



CONTENTS

- Roleplaying in the Firefly Universe**
- Reference – Groups**
- Reference – Locations, Planets & Moons**
- Reference – Vessels & Vehicles**
- Reference – Weapons**
- Reference – Tech**
- Firefly and Generic**
- Chinese References**
- Mayonnaise For Firefly**
- Mayonnaise RPG Sheet**
- Roleplaying by Agreement**

Version 0.7a

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ROLE PLAYING NOTES FOR THE FIREFLY UNIVERSE

The appearance of **FIREFLY** in 2002 was a breath of fresh air in the science fiction scene. Breaking free of the tradition of latex layered aliens and sterile societies in a formless future, **Firefly** offered a grittier view of a human frontier that had to reach back into the simpler technologies of the Earth frontiers.

It has been left vague – “Earth got used up...” can mean many things. The technology of terraforming world is clearly not perfect so you have a spectrum of colonial worlds ranging from plague infested rat holes to clearly privileged worlds with all the latest advantages of technology.

Language has fallen to a 19th Century level of English, presumably because of a shift in the cultural importance of mechanics and science over literature and grammar. A pidgin of Mandarin and English is the norm with the speakers able to pick and choose according to the best phrase to suite the moment.

The exact nature of the firefly drive for FTL travel has never been explained, and any explanation would be as fanciful as pixie dust – it works, use it and move on.

From the first episodes I saw Firefly as a rich world for role playing. I never liked aliens – 99% of are transparent analogs of familiar peoples (and usually racist versions of those familiar cultures). Humans were the good guys, humans were the bad guys. That was easy to understand and follow.

Fashion became a comfortable blend of looking backwards for something that was founded, and scavenging the leftovers of the current mix of races, religions and cultures.

I can't help but thinking the mess on the Firefly was one of the cheapest sets to dress in the history of science fiction (and I say that with some affection for the job they did).

The stage is larger and more than one world may be involved in a plot, but you can basically step into the Firefly universe and find a comfortable place to spend some time.

For the gaming aspects, there is enough conflict to fuel hundreds of adventures and campaigns. There are dozens of choices for lifestyles and options for character development.

What I tried to do is come up with a simple, yet familiar, gaming engine that focused on basic mechanics for knowledge, actions and tools (including weapons). I enjoy games that focus in individual initiative and freedom rather than the confines of a massive rules set or a dictatorial gamemaster.

The subset of older 3d6 systems is point based, offering maximum flexibility for building your player character, but is reduced enough to avoid long arguments on what is allowed or not allowed. If the GM and Player agree, it is allowed. If they do not agree, it is not allowed.

This game also provides for elements of Player control – the ability to spend Luck points to push a failed roll to success (which is a feature in many gaming systems) and Morale, which can be spent to have major effects on the action, including buying additional actions in key combats, buying “flashbacks” to provide a key prop or information your character could have reasonably had but which it didn't occur to set up in advance.

Above all, it is intended to be fun. If it isn't fun, it isn't a good game. If you have fun, it is a good game.

To improve the odds of having fun, I have a little philosophy I like to get before my players to make sure we are all on the same page.

REFERENCES

THE ANGLO-SINO ALLIANCE

An interstellar political body that established a hegemony over the civilized worlds and defeated the Independent Faction.

Apparently formed of the merger of England and China.

(The script for "Serenity" states the IAV Dortmund was emblazoned with the "flag of the AngloSino Alliance.")

INTERPOL

A law enforcement body within the Alliance.

The commander of the I.A.V. Dortmund orders an ensign to contact Interpol and put out an all-points-bulletin on an unidentified Firefly-class. ("Serenity")

INDEPENDENT FACTION

A body opposed to the AngloSino Alliance in the Unification War. Soundly defeated at Serenity Valley on Hera in 2511.

RAVERS

Although they are savages Reavers do employ a wide variety of tactics. Reavers like to spread fear and confusion they keep their activities low key.

In space Reavers target poorly defended people and cargo transport vessels. They do this by catching the vessel with a Magnetic-Grapppler. Once on board Reavers quickly subdue the passengers and commence on the raping, murdering, eating, and sowing. Once that's done they string up the bodies in a place were they can be

found by rescue ships. When they leave they sometimes leave a trap attached to the haul of the ship to cripple any rescue ships unaware.

On a planet, Reavers target settlements without an abundance of defense. After raping, murdering, eating, and sowing Reavers burn the settlement to the ground. Most of the time Reavers stick to their hunting territories; however, over the past few years the Reavers have been expanding from their territories. This is likely caused by the depletion of food sources as settlers steer clear of their territories.

