

*When you discard Jayne, choose a player and name a card other than Jayne (dub). If that player has that card, they're knocked out of the current act. If all other players still in the act are protected by Kaylee, this card does, let's do the math here: nuthin' into nuthin', carry the nuthin'...*

:□□» **JUBAL** (0)

Jubal Early is an experienced bounty hunter. He is dapper, well groomed and polite. Success in his trade has made him wealthy but his conscientiousness and love of gadgets eats most of his profit. He appreciates the finer things and uses only the latest

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*player with the lower rank is knocked out of the current act. In case of a tie, nothing happens. If all other players still in the act are protected by Kaylee, this card does nothing.*

:□2» **INARA** (2)

Inara Serra is a licensed Companion who leases a shuttle from Captain Reynolds and travels with Serenity. Her association with Serenity and her crew grants them an air of respectability they wouldn't otherwise have. She is skilled at reading people. Her Companion training lets her look into someone's eyes and know who they truly are and what they desire.

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to them, you'll have a better chance of nabbing River and you'll get a larger share of the bounty!

Although you don't want for none when necessary, you got no need for violence. Persuasion is more your style. Besides, that girl is *wily*. She might wriggle loose, in which case interrogations of her friends would need to recommence. You can't interrogate a dead person.

**GOOD HELP IS HARD TO FIND** is played just like *Love Letter*.

It is played in a series of acts. Each act represents one search for River.

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At this point, the bruised crew of Serenity lick their wounds in the galley and debate what to do next as Jubal flies away with River and Simon bound, back to back, on the floor behind his pilot's chair. Unsurprisingly, Jubal's bumbling cohorts didn't make it to the end of play.

Please refer to *Love Letter* for the complete rules of play. It's cheap. It's fun. Get a copy!

Briefly: shuffle the cards; set aside the top card face down; in a 2 player game, turn three cards face up; deal one card face down to each player.

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and his big city ways. Inara with her glamorous life. Generous Book. Serious Cap'n. Even Jayne when he wears that hat his mom knit 'im.

You'll often hear River and Kaylee runnin' about playin' together on Serenity, gigglin' like best friends.

*When you discard Kaylee, you are immune to the effects of other player's cards until the start of your next turn.*

:□3» **SHEPHERD BOOK** (2)

Derrial Book is a Shepherd and passenger aboard Serenity. Recently of Southdown Abbey, he's decided to walk in the world again and tend to those need tendin'. His moral

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she's Mal's first mate, which means –given the trouble Mal attracts– she gets shot at a lot. That's old hat though. Zoe fought with Mal in the war. Needless to say, Zoe wears the pants in her marriage to Wash.

*When you discard Zoe & Wash, choose a player still in the act (including yourself). They discard their hand (do not apply its effect unless, of course, it's River) and draw a new card. If the deck is empty, that player draws the card that was removed at the start of the act.*

:□4» **KAYLEE** (2)

Kaywinnet Lee "Kaylee" Frye is a farm girl with a knack for listening

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to study at the prestigious Blue Sun Academy. Little is known about that institution except that when she was rescued from it by her brother her brain had been surgically altered and she was mentally unstable. Now her playful, mischievous demeanour is frequently interrupted by hallucinations, terrors and violent outbursts. When she focuses however, she is formidable.

*If you discard River – no matter why or how – you are knocked out of the current act.*

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*applies while he is in your hand. In fact, he has no effect when you discard him. If you ever have Simon and either Mal or Zoe in your hand, you must discard Simon. You do not have to reveal the other card in your hand. Of course, you can also discard Simon even if you do not have a Browncoat in your hand.*

:□6» **MAL** (1)

Malcolm Reynolds is the plain-spoken captain of Serenity. He can be blunt, even rude, when giving orders, but only 'cause he cares for his crew and knows what needs to be done to keep 'em safe. He is a businessman who deals square with

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