



# **FIREFLY - THE PC GAME**

Including...

**BLUE SUN RIM EXPANSION\***

**KALIDASA RIM EXPANSION**



## Overview

The PC Game stays true to the Rulebooks 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.

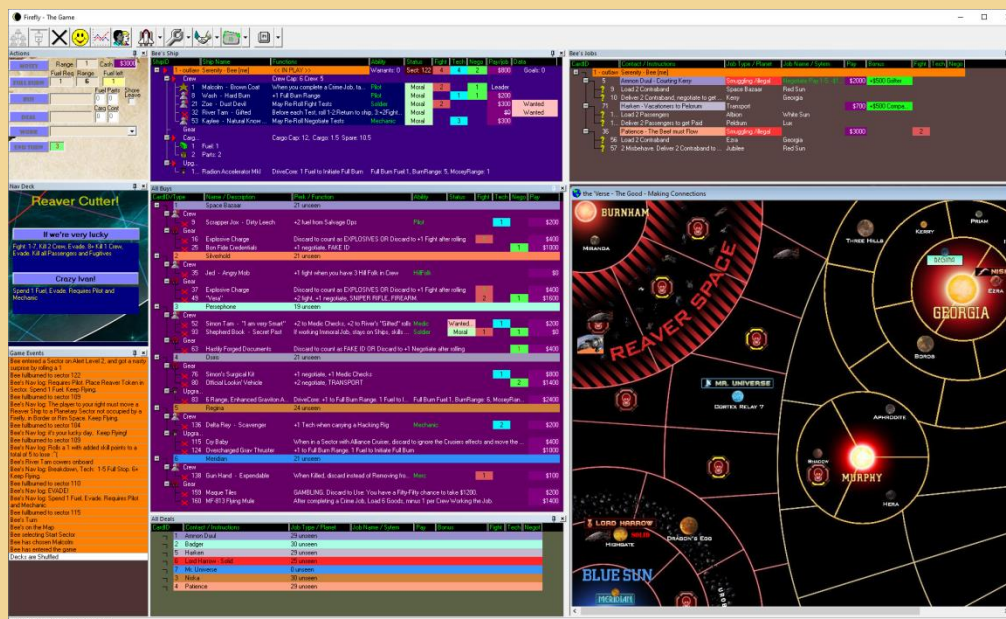
## The Toolbar



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



## Starting the Game



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

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

Select the **auto move** option to have NPC Ship moves done randomly, otherwise they will be manually moved by the appropriate player. In Single Play mode, that will be you.

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

- Alliance Operative
- Badger's Burnham Bust
- Niska's Nemesis
- War Stories
- Blue Sun - Making Connections
- Kalidasa - Making Connections
- Free Play
- Add New

In all cases a View/Edit dialogue is displayed so that you can peruse the details of the Goal criteria, and if you are making a new story, start adding startup parameters and new Goals.

**View/Edit Story**

Priming the Pump  
 Story Title:   
 Story Description:

Cash:   
 Fuel:   
 Parts:   
 Crew & Max \$:

Starting Jobs from these Contacts (Max 3)  
☒ Amnon Duul  
☐ Badger  
☐ Niska  
☐ Patience  
☐ Harken  
☐ Lord Harrow  
☐ Mr. Universe

**DELETE**  
**CONTINUE**  
**ADD COAL**

G...	Instructions	IssueJob	CompleteJob	Solid	Money	Win	Tur...	Fight
0	go to Jlangyin and work 'Takes a Master's Touch'	Takes a Master's Touch			0 0	0	0	0
1	go to Londinium to work 'Knowing is Half the Battle'	..and Knowing is Half the...	Takes a Master's Touch		0 0	0	0	0
2	go to Boros and work 'Two Card Monty'	Two Card Monty	..and Knowing is Half the...		0 0	0	0	0
3	Win		Two Card Monty		0 1	0	0	0

Stories must always have a Goal '0', even if left blank, but it provides a place for startup instructions and to provide a specific initial Job. 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:   
 Turn Limit:   
 Misbehave Limit:   
 Minimum Fight:   
 Minimum Tech:   
 Minimum Negot:   
 Planet:

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

...OR this Solid Count  
  
 add Passenger/s:   
☐ Meet with Corvette  
☐ Meet with Cruiser

**DELETE**  
**SAVE**  
**CANCEL**

Job must be completed to reach this Goal ☒ Goal Specific

Issue Job on Goal completion

Instructions for the next Goal

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

Goal 3 ☒ WIN

NB: 'Goal' Jobs (ContactID=0) must be setup manually in the Game Database in the current version, no GUI editor exists for those as yet. It is possible to choose from Contact Jobs by deselecting the 'Goal Specific' flag.

