



# **FIREFLY – T H E   P C   G A M E**

Including...

**BLUE SUN RIM EXPANSION\***

**Kalidasa Rim Expansion**

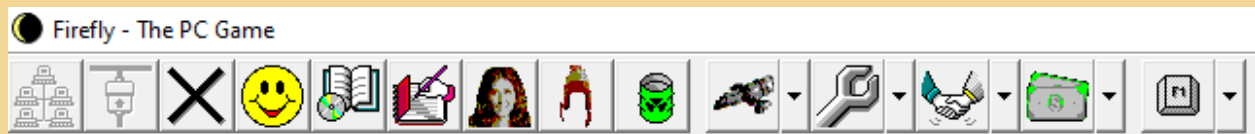


## Overview

The PC Game stays true to the Rulebooks (included) for the most part, however there may be a few liberties taken to improve the PC experience without giving up major elements where possible.

There are a few GUI elements that need explaining to ensure you have full control over your Ship, Crew and Gear.

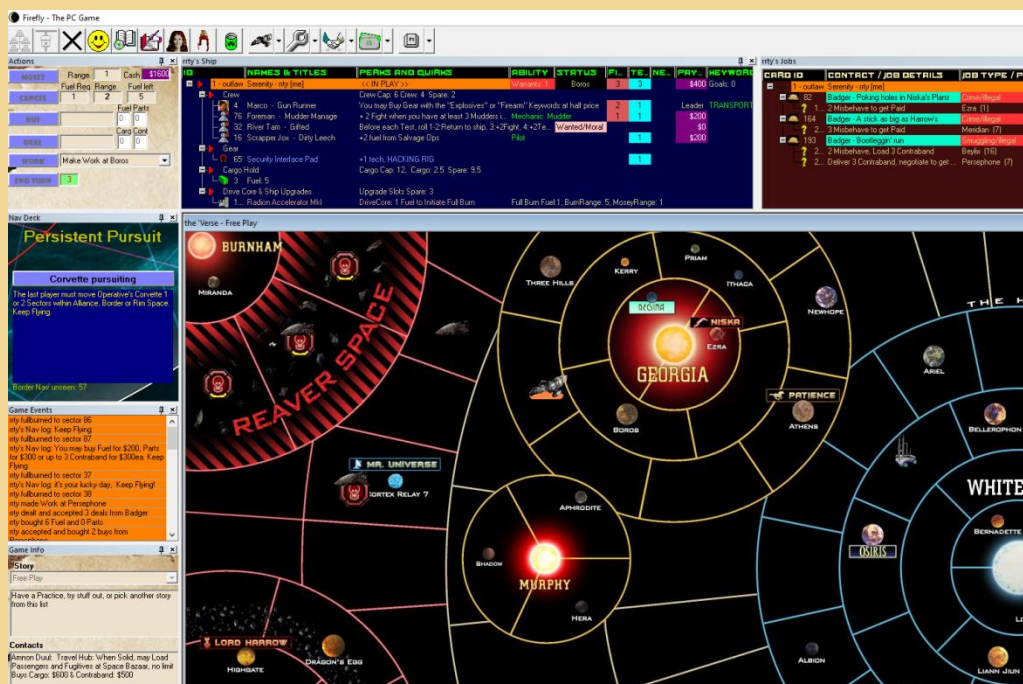
## The Toolbar



This is your main control panel giving you access to Start/Host(MP) a new Game, Join a Game, Chat (MP) , view Story Info, view Game Log, browse all Crews, Gear, and Ship Upgrades, and toggle the displays for the main Game pages of your Ship, Jobs, Deals and Buys as well as options (via the dropdown menu) to view your opponents in MP (multiplayer).

## Docking the windowed Displays

The multi-document interface allows for the main displays to be docked in a number of ways to the borders of the Main Game Window. See [here](#) for info.



## Starting the Game



For Single or Multiplay, press the Host button to get started.

NB: For more Multiplay details, see the section below in this Guide.

Select the **auto move** option to have NPC Ships (Cruiser, Corvette, & Cutters) move via the AI, otherwise they will be manually moved by the appropriate player. In Single Play mode, that will be you! So auto move is recommended.

Waiting Room

Player Name: My Name **JOIN**

Choose a Firefly:

- ☒ Serenity
- ☐ Bonnie Mae
- ☐ Yun Qi
- ☐ Bonanza

Players:

☒ auto move Crusier, Corvette & Reavers

Story: The Good - Making Connections

SP - End the Game Solid with all 5 Contacts (Border Space and Harken) in 20 Turns

Pick an existing Story, or Add a New one of your making, choosing “Add New” at the end of the dropdown list.

