



A game for 3 to 8 Players

Rule Book

Game Concept: Anthony Affrunti

Game Design: Anthony Affrunti and John Reyman

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OVERVIEW

In *Keep Flyin'* you are the Captain of a Firefly class mid-bulk transport, trying to eke out a living by taking any jobs you can find, legit or not, do them, and get paid. All the while you will be avoiding the oppressive governing body known as the Alliance, the terrifying Reavers who seek to eat you, and various other local color in the 'Verse. You will find jobs on planets and even in the deepest parts of the Black. So find a job, don't care much what it is, and *keep flyin'*.

OBJECT OF THE GAME

Be the first player to raise enough Platinum to give up your life of crime, and retire.

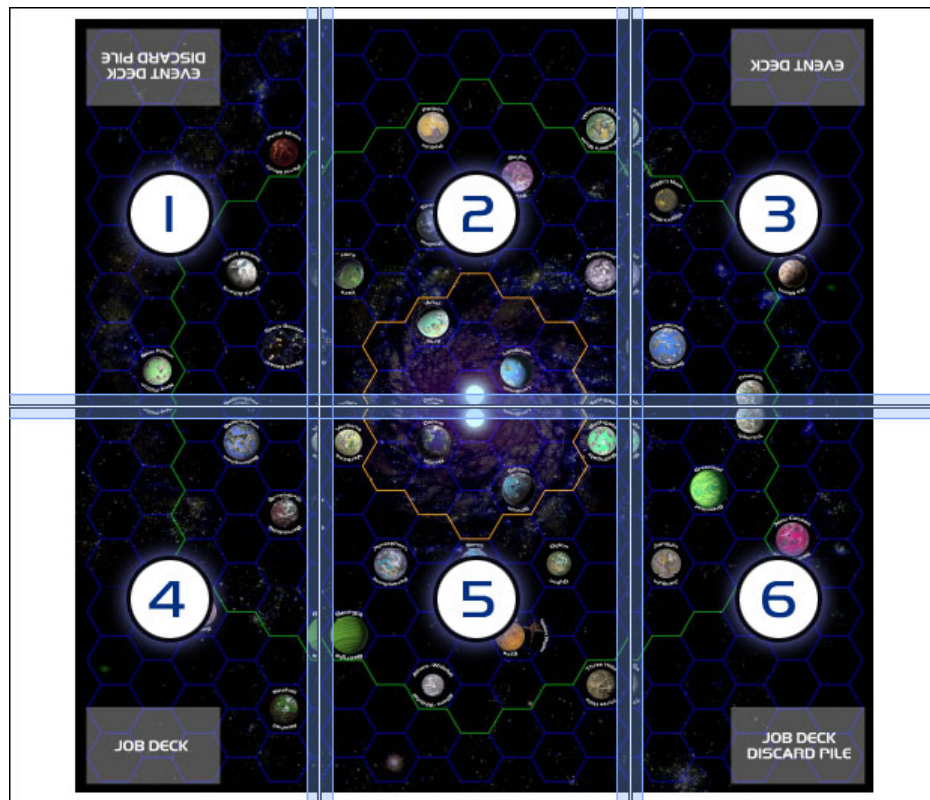
GAME COMPONENTS

- Game Board (20 x 20 inches)
- 46 JOB CARDS (You may add more; 2 blanks are provided!)
- 48 EVENT CARDS
- 8 Firefly Transport Ship Counters
- 8 Homeworld Counters, color-coded to the ships
- Several Alliance Counters, Ghost Counters, and Reaver Counters
- Several Pursuit Counters, color-coded to match player ships.

The game contents are provided in PDF format (Adobe Acrobat Reader is required; see www.adobe.com for downloading). You can print them on card stock, or use paper and glue the components to cardboard, then cut them up as needed. Extra Counters are provided for your own variations on the game.

