Developing a New Xmania Number System

Once upon a time there was a civilization on the planet "Xmania" whose counting was based on the letters of the alphabet. (By some coincidence, their alphabet is the same as ours.) This is the way they counted:

0	represents	No items
A	represents	●
B	represents	● ●
C	represents	● ● ●
D	represents	● ● ● ●
E	represents	● ● ● ● ●
F	represents	● ● ● ● ● ●
G	represents	● ● ● ● ● ● ●
etc.		
Z	represents	● ●
Many	represents	Any quantity more than Z

This worked fine for a while, but eventually too many collections were described as "many". Furthermore, the description of "many" often didn't provide the citizens of Xmania with enough information about the quantity of items in the "many" collections.

The mathematicians on Xmania decided that they needed to solve this "many" problem, and set out to invent other number systems. Construct a new number system with the members of your group.

- What are the advantages and disadvantages of your system?
- Can you represent any value, no matter how large, using your system?
- Is each representation unique?
- Do you use the symbols in a systematic way, in other words, is there a pattern to your system?
- Is your system efficient? Have you described all the rules needed in order to learn your system
- Do rules change along the way or is the rule valid for the whole system?