Story

The Good - Making Connections

Blue Sun - Making Connections

Kalidasa - Making Connections

Free Play


The Signal has Stopped

Rim Rider

Outlaws Forever - maiden run

Outlaws Forever - meet 'em Head on

Add New

Viewing and Editing Stories is always possible by pressing the ellipsis button: 

You can peruse the details of the Goals, and if you are making a new story, start adding startup parameters and new Goals. If you are adding special Jobs to a story, they should be setup beforehand. (see Job editing)

View/Edit Story

Priming the Pump

Story Title: [The King of Londinium]

Story Description: MP - Steal the Crown Jewels. Goal 1 - go to Jlangyin and work 'Takes a Master's Touch'. Goal 2 - go to Londinium to work 'Knowing is Half the Battle'. Goal 3 - go to Boros and work 'Two Card Monty'

Cash: 3000

Fuel & Parts: 6 2

No. of Cutters: 3

Crew & Max \$: 0 0

☒ use Havens

Starting Jobs (discard to 3): ☒ Amnon Duul, ☐ Badger, ☐ Niska, ☐ Patience, ☐ Harken, ☐ Lord Harrow, ☐ Mr. Universe

Exclude Crew (0 selected): ☐ Atherton, ☐ Barkeep Bex, ☐ Barkeep Bob, ☐ Bester, ☐ Billy, ☐ Bree, ☐ Bridgit

wanted moral inv clr

CONTINUE DELETE ADD COAL

G...	Instructions	IssueJob	CompletedJob	Solid	Money	Win	Tur...	Fight	Tech	M
0	Search for renowned counterfeiter Lee Zin Cho in the...	Takes a Master's Touch			0 0	0	0	0	0	
1	head to Londinium and break into the offices of the e...	...and Knowing is Half the...	Takes a Master's Touch		0 0	0	0	0	0	
2	travel to Boros and intercept the shipment. Swap in L...	Two Card Monty	...and Knowing is Half the...		0 0	0	0	0	0	
3	Win	Two Card Monty	Two Card Monty		0 1	0	0	0	0	

Bee did this story in 20 turns taking 300 mins on the 04-Dec-2022

Stories should always have a Goal '0', even if left blank, but it provides a place for **startup instructions** and to provide a specific initial Job where that applies. Dbl-Click on a Goal in the List if you want to view or edit it.

Story Goal - Criteria to achieve

Goal 0 ☐ WIN

Minimum Cash: 0

Turn Limit: 0

Misbehave Limit: 0

Minimum Fight: 0

Minimum Tech: 0

Minimum Negot: 0

Planet: [dropdown]

Solid with these Contacts: ☐ Amnon Duul, ☐ Badger, ☐ Niska, ☐ Patience, ☐ Harken, ☐ Lord Harrow, ☐ Mr. Universe

...OR this Solid Count: 0

add Passenger/s: 0

☐ Meet with Corvette

☐ Meet with Cruiser

☒ Goal Specific

Job must be completed to reach this Goal

Issue Job on Goal completion: 128 - Takes a Master's Touch: Negot Goal: 1-5 pay \$1000 Attempt Botched. {

Instructions for the next Goal: Search for renowned counterfeiter Lee Zin Cho in the Black Markets of Jlangyin, convince him to make a very fake shiny hat, and work 'Takes a Master's Touch'. You'll need at least \$5000 to complete this goal.

DELETE SAVE CANCEL VIEW VIEW

The last Goal should have the Win Flag set to ensure that a logical end occurs.

Goal 3 ☒ WIN

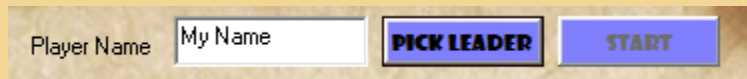
NB: 'Goal Specific' Jobs (ContactID=0) are Jobs that are not available from any in-game Contact. However, it is possible to choose from Contact Jobs by deselecting the 'Goal Specific' flag.

Press **CONTINUE** after Story selection/editing is done to save any changes.

Pressing the **JOIN** Button locks in the Player/s and the **START** button appears.



Pressing **START** then rolls the 'dice' and selects who will get first dibs on a Leader.



Scroll through the Dropdown list to pick a Leader that suits your requirements.



Some Stories will allow you to pick additional Crew from the get-go. There will be a limit on the number you can select and also the overall Hire Cost.



The Hire Cost and skill points are summated at the top of the Pay/Job column once you start selecting crew.