Assembling the Game Board (using the *board-tiled.pdf* file)

The *board-tiled.pdf* will print the map onto six pages. You can assemble them as follows:



The Game board

The game board is divided into hexagonal spaces (called *hexes*). The playing area is separated into 3 zones: Core, Border and Fringe. The Core zone is all the hexes within the orange border. The Border zone is all the hexes beyond the orange border, but within the green border. The Fringe zone is all the hexes beyond the green border. *Note: partial hexes count as full hexes.* Also, within the hex with EZRA, there is a special Hex with Niska's Skyplex. This is a separate hex space **within** the hex (see SPECIAL RULES below).

The game board is also divided into 6 *quadrants* for ease of locating planets, and face down counters, as well as for some random events. The six quadrants are indicated by the numbers surrounding the central blue sun. To find a random quadrant, roll a die.

Hexes that have images of planets, moons, Niska's Skyplex and the Space Bazaar are all considered *locations*.

WHAT ELSE YOU WILL NEED:

Two standard six-sided dice, some small tokens (paper clips, pennies, or glass art beads) to track each player's Notoriety Rating (henceforth referred to as NR), and some play money (found in games like Monopoly) in \$100 denominations to represent Platinum (higher denominations also help) or you can print out the Alliance money from the *money.pdf* file. Alternatively, pencil and paper can be used to track money and/or NR.

SETUP:

Place Cards:

Shuffle the JOB CARDS and place them on the JOB DECK space on the board.
Shuffle the EVENT CARDS and place them on the EVENT DECK space on the board.

Determine Play Order:

Everyone rolls 1 die. Player with the highest roll is Player 1 and play continues clockwise from that player.

Place Counters:

Counters represent a wandering space vessel on the playing board. When a player's piece and a Counter are in the same hex, an *encounter* may occur.

Select Counters based on the number of players in the game. Take one **Alliance** Cruiser Counter per player, one **Ghost** Counter (a null, dummy, or "ghost image on the scanners") per player, one **Derelict** for every *two* players, and one **Reaver** Counter for every *two* players (round up).

It is suggested for the first few games that you choose only **Reaver** Counters with Grapple Scores of less than 6.

Turn the selected **Reaver** Counter(s) and a matching number of **Ghost** Counters face down and mix them up. Then, taking turns, each player chooses a random face-down Counter and rolls a

die to determine a random *quadrant*. Place your Counter in any empty space (non-location) hex within the indicated quadrant, within the Fringe zone (outside the Border zone).

Next, take one **Alliance** Counter and one **Ghost** Counter, and place them face down on the board as above, but within the Core zone.

Finally, take the remaining counters and place them face down as above, but within the Border zone.

Playing Pieces:

Each player takes a **Firefly** ship Counter, **Homeworld** Counter, and **Pursuit** Counters of matching color. Take one token to show that you have a **Notoriety Rating** (or NR) of 1; you start with a slightly bad reputation simply for being non-Alliance. Everyone begins the game with \$1000 in Platinum.

Ship Statistics: All players start with an unmodified Firefly-class Transport Ship that has a MOVE score of 2, and a CARGO capacity of 2.

Starting locations:

Starting with Player 1 and continuing clockwise around the board, each player chooses a location as their home world. *Your home world must be within the Border zone* -- not in the Fringe or Core zones, and not Niska's Skyplex or the Space Bazaar. Place your ship and **Homeworld** Counters on your home world and draw a JOB CARD. This is your first job.

GAME PLAY

Each player plays in turn, unless otherwise indicated on an EVENT CARD or in these rules. A turn is comprised of 5 *phases*, in order:

1. ENCOUNTER PHASE
 - Evade enemy counters in your space
2. EVENT PHASE
 - draw an EVENT CARD
3. JOB SEARCH PHASE
 - if at a location (or empty derelict) you *may* draw a JOB CARD.
4. PLAY PHASE (in any order)
 - move** up to 2 hexes
 - dump** cargo
 - scan** facedown counters within 1 hex
 - get paid** if you are at the destination listed on a job
5. ENEMY PHASE
 - Move a facedown enemy counter 1 hex (except onto locations) **OR**
 - Move a face-up enemy counter, not currently in pursuit, up to its move printed on the counter.
 - Enemy Pursuit: player to right moves enemy counters in pursuit of your ship

During play, there are some special rules that can come into play (see SPECIAL RULES, later in this document).

