

The illustration depicts the Firefly crew in a dimly lit, traditional Chinese-style interior. In the foreground, a man in a brown coat and a woman in a purple dress stand near a table. Behind them, other crew members are visible, including a man with a headband and a woman with a gun. The background features red lanterns and a warm, atmospheric lighting. The title 'firefly' is written in a large, stylized, cursive font at the top, and 'SHINY DICE' is in a bold, blocky font below it. The word 'RULEBOOK' is at the bottom in a large, red, blocky font.

firefly

TM

SHINY DICE

RULEBOOK

Firefly™: Shiny Dice A Press Your Luck Dice Game set in the Firefly™ Universe!

Game Components:

- 1 Rulebook
- 10 Crew Dice
 - 7 Outlaw Dice (Brown)
 - 3 Passenger Dice (White)
- 5 Foe Dice (Black)
- 38 Mission Cards
- 32 Victory Point Cards
 - 20 – 100 Point Cards
 - 12 – 500 Point cards
- 30 Supply Cards
 - 10 Single Supply Cards
 - 10 Double Supply Cards
 - 10 Triple Supply Cards
- 5 Player Screens
- 2 Play Mats



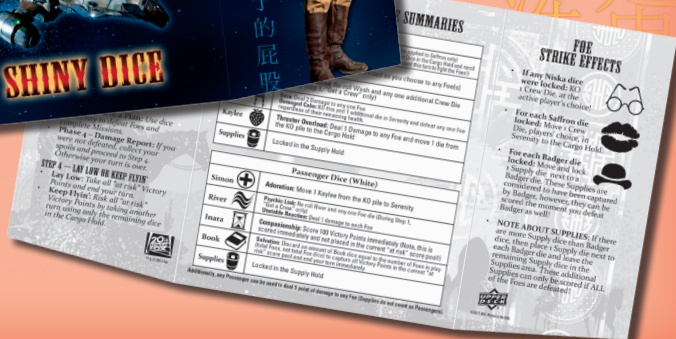
Dice



Mission Cards



Game Shield





Game Mat



Victory Point Cards



Supply Cards

Object:

Use Crew Members aboard Serenity to complete missions and defeat evil Foes! Firefly™: Shiny Dice is played over 3 rounds. At the end, the player with the most Victory Points wins and is declared the “Best in the ‘Verse”! For longer games, you can add more rounds, however, we recommend 3 for an average game length.

Set Up:

- Ensure each player has their own empty space in front of them for their play area.
- Each player chooses a player screen to place in front of them which has game information on the back and will hide their collected points from their opponents.
- Randomly choose a player to be the first player.
- Hand all 15 dice to the first player.
- Place all Victory Point Cards in the center within reach of all players.
- Place all Supply Cards in the center within reach of all players.
- Shuffle all Mission Cards together to form the Mission Deck.

Play Area:

While playing, ensure you have enough space to roll all of the dice. Once the dice are rolled they are then placed in the appropriate areas on the Play Mat. If a Play Mat is not used, ensure that players distinguish between dice “In Play” and those “Locked” or “Knocked Out”.

Here’s how it is... Firefly™: Shiny Dice is played over a course of 3 rounds. In each round, each player will take a turn. Depending on the outcome of that turn, a player may take additional turns, in a row, pressing their luck, over the course of one round. Remember, this is a press your luck dice game, and while at first, it may seem easy to defeat your Foes, over time, your Crew will tire, and they will need to recoup! Danger lurks around every corner, but with smart teamwork, you can become the “Best in the ‘Verse”!

Dice Icons		
Mal 	Supplies 	Badger 
Zoe 	Simon 	Saffron 
Wash 	River 	Niska 
Jayne 	Inara 	
Kaylee 	Book 	

Gameplay:

Step 1 – Get a Crew:

This is where you make your initial roll to see what Foes are attempting to make life miserable for the Crew of Serenity, and what members of the Serenity will help you... you hope!