Fight	Tech	Nego	Pay/job	Sp
2	3	2	\$1000	
1	1		\$200	

Select up to 5 Crew up to \$1100

CardID	Names and Titles	Perks and Quirks	Ability	Status	Fight	Tech	Nego	Pay/job	Special Info
Crew	selected=4	Crew Cap: 6 Crew: 1			2	3	2	\$1000	
78	Holder - Shanghai	When you Make-Work, you may als...	Pilot		1	1		\$200	Wanted
10	Jesse - Opportunist	+1 contraband from Salvage Ops	Pilot		1	1		\$200	Wanted
16	Scrapper Jox - Dirty Lee...	+2 fuel from Salvage Ops	Pilot			1		\$200	
17	Scrapper Mex - Dirty Le...	+2 fuel from Salvage Ops	Pilot			1		\$200	
18	Scrapper Poh - Dirty Le...	+2 fuel from Salvage Ops	Pilot			1		\$200	
8	Wash - Hard Burn	+1 Full Burn Range	Pilot	Moral		1	1	\$200	
63	Cortland - Laws Are For ...	May pay Bribes before any Negotiati...	Mechanic Soldier		1	1		\$300	
55	Bester - "Genius" Mech...	On negotiate test, +6 "Thillin' Heroic...	Mechanic			1		\$100	
36	Billy - Salvage Pro	+1 cargo from Salvage Ops	Mechanic			2		\$200	Wanted
34	Bree - Black Market Ties	+1 cargo from Salvage Ops	Mechanic			2		\$200	Wanted
62	Delta Rey - Scavenger	+1 Tech when carrying a Hacking Rig	Mechanic			2		\$200	
76	Foreman - Mudder Man...	+ 2 Fight when you have at least 3 ...	Mechanic Mudder		1	1		\$200	
53	Kaylee - Natural Know ...	May Re-Roll Negotiate Tests	Mechanic	Moral		3		\$300	
37	Scrapper Vin - Low Life ...	+1 part from Salvage Ops	Mechanic			1		\$200	
38	Scrapper Vix - Low Life ...	+1 part from Salvage Ops	Mechanic			1		\$200	
39	Scrapper Vox - Low Life...	+1 part from Salvage Ops	Mechanic			1		\$200	
87	Time Bomb - Demolitions	May not carry any Gear	Mechanic			2		\$200	
23	Saffron - Deceptive	If Saffron, Bridgit or Yolonda are hire...	Companion Grifter			1	2	\$300	
40	Inara - Ambassador	May Re-Roll Negotiate Tests	Companion	Moral			3	\$300	

☒ Others ☒ Moral ☒ Wanted **SELECT**

Filters are available on this page to allow you to target a few key groups. Don't want the Wanted? Remove the tick. ☐ Wanted

Press **SELECT** once you're done to continue to the next stage.

In reverse order of players (in Multiplay) you will be asked to select a Sector on the Map.




Click "Will Do", and then click on a Sector on the Map. You can use the Scroll bar at the side and bottom of screen to bring unseen portions of the Map into view.

It is possible to Click and Drag the Map directly to pan it around, however during a map sector selection it is probably best avoided.

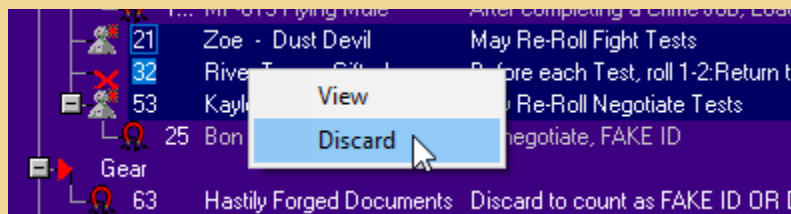
## Your Ship Display

Only Gear linked to a Crew member is counted on a Job, therefore be sure to allocate any unlinked Gear to a Crew. To do this, click, then click- **drag & drop** the Gear onto the Crew.

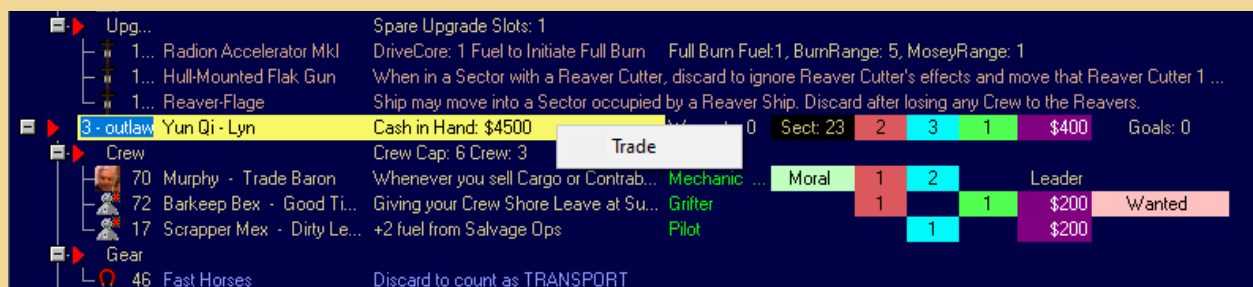
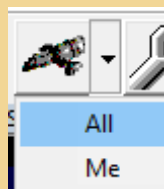


This drag icon will appear 

To remove, click, then click-**drag & drop** the Gear back onto the Gear Heading. You can also View, or Discard a Crew member, or their Gear via the Right-Click Menu. Other menu functions will become available as well with gear and goods.



