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YES, THIS IS FREE ... HOWEVER...

I'm Peter (Universal Head). For 10 years I've been making **my famous rules summaries** and **entertaining, informative videos** about tabletop games.

It takes time and money and a lot of hard work, and **I need your support** to keep me going. If you find this game aid useful and enjoy my content, please consider **making a donation**, or regularly **supporting me on Patreon** and enjoying the privileges of being a member of the EOG community!

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SETUP

Each player takes a **starting faction deck** and the matching **player board** (use side B for an easier game or when instructed by an episode). Each player places their faction's **'verse card**, 1 of their **'verse tokens**, and **1 credit** next to their player board.

Set up the **supply board** by placing the *Shiny, The Black, Palaver, Misbehave, Crazy Ivan* and *Full Burn* card sets in the available slots, or by using a **supply setup** or **episodes** method.

Shuffle and place the **core**, **border**, and **rim cards** facedown on the market board to form the 3 different **market decks**, and deal 2 faceup from each deck to form the **market**.

Place **'verse tokens**, **credits**, **fight target**, and **power tokens** next to the market or supply board, within reach of all players.

Each player shuffles their starting faction deck, and draws 5 cards. Choose a player to go first (whoever last 'misbehaved'). Play proceeds clockwise.

PLAYER BOARDS

The **display area** (above your player board) is where you play cards for recruitment, fights, deals, and maneuvers. This is not part of your tableau, but is an area to play cards that are immediately discarded when their effects are resolved.

Asset cards must be played to your **asset area**. Character or item cards must be played to your **command area**. If the appropriate area is full, you may not play another card to that area until you discard.

CARDS

The **faction and market cards** category (shield in the top right corner) includes **asset**, **character**, and **item** cards. These are played into your tableau.

The **supply cards** (circle in the top right corner) category includes **maneuver** and **action** cards. These are played to your display area. Once their effect has been fully resolved, they always return to the supply board. However, if a supply card is discarded from your **hand**, place it in your recycle pile. Maneuvers are played to your display area once, but can be executed multiple times by spending 'verse tokens.

If an effect tells you to *trigger* a card, turn it sideways in your tableau. When a card is *reset*, turn it upright.

If an attribute appears in the top left corner of a card, you must have a card with that attribute in your tableau to use the card's effects.

Triggered ability (⚡): Requires an activation to trigger the card and use its ability.

Innate ability: Does *not* require an activation. You may use the ability at any time (even on another player's turn, though the ability may have conditions that must be met for you to use it). A triggered card cannot be used for its abilities, even if they are innate. You may immediately trigger a card for its ability when you play it, as part of the same activation. Some innate abilities don't require being triggered to be used.

If a card has multiple abilities and you use more than one, you must execute them in the order listed. You may choose to not use one ability or the other. If there is a required effect, it must be followed, regardless of whether you use that card's abilities.

When you use an ability you must resolve as much of the ability as possible, unless the card text explicitly gives you a choice.

ACTIONS ON A TURN

Reset any triggered cards in your tableau.

Take actions in any order. Other than spending 'verse, each can only be performed once, unless an effect grants you additional actions.

ACTIVATION

You have 1 activation opportunity on your turn (though cards and effects may give you additional ones). Those not used are lost when your turn ends. There are 4 ways to use an activation:

A. PLAY A CARD TO TABLEAU

Play a card from your hand to your tableau if the card type is **asset**, **character**, or **item** and your tableau has space for the card. You may immediately trigger it for its ⚡ ability.

Cards that are triggered cannot be used for their **INFLUENCE**, **POWER**, or (usually) used again for any ability.

If a card is not triggered, it is **set**. If you do not immediately use a card's ⚡ ability when you play it, doing so later on the same turn will require another activation.

You may not usually play cards to your tableau on another player's turn, and you may never play cards to your tableau if it puts you over the required amount of **POWER** needed to win.

B. TRIGGER A CARD

Trigger a card in your tableau for its ⚡ ability.

C. PICK A FIGHT

To pick a fight, play an untriggered card with the **FIGHT** attribute to your display area, from your hand and/or your tableau.

Announce if you are fighting to **NAB** or **DISPATCH**, and place the **fight target token** on a card in another player's tableau.

You may add any number of untriggered cards with the **FIGHT** attribute from your hand or your tableau to your display area.

Add up all the **POWER** values of cards in your display area to find your total **FIGHT** strength.

The targeted card in another player's tableau uses its **COST** as its **DEFENSE** value (*not* its **POWER**).