Phase 1: Roll all 15 dice and based on the die faces rolled, perform the following steps in order:

1. Foe Dice are locked in their respective area(s).
2. Supplies are locked in the Supplies area.
3. Crew Dice are all placed into Serenity.

Phase 2: Choose which dice, if any, to reroll:

- For each Wash die, you may re-roll it and one other Crew Die of your choice that is in Serenity.
 - You may reroll just the Wash die and do not have to choose an additional die to reroll.
 - You may not reroll any Supply Dice.
- For each River die, you may reroll it and any one Foe Die of your choice.
 - You may reroll just the River die and do not have to choose a Foe Die to reroll.

IMPORTANT NOTE: You may only make one reroll, choosing some, all, or none of your dice to reroll all at once, based on the above rules.

Phase 3: Check the dice as they are after rerolls are complete and perform the following steps in order:

1. If you rolled 4 of a kind of any Foe, all other players must discard 100 Victory Points to the main supply. If any player does not have any Victory Points to discard, there is no additional penalty.
2. If you rolled 5 of a kind of any Foe, then in addition to all other players discarding 100 Victory Points to the main supply, your turn is immediately over.
3. All Crew Dice are placed in Serenity.
4. Apply the Team Bonus! If you have at least four different Outlaws, the team gets to immediately do 1 damage point to any Foe! (Supply dice rolls do not count as Outlaws)
5. Proceed to Step 2 – Get a Mission!



Note: If you like, you can try different levels of difficulties for the “Get a Crew!” step by changing the results based off the number of Foes rolled:

- **Rookie:** If you rolled 5 of a kind of any Foe, all other players must discard 100 Victory Points to the main supply.
- **Hero:** If you rolled 4 of a kind of any Foe, all other players must discard 100 Victory Points to the main supply.
- **Legendary:** If you rolled 3 of a kind of any Foe, all other players must discard 100 Victory Points to the main supply.

Step 2 – Get a Mission:

Each turn, the active player has the chance to complete an optional Mission!

The active player reveals the top card of the Mission Deck and places it in front of them. For this turn, it is the active Mission and for only this turn, the active player may complete it for additional bonuses, as described by the Mission Card. If a Mission is not completed before the end of this turn, it is discarded.



Card Name

Die Icons required to complete the mission

Card Text

Flavor Text

Mission Keyword

Mission Cards may have one or more of the following Keywords on them.

Mission Keywords:

Escape: If the active player completes a Mission with **Escape**, they may choose to end their turn immediately, gain all Victory Points in the temporary score pool regardless of how many Foes are left in play and then pass the dice to the next player to begin that player's turn.

Bushwhacked: If a Mission with **Bushwhacked** is not completed the turn it is revealed then the player must choose to "Lay Low" in Step 4 - Lay Low or Keep Flyin'.

Gorram: If a Mission with **Gorram** is completed this turn the active player must choose to "Keep Flyin'" in Step 4 - Lay Low or Keep Flyin'.

Sabotage: If a Mission with **Sabotage** is revealed, you **must** immediately reroll all of your Crew Dice and keep the results rolled. (Foe Dice are not rerolled) This can be avoided if you have the appropriate Crew Dice to complete the Mission.

Shiny: Missions with **Shiny** immediately deal 1 point of damage to any Foe at the

beginning of Step 3 - Misbehave. This damage is dealt immediately at the start, before the Foes strike! Additionally, all **Shiny** Missions offer an added bonus of an additional 1 point of damage to any Foe, if you can complete them!

Step 3 – Misbehave!:

During this step, it's your chance to complete the active Mission and/or fight the Foe(s)!

Phase 1 – Shiny Times:

If the active Mission is a **Shiny** Mission then the active player may choose one Foe to deal 1 point of damage to them immediately.

Phase 2 - Foes Strike:

For all Foes remaining (Black Dice), resolve their Effects in the following order: Niska, then Saffron, then Badger.