If you are in the Same Sector as another Player's Ship, you can 'Trade' Supplies by Right-Clicking on their Name when viewing 'All' Ships. Also, Right-Clicking a disgruntled Crew member to offer them 'a better deal' using the 'Poach' option.

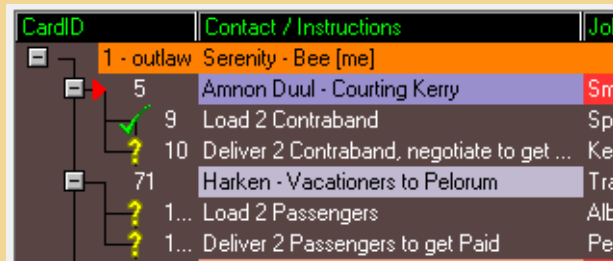


## Your Jobs Display

Inactive Jobs can be discarded using the Right-Click Menu.



As Jobs parts are completed, the parts are shown with a Tick



## Your Turn Actions Display



Each turn, depending on SP or MP mode, you will be able to choose a number of actions that are appropriate to your current location. Eg. If you are at a Contact's location, the **DEAL** action will be available.

To **MOSEY** or **FULL BURN**, click the button and then click on the adjacent sector on the Map to fly to. Some sectors have a smaller 'hotspot' for registering mouse clicks, so it's always best to click in the centre of the sector.

Also any Job that is workable will appear in the work dropdown list. Pick any one to **WORK** for that action. All Planet Sectors have the 'Make Work' Job available.



When appropriate, you can buy or sell Cargo & Contraband as part of a Deal, or Buy Fuel & Parts from a Supply location. The 'Shore Leave' option, as per the Rules, takes up a Buy action.

When appropriate, other functions may appear on the Action Display from time to time based on Gear or Crew abilities. (eg. Resolve Alerts, Remove Disgruntled)

You may use **END TURN** to end the current turn, even before all available actions have been used if appropriate for your situation. In SP, you must press **END TURN** to cycle the next turn. Whereas in MP the turn automatically ends, in most cases, after 2 Actions have been completed.



The number next to **END TURN** is the turn counter, used in some gameplays as a target to finish prior to a certain turn count.

## Deals Display

At a Contact's location, you can use the **DEAL** Action to access a list of Jobs. Sometimes, at the start of a game, the list (i.e. discard pile) will be empty.

Local Deals			
CARD ID	CONTACT / INSTRUCTIONS	JOB TYPE / PL	NEEDS / SYST
6	Lord Harrow	25 unseen	

The button caption changes to **DRAW CARDS**. Press that to reveal 3 Jobs from the deck.

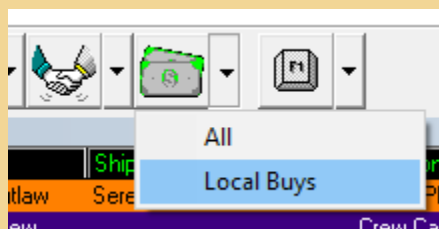
Local Deals for Consideration					
CARD ID	CONTACT / INSTRUCTIONS	JOB TYPE / PL	NEEDS / SYST	PAY	BONUS
6	Lord Harrow	22 unseen			
149	Miranda's promise	Smuggling/Illegal	Tag & Bag	\$2000	
2...	Tag & Bag. Tech: 1-4 Load 3 Goods. ...	Miranda (5)	Burnham		
2...	1 Misbehave, deliver 2 Cargo to get Paid	Highgate	Blue Sun		
154	Rely on your winning personality	Smuggling/Illegal	Wheel & Deal Negot...	\$2700	
2...	2 Misbehave, Load 3 Contraband	Meridian (1)	Blue Sun		
2...	Deliver 3 Contraband, negotiate to get ...	Regina (7)	Georgia		
157	The Uroboros Run	Smuggling/Illegal	Heavy Load +1 Fuel F...	\$3000	+\$300: Soldier
2...	Load 5 Contraband	Deadwood (2)	Blue Sun		
2...	2 Misbehave, deliver 5 Contraband to g...	Ezra (7)	Georgia		

Deals up for Consideration will have been marked with a ? mark. As you select Jobs, they are ticked. Finally pressing **CLOSE DEAL** will add the selected Jobs to

your Job Display. Any Cargo or Contraband purchased or sold with Solid Contacts will tally towards the cash amount as part of the overall Deal.