The incarnation of a nightmare. To the people of the Core Planets Reavers are campfire tales and bedtime stories; however, to the people of the Border Planets and Colonies Reavers are very much real. Reavers are described as men that went insane at the edge of space and became savage. They have stared into the void and became what they saw... nothing. They gave into their primal nature and all that was civilized was lost to the void.

A Reaver is a cannibalistic human in space that rapes, eats and then sows its victim's skin into its clothing. Reavers move in small groups on any space ship that will carry them. Moving from settlement to settlement and to what ever is between, Reavers attack the relatively defenseless and isolated. Reavers employ many tactics that suggest they still have their intelligence.

Reavers are like wild animals with the opposable thumbs. Reavers desecrate their flesh with any object

they can find whether it is with metal, glass, or plastic along with this they split their tongs down the middle. They typically sow their victim's flesh into clothing, in a barbaric trophy display. They use their un-natural brute force abilities to kill their prey, sometimes with the help of sharp instruments. A Reaver will always return to a place they are most familiar with.

REAVER TACTICS

Out of date vessel that's extenders are not braced, favored by older farmers. Mentioned in Kaylee's conversation with the gentlemen of the party. (Shindig.)

ACADEMY, THE

The special school River attended that experimented on her brain. Simon comforts River after her bad dream. (Train Job.)

BATHGATE ABBEY

An abbey Book visits. Mal tells Jayne he could be with Book, when he complains. (Ariel.)

BLUE SUN

A company that sells food products and possibly more. Blue sun logos are on food cans and an advertisement. The motto from their commercial states, Live life with Blue Sun. (Ariel.)

CADRIC POND

The place where Mal and Atherton duel on Persephone. The porter announces this after Mal punches Atherton. (Shindig.)

CANTON

A factory settlement on Higgins' Moon where Jayne is a folk hero. A lackey tells the Magistrate that Jayne's back. (Jaynestown.)

CARRION HOUSE/SCRAP SHOP

Outlaws set these facilities up and capture space ships with a Net. Used to strip parts off space ships or just steal the whole ship. The names Book gives for the facilities. (Our Mrs. Reynolds.)

CENTRAL AUTHORITY

Judicial courts of the Alliance. Mal was to be remanded to this authority by order of Commander Harken. (Bushwhacked.)

COMPANION GUILD

Legalized and regulated prostitution is run through the guild houses. (Mentioned in several episodes.)

EAVESDOWN DOCKS

A part of the slums on Persephone where ships land. Listed at the bottom of the screen when the crew lands on Persephone. (Serenity.)

HANCOCK

A city in the Georgia System, the city where Mal and Zoë got on the train. (Train Job.)

IMAGING SUITE

A room in a civilized hospital where the 3D Neuro-Imager is located. While not mentioned by Simon, Mal orders Jayne to get the Doc and River here. (Ariel.)

KOWLAN FEDERAL BASE

Closer to Jiangyin than Persephone. Badger wants his share of Mal's smuggling proceeds delivered here. Zoë mentions this to Mal. (Safe.)

MAIDEN HOUSE

Villages set these up to trade their daughters off during deals and the like. Regulated with religion, the women are taught to be submissive to the rats they're traded to. Saffron mentions this to Mal during that naked and articulate scene. (Our Mrs. Reynolds.)

MEDACAD

Medical school that Simon attends. Mentioned during Simon's explanation after the discovery of River on the ship. (Serenity.)

NEW DENSMIA

City on Beaumonde. Inara sets her arrival time for her Clientele. (Our Mrs. Reynolds.)

NEW KASMIR

A battle took place outside this city during the war; Mal and Zoë were in that battle. Mentioned in a conversation on why Mal and Zoë cut their apples. (War Stories.)

PARADISO

Mining city in the Georgia System has problems with Bowden's Malady. The city where the stolen medical supplies were headed. (Train Job.)

SERENITY VALLEY

Located on Hera one of the last and bloodiest battles of the war happened here, like Gettysburg during our Civil War. Mentioned while Mal is

being interrogated and Zoë's conversation with Simon. (Bushwhacked and Unaired Pilot.)

SKYPLEX

Niska's private space station. Mentioned in Mal's conversation with Inara. (Train Job and War Stories.)

SOUTHDOWN ABBEY

A less prestigious abbey possibly on Persephone, Book studied here. Mentioned in Book and Kaylee's conversation. (Serenity.)

ST. LUCY'S HOSPITAL

A major hospital in Ariel City. Serenity's crew raids this hospital. (Ariel.)

TRIPLEX

Shopping mall in Ariel City. Kaylee complains why she couldn't be sent to shop here. (Ariel.)