The targeted card may not use its **POWER**, ability, or any other value or effect during the fight, and it cannot be discarded before the fight is resolved unless another card/effect allows someone to discard it.

The controller of the targeted card may play untriggered cards with the **FIGHT** attribute to their display area, either from their hand or their tableau. Add the **POWER** of those cards to the targeted card's **DEFENSE** value.

Both players may continue to add cards with the **FIGHT** attribute to the fight until a player is unable or unwilling to do so. The player with the higher total wins the fight (attacker wins ties).

Both players may use any activations they have or gain during the fight, but any activations the defending player has when the fight is resolved are lost.

Winning a fight to NAB: **Attacker wins:** they place the card in their hand. **Defender wins:** they keep the targeted card in their tableau.

Winning a fight to DISPATCH: **Attacker wins:** the card is discarded to the defender's recycle pile. **Defender wins:** the card remains in their tableau.

In either case, the winner also gains 1 of these rewards:
- Draw a card from their own deck.
- Gain 1 credit from the supply.
- Gain 1 of their own 'verse tokens from the supply.

Finally, cards in display areas go to their owner's recycle pile, or in the case of **supply** cards, are returned to the supply. Either player may spend 'verse tokens to retain **non-supply** cards one-for-one.

Any player who loses an asset in a fight cannot be attacked again until after their next turn. Place your 'verse card in front of your player board to indicate you are immune from attacks until after your next turn.

D. MAKE A DEAL

To make a deal, play an untriggered card with the **DEAL** attribute from your tableau to your display area, from your hand and/or from your tableau. You may add any number of untriggered cards to your display area.

Add up all the **INFLUENCE** values of the cards in your display area. **You may also spend any number of credits to add that much INFLUENCE to the total.**

If the card you wish to gain in this deal has one or more of your faction's icons in the top left, you may spend that many 'verse tokens to add 1 **INFLUENCE** to this deal. You may do this any number of times per deal.

Then take any 1 card from the market or supply board with a recruitment cost equal to or lower than your total, and add it to your hand.

Finally, cards in your display area go to your recycle pile, or in the case of **supply** cards, are returned to the supply. You may spend 'verse tokens to retain **non-supply** cards one-for-one.

Some card effects **cancel a deal**. You can cancel a deal immediately, or wait to see how much **INFLUENCE** or how many credits are committed to the deal before canceling it. When a deal is canceled, the activation is lost, but credits or 'verse tokens used to make the deal are not lost. Any cards in the current player's display area must immediately be used for a recruitment action (if they have one), or they are discarded (except for **supply** cards, which are returned to the supply).

You may also immediately use another activation (if you have gained a second one from some other effect) and reattempt the deal while the cards used in a deal are still in your display area.

RECRUITMENT

To perform a recruitment, play 1 or more untriggered cards with an **INFLUENCE** value of 1 or more to your display area (and/or those with an X value), from your hand and/or tableau.

Add up the **INFLUENCE** to find your **recruitment strength**. It must be equal to or higher than the **cost** of the card you want.

If the card you wish to recruit has one or more of your faction's icons in the top left, you may spend that many 'verse any number of times you can afford per recruitment.

Cards you gain are placed in your recycle pile, then all cards in your display area are discarded to your recycle pile or, in the case of **supply** cards, are returned to the supply.

Unless you have additional recruitment actions, **you cannot gain more than 1 card per turn in this way.** If you have more than 1 recruitment action on your turn, you are not limited to allocating influence from 1 card to 1 acquisition. Unlike a deal, you cannot cancel another player's recruitment.

'VERSE ACQUISITION

You can acquire 1 **'verse token** on your turn by following both steps at the top of your faction's 'verse card. You can only acquire 1 'verse token per turn in this way.

If you have all 6 of your 'verse tokens, you cannot acquire or gain any more until you spend some.

Some episodes require you to use your 'verse tokens to track progress, but do not have a 'verse token to track it, that step does not count as having been completed.

'Verse tokens used as markers for an episode may be spent for 'verse actions, but then that win condition progress is lost and must be regained.

SPENDING 'VERSE

You can always spend as many 'verse tokens as you have in the following ways. You may also spend them on other players' turns to retain cards used in a fight.

As INFLUENCE in deals and recruitments: If the card you wish to recruit (or gain in a deal) has your faction's icon(s) in the top left corner, you may spend that many 'verse tokens to add 1 influence for this recruitment (or deal). You may do this as many times as you can afford per recruitment/deal.

As progress on *Reaver* cards: 'Verse tokens can be placed on a *Reavers* card to help defeat it. They remain there until the reavers are defeated.