Each game phase is explained in detail as follows.

1. ENCOUNTER PHASE

On your first turn, there is no Encounter Phase; skip ahead to the Events Phase (below). On subsequent turns, if you are on the same space as a **Reaver** or **Alliance** Counter, you must try to *Evade* them. To do this, you must roll two dice, adding them together to find the result.

Evading Alliance

Subtract one point from the result for each Illegal job in your cargo hold (how well did you hide it in plain sight?). If the total is MORE THAN your NR, you evade the Alliance.



Evading Reavers

For each passenger job type in your cargo hold, subtract one point from the *Evade* roll. If the final result is MORE THAN the *Grapple Score* indicated on the **Reaver** Counter, you have escaped.



If you succeed in evading an enemy, roll a die and place the enemy counter face up, in an empty hex, anywhere in the quadrant indicated by a die roll. **Alliance** Counters must be placed in the same zone in which they were evaded; **Reaver** Counters must be placed in the Fringe zone.

Getting Caught by the Alliance

If you fail to Evade the Alliance, you and your crew are arrested. Any passengers are also arrested or detained. Your cargo is confiscated. This means that all of your JOB CARDS are discarded. Your ship is immediately impounded. Roll a die and place the **Alliance** Counter face up, in an empty hex, in the same zone of the quadrant indicated by the die roll.

Your arrest also results in a fine of \$100 per NR. If you can pay, you are detained with your ship at the Penal Moon. On your next turn and on each subsequent turn, roll a die. Remove that many NR tokens. Once you have removed all NR tokens, you may move with your ship normally, on the following turn. While detained, your turn consists only of an Enemy Phase. No one can check for pursuit of your ship while you are detained (the same applies if you are being tortured at Niska's Skyplex).

If you cannot pay your fine, you lose everything. *You are considered to have lost the game.* However, you may continue to play, in control of the **Alliance** Counter for the rest of the game. Place that **Alliance** Counter on the **Penal Moon** hex.

Getting Caught by the Reavers

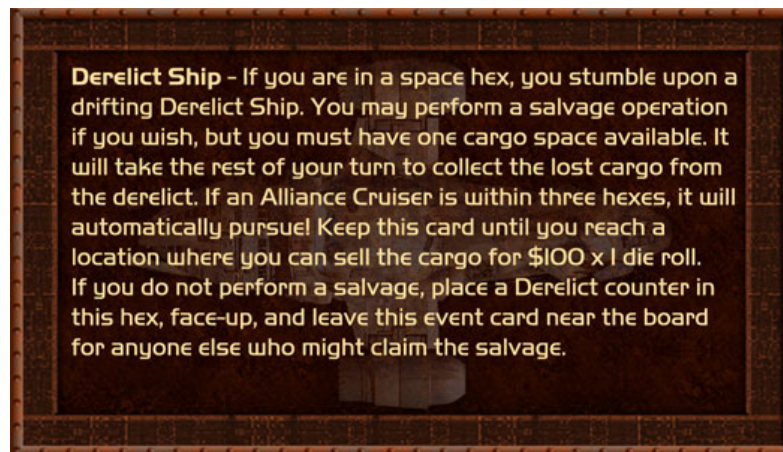
If you fail to Evade the Reavers, they eat and/or recruit (through torture) you and your crew, as well as your passengers (if any, discard them), and your ship becomes a Derelict (see *DERELICTS* below); leave your ship counter on that hex. *You are considered to have lost the game.* However, you may continue to play, in control of that **Reaver** Counter. Leave any remaining JOB CARDS on the table, because other players might pull salvage off your ship. Derelict rules apply (See *DERELICTS*, Below).

Becoming a Turncoat

If you have lost the game, you may continue playing using the enemy counter. You may only MOVE during your Play Phase (maintaining Pursuit rules), and you still have an Enemy Phase (so you may still move another counter). However, all other phases no longer apply to you.

2. EVENT PHASE

After any encounters are resolved, you must draw a card from the EVENT DECK and follow the instructions. If the EVENT DECK runs out of cards, shuffle the discards and place them on the EVENT DECK space.



3. JOB SEARCH PHASE

If you are at a location hex at the start of your turn, you may draw a JOB CARD. If you draw a job with a destination that is the same as your current location, discard it and draw a new JOB CARD – it does not count. If you draw a job that you do not want, you skip your Play Phase (see *PLAY PHASE*, below) and discard any job(s) you need to in order to have space for the jobs you want. You may only collect as many JOB CARDS as your cargo hold will allow – most jobs will require one or more spaces, indicated on the JOB CARD as Space Required. Always place your job cards in front of you face up on the table, to show you have taken the job(s). If the JOB

DECK runs out of JOB CARDS simply shuffle the discards and place them on the JOB DECK space.

JOB CARDS have the following information:

Job Type – Cargo, Passenger, Delivery or Heist.

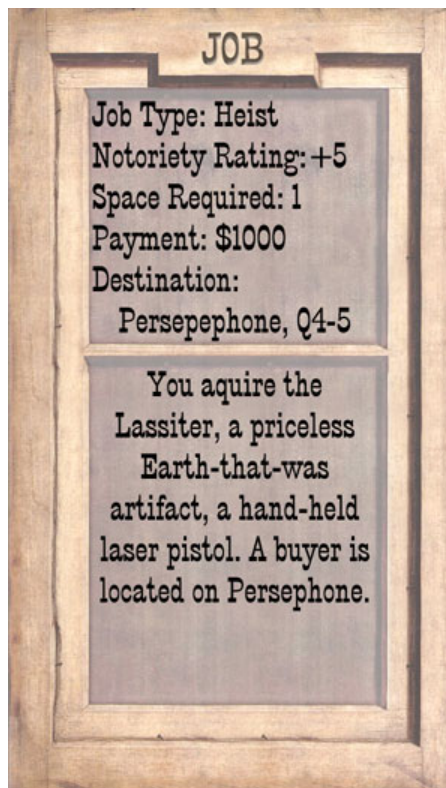
Notoriety – effect on NR (e.g. +2); a positive number indicates the job is illegal and will increase your Notoriety, while “0” or a negative number indicates the job is legal or “good” in the eyes of the Alliance.

Space Required – 0, 1 or more.

Payment – \$100 or more.

Destination – Location you must reach to complete the job and collect payment. Name of location and quadrant is listed, such as “Greenleaf, Q3” If a location is on the border between two quadrants, both will be listed, such as “Persephone, Q4-5”.

Cargo (Description) – Text describing the cargo; usually has no relevance on actual game play.



4. PLAY PHASE

During the PLAY PHASE of your turn, you may take any of the following actions, in any order: SCAN nearby face-down counter(s), MOVE to another hex, GET PAID if you made a delivery, or DUMP cargo.

SCAN:

If you are in a hex adjacent to a face-down counter, you may SCAN it. To do so, you simply look at the counter to see what it is. You must then return it to the hex it came from, either place it face-up, revealing it, or face-down, keeping its nature secret. You may SCAN all Counters that are within range during your turn. *Once you have scanned a Counter, you may not move it during your ENEMY PHASE* (see below).



MOVE:

You may move up to the *Movement* rating of your ship, or not at all. If you move onto a space with a face down Counter, you must stop in that hex and flip it over and reveal it immediately (see ENEMIES, below). If it is a **Ghost** Counter, simply remove it from the board (a Ghost is a scanner reflection, or a false reading).