Press **CONTINUE** after Story selection/editing is done.

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

Player Name: My Name

Choose a Firefly: Serenity

Players: Serenity - My Name -

PICK LEADER START

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

Player Name: My Name

PICK LEADER START

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

Crew Selector

Malcolm

SELECT

Brown Coat

Pilot

Moral

2 Fight 1 Negotiate

LEADER

Setup

CardID: 125 CrewID: 1

When you complete a Crime Job, take \$500

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 is summated at the top of the Pay/Job column.

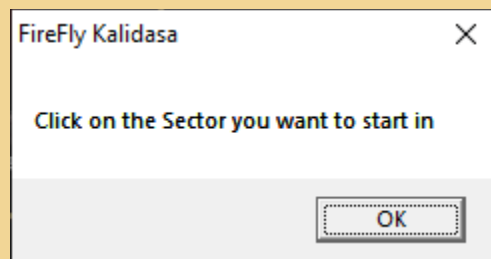
h	Nego	Pay/job	Special In
27	\$1100		
	\$200	Wan	

Select up to 4 Crew up to \$1000										
CardID	Names and Titles	Perks and Quirks	Ability	Status	Fight	Tech	Nego	Pay/job	Special Info	
Crew	selected=4	Crew Cap: 6 Crew: 1			41	36	27	\$1100		
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	\$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		
23	Saffron - Deceptive	If Saffron, Bridgit or Yolonda are hire...	Companion	Gritter		1	2	\$300		
40	Inara - Ambassador	May Re-Roll Negotiate Tests	Companion	Moral			3	\$300		

**SELECT**

Press **SELECT** once you're done to continue.

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



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

It is possible to Click and Drag the Map directly, however results on smoothness of the drag may vary.

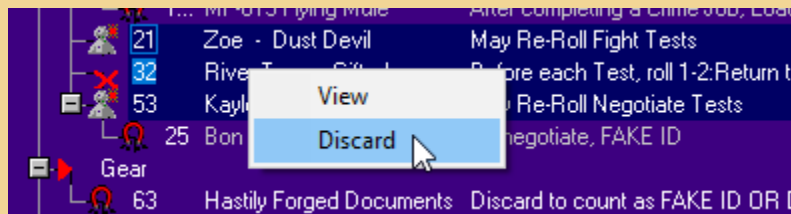
## Your Ship Display

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.

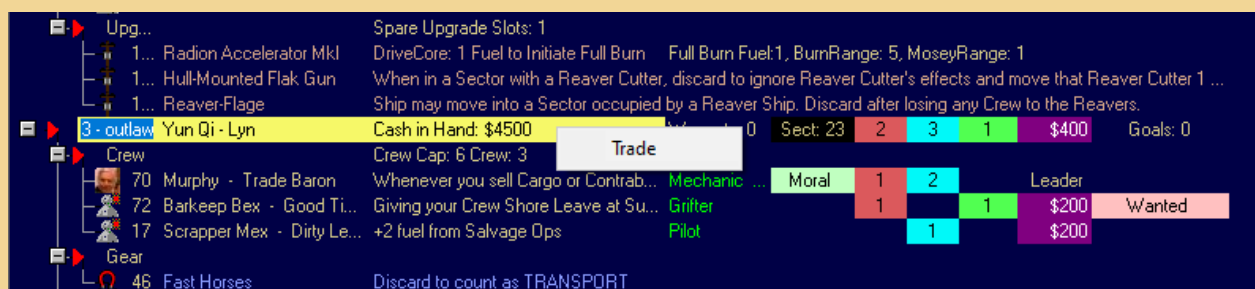
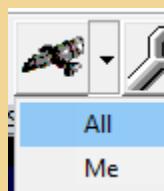


This drag icon will appear

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.



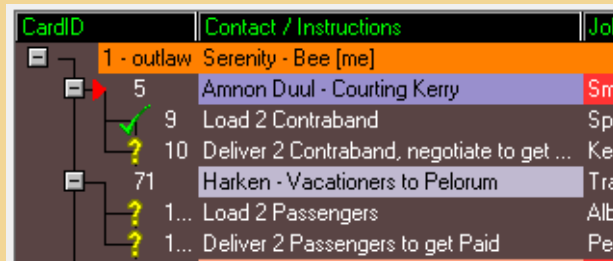


## Your Jobs Display

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 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 completely.

When appropriate, other functions may appear on the Action Display from time to time based on Gear or Crew abilities.

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 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 20 turns for example.

## Deals Display

At a Contacts location, you can use the **DEAL** Action to access a list of Jobs. Sometimes, at the start of a game, the list will be empty.

Local Deals		
CardID	Contact / Instructions	Job Type / Planet
6	Lord Harrow - Solid	25 unseen

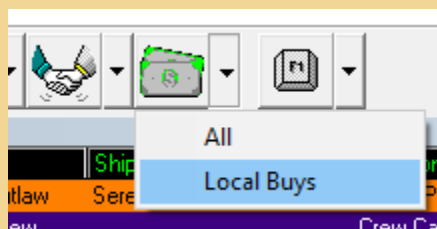
The button caption changes to **DRAW CARDS**. Press that to reveal 3 Jobs from the deck.

Local Deals for Consideration		
CardID	Contact / Instructions	Job Type / Planet
6	Lord Harrow - Solid	22 unseen
137	A solid deal	Smuggling /illegal
144	Guess I'm just a good man	Smuggling /illegal
151	Muss up the spoiled dandy	Smuggling /illegal
217	Deliver 3 Contraband to get Paid	Persephone

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 sold with Solid Contacts will tally towards your money as part of the 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.

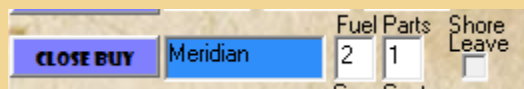


At first, in a **BUY** action, each item will have a red X. Selecting up to 3 can be done to proceed to the 'Consideration' step as marked with a ? If 3 are selected **CONSIDER** takes you to the next step.

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

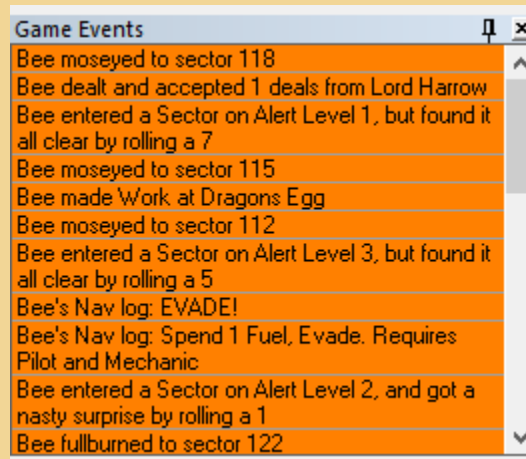
Local Buys for Consideration			
CardID/Type	Name / Description	Perk / Function	Ability
6	Meridian	19 unseen	
Crew			
138	Gun Hand - Expendable	When Killed, discard instead of Removing fro...	Merc
Gear			
153	Fruity Oaty Bar	Discard before rolling to add +1 to any test result. -OR- Discard	
Upgra...			
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 Events Display



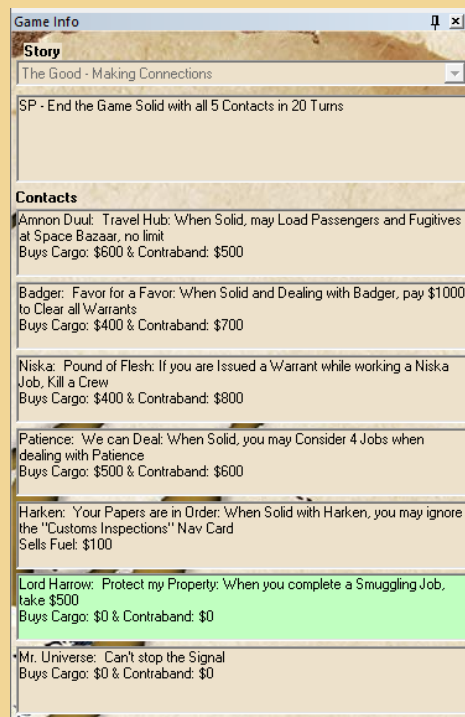
Keeps everyone up with what's happening with the most recent event always at the top.

## Game Info



Opened via the toolbar button

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



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 (FireflyBlueSun.mdb). This can be achieved using a File Server on a LAN and installing the Game to a Shared Folder. All Users should start the FireflyBlueSun.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.