PLANETS

ATHENS

Border planet with at least four moons. Derived from the conversation when Mal tells the crew and passengers they will be making a side trip. (Serenity.)

BEAUMONDE

A wealthy planet. Serenity's crew was headed here. Mal tells Inara this during the celebration on Triumph. (Our Mrs. Reynolds.)

BERNADETTE

Bushwhacked settlers left from here. Heard when the Alliance Crewman is talking to Harken. (Bushwhacked.)

BOROS

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

EZRA

Planet Mal and Wash are captured on. Mal says their coming up on this planet during the opening sequence. (War Stories.)

GREENLEAF

Civilized planet with advanced medical facilities. 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 and Safe.)

HERA

Serenity Valley is located here. Harken fills us in on some of Mal's history. (Bushwhacked.)

JIANGYIN

Border planet where hill folk kidnap people they need. Warrick Harrow's cows were delivered here. Mal identifies the planet and Wash finds out that the hill folk kidnap people. (Safe.)

NEWHALL

Bushwhacked settlers were headed here. Heard when Alliance a Crewman is talking to Harken. (Bushwhacked.)

OSIRIS

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

PAQUIN

Serenity's crew has work here. Mentioned in the flashback where we're introduced to the less innocent Kaylee in the engine room. (Out of Gas.) Might be spelt differently.

PERSEPHONE

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

SANTO

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

SHADOW

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

SIHNON

Core planet where Inara was born, it has a Companion Guild. Mentioned in Inara's conversation with a client. (Serenity.)

TRIUMPH

Elder Gomman's group of squatters where here. Zoe is letting off steam to Wash before Saffron's betrayal. (Our Mrs. Reynolds.)

MOONS

HIGGINS' MOON

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

ITA

S.S. Walden was returning from a savage operation going on here. The Captain of the Walden admits this to Mal. (Out of Gas.)

WHITEFALL

4th Athenian moon, Patience owns a large percentage of it. Mentioned when Mal decides to sell to Patience. (Serenity)

UNKOWN MOON

Appeared in Train Job, Mal starts a bar fight here on Unification Day. Has a large crater blasted into it.

VESSELS

80-10

Same vessel as the 80-04 just with different plating, the manufacturing company pulled a quick one on its customers. Mentioned in Kaylee's conversation with the gentlemen of the party. (Shindig.)

BRUTUS

A ship docked at the Eavesdown Docks. The Captain of the Brutus tried to get Book to take a ride on his ship. (Serenity.)

CRUISER

Mammoth space ships employed by the Alliance, literally think fortress that is able to move on its own. The crew of Serenity has run into three of these ships, but only two are named. (Serenity, Bushwhacked, and Safe.)

DERELICTS

1 Converted cargo hauler or a shot ranged scow. Retrofitted to carry passengers, typically bought from auctions and redesigned to provide a one-way ticket to a newly terraformed planet or moon. Wash defines the ship make and Zoe tells us their purpose. (Bushwhacked.)

2 An Alliance Carrier. Serenity's Crew loots this ship's hold of its high grade food bars. (Serenity.)

FAST BURN ROCKET SHUTTLE

Type of shuttle typically equipped on space stations. Book describes this from burn tracks on Ezra. (War Stories.)

FIREFLY CLASS

Mid book transport with a standard radio and accelerator core, Serenity is an Aught Three, full class code being 03-k64-Firefly. River gives the textbook description of Serenity's ship classification. (Train Job.)

GUN SHIPS

A vessel the size of a standard shuttle, similar to fighter planes of now. Equipped on Alliance Cruisers and Bases used to carry out strikes on fortified positions and to ring in un-cooperative ships. (Serenity.)

I.A.V. DORTMUNDER

Alliance Cruiser that stumbles upon Serenity salvaging wreckage and falls for the Cry Baby ruse. (Serenity.)

I.A.V. MAGELLAN

The Alliance Cruiser where Book gets his wounds treated, positioned an hour from Jiangyin. (Safe.)

JUBAL EARLY'S SHIP

A small vessel just bigger than a standard shuttle. Jubal's ship was most likely top of the line. His ship was augmented with weapons, two rotate-able cannon type weapons on the forward fins. He was somewhat perturbed that River was in the ship and warned her not to touch any buttons. (Objects in Space.)

LUXURY LINERS

Like Cruise Ships of today Luxury Liners transfer people between planets and for vacations. Rooms on the ships go at exuberant prices attracting the wealthy, Companions ship out with these ships for that very reason. Flashy

and big the Liners are confined to the Core Planets for the safety of its passengers. They're seen when Serenity lands on Persephone and referenced to in a flashback when Inara joins Serenity's crew. (Serenity and Out of Gas.)