'Verse actions on 'verse cards: Usually self-explanatory, but note the following:

> **Replay:** You can spend 'verse tokens to replay maneuver cards.

> **Retain:** You can perform this 'verse action after a fight or a deal. After a successful deal, you may spend any number of 'verse tokens to put that many of the non-supply cards you played or moved to your display area during the deal back into your hand. The same is true for fights, but here either player in the fight may spend 'verse tokens to retain cards they used during the fight. The attacker may use those cards for other actions they can still perform on their turn.

> **Issue a warrant (Alliance).**

> **Tax (Alliance):** The Alliance can spend 1 'verse token to take either 1 credit from another player or 2 credits from the supply.

> **Steal credits (Eavesdown):** The Eavesdown player can spend 1 'verse token to steal 2 credits from any player or from the bank.

> **Re-trigger (Niska):** Re-triggering means using an already triggered card again.

END OF YOUR TURN:

1. You *must* discard any cards left in your hand to your recycle pile.

2. You *may* discard any cards from your tableau to your recycle pile.

3. Draw 5 cards. **For each triggered card you leave in your tableau, draw 1 fewer card**.

4. If you can't draw 5 cards from your deck, flip the recycle pile, shuffle, and finish drawing your 5 cards. Then replenish the market so there are 2 cards faceup next to each market deck.

END OF GAME

A player wins a standard game by starting their turn with the required amount of **POWER** in their tableau, depending on the number of players:

2 players: 13 power

3 players: 12 power

4 players: 11 power

When you reach the required amount of **POWER** to win, you must announce it immediately.

Some episode cards introduce different ways to win, and the B sides of the player boards have different **POWER** requirements.

OTHER EFFECTS

Evade: This effect ends a fight immediately, with no winner. The activation used to start the fight is lost, and all cards in display areas are discarded (unless retained). Supply cards are returned to the supply normally.

Cycle: This lets you shuffle a faceup market card back into its deck and replenish.

Credits: Credits can be used in a variety of ways. Some episode win conditions require a certain amount of credits for a faction to win. Credits can also be used as influence when you make a deal. Some cards have enhanced effects or value when credits are spent (like *Mercenary*).

Discard untriggered cards: Cards in hand always count as untriggered cards. Cards in hand can never be triggered.

In play: Faceup cards in a tableau or a display area are considered *in play*, even while triggered. A discarded card is not considered in play.

Trigger without effect: when you trigger a card in your tableau without using its effect, it does not cost an activation. Other game effects may cause a card to be *triggered without effect*. You may re-trigger these cards only if they have the triggered ability symbol (⚡).

Warrants: The Alliance may spend 2 'verse tokens to issue a warrant on a character in another player's tableau, using the warrant side of one of the spent 'verse tokens as a marker on that character. While the character has the warrant, they may not be used for abilities, power, or influence, nor reset or removed from the tableau except by being nabbed or dispatched. The character also can't be used for earning a 'verse token. However, having a warrant on a character has no effect on any win condition.

To get rid of the warrant, that player must make a deal (using a different card of course), and then the Alliance token returns to the supply. The deal can't also initiate a recruitment; the activation is wasted (no influence is needed for this deal). Once removed, the warrant returns to the 'verse token supply.

+1 and +2 power tokens: Use these to mark cards that have their **POWER** increased by various effects such as spending credits.

Replenishing the market: The market is not replenished until the end of a player's turn, after they have drawn their hand.

SUPPLY SETS

There are several different sets of action and maneuver supply cards. Supply sets provide varying effects, but after they are played to your display area, they are immediately returned to the supply rather than being discarded to your recycle pile.

At the start of the game, choose which sets to use. There are 2 different **deal** action sets: *Negotiation* and *Palaver*, 2 different **fight** action sets: *Double-cross* and *Misbehave*, and 3 different **maneuver** sets: *Crazy Ivan, Fèi Wù, Full Burn*. *The Dart* counts as both a **fight** set and a **maneuver** set.

Some supply cards have attributes, like **FIGHT** or **DEAL**. You may only use a supply card for its attribute effect, or for 1 special ability, but not both (unless otherwise specified).

The supply board has slots for *Shiny* and *The Black*, which are added to every game, and 4 more slots with icons depicting the type of supply sets to be added: a **fight** set, a **deal** set, a **maneuver** set, and a set of any type. You can use one of the recommended setups, or use the player-determined method as part of your setup. Many episodes specify which supply sets to use.

