



FIREFLY – T H E P C G A M E

Including...

BLUE SUN RIM EXPANSION*

Kalidasa Rim Expansion

OVERVIEW

So, you want to play **Firefly the Game** but maybe you don't want the hassle of setting up all the game's components and shuffling the many decks. Maybe you want to try out new strategies by yourself before wowing your regular boardgame group. Or perhaps it's a slow day at work and you need to blow off some steam and play at picking and delivering contraband through the Verse.

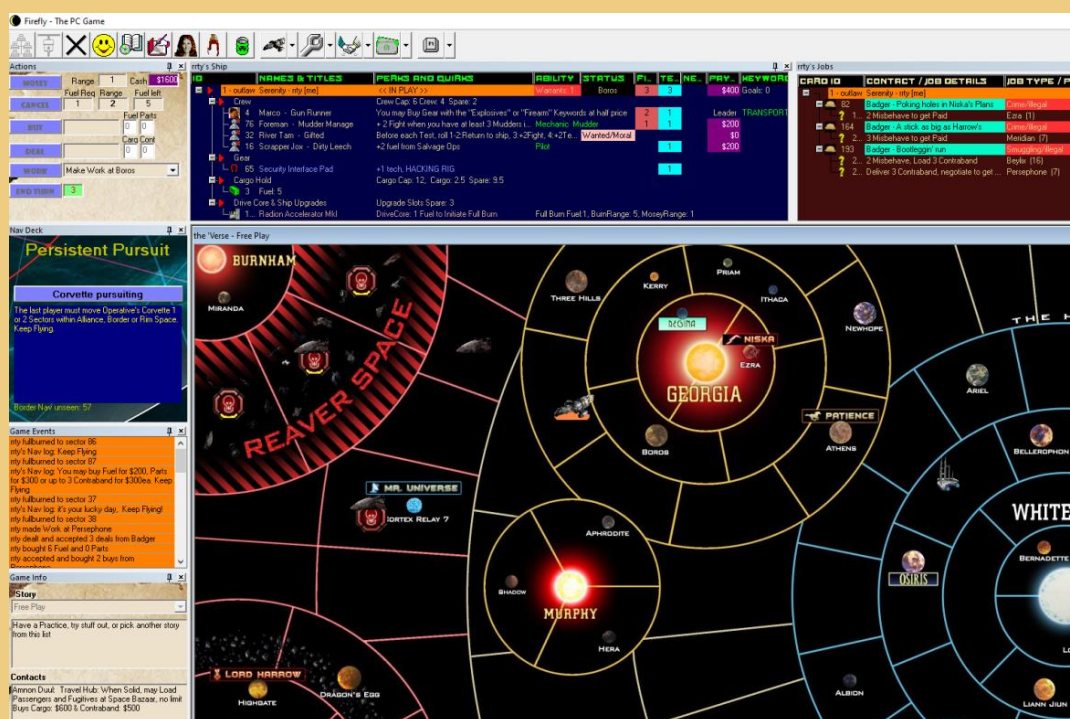
Welcome to Firefly the PC Game.

Before you sit at the captain's chair, you might want to browse this manual to properly learn how to command full control over your Ship, Crew and Gear.

This manual assumes you are already familiarized with the (included) rules for the core game, Blue Sun and Kalidasa expansions, those will remain largely the same. But do keep in mind that a few liberties had to be taken to improve the digital experience.

WINDOWED DISPLAYS

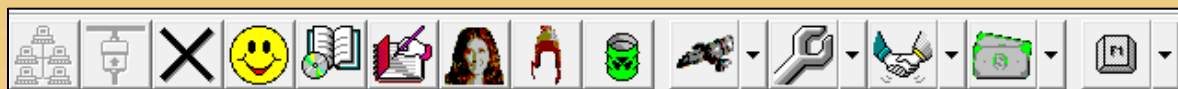
Just like your tabletop game is divided into several areas and boards, this version of the game distributes the information into distinct windowed displays. The windows can be docked or independently arranged so you can best customize your preferred layout for your screen.