PARAGON

Fancy space ship docked at the Eavesdown Docks, ship shakes because it doesn't have stabilizers. Described in a cut scene between Kaylee and Book. (Unaired Pilot.)

PERSONNEL CARRIER

Just what the name suggests it to be. It's identifiably a large-scale space ship and worth diverting resources to rescue immediately. The Captain of the Dortmund diverts his attention to rescuing this ship verses capturing Serenity, part of the Cry Baby ruse. (Serenity.)

S.S. WALDEN

Private salvage space ship. Comes across the crippled Serenity. (Out of Gas.)

SERENITY

Malcolm Reynolds' Firefly Class vessel, named after the battle of Serenity Valley, a durable and dependable space vessel like the Millennium Falcon in Star Wars. (Every episode.)

TRANS-U

Out of service space ship being used by Reavers. (Serenity.)

VEHICLES

AIR TANKS

A hover tank. Twenty squads of air-tanks augmented the Independent Faction's sixteen brigades on Hera at Serenity Valley.

AMBULANCE SHIP

Like Ambulances of today, only it flies. Salvaged from a junkyard for use in a capper. (Ariel.)

MULE

ATV nicknamed the mule, used for cargo transport. (Used in a few episodes.)

TRAIN

Effective mode of mass transportation on less technologically advanced planets. Most likely in the period before large cities are established (Like Persephone and Ariel.) and after the initial settling process ends. (Train Job.)

WAGON

A large wooden cart of varying dimensions that serves as a mode of transportation for the poor and settlers. Usually pulled by the labor of animals, i.e. horses, mules, oxen.

WEAPONS

54-R SNIPER RIFLE

Top of the line sniper rifle used by Niska's men. Shepard Book describes this weapon from just the wounds of dead men. (War Stories.) [**For Game** as Medium Rifle]

ALLIANCE ASSAULT RIFLE

Standard-issue bullpup longarm of the Anglo-Sino Alliance.

Often seen in the hands of Alliance troops.

(The prop for this weapon is the RSAF L-85 Enfield Rifle - the current-issue weapon of UK forces.) [**For Game** as Large Rifle]

ALLIANCE PISTOL

The standard sidearm for officers of the Anglo-Sino Alliance.

Cmdr. Harken was seen with this weapon in "Bushwacked."

(The prop for this weapon is a Beretta 92 series autoloader - featuring a blued slide mated to a stainless frame. This is the current-issue weapon of the US military among others.) [**For Game** as Medium Slug Pistol]

ALLIANCE SUBMACHINEGUN

An SMG in service with the Anglo-Sino Alliance Military.

Often seen in the hands of Alliance troopers.

(The prop for this weapon is a Heckler and Koch MP-5SD3 - a common SMG in police and military service. It features a integral suppressor.) [**For Game** as Medium Rifle with autofire]

GRIZWALD

A pressure sensitive grenade the size of a battery. Described by Zoe at a table discussion on why Mal and Zoe cut their apples instead of just biting into them. (War Stories.) [**For Game** as x4 Damage]

HOB RODS

A weapon employed by the Agents with blue hands. A small rod-like device the width of an average hand, that when activated the two ends extend out ward. This weapon causes the target of organic origin to bleed profusely from its orifices and fingernails. With in a few seconds the target's blood supply is now a puddle on the floor. Seen in Ariel. (Hands of Blue, HoB.) [**For Game** as x3 Damage, no Buffer, straight to suffer.]

INDEPENDENT FACTION ASSAULT RIFLE

A bull-pup configuration rifle utilized by Independents, including Sgt. Mal Reynolds, at the Battle of Serenity Valley.

Seen in the hands of Mal during the opening credits of all episodes of "Firefly."

(The prop of this weapon is a FAMAS assault rifle, a weapon in service with the French military, although it is being supplanted with an improved version with an enlarged trigger guard.) [**For Game** as Medium Rifle]

SONIC RIFLES

Advancement in non-lethal Law Enforcement weapons. The weapon

emits a low-pitched sound wave with enough force to drive a big man to the ground. The weapon seems to stun for a few seconds as well allowing the officer to handcuff the suspect. The weapon is available only to core planet Marshals. (Ariel.) [**For Game** as Large Taser]

VERA

Callahan full-bore auto-lock, customized trigger, and double-cartridge thorough gauge. Introduced when Jayne tries to trade his best gun to Mal for Saffron. (Our Mrs. Reynolds.) [**For Game** as Large Rifle]

TECH

CORTEX

Closest comparison is an Internet like system. (In just about every episode.)

CREDITS

Standard unit of currency. (In just about every episode.)

GENSEED

A type of genetic crop seed a part of the Hard Subsidies package. