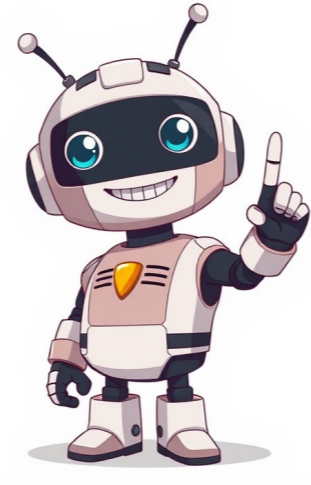


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===== Every item we sell has been carefully inspected, graded, and packaged for protection. We offer shrink wrapping in various conditions, from Near Mint (NM) to Very Good (VG). NM items are like new with minimal wear, while VG ones show some signs of use but remain collectible. EX Excellent items are lightly used, and Fair ones are well used but still complete. Boxed items have a specific code that indicates the condition of both the box and its contents. For example, "EX+" means an item is between Excellent and Near Mint in condition. BESM is a tabletop RPG inspired by anime and manga, allowing players to create characters from various genres. The game features updated Tri-Stat System mechanics, archetype templates, and a comprehensive Attribute customization toolkit. This edition also includes a dimension-hopping setting with unlimited adventures across the Multiverse. The Big Eyes, Small Mouth RPG's unique character creation system involves rolling two six-sided dice, adding ten to the total, and then dividing it among Mind, Body, and Soul. These attributes serve as a benchmark for action checks. The game also incorporates Attributes, which can be positive (such as Acrobatics) or negative (like Easily Distracted), giving characters distinctive abilities.[1] The initial edition was designed by Mark C. MacKinnon in 1997 and published by Guardians of Order. David L. Pulver later expanded the game with his book Big Robots, Cool Starships, introducing a detailed system for mecha creation. Skills were added in the genre book Hot Rods & Gun Bunnies. Meanwhile, MacKinnon's team used the Tri-Stat System as the basis for licensed anime games such as Sailor Moon and Tenchi Muyo!. The innovations were incorporated into the second edition released in 2001 to a strong reception. The first edition was a slim book with a grey cover. A significant promotion and beta test were organized, involving demo-team members worldwide. Subsequent anime licenses used BESM's system as their core rules. Instead of publishing complete games, the licensed books were released as "Ultimate Fan Guides". Several genre-based supplements and original settings like Centauri Knights and Uresia: Grave of Heaven were also published. In contrast to Rick Swan's harsh review in Dragon Issue 243 (January 1998), Lester Smith praised BESM in Issue 245 (March 1998), saying it perfectly captured the anime spirit. He noted some minor flaws, including weapon damage and prolonged combat, but concluded that the game was ideal for anime fans and worth exploring even for those outside this niche. A d20 System adaptation of BESM was released in 2003 with mixed critical response despite good sales. A revised edition published in 2004 contained errors due to proofing issues. MacKinnon apologized publicly, offering refunds to dissatisfied buyers. The third edition of BESM, scheduled for release in April 2006 after delays, would come in three forms: a deluxe version, standard version, and the inexpensive Vanilla BESM with simplified rules. BESM Third Edition Now Available As of August 1, 2006, Guardians of Order went out of business, but their work on BESM Third Edition is complete and ready for press. The new edition, which is considered the most elegant version of BESM and the Tri-Stat System, will be published by ArtHaus Games, a company that has acquired the RPG. According to the announcement, ArtHaus is confident that they can meet the release date of January 2007 and assures pre-order customers that they are in good hands. However, it's worth noting that ArtHaus has not taken on Guardians of Order's liabilities. BESM Third Edition was released by ArtHaus on January 24, 2007, featuring a change in the Tri-Stat game mechanic from a "roll-under" to a "roll-over and hit a target number". The book is standard 8.5 x 11 in format with full-color interior art. Deluxe Edition Not Released ----- Interestingly, the Deluxe Edition of BESM Third Edition was not released by ArtHaus, and there are no plans for future releases or updates to previously announced projects like Vanilla BESM, New Edition in Development ----- On April 29, 2019, Dyskami Publishing Company announced a worldwide licensing arrangement with White Wolf Entertainment to produce a new edition of BESM. The new edition will be written and updated by Mark MacKinnon, the original designer, and co-published with Japanime Games. The new edition includes multiple products, including a regular and deluxe version of BESM Fourth Edition, as well as a stripped-down core role-playing game called BESM Naked. A successful Kickstarter campaign funded the release of complete PDF files for the core and Naked RPGs, as well as additional expansions for the line. BESM Naked is a complete, stand-alone alternate edition that can fully integrate with BESM Fourth Edition but presented as a "gateway product". The BESM Fourth Edition product line was released in October 2020 and has been followed by six more game expansions. Tri-Stat Emporium Launched ----- To coincide with the digital launch of BESM Fourth Edition, Dyskami Publishing Company announced plans for a community content PDF program on DriveThruRPG called Tri-Stat Emporium. The program was launched on June 8, 2020. A Brief History of Ultimate Fan Guides ----- Starting in 2001, Guardians of Order produced stand-alone games for anime series under the name Ultimate Fan Guides — a series that combines information on episodes, characters and themes with statistics and game information. However, this series was controversial among BESM fans due to perceived incompleteness and unreliability in some guides, as well as occasional editing errors leading to embarrassing omissions. Recent Updates ----- This section needs to be updated. Please help update this article to reflect recent events or newly available information. Big Eyes, Small Mouth d20 System Adaptations The Slayers guides were adapted into a standalone d20 game under The Slayers d20 title. ===== Due to licensing considerations, the three-volume set of fan guides for Slayers does not include information from ADV Films' movies and OVAs. Therefore, there is no official BESM writeup for Naga the Serpent, a popular character absent in the television series. Big Eyes, Small Mouth is a tabletop role-playing game originally produced by Guardians of Order in 1997, designed to simulate the action of anime and manga. The title refers to the common drawing style of characters with large expressive eyes and small mouths. ===== The initial edition was released by Guardians of Order, and soon after, RPG writer David L. Pulver began writing supplements for what was essentially a simple game. He added a detailed system for creating mecha with his book Big Robots, Cool Starships. Skills were also introduced with the next supplement, a genre book called Hot Rods & Gun Bunnies. ===== MacKinnon and his colleagues used the Tri-Stat System as the basis for licensed games based on anime properties such as Sailor Moon, Dominion: Tank Police, Demon City Shinjuku, and Tenchi Muyo!. The second edition was released in 2001 to a strong reception. It incorporated innovations from previous supplements into its core rules. ===== The first edition of Big Eyes, Small Mouth was published in a slim, grey-covered book. A promotion and beta test were organized, which included demo-team members from around the world. Since then, licensed games have been published as "Ultimate Fan Guides", with several genre-based supplements also released for the game. Two original settings were also introduced: Centauri Knights and Uresia: Grave of Heaven. ===== Some reviewers were less enthusiastic about Big Eyes, Small Mouth. In 1998, Rick Swan dismissed the game as a stripped-down, entry-level RPG, pointing out its limited background material and campaign outlines. However, Lester Smith gave an enthusiastic review in another issue of Dragon magazine, praising the game for knowing its subject and treating it right. ===== Big Eyes, Small Mouth RPG: A Perfect Blend of Strategy and Adventure ===== ) He also warns that combat can get drawn out if both players have good defense. Smith highly recommends Big Eyes, Small Mouth RPG to fans of anime, as it's almost perfect for its purpose. Even if you're not an anime fan, he suggests giving the game a look anyway - it might just introduce you to a whole new world of adventure. A version of BESM adapted to the d20 System was released in 2003. Sales were good but critical reception was mixed. New versions of Centauri Knights and Uresia were released under this new edition, while a revised edition was published in 2004 with errors that affected its final form. The company president apologized for the mistakes and offered refunds to dissatisfied buyers. The third edition of BESM was initially set to release in April 2006 but was delayed. It would come in three forms: a deluxe version, a standard version, and Vanilla BESM. However, due to Guardians of Order's financial struggles, ArtHaus Games acquired the RPG and planned to publish it in January 2007. BESM 3rd Edition was released on January 24, 2007. The new edition changed the Tri-Stat game mechanic from a "roll-under" to "roll-over and hit a target number". It featured full-color interior art and standard 8.5 x 11 in format. A revised version of Vanilla BESM was planned but never released. In April 2019, Dyskami Publishing Company announced plans to produce a new edition of BESM with Mark MacKinnon as the lead designer and writer. The new edition would be published by Japanime Games and include multiple products such as regular and deluxe editions, as well as a stripped-down core role-playing game called BESM Naked. A successful Kickstarter campaign in 2019 led to early access to PDF files of BESM Fourth Edition products for backers. The physical product line was released worldwide in October 2020, with six additional expansions released shortly after. Dyskami Publishing Company launches new book and community content program for BESM Fourth Edition ===== ## A New Book for the Tri-Stat System Dyskami Publishing Company has released a new book dedicated to optional rule variations and expanded game mechanics for the Tri-Stat System. This new book coincides with the digital launch of BESM Fourth Edition. ## Community Content Program Launches To celebrate the release of BESM Fourth Edition, Dyskami also announced plans during their Kickstarter campaign to launch a community content PDF program called Tri-Stat Emporium on DriveThruRPG. The name "Tri-Stat Emporium" alludes to the generic role-playing game system used in all editions of BESM. ## Guardians of Order Changes Since 2001, Guardians of Order has replaced their previous practice of producing stand-alone games for anime series with Ultimate Fan Guides. These guides combined information on episodes, characters, and themes with statistics and game information. However, some fans found the information provided to be incomplete and unreliable, with occasional editing errors leading to embarrassing omissions. ## Anime Series Adaptations Some anime series whose first RPG treatment was in the Ultimate Fan Guides series were also adapted to the d20 System edition of Big Eyes, Small Mouth. The Slayers guides were adapted into a stand-alone d20 game under the title "The Slayers d20." ## BESM Editions and Supplements Dyskami has released several editions of Big Eyes, Small Mouth, including Second Edition, Revised Second Edition, Retro Second Edition, Third Edition, and BESM Fourth Edition. They also offer a stripped-down version called BESM Naked and a free guide for the Tri-Stat System RPG. ## Upcoming Releases Some upcoming releases include "Hot Rods and Gun Bunnies: Action-adventure guide", "Big Robots, Cool Starships Centauri Knights: A hard science future campaign", and "BESM Extras: optional and expanded rules". Dyskami has also announced several sourcebooks, including "BESM Multiverse: official multi-genre setting book" and "BESM Ikaris: epic fantasy world setting sourcebook". Big Eyes, Small Mouth is a great anime game to get, with fun and style that succeeds. ===== It has been reviewed by several sources, including Knights of the Dinner Table Magazine #13 (Nov., 1997) and Games Unplugged #4 (Dec./Jan., 2000). Additionally, it has appeared in Backstab #9[13] and the second edition of Backstab #24.