GET PAID:

If you move onto a location that is a destination for any JOB CARDS you own, you may discard the card(s) and collect your payment as indicated on the card! *If the location is your home world, you gain a \$100 bonus (it's good to know people)!* You also earn NR as indicated on the JOB CARD, so take (or remove) the indicated number of NR tokens. Your *Play Phase* ends when you get paid. Check for Victory (see VICTORY, below).

DUMP CARGO:

If the Alliance heat is getting bad, or you simply wish to find other work, you may DUMP any or all of your jobs. Place any dumped job into the discard pile.

5. ENEMY PHASE

After you complete your *PLAY PHASE*, you have the option to either move one Enemy Counter OR move one face-down counter.

Face-down counters: You may move any one face down counter 1 hex. You may not move it onto any hex that has a location. Face down counters may *never* be moved across a border between zones. If a counter enters a hex with any player's transport counter, flip it over and reveal it immediately. This is now an Enemy Counter.

Enemy Counters: You may move any one face-up **Alliance** or **Reaver** Counter up to its full move listed on the counter. Reavers and Alliance Cruisers may never occupy the same space.

You may NOT move:

- a counter in Pursuit of a player ship

- a counter that is being controlled by a player that has lost the game!

ENEMY PURSUIT:

At the end of your Enemy Phase, the player to your right is responsible for determining the possibility and results of Enemy Pursuit.

Face up enemy **Alliance** or **Reaver** counters, *not currently in pursuit*, that are within 2 hexes of a player's ship counter, may pursue that player. If more than one player is within 2 hexes, determine randomly whom the enemy attempt to pursue first. If they do not pursue the first one chosen, proceed to the next until all ships within range are checked for pursuit.

An enemy in pursuit should have a **Pursuit** Counter matching the player's color placed on it to indicate which player it is targeting.

While in pursuit, enemy counters will not occupy, nor move into the same hex any other face-up enemy counter – they will go around (determine which way by random roll if the distance to the pursued ship is equal). **NOTE: A counter in pursuit may not be moved by another player during their own ENEMY PHASE.**

To determine if an enemy counter pursues, roll two dice and add them to find the *Pursuit Result Roll*.

Pursuit by Reavers:

If the *Pursuit Result Roll* is LESS THAN the *Grapple Score* shown on the **Reaver** Counter, they pursue the target player's ship. Once pursuit begins, a Reaver will move as close as possible toward its target, across Fringe and Border zones, moving around obstacles as needed, until either it reaches the same hex as the target, or until the target ends its movement in the Core zone. If this occurs, consider pursuit to be broken – remove the **Pursuit** Counter.

Pursuit by Alliance:

If the *Pursuit Result Roll* is LESS THAN the NR of target player, they pursue that player's ship. Once pursuit begins, an Alliance cruiser will move as close as possible toward its target, across

Core and Border zones, moving around obstacles as needed, until either it reaches the same hex as the target, or until the target ends its movement in the Fringe zone. If this occurs, consider pursuit to be broken – remove the **Pursuit** Counter.

Escaping to Your Home World:

If you enter your Home World location while being pursued by enemies, you may “lie low” and immediately end your turn. Any pursuers immediately stop Pursuit; remove **Pursuit** Counters from them.

ELIMINATED PLAYERS:

If you are in control of an enemy counter that eliminated you, and you eliminate another player, add another counter of the same type into an adjacent hex for that player to control, showing that Reavers produced more Reavers from their victims, or that the Alliance dispatched another unit to the “problem sector”.

END TURN – VICTORY CONDITIONS

Check to see if the current player has collected a total of \$5000 in Platinum. If so, he can retire as the winner! Alternatively, if all but one player has been eliminated (whether through going dead broke, being eaten by Reavers, or even some other means), the last player left wins by default.

Learning how to survive out in the Black has its advantages!

SPECIAL RULES

DERELICTS

If you enter a hex with a derelict, you may draw a card from the JOB DECK. If you enter a hex with a derelict as a result of another player losing to Reavers, you may take any job cards from the transport that are there, provided you have the cargo space; if there are none, you may draw a card from the JOB DECK.