(Layout example)

THE TOOLBAR

This will be your main control panel. Clicking the buttons and their options (via the dropdown menu) will open new displays you might want to familiarize yourself with. Details are further explained in the **Running a Game** section.



Host: Create and host a new game.



Join: Connect to someone else's game.



End Game: Gives you the option to **withdraw** from a game.



Chat: Communicate with the other players.



Game Info: Shows the story goal and the benefits of being solid with each contact.



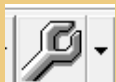
Game Log: Keeps track of the game's actions.



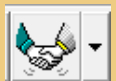
Crew/Gear/Ship Upgrades Browser: Shows all available cards and their stats.



Ship Browser: Displays ships' contents: Crew, Gear, Cargo, and Ship Upgrades.



Job Browser: Shows your active and inactive jobs.



Deal Browser: Shows all available jobs, divided by Contact.



Buy Browser: Shows all crew/gear/ship upgrades available for purchase, divided by Supply Planets.



Game Rules: Opens this document and the rules for the game and its expansions.

GAME SETUP

Press the Host button to get started.

Check the **Multiplayer Mode** section for details on playing with more opponents.

Put down your name and choose a Firefly color. Then, click the “Add a Bot Player” button once per AI rival you want to add to the game.

Auto move is recommended. If checked, NPC Ships (Cruiser, Corvette & Cutters) will move via AI. Otherwise, human players will manually have to move the ships.

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

See the “**Advanced – Customizing Stories**” sidebar further below for details.



Press the **JOIN** button to lock the players, then click **START** to roll the ‘dice’ which selects who will get first dibs on a Leader and starting location.

When you are prompted, scroll through the Dropdown list to pick an available Leader that better suits you.

Some Stories will allow you to pick additional Crew from the get-go. There will be a limit on the number of crew you can select and their overall Hire Cost. Once you start selecting crew, notice that the Hire Cost and Skill Points total are displayed at the top of the Pay/Job column.

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



GAME SETUP (cont.)

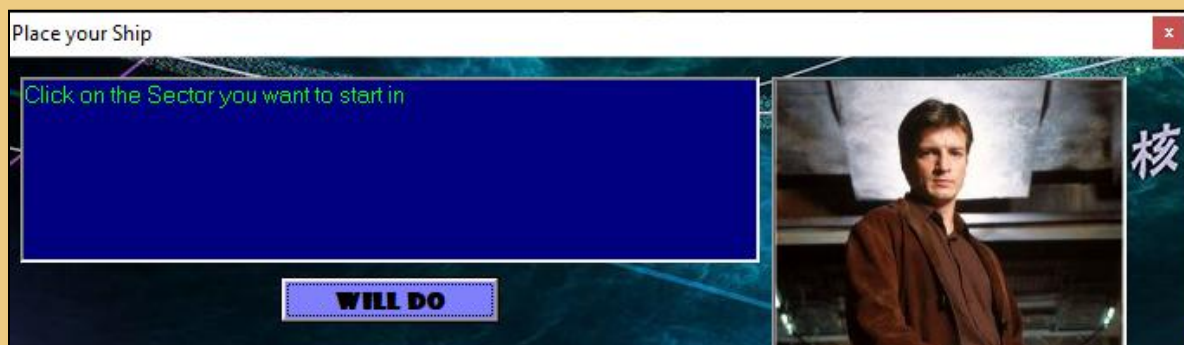
Select up to 5 Crew up to \$1100

CardID	Names and Titles	Perks and Quirks	Ability	Status	Fight	Tech	Nego	Pay/job	Special Info
78	Holder - Shanghai	When you Make-Work, you may als...	Pilot		2	3	2	\$1000	
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	1		\$200	Wanted
17	Scrapper Mex - Dirty Le...	+2 fuel from Salvage Ops	Pilot		1	1		\$200	
18	Scrapper Poh - Dirty Le...	+2 fuel from Salvage Ops	Pilot		1	1		\$200	
8	Wash - Hard Burn	+1 Full Burn Range	Pilot	Moral	1	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 to continue. In reverse order of players (for Multiplayer) 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, but be careful of mis-clicking during a Sector selection.

Now you are ready to start playing.

ADVANCED – CUSTOMIZING STORIES

Viewing and editing Stories is always possible by pressing the ellipsis button during Game startup: 

You can peruse the Goals details and, if you are making a new story, add startup parameters and new Goals. If you are adding special “goal” 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 ☒ w/storage
☐ Random Crew
☐ custom Drive or Upgrade

Starting Jobs (discard to 3)
☒ Amnon Duul
☐ Badger
☐ Niska
☐ Patience
☐ Harken
☐ Lord Harrow
☐ Mr. Universe
☐ Mag. Higgins
☐ Farty n Mingo

Exclude Crew (0 selected)
☐ Atherton
☐ Barkeep Bex
☐ Barkeep Bob
☐ Bester
☐ Billy
☐ Bree
☐ Bridgit
☐ Burgess
☐ Busker

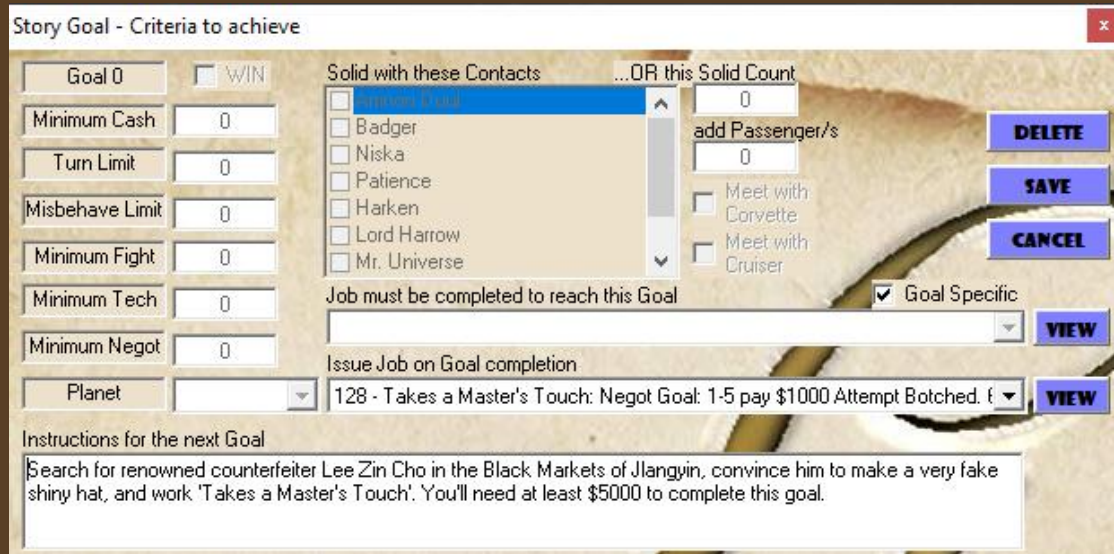
wanted moral inv clr

SAVE
 CLOSE
 DELETE
 ADD GOAL

G...	Instructions	Issue/Job	Complete/Job	Solid	Money	Win	Tur...	Fight	Tech	N
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	

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

Remember that **stories should always have a Goal '0'**, as it provides a place for **startup instructions** and *optionally* an initial goal Job. Double-Click 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

Job must be completed to reach this Goal ☒ Goal Specific

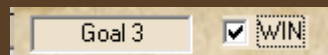
Issue Job on Goal completion
 128 - Takes a Master's Touch: Negot Goal: 1-5 pay \$1000 Attempt Botched. ([dropdown])

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

“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 for goals by deselecting the ‘Goal Specific’ flag.

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



Goal 3 ☒ WIN

Press **SAVE** after Story editing is done to save any changes.

RUNNING A GAME

Turn Actions Display

Your best friend. Here is where you will select all **Actions** available on your turn.

Only Actions available in your current location will be available to you. *Eg. If you are at a Contact's location, the Deal action will be available.* 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*)

Actions			
MOSEY	Range	1	Cash \$3000
FULL BURN	Fuel Req	1	Fuel left 5
BUY	Persephone	Fuel Parts	Shore Leave
DEAL	Badger	Carg Cont	
WORK	Make Work at Persephone		
END TURN	1		

MOSEY and **FULL BURN**: Click on an adjacent Sector to fly to it.