- **If any Niska dice were locked:** KO 1 Crew Die, at the active player's choice!
- **For each Saffron die locked:** Move 1 Crew Die in Serenity to the Cargo Hold.
- **For each Badger die locked:** Move and lock 1 Supply die next to a Badger die. These Supplies are considered to have been captured by Badger, however, they can be scored

the moment you defeat Badger as well!

NOTE ABOUT SUPPLIES: If there are more Supply dice than Badger dice, then place 1 Supply die next to each Badger die and leave the remaining Supply dice in the Supplies area. These additional Supplies can only be scored if ALL of the Foes are defeated!







Phase 3 – Have a plan:






Using the remaining Crew Dice in Serenity, players use Effects from each Crew Member Power granted from the dice face showing on each die to defeat the Foes and possibly complete the Mission!

- You may perform die Effects in any order. When a Crew Die's Power is used it is moved to the "Knocked Out" (KO) area and will not be available if you choose to "Keep Flyin'" in Step 5.
- Dice used to complete Missions are NOT moved to the KO Pile. Completing a Mission using dice requires you to only have rolled the required dice face(s), not use the dice as an Effect to complete the Mission.
- Dice previously moved to the Cargo Hold will not be available to be used for Effects, nor to be used to complete Missions, as they are no longer in Serenity, but may be brought back to Serenity with Mal's "Inspiration" Power or Simon's "Adoration" Power, both of which are outlined below.
- When a Power is used to deal damage, each point of damage removes a single Foe Die.
 - Foes are considered to have a Health Total equal to the number of their dice showing. For example, if the active player rolled 3 x Saffron and 2 x Niska, it will take 3 damage to defeat Saffron and 2 damage to defeat Niska.
 - When all of a specific Foe's dice are removed from play, the Foe is considered defeated and is no longer in play.
- When you defeat a Foe, place 100 Victory Points in a temporary score pool, forming the current "at risk" score pool. This will act as a "running total" of points the current player is racking up, and could potentially score this round.
- Keep the current "at risk" score pool separate from any player's current claimed Victory Points so as not to mix them up.

- The active player may, at any time during their turn, from this point on, use the dice face showing in Serenity to complete the active mission. If they do, the Mission Bonus as described on the card is applied immediately.

Crew Dice Powers: Below are the Powers and associated Effects for each dice face that could be rolled for the Crew Dice

Outlaw Dice (Brown)	
Name:	Power(s): Effect(s):
Mal 	Charm: Deal 2 damage to Saffron (All damage must be applied to Saffron only) Inspiration: Choose 1 Outlaw Die or up to 2 Passenger Dice in the Cargo Hold and reroll them, and place them in Serenity (These dice may be used this turn to fight any Foe!)
Zoe 	Cover Fire: Deal 2 Damage, divided as you choose to any Foe(s)
Wash 	Leaf on the Wind: Re-roll Wash and any one additional Crew Die (<i>Only during Step 1 - Get a Crew</i>)
Jayne 	Vera: Deal 2 Damage to any one Foe Damaged Calm: KO this and 1 additional die in Serenity and defeat any one Foe regardless of their remaining health.
Kaylee 	Thruster Overload: Deal 1 Damage to any Foe and move 1 die from the KO pile to the Cargo Hold
Supplies 	Locked in the Supply Hold

Passenger Dice (White)	
Name:	Power(s): Effect(s):
Simon 	Adoration: Move 1 Kaylee from the KO pile to Serenity
River 	Psychic Link: Re-roll River and any one Foe die (<i>Only during Step 1 - Get a Crew</i>) Unstable Reaction: Deal 1 damage to each Foe
Inara 	Companionship: Score 100 Victory Points immediately (Note, this is scored immediately and not placed in the current "at risk" score pool!)
Book 	Salvation: Discard an amount of Book dice equal to the number of Foes in play (total Foes, not total Foe dice) to capture all Victory Points in the current "at risk" score pool and end your turn immediately
Supplies 	Locked in the Supply Hold

Additionally, any Passenger can be used to deal 1 point of damage to any Foe (Supplies do not count as Passengers)

Phase 4 – Damage report:

In this step you will either have been defeated and pass your turn or determine your potential spoils of victory!