If you draw a card from the JOB DECK as a result of a derelict counter, remove the counter from the board. Also, if you draw a card from the JOB DECK and you do not have space for the cargo, you must DUMP a job card which remains with the derelict so you do not remove the derelict counter from the board.

NISKA'S SKYPLEX

Movement:

In order to reach Niska's Skyplex, you must first move to EZRA, and then to the Skyplex. To leave Niska's Skyplex, you must first move to EZRA and then to any of the adjacent 6 hexes if you wish.

Jobs:

One does not go to Niska to turn down a job from him. It would speak poorly of the man who hired you, and Adelai Niska does not like mind changing. You take a job from Niska because you know he pays well. You **cannot** discard a job drawn at Niska's Skyplex (unless the job's destination is Niska's Skyplex, in which case you must immediately redraw). If necessary to make space, you must dump other cargo. When you take a job from Niska, you immediately gain 2 NR tokens – place it on top of this job card to note that it is Niska's job. When you complete a job from Niska, you are paid **double** whatever the Job card says. When the job is completed and the card is discarded, you still keep the NR tokens.

ABOUT THE LOCATIONS:

Ariel – Core planet. The crew of Serenity makes a hospital heist here. Mentioned in ‘The Message’ as Tracey’s original destination for the Blastomeres. (Episode: Ariel, The Message)

Athens/Whitefall (Whitefall is a moon of Athens, which is presumably an uninhabitable gas giant) – Border Moon. Patience owns a large percentage of Whitefall. Mentioned when Mal decides to sell to Patience. (Serenity)

Bathgate – Border Planet The location of an abbey Book visits. Mal tells Jayne he could be with Book, when he complains. (Ariel)

Beaumonde – Border planet. A wealthy planet. Serenity’s crew was headed here. Inara’s original arrival date was for October 24th 2517 A.D. (Our Mrs. Reynolds)

Bellerophon – Border Moon. A rich moon that has a large ocean dominating its surface. (Trash)

Bernadette – Border Planet. Bushwhacked settlers left from here. Heard when the Alliance Crewman is talking to Commander Harken. (Bushwhacked)

Beylix – Border Planet. Federal Marshals arrested Monty Reynolds here while transporting smuggled goods. (Trash)

Boros – Border Planet. Civilized planet has a more strict alliance presence than Persephone. Mentioned during a debate on where the crew should sell their stolen cargo. (Serenity)

Dyton – Border Moon. Badger was born here. (Shindig)

Ezra – Border Planet. Mal and Wash are captured on. Niska’s Skyplex orbits this planet. Mal says their coming up on this planet during the opening sequence. (War Stories)

[Ezra sub-hex] Niska's Skyplex – Niska owns a private space station. Niska’s Skyplex orbits the planet Ezra among the ring of planetary debris. Mentioned in Mal’s conversation with Inara. (Train Job, War Stories)

Georgia – Border Planet. Referred to as the Georgia System (presumably a large planet with several inhabitable moons), this is where the crew pulls off the train job for Niska while headed for the town of Paradiso. (Train Job)

Greenleaf – Border Planet. Civilized planet with advanced medical facilities, it’s over a ten hour trip from here to Jiangyin. Wash complains it should be an eighteen-hour trip instead of a better half of a week to get here in Out of Gas. While looking for medical help for Book, Wash again mentions this planet. (Out of Gas, Safe)

Hera – Border Moon. Serenity Valley is located here. Harken fills us in on some of Mal’s history. (Bushwhacked)

Higgins' Moon – Border Moon. Major export is mud and building supplies, Canton is located here. Heard in Simon’s conversation with the mudder foreman. (Jaynestown)

Ita Moon – Fringe Moon. The S.S. Walden was returning from a salvage operation here. The Captain of the Walden admits this to Mal. (Out of Gas)

Jiangyin – A planet on the Outer Rim where hill folk kidnap people they need. Warrick Harrow's cows were delivered here. (Safe)

Londinum – Core planet. Kaylee tells Mal that she would like a new compression coil, Mal responds that he would like to be "king of all Londinum and wear a shiny hat." (Serenity)

New Canaan – Fringe Planet. This is the place where the brandy of the same name comes from. (Safe)

New Fillion – Fringe Planet. (a made up planet) This is a planet with random nakedness and all sorts of hijinks. Settled originally by Canadians from Earth-that-was.