Some sectors have a smaller 'hotspot' for registering mouse clicks, so it's always best to click in the center of the sector.

To keep flying when Full Burning, resolve the Nav Card, click Full Burn again, and select a new sector. Repeat until you want to stop Flying or you run out of Range. Doing another Action will disable your Full Burn Action for the rest of the turn.

BUY and **DEAL**: You get to choose what you want in the **Buy** or **Deal** Display.

When able, you may buy or sell Cargo & Contraband as part of a Deal Action or buy Fuel and Parts as part of a Buy Action. To do so, enter the number of goods you want to buy or sell in the appropriate boxes in the Actions Display. Changes to your cash and goods will be reflected when your Action is complete.

The 'Shore Leave' option, as per the Rules, takes up a Buy action.

WORK: 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. If you have multiple jobs available for a planet, make sure to check the ID number to verify the Job you will work.

END TURN: You may end the current turn even before all available actions have been used.


The number next to End Turn is the turn counter, used in some gameplays as a target to finish before a certain number of turns run out.

END TURN	5
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In Solo Mode you can do any number of available Actions once, but you must manually end your turn to prompt the next round. In Multiplayer your turn will automatically end in most cases, usually after 2 Actions have been completed.

SHIP DISPLAY

The home for your Crew, Gear, Cargo, and Ship Upgrades.

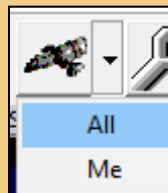
Remember that only Gear linked to a Crew member is counted on a Job, so be sure to allocate any unlinked Gear to a Crew. drag and drop Gear onto a Crew member. The drag icon will appear. 

To remove gear, drag and drop the Gear back onto the Gear Heading.

You can also View or Discard Crew members or Gear via the Right-Click Menu. Other menu functions may become available as well with certain gear and goods.

ID	NAMES & TITLES	PERKS AND
1 - outlaw	Serenity - Johndoe [me]	<< IN PLAY >>
Crew		Crew Cap: 6 Cre
1	Malcolm - Brown Coat	When you comp
50	Glücklich Jia 642X	+1 fight, SNIPE
53	Kaylee - Natural Know How	May Re-Roll Te
24	Security Interface Pad	+1 tech, HACKI
32	River Tam - Gifted	Before each Te
33	Simon Tam - "I am very Smart"	+2 to Medic Che
25	Bona Fide Credentials	+1 negotiate, FA
8	Wash - Hard Burn	+1 Full Burn Ra
21	Zoe - Dust Devil	May Re-Roll Fig
Gear		
47	GL Flashkill Pod Grenades	+2 fight, EXPLD
Cargo Hold		Cargo Cap: 12,

53	Kaylee - Natural Know How	May Re-Roll Tech Tests
24	Security Interface Pad	+1 tech, HACKING RIG
32	River Tam - Gifted	Before each Test, roll 1-2: Return to ship, 3: +2 Fig
33	Simon Tam - "I am ve	checks, +2 to River's "Gifted" rolls
25	Bona Fide Credentials	FAKE ID
8	Wash - Hard Burn	Full Burn Range



Trading and Poaching Crew: If you are in the Same Sector as another Player's Ship, you might want to Trade Supplies. To do so, make sure you select the ALL in Ship Display, so you can see your opponents' ships. Right-click on their Name to open the trade dialog. Right-Click on a disgruntled Crew member to make 'a Better Offer', subject to paying their hire fee.