If any Foes are still in play, undefeated:

- The current player's turn is over and they score 0 Victory Points for this turn, placing any and all "at risk" Victory Points from the current temporary score area back into the main supply.
- Any Supplies claimed this turn are placed behind the player's player screen.
- They pass all 15 dice to the next player and that player takes the next turn.
- Skip Step 4 – Lay Low or Keep Flyin', as the current player's turn is over.

If the current player defeated all of the Foes in play:

- For each Supply remaining in the Supplies Area, take 1 Supply from the center of the table. This represents the Supplies you have salvaged this turn. While Victory Points may be accumulated and lost, Supply Tokens are permanent. If you choose to "Keep Flyin'" in Step 4, the Supplies you've claimed cannot be lost, should you be defeated.

Step 4 – Lay Low or Keep Flyin':

In this step you will reap your rewards or choose to press your luck!

- Move all Crew Dice left in Serenity, as well as all Supply dice remaining in the Supplies Area, to the Cargo Hold.
- All dice used for Effects this turn remain in the KO area (KO'd dice are not available should you choose to "Keep Flyin'").
- The current player now chooses to "Lay Low" or "Keep Flyin'".
 - If the player chooses to "Lay Low":
 - They take all Victory Points accumulated in the current "at risk" score pool as their score for this round, add them to their total, and they end their turn.
 - Place all Victory Points, and any Supplies claimed this turn, behind the player's player screen.
 - They take all 15 dice and give them to the player on their left and play continues with that player's turn.
 - If the player chooses to "Keep Flyin'":
 - The player risks all Victory Points in the current "at risk" score pool and takes another turn using all 5 Foe Dice and only the remaining dice in the

Cargo Hold for another turn, starting at Step 1 –
Get a Crew.

- If the player fails to defeat the Foe(s) in their next turn, all Victory Points accumulated in the current “at risk” score pool are lost and they will get 0 Victory Points
- Remember that Supplies claimed are permanent and are not lost if you “Keep Flyin’” and lose to the Foes.

End of Game Scoring:

After 3 rounds of play, each player reveals their Victory Points and Supplies they have gained from behind their player screens and adds up the total of each they have accumulated. Victory Points are worth their face value and every two Supplies are worth 100 Victory Points. The player with the most total points is the winner!

Remember, you can vary the game’s length by changing the number of rounds you play as well and change the level of difficulty in the “Get a Crew” step to add variation to your gameplay.

Designer notes:

I never set out to become a game designer, but as a wise man once said, “Life is what happens when you’re making other plans.” In truth, this game in your hands is the culmination of a bit of luck, a lot of work, and even more love. When it started, the game was “Orcs vs Goblins” and was something I made with my son, Zach, for us to enjoy together. We wanted something different from press your luck dice games, and we hope you agree that’s what you’re holding right now.

I want to thank my amazing, talented, creative, and funny kids, Elyzabeth, Zach and Wyatt. They inspire me and motivate me every day, and thankfully, make me laugh and smile all the time! I also want to thank my wonderful wife, Betsy, who not only supports me in all my crazy habits and ideas, but actually encourages me to go further into the ‘Verse! I love you, you’re my best friend, and you always make me feel Shiny!

Finally, I’d like to thank Joss Whedon and the entire cast of Firefly for providing us some of the best moments on TV ever. Firefly means so much to so many of us and I know I personally have smiled so many times thanks to them and their creative efforts and talents!

With that... I guess there’s really only one thing left to say...
“Well... here I am.”

Credits

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