RECOMMENDED SUPPLY SETUPS

Down 'n' Dirty: *Shiny, The Black, Negotiation, Misbehave, Full Burn, Crazy Ivan.*

Wheel and Deal: *Shiny, The Black, Palaver, Double-cross, Fèi Wù, The Dart.*

Xiè Xiè: *Shiny, The Black, Negotiate, The Dart, Full Burn, Fèi Wù.*

PLAYER-DETERMINED

Choose a player to go first. That player picks which supply set to add, placing it in any appropriate slot on the supply board. The next player counter-clockwise chooses a supply set, and this continues until enough sets have been added. Whichever player chose a set last will go first when the game begins, with play proceeding clockwise.

In a 3 player game, the first player to choose a supply set gets to choose the last set, but the player to their left will go first when the game begins.

THE BLACK

You cannot recruit this card or gain it in a deal. Other cards and effects force you to add *The Black* to your recycle pile, and it remains in your deck until you get rid of it. To do so, you must play a location card to your tableau while *The Black* is in your hand, or trigger a location card already in your tableau. If you have multiple copies at the same time, only one can be returned to the supply when you play or trigger a location card. If you are able to play/trigger additional locations on the same turn, you may return another *The Black* card in your hand to the supply each time.

MANEUVERS

Maneuvers provide varying effects, none of which require an activation. Many maneuvers have a prerequisite that requires you to have a card with a particular icon (top left corner) in your tableau.

Maneuvers are played to your display area, and once resolved, returned to the supply. You may only play a maneuver on your turn, or when you are in a fight.

When the prerequisite is a card in your tableau, it meets the condition regardless of whether or not it is triggered.

When you play a maneuver, you may spend a 'verse token to immediately reuse the same maneuver (even for a different effect on that maneuver card), and you may spend multiple 'verse tokens to reuse the same maneuver multiple times before it returns to the supply.

ACTIONS ON YOUR TURN

1. Reset any *triggered* cards in your tableau.

2. Take the following actions in any order.

ACTIVATION

**You may make 1 activation on your turn.** There are 4 options:

A. PLAY A CARD TO TABLEAU

The card must be an **asset**, **character**, or **item**, and your tableau must have space for it. You may immediately *trigger* it for its ⚡ ability. If a card is not triggered, it is **set**.

B. TRIGGER A CARD

Trigger a card in your tableau for its ⚡ ability.

C. PICK A FIGHT

1. Play an untriggered card with the **FIGHT** 🗡 icon to your display area from your hand and/or tableau.

2. Announce if you are fighting to **NAB** or **DISPATCH**.

3. Place the **fight target token** on a card in another player's tableau.

4. You may add any number of untriggered cards with the **FIGHT** 🗡 icon from your hand and/or tableau to your display area.

5. Add up the **POWER** 🟠 of cards in your display area to find your total **FIGHT strength**.

6. The targeted card uses its **COST** 🛡🔵 as its **defence** value.

7. The controller of the targeted card may play untriggered cards with the **FIGHT** 🗡 icon from their hand and/or tableau to their display area. Add the **POWER** of those cards to the targeted card's **DEFENSE** value.

8. Both players may continue to add cards with the **FIGHT** 🗡 icon to the fight until one player cannot or will not.

9. The player with the higher total wins (attacker wins ties).

Fight to NAB:
Attacker wins: They place the card in their hand.
Defender wins: The card remains in their tableau.

Fight to DISPATCH:
Attacker wins: Defender discards the card to their recycle pile.
Defender wins: The card remains in their tableau.

The winner also gains one of these rewards:
- Draw a card from their own deck.
- Gain 1 credit from the supply.
- Gain 1 of their own 'verse tokens from the supply.

Discard all cards in your display area to the recycle pile, returning **supply** cards to the supply. You may spend 'verse tokens to retain **non-supply** cards.

Any player who loses an asset in a fight cannot be attacked again until after their next turn.

D. MAKE A DEAL

1. Play an untriggered card with the **DEAL** 🔵 icon to your display area from your hand and/or tableau.

2. You may add any number of untriggered cards from your hand and/or tableau to your display area.

3. Add up the **INFLUENCE** 🟣 of cards in your display area. **You may also spend any number of credits to add that much INFLUENCE to the total.**

4. If the card you wish to gain has any of your faction icons in the top left, you may spend that many 'verse tokens to add 1 **INFLUENCE** (any number of times per deal).

5. Take any 1 card from the market or supply board with a **COST** 🛡🔵 equal to or lower than your total, and add it to your hand.