The Host sets up the waiting room using this button

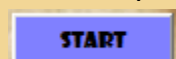


Other Players **JOIN** using



to get a similar screen.

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





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.

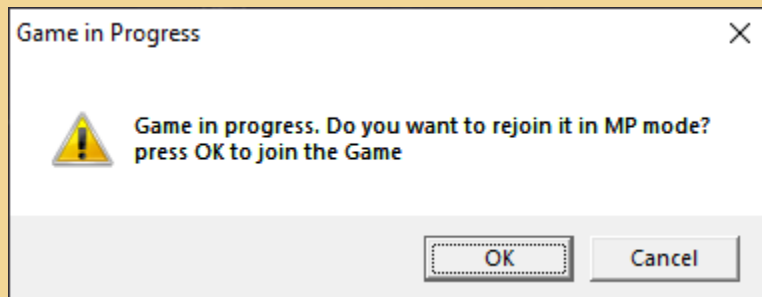


## Multiplayer Mode continued.. (MP)

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.

## Saving a Game

There is no “Save” option as such, but there is a way to preserve a game in progress, and start a fresh game. 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.

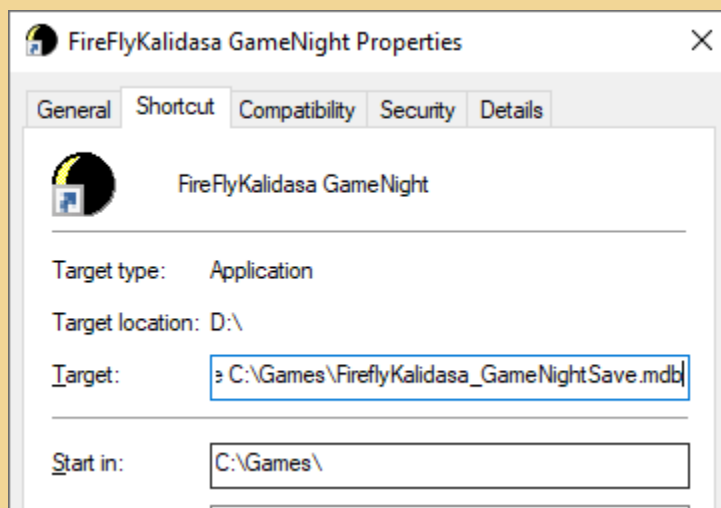
Eg.                FireflyKalidasa\_GameNightSave.mdb

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 continue on.

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

Eg.

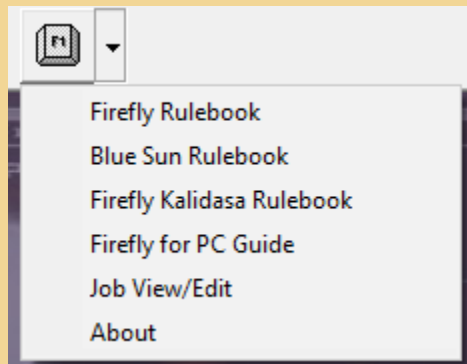


This way you could have many in-progress games available to start.

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 a software interface titled "View/Edit Jobs". The main window contains various fields for job details, including "Card ID", "Job Name", "JobType 1", "JobType 2", "Contact", "Goal", "Parts bonus", "Payment", "Bonus Pay", "Profession for Bonus", "Fight", "Keywords Needs OR...", "Keyword Bonus", "Requires: Profession", "Skill Test on Job Completion", and "Task". A "Job Task" sub-window is open, showing details for a specific task, including "Task ID", "Task Details", "Cargo", "Passengers", "Fuel", "Misbehaves", "Contraband", "Fugitives", "Parts", "Goods", "Planet", and "Double Down". The sub-window has "SAVE" and "CLOSE" buttons. The main window has "DELETE", "NEW JOB", "SAVE", and "CLOSE" buttons.

NB: New Contact or Goal jobs can be added this way. It is recommended to peruse and follow existing Job attribute combinations, as choosing new ones 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 Challenges are not supported in this version.

### Dev Notes:

\*Mr Universe Deals are not currently supported, specifically the “Big Damn Challenges”.

Motherlode and Uroboros Belts are not supported, 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 the **SHOWCARD GOTHIC** Font for some button captions. It is included in the Setup if your PC does not already have it.

*Keep Flying!*