## Buy Display

Hiring Crew and buying Gear & Ship upgrades operates similarly to Deals. As with most displays, you can switch between your own (local), and all players details (in MP) using the toolbars dropdown menu for each display. For the Deals and Buy Displays, 'All' shows every Contact or Supply's 'discard' listings.

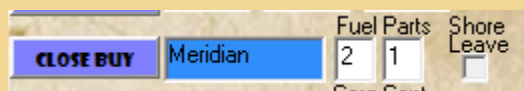


At first, in a **BUY** action, each item will have a red **X**. Selecting up to 3 can be done to proceed to the 'Consideration' step as marked with a **?**. If 3 are selected **CONSIDER** takes you to the next step.

**DRAW CARDS** will pull any extra cards to make up 3 if appropriate.

Local Buys for Consideration			
CardID/Type	Name / Description	Perk / Function	Ability
6	Meridian	19 unseen	
Crew			
138	Gun Hand - Expendable	When Killed, discard instead of Removing fro...	Merc
Gear			
153	Fruity Oaty Bar	Discard before rolling to add +1 to any test result. -OR- Discard	
Upgra...			
146	Long-Range Scanner Array	During a Fly Action you may resolve Reaver or Alliance Alert T	

Tick the items you want to buy and choose **CLOSE BUY** to complete the transaction.



Don't forget to add any Fuel or Parts *before* you Close the Buy action.

## The Game's Logbook

Game Events
Bee moseyed to sector 118
Bee dealt and accepted 1 deals from Lord Harrow
Bee entered a Sector on Alert Level 1, but found it all clear by rolling a 7
Bee moseyed to sector 115
Bee made Work at Dragons Egg
Bee moseyed to sector 112
Bee entered a Sector on Alert Level 3, but found it all clear by rolling a 5
Bee's Nav log: EVADE!
Bee's Nav log: Spend 1 Fuel, Evade. Requires Pilot and Mechanic
Bee entered a Sector on Alert Level 2, and got a nasty surprise by rolling a 1
Bee fullburned to sector 122

Keeps everyone up with what's happening with the most recent event always at the top. Can be toggled into view using this toolbar button



## Game & Story Info

Toggled into view via this toolbar button



This provides a quick reminder of the current story objectives, details of Contacts and who you are Solid with. (green highlight)

Game Info
<b>Story</b>
The Good - Making Connections
SP - End the Game Solid with all 5 Contacts in 20 Turns
<b>Contacts</b>
Ammon Duul: Travel Hub: When Solid, may Load Passengers and Fugitives at Space Bazaar, no limit Buys Cargo: \$600 & Contraband: \$500
Badger: Favor for a Favor: When Solid and Dealing with Badger, pay \$1000 to Clear all Warrants Buys Cargo: \$400 & Contraband: \$700
Niska: Pound of Flesh: If you are Issued a Warrant while working a Niska Job, Kill a Crew Buys Cargo: \$400 & Contraband: \$800
Patience: We can Deal: When Solid, you may Consider 4 Jobs when dealing with Patience Buys Cargo: \$500 & Contraband: \$600
Harken: Your Papers are in Order: When Solid with Harken, you may ignore the "Customs Inspections" Nav Card Sells Fuel: \$100
Lord Harrow: Protect my Property: When you complete a Smuggling Job, take \$500 Buys Cargo: \$0 & Contraband: \$0
Mr. Universe: Can't stop the Signal Buys Cargo: \$0 & Contraband: \$0



Solid status is also displayed directly on the Map



## Multiplayer Mode (MP)

Up to 4 Players are supported, however the requirements are that they all must have file access to the same Game Database (FireflyKalidasa.mdb). This can be achieved using a File Server on a LAN, or sharing a local folder on the host PC, and then installing the Game to this Shared Folder. All Users should start the FireFlyKalidasa.exe from this shared folder, *after* installing the game on their own PC in order to register the supporting files.

Play over the internet is possible if a good VPN connection is setup to give the same access as mentioned above. Results may vary depending on the quality of VPN Client/Server. The generic Windows built-in VPN is poor in my experience.

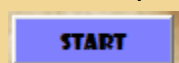


The Host sets up the waiting room using this button



Other Players **JOIN** using

Once all players have selected a ship and joined, the Host then presses





to get things underway.