6. Discard all cards in your display area to the recycle pile, returning **supply** cards to the supply. You may spend 'verse tokens to retain **non-supply** cards.

RECRUITMENT

You may make 1 recruitment of 1 card on your turn.

1. Play one or more untriggered cards with an **INFLUENCE** 🟣 of 1 or more (and/or those with an X value) to your display area from your hand and/or your tableau.

2. Add up the **INFLUENCE** 🟣 of cards in your display area to find your **recruitment strength**. This must be equal to or higher than the **cost** of the card you want.

3. If the card you wish to recruit has any of your faction icons in the top left, you may spend that many 'verse tokens to add 1 **INFLUENCE** (any number of times per recruitment).

4. Place cards you gain in your recycle pile.

5. Discard all cards in your display area to the recycle pile, returning **supply** cards to the supply.

'VERSE ACQUISITION

You can acquire 1 'verse token per turn by following both steps on your faction's 'verse card.

SPENDING 'VERSE

You may spend as much 'verse as you have.

- As **INFLUENCE** in deals and recruitments.
- As progress on *Reaver* cards.
- To complete **'verse actions**, as detailed on your faction's 'verse card.

END OF YOUR TURN:

1. You *must* discard any cards in your hand to your recycle pile.

2. You *may* discard any cards from your tableau to your recycle pile.

3. Draw 5 cards. **For each triggered card you left in your tableau, draw 1 fewer card.**

4. If you can't draw 5 cards, shuffle your recycle pile to form your new deck and finish drawing your cards.

5. Replenish the market so there are 2 cards faceup next to each market deck.

firefly
MISBEHAVIN'
A FACTIONS DECKBUILDING GAME

Reset *triggered* cards in your tableau, then take actions in any order:

ACTIVATION [1 /TURN]
A. PLAY A CARD TO TABLEAU
You may immediately *trigger* its ⚡ ability.

B. TRIGGER A CARD
Trigger a card in your tableau for its ⚡ ability.

C. PICK A FIGHT
1. Play an untriggered **FIGHT** 🔲 card to your display from your hand and/or tableau.

2. Announce **NAB** or **DISPATCH**.

3. Place **fight target token** on target card.

4. Add any number of untriggered 🔲 cards from your hand and/or tableau to your display.

5. Total **POWER** 🟠 of cards in your display.

6. Targeted card uses its **COST** 🛡⚫ as **DEFENSE**.

7. Defender may play untriggered 🔲 cards to their display from their hand and/or tableau. Add their 🟠 to the targeted card's **DEFENSE**.

8. Both players may continue to add 🔲 cards until one cannot or will not.

9. Highest total wins (attacker wins ties).

Winning a fight to NAB
Attacker wins: Place the card in their hand.
Defender wins: Keep the card in their tableau.

Winning a fight to DISPATCH
Attacker wins: Defender must discard card.
Defender wins: Keep the card in their tableau.

Winner also gains ONE reward
• Draw a card from their own deck.
• Gain 1 credit from the supply.
• Gain 1 of their 'verse tokens.

Discard/return cards. Either player may spend 'verse to retain **non-supply** cards.

D. MAKE A DEAL
1. Play an untriggered **DEAL** 🔵 card to your display from your hand and/or tableau.

2. Add any number of untriggered cards.

3. Total **INFLUENCE** 🟣 of cards in your display. **Spend any number of credits to add that much 🟣 to the total.**

4. If the card you want has any of your faction icons, you may spend that many 'verse to add 1 🟣 (any number of times per deal).

5. Add to your hand the card you want with a **COST** 🛡⚫ equal to or less than your total.

6. Discard/return cards. You may spend 'verse to retain **non-supply** cards.

RECRUITMENT
[1 /TURN]
1. Play untriggered **INFLUENCE** 🟣 cards to your display from your hand and/or tableau.

2. Total 🟣 to find your **recruitment strength**. This must be equal to or higher than the **cost** of the card you want.

3. If the card you want has any of your faction icons, you may spend that many 'verse to add 1 🟣 (any number of times per recruitment).

4. Place recruited cards in your recycle pile.

5. Discard/return cards.

'VERSE ACQUISITION
[1 TOKEN/TURN]

SPENDING 'VERSE
[AS MUCH AS YOU HAVE]

END OF TURN

1. *Must* discard cards in your hand.

2. *May* discard cards from your tableau.

3. Draw 5 cards. **For each triggered card in your tableau, draw 1 fewer card.**

4. If necessary, shuffle your recycle pile and finish drawing your cards.

5. **Replenish the market.**