player will spend one round fighting each of the opponents. In the first six spaces, the player cannot repeat a die value if it has been used in a space previously. In the following 6 spaces, the player cannot repeat a die value within a space, such that the player cannot save four of the dice value "6" to beat the 8 bit fighter. The player could instead use two of value "1" and two of value "4."

The player takes a number of dice equal to the number of values needed to defeat the opponent. Peace Lily requires 1 die to be rolled at the start of the round while Iron Michelle requires 6 dice to be rolled.

After rolling, the player chooses a single die value to place in each box of the opponent's space. To defeat an opponent the player must meet the amount of a die value, for example, the Low Rent Ninja requires four of a kind. The player would be required to roll four dice. They may keep any amount of one value, then add a die from the supply to the dice they would reroll. The player continues in this fashion until they have met the requirement to defeat the opponent. In the event the player has rolled all of the dice from the supply and not defeated the opponent, they write a 0 in the box or boxes of the opponent space.

Opponent action:

The opponent generates their action of the space, these are printed below the picture, some do not generate effects. The player notes the effect of that action on their player sheet, filling in damage in the left most open space of the damage track(s) on the player sheet. Additionally, the player receives 1 damage each, distributed as they choose, for the largest amount of unused dice of a single die value. For example, the player rolled 6 dice to defeat their opponent requiring 3 dice. They left two "3's" and one "5", the player now suffers 2 damage distributed as they choose across their player sheet beginning at the left most open space of a damage track.

Ending the round:

Continue to the next round:

- If the player has NOT reached the Red box on any damage track on their player sheet

Game end:

- If the player has reached the Red box on any damage track on the player sheet, or
- If the player has KO'd all of their opponents, or
- If the player has KO'd the last opponent but also suffered a KO themselves, in this case the player is considered to still have 1 point of damage available and is not out of the game.

Score:

The player now scores 1 point for each open box on the damage tracks of their player sheet.

The player also scores 3 points for each KO'd opponent (maximum of 36). The player adds up all of their points and puts that score into the score box. The player now enters 3 initials at the top of the player sheet. Please share pictures on Social Media with the hashtag ButtonMasherII #ButtonMasherII

MULTIPLAYER GAME:

Set up:

Provide each player with 10 dice, a writing utensil, an opponent sheet, and a player sheet. The players may use the same or different characters. When playing with more than 4 players, players will have characters that are the same as other players. When playing with multiple players, each player should have their own set of dice as the game is played in real time.

Playing the game:

The players fight the upper and left most opponent that has an open box(es). In the first round, each player rolls 1 dice and marks that value in the Peace Lily.

For each successive opponent, the players are playing at the same time. Each player attempts to defeat the next opponent. The players roll a number of dice equal to the open box(es) on that opponent. After rolling, the player chooses a number to place in the box(es). The number used may not have been used previously on any of the opponents in the first 6 rounds. In these rounds, the player has to specifically use a different number for each opponent. After the player has chosen a number from those dice and kept all of that number (if possible), they reroll all remaining dice (if any). The players continue until a player has defeated their Opponent, they must shout "KO" or "Stop" so that the other players know someone has won the match first. The player who won the match fills in the value of their die, respecting the rule for the first 6 Opponents that the same die may not be used. The other players mark an X in the box(es) for that Opponent's space.

Opponent action:

The Opponent generates their action on the space below the picture. The players notes the effect of that action on their player sheet. Additionally, the players receive 1 damage distributed as they choose for the largest amount of unused dice of a single value. The player who KO'd the opponent does not generate this effect. For example, the player rolled 3 dice to defeat their opponent. They had chosen to keep the "1" which left a "3's" and a "5", the player now suffers 1 damage distributed as they choose across their player sheet beginning at the left most open space of a damage track.

Ending the round:

Continue to the next round:

- If all players have NOT reached the Red box on any track for their body, they continue to the next round beginning again as above. All players focus on the same box on their Opponent sheet.

Continue to game end:

- If any player has reached the Red box, or
- If any player has earned a KO for the final box on their Opponent sheet, or
- A player has KO'd the last opponent but also suffered a KO themselves, in this case the player is considered to still have 1 point of damage available and is not out of the game.

Game End:

The game has ended and a player is KO'd or a player has KO'd the last of their opponents. The players now scores 1 point for each open space on their player sheet for damage. The players also score 3 points for each KO'd opponent (maximum of 36). The players now enters their 3 letters at the top of the page and records their score. Please share pictures on Social Media with the hashtag ButtonMasherII #ButtonMasherII

No Repeated Numbers on these rows

Peace Lily



No Ability

Printer



2x
Attach with highest die

Postal Box



2x
One damage to weakest Foot

Wood Boards



3x
Attack with most dice

Dinosaur Cosplayer



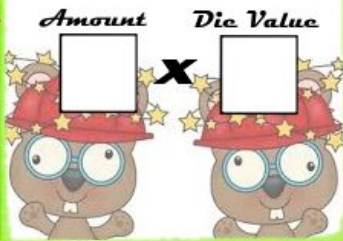
3x
One damage to both Hands

Low Rent Ninja



4x
Uses lowest dice also for attack

Smack-a-Gopher Bonus Stage

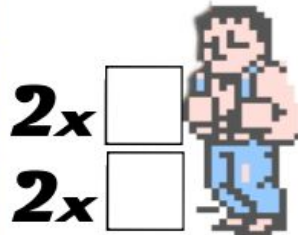


Amount *x* *Die Value*

All values 1-6
dice to complete

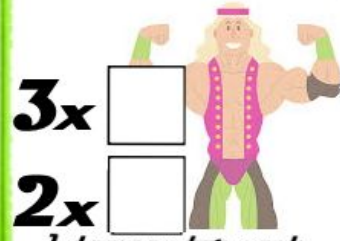
10 damage -1 for each die not used

8-Bit Fighter



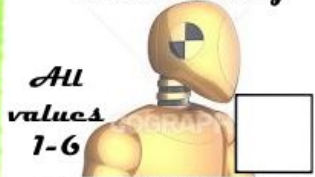
2x
2x
Two Damage to Head

Your Clone



3x
2x
1 damage for each unique value left

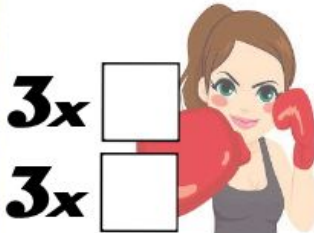
Crash Dummy



All values 1-6
dice to complete

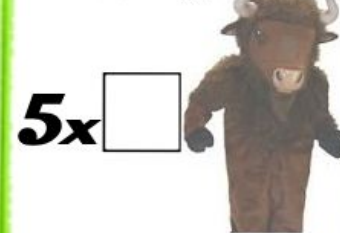
10 damage -1 for each die not used

Iron Michelle



3x
3x
One damage to head
One damage to Body

M. Buffalo



5x
One damage for each unused die

No Repeated numbers in these Squares