Newhall – Fringe Planet. Bushwhacked settlers were headed here. Heard when Alliance a crewman is talking to Commander Harken. (Bushwhacked)

Osiris – Core planet. Simon was a med student here and worked as a trauma surgeon. (Objects in Space)

Paquin – Border Planet. Serenity's crew has work here. Mentioned in the flashback where we're introduced to the less than innocent Kaylee in the engine room. (Out of Gas)

Penal Moon - Fringe Planet. A moon where convicts are sent so they can begin to work off their sentence, like a state penitentiary. (The Message)

Persephone – Border Planet. Civilized planet with a slum population. Mentioned while landing on the planet and written at the bottom of the screen. (Shindig, Serenity)

Saint Albans – Border Planet. Tracey's home planet. Described as an ice world. A little less than two days hard burn from the Space Bazaar. There might be a Fed Station here because Book says there's one eighty miles from where they hook-up with Womack. (The Message)

Santo - Fringe Planet. Bar fight happens here after Mal robs a slaver. Mentioned in Wash and Zoë's conversation before arriving on Persephone. (Shindig)

Shadow – Border Planet. Mal's birthplace, his Mom owned a large ranch here. Mentioned in Mal's conversation with Saffron. (Our Mrs. Reynolds)

Sihnon – Core planet. Inara was born here. It has a Companion Guild. Mentioned in Inara's conversation with a client. (Serenity)

Silverhold – Border Planet. Eight sectors from St. Albans. Womack's jurisdiction is here. (The Message)

Space Bazaar – On the Border. A decrepit but inviting old structure, clapped together from several different ships and stations. It's a giant flea market/ food court/carnival/ bar/ post office/

whatever the hell anybody needs out here station. (The Message)

Three Hills – Fringe Planet. Mal was ready to move his stolen goods to this moon if Patience didn't bite at the offer. (Serenity)

Triumph – Border Planet. Home to Elder Gommen's group of squatters. Mal, and crew, thwart a gang who threatens the settlers and ends up getting unintentionally married to a woman named Saffron. (Our Mrs. Reynolds)

Verbena – Border Planet. The site of a new gearshift assembly factory for military skiffs. The planet was relatively undeveloped until the Alliance decided to build their new factory there. (Dead or Alive)

Whedon's Moon - Fringe Moon. (a made up moon) A place where people juggle geese, greet each other with cilantro, and have NO network television.

DESIGNERS' NOTES:

Due to the lack of tangible background about the actual Firefly 'Verse, we have compiled a list of things we have, for the benefit of game play, concluded, as follows:

- The "Firefly 'Verse" and game board may be a single solar system made up of planets and planetary systems; alternatively the board may represent the galaxy and the planet hexes can be interpreted as whole star systems.
- A Blue Sun at the center of the board is purely for "flavor", and does not effect game play. You may choose to rule that no counter may enter that hex.
- We've made Bathgate a planet for convenience.
- Georgia and Ezra are separate locations because, while the show refers to the "Georgia System", it never specifically states if Ezra and Niska's Skyplex are in that planetary system.
- Whedon's Moon and New Fillion are not mentioned in Firefly, and partly exist to pay tribute to their namesakes.
- As a point of interest, you can trace the route on the game board that *Serenity* took in the Firefly series – most destinations are within a few hexes of one another in the order presented in the series.

PLAYTESTERS:

John Reyman, Nicole Reyman, Gian William Reyman, Jordan Selvage, Christina Durstock, David Borcharding, Andrew Biddle, Will Speakes, Jess Speakes, Brandon Daniels, Tim Contadino, and Anthony Affrunti.