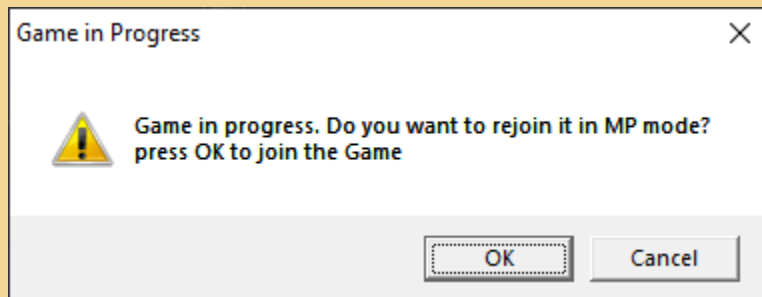
As per the Game Rules, a random roll lets one person at a time select a Leader, and then in reverse order selects a starting Sector on the Map. The Action Window then appears for each player in turn and away you go.

## Multiplayer Mode continued..

When Playing with multiple players, it is possible to all exit the game, and pick up where you left off at another time. Simply have all players close the application

 at the start of any players turn. When ready to restart the Game, all players


choose the **Join** button  and the game will ask you to confirm the re-join.



Then select your name from the list to continue where you left off. If it was your go when the game was closed, Actions will be immediately available.

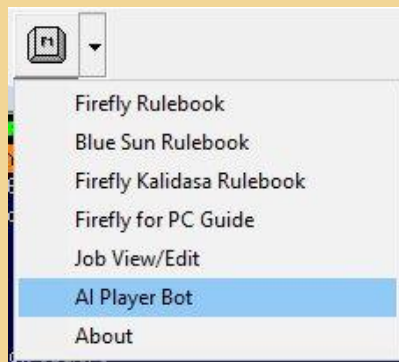


NB: It's entirely possible that each player could start, rejoin, play their turn on their own, then exit after the turn has passed to the next player. i.e. The Game does not need a "Host" once it has commenced.

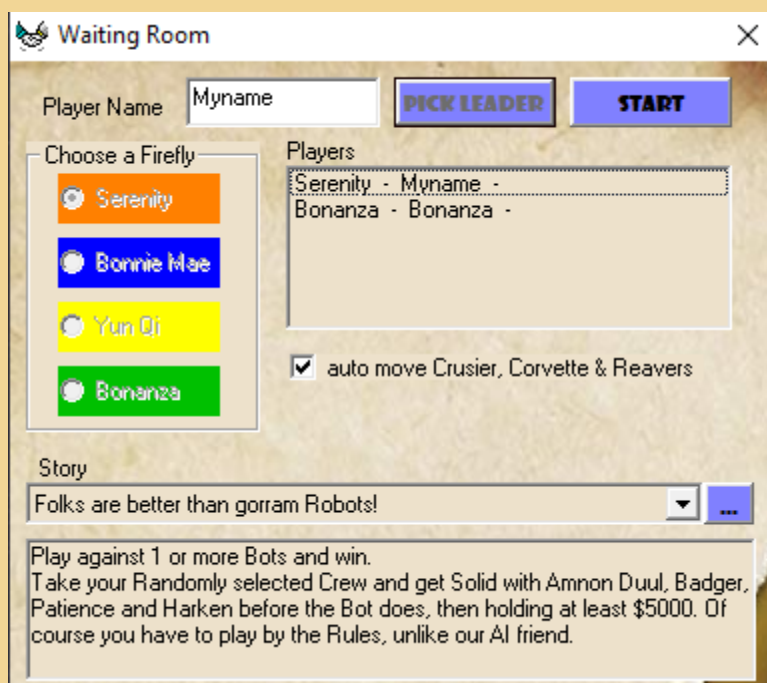
Use the '**End Game**' toolbar button  if you wish to **withdraw** from a Game altogether. If it was your turn, the turn will be passed to the next player.

## Playing the AI Bot(s)

To play against one or more AI Bots (ghost players), start them up from the “F1” Menu on the main toolbar *before* you begin Hosting a Game.



Then Host a game as per normal and they will connect to a free ship, and take the name of that ship as their player name.



There are 2 “Robot” themed Stories to try out.

AI Bots are able to compete for specific Solids, a number of Solids, Cash held, and a Turn limit. Other Goal types are ignored and will never be reached.

The AI Bot can only achieve Solid with these Contacts, due to it only doing Legal, amoral Jobs: *Amnon Duul, Badger, Patience, Harken, Harrow, Higgins and Mr Universe*



## Saving a Game

There is no “Save” option as such as every action is saved real-time. If you want to preserve a game in progress, and start a fresh game, there is a way. The Game’s database *is* the Save File.