Upg...	Spare Upgrade Slots: 1
1... Radion Accelerator Mkl	DriveCore: 1 Fuel to Initiate Full Burn Full Burn Fuel: 1, BurnRange: 5, MoseyRange: 1
1... Hull-Mounted Flak Gun	When in a Sector with a Reaver Cutter, discard to ignore Reaver Cutter's effects and move that Reaver Cutter 1 ...
1... Reaver-Flage	Ship may move into a Sector occupied by a Reaver Ship. Discard after losing any Crew to the Reavers.
3 - outlaw Yun Qi - Lyn	Cash in Hand: \$4500
Crew	Crew Cap: 6 Crew: 3
70 Murphy - Trade Baron	Whenever you sell Cargo or Contrab...
72 Barkeep Bex - Good Ti...	Giving your Crew Shore Leave at Su...
17 Scrapper Mex - Dirty Le...	+2 fuel from Salvage Ops
Gear	
46 Fast Horses	Discard to count as TRANSPORT

JOBS DISPLAY

This is where you can manage your Active and Inactive Jobs. As you progress through Jobs, their stages get marked with a Tick to show completion.

Inactive Jobs may be discarded by right-clicking on them.

CARD ID	CONTACT / JOB DETAILS	JOB TYPE / F
1	Serenity - Johndoe [me]	
16	Amnon Duul - Zir Com Deliveries:	
17	Load 2 Cargo	Ariel (5)
183	Deliver 2 Cargo to get Paid	Shipping
2...	Harken - Winning hearts & minds	Londinium (4)
2...	Load 4 Cargo	Shadow (8)
2...	Deliver 4 Cargo to get Paid	

DEALS DISPLAY

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

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

The button caption will change to **DRAW CARDS**; press it to reveal 3 new Jobs from the deck.

Deals up for Consideration are marked with a "?". As you select Jobs, they get ticked. When you are ready, click **CLOSE DEAL** and the selected Jobs will be added to your Jobs Display.

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		

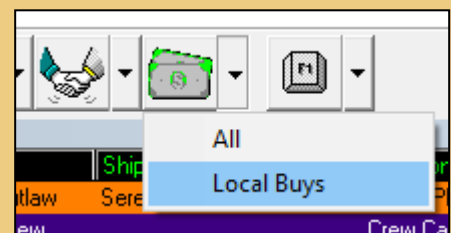
If you have already taken the maximum inactive Jobs (usually 3) you won't be able to select further new jobs and an error sound will play to let you know.

If you purchased or sold Cargo or Contraband with the Solid Contact the cash amount will be updated when you Close the Deal.

BUY DISPLAY

The Buy Display works very similarly to the Deals display.

In the Buy Display Toolbar dropdown menu (as in most menus) you can chose between seeing **All** available cards for purchase across all Supply planets discards, or just show the **Local Buys** if you are located at a Supply point.



When you use a **BUY** action, each item will start marked with an "X". You may select up to 3 items to tag them as 'Considered', which will mark them with a "?", or select none if you want to consider 3 fresh items.

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 from...	Merc
Gear			
153	Fruity Daty 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	

When you are ready, click **DRAW CARDS** to reveal any extra cards if appropriate.

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

CLOSE BUY	Meridian	Fuel	Parts	Shore
		2	1	Leave
		Card Cost		

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

GAME LOG

Keeps everyone up with what's happening with the most recent event always at the top. Maybe toggled on/off with the toolbar button.

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

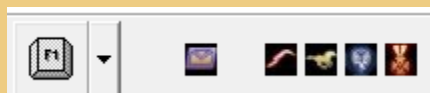
GAME INFO

It provides a reminder of the current Story objectives. It also shows the benefits for Solid Contacts and shows who you are Solid with in a **green highlight**.

Solid status is also displayed directly on the Map, next to a Contact.



Also on the toolbar for quick reference



Game Info
Story The Good - Making Connections Solo - End the Game Solid with all 5 Contacts (Border Space and Harken) in 20 Turns
Contacts Amnon 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 Solid and you complete a Smuggling or Shipping Job, take \$500. Sells Cargo for \$300 Mr. Universe: Can't stop the Signal. Deals available Buys Cargo: \$400 & Contraband: \$600

MULTIPLAYER MODE (MP)

Up to **four** players are supported, however all players must have file access to the same Game Database (*FireflyKalidasa.mdb*). To do so use a File Server on a LAN, or share a local folder on the host PC, and then install the Game to this Shared Folder.

All Users should start *FireFlyKalidasa.exe* from this shared folder, after installing the game on their own PC, in order to register the supporting files.