So after you quit a game in progress (just close using Alt-F4 or the top right windows ‘X’ button, *not* the Toolbar End Game ‘X’), go into the Game’s folder and copy/paste the **FireflyKalidasa.mdb** data file, and rename the new copy.

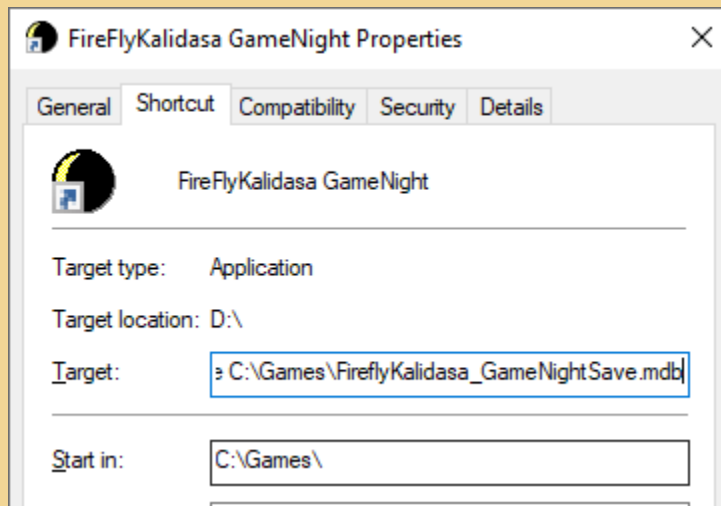
Eg.                FireflyKalidasa\_GameNightSave.mdb

Then restart a new Game using the Host button as usual – choosing to ‘reset’ the game in progress. Away you go..

When you are ready to resume your ‘GameNightSave’, delete or rename the current data file, then rename the save file back to **FireflyKalidasa.mdb** and start up the game again.

*Alternatively*, you can setup a **new game Application shortcut** for each ‘save’ file, placing the full path to the data file *after* the **FireFlyKalidasa.exe** in the Target.

Eg.

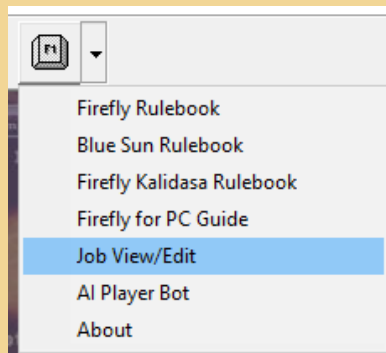


This way you could have many in-progress games available to start.

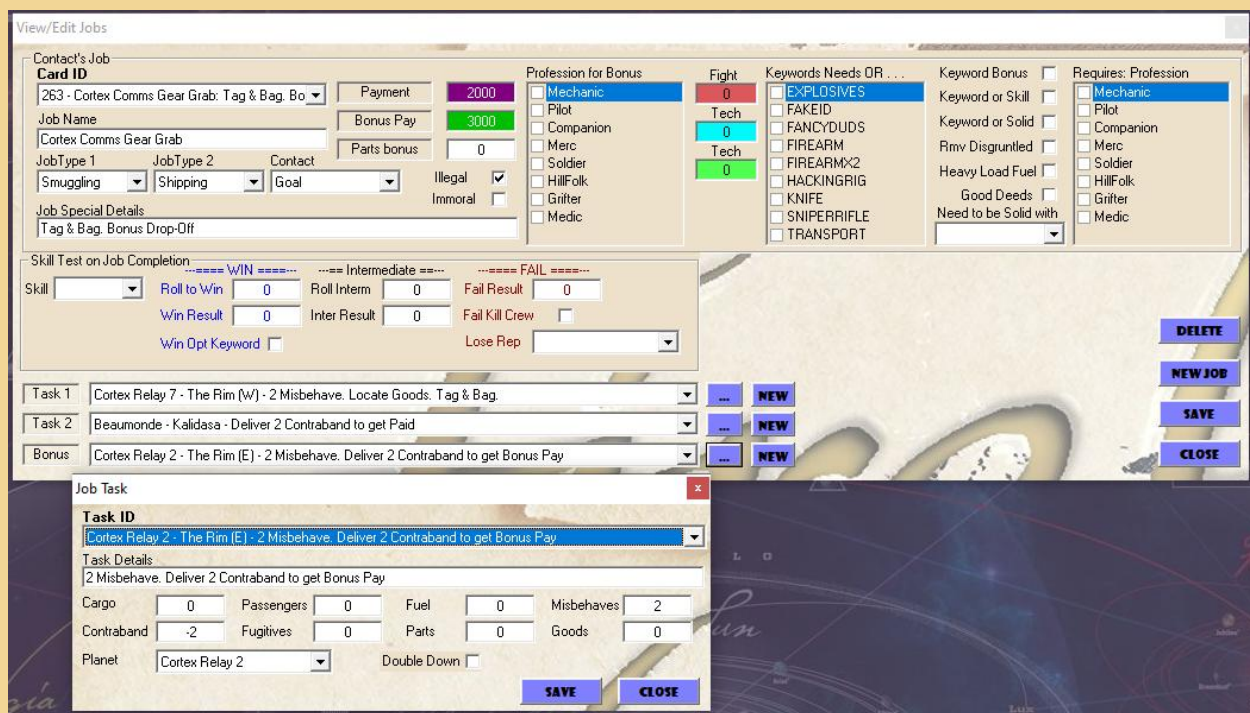
For MP, all users must have access to start this shortcut, which needs to exist in a shared LAN Folder.

## Job Editing (advanced)

It is possible to add or edit Jobs if you seek some additions or changes.



Under the Help dropdown menu, there is an option for Job view/edit.

A screenshot of the 'View/Edit Jobs' window in a game. The window is divided into several sections. On the left, there's a 'Contact's Job' section with fields for 'Card ID' (263), 'Job Name' (Cortex Comms Gear Grab), 'JobType 1' (Smuggling), 'JobType 2' (Shipping), and 'Contact' (Goal). Below this is a 'Job Special Details' section with 'Tag & Bag Bonus Drop-Off'. To the right of these are 'Payment' (2000), 'Bonus Pay' (3000), and 'Parts bonus' (0). Further right is a 'Profession for Bonus' section with checkboxes for Mechanic, Pilot, Companion, Merc, Soldier, Hillfolk, Grifter, and Medic. Next to it is a 'Fight' section with 'Tech' (0) and 'Tech' (0). To the right of that is a 'Keywords Needs OR' section with checkboxes for EXPLOSIVES, FAKEID, FANCYDUDS, FIREARM, FIREARMX2, HACKINGRIG, KNIFE, SNIPERRIFLE, and TRANSPORT. Further right is a 'Keyword Bonus' section with checkboxes for Keyword or Skill, Keyword or Solid, Rmvs Disgruntled, Heavy Load Fuel, Good Deeds, and Need to be Solid with. To the right of that is a 'Requires: Profession' section with checkboxes for Mechanic, Pilot, Companion, Merc, Soldier, Hillfolk, Grifter, and Medic. Below these sections is a 'Skill Test on Job Completion' section with 'Skill' (0), 'Roll to Win' (0), 'Roll Interim' (0), 'Fail Result' (0), 'Win Result' (0), 'Inter Result' (0), 'Fail Kill Crew' (0), 'Win Opt Keyword' (0), and 'Lose Rep' (0). At the bottom, there are three task entries: 'Task 1: Cortex Relay 7 - The Rim (W) - 2 Misbehave. Locate Goods. Tag & Bag.', 'Task 2: Beaumonde - Kalidasa - Deliver 2 Contraband to get Paid', and 'Bonus: Cortex Relay 2 - The Rim (E) - 2 Misbehave. Deliver 2 Contraband to get Bonus Pay'. On the right side of the window, there are buttons for 'DELETE', 'NEW JOB', 'SAVE', and 'CLOSE'. A 'Job Task' window is also open, showing details for 'Cortex Relay 2 - The Rim (E) - 2 Misbehave. Deliver 2 Contraband to get Bonus Pay', including 'Task Details', 'Cargo' (0), 'Passengers' (0), 'Fuel' (0), 'Misbehaves' (2), 'Contraband' (-2), 'Fugitives' (0), 'Parts' (0), 'Goods' (0), 'Planet' (Cortex Relay 2), and 'Double Down' (0). It has 'SAVE' and 'CLOSE' buttons.

NB: New Contact or Goal jobs can be added this way. It is recommended to peruse and follow existing Jobs to see common attribute combinations, as choosing unproven combos may have unpredictable results. There is no cross validation in place to prevent conflicting selections.

Using the editor, it would be possible to setup your own custom Jobs for Mr Universe for example, on account that the game's original "Big Damn Challenges" are not supported in this version.

### Dev Notes:

\*Mr Universe “Big Damn Challenges” are not supported from the original game. However, many “standard” format jobs have been added to this contact in their place.

Motherlode and Uroboros Belts are not supported exactly as mentioned in the Rules, Jobs originally for these are allocated to one of the planets in the belt.

Player Trading and Crew poaching is now supported when in the same sector.

The game uses several custom Fonts in various places. They are included in the Setup if your PC does not already have them.

*Keep Flying!*