Playing over the internet is possible if a good VPN connection is configured to grant the same access mentioned. But results may vary depending on the quality of the VPN Client/Server. The generic Windows built-in VPN is poor in my experience.

SETUP

The Host sets up the waiting room with the **HOST** button and the other players use the **JOIN** button to get a similar screen.

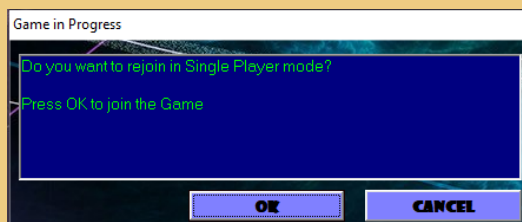
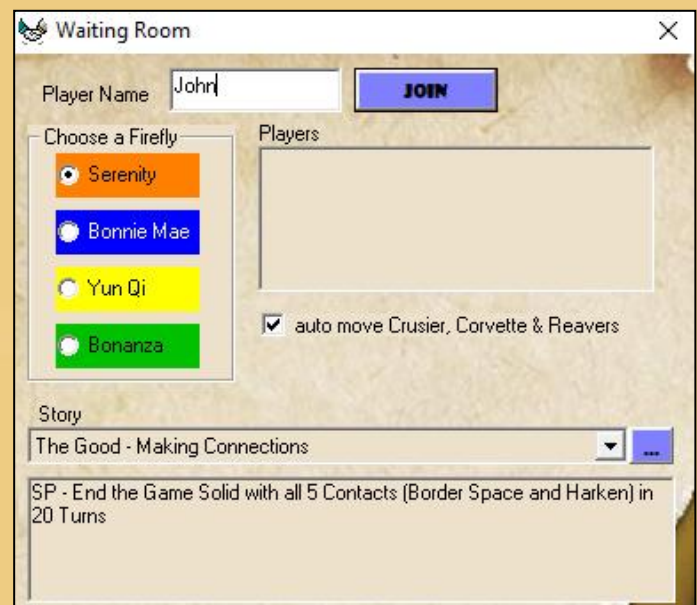


Once all players have selected a ship and joined, the Host must click **START** to begin.


A random roll lets one person at a time select a Leader, and then in reverse order selects a starting Sector. When the Turn Actions display appears for each player it means their turn has begun.

In multiplayer it's possible for all to exit the game, and later resume the game where you left off. Simply have all players close the application at the start of any player's turn.

When you are ready to resume the game, all players must click the **JOIN** before the game will ask you to confirm to re-join. Select your name from the list to continue. If it was your turn when the game was closed, Actions will be immediately available.



Note: 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 Against AI

There are 2 "Robot" themed Stories to try out.

To play against one or more AI Bots, click the ADD A BOT PLAYER in the Waiting Room you begin after clicking to Hosting a game. The AI will connect to a free ship and take the name of that ship as their player name.

Bots can compete for a specific Solid Contact, reach a number of Solids Contacts, Cash held, and a Turn limit. But other Goal types are ignored and will never be reached. AI Bots can only achieve Solid with *Amnon Duul*, *Badger*, *Patience*, *Harken*, *Harrow*, *Higgins* and *Mr. Universe*, because they can only do Legal, amoral Jobs.

SAVING A GAME

Every action is saved real-time in the Game's database so you can preserve a game in progress. But there is a way to save multiple game sessions more permanently, in case you want to start a fresh game then resume a previously saved game.

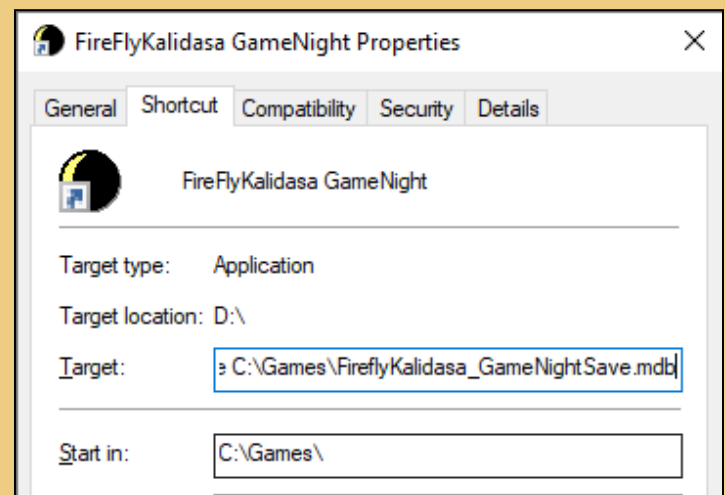
After quitting a game in progress (just by closing the window, **NOT** by clicking the End Game 'X' button in the toolbar *which would remove you from the current game*), go into the game's folder and copy/paste the "FireflyKalidasa.mdb" data file, and rename the new copy.

Eg. *FireflyKalidasa_GameNightSave.mdb*

Then restart a new Game using the Host button as usual – choosing to 'reset' the game in progress. And 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.

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



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

ADVANCED – JOB EDITING

View/Edit Jobs

Contact's Job
Card ID
 263 - Cortex Comms Gear Grab: Tag & Bag. Bo
 Job Name
 Cortex Comms Gear Grab
 JobType 1 JobType 2 Contact
 Smuggling Shipping Goal
 Job Special Details
 Tag & Bag. Bonus Drop-Off

Payment 2000
 Bonus Pay 3000
 Parts bonus 0

Profession for Bonus
☐ Mechanic
☐ Pilot
☐ Companion
☐ Merc
☐ Soldier
☐ Hillfolk
☐ Grifter
☐ Medic

Fight
 0
 Tech 0
 Tech 0

Keywords Needs OR ...
☐ EXPLOSIVES
☐ FAKEID
☐ FANCYDUDS
☐ FIREARM
☐ FIREARMX2
☐ HACKINGRIG
☐ KNIFE
☐ SNIPERRIFLE
☐ TRANSPORT

Keyword Bonus
☐ Keyword or Skill
☐ Keyword or Solid
☐ Rmvy Disgruntled
☐ Heavy Load Fuel
☐ Good Deeds
☐ Need to be Solid with

Requires: Profession
☐ Mechanic
☐ Pilot
☐ Companion
☐ Merc
☐ Soldier
☐ Hillfolk
☐ Grifter
☐ Medic

Skill Test on Job Completion
 Skill Roll to Win 0 Roll Intern 0 Fail Result 0
 Win Result 0 Inter Result 0 Fail Kill Crew
 Win Opt Keyword Lose Rep

Task 1 Cortex Relay 7 - The Rim (W) - 2 Misbehave. Locate Goods. Tag & Bag.
 Task 2 Beaumonde - Kalidasa - Deliver 2 Contraband to get Paid
 Bonus Cortex Relay 2 - The Rim (E) - 2 Misbehave. Deliver 2 Contraband to get Bonus Pay

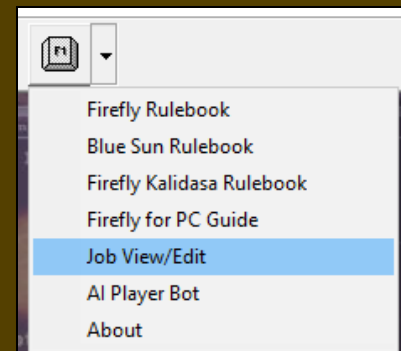
Job Task
Task ID
 Cortex Relay 2 - The Rim (E) - 2 Misbehave. Deliver 2 Contraband to get Bonus Pay
 Task Details
 2 Misbehave. Deliver 2 Contraband to get Bonus Pay
 Cargo 0 Passengers 0 Fuel 0 Misbehaves 2
 Contraband -2 Fugitives 0 Parts 0 Goods 0
 Planet Cortex Relay 2 Double Down
 SAVE CLOSE

DELETE
 NEW JOB
 SAVE
 CLOSE

It is possible to add or edit Jobs if you are inclined to do so. Under the Help dropdown menu, there is an option for Job view/edit.

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.

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



DEVELOPER NOTES

- Mr Universe's "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 them are allocated to one of the planets in the belt.
- 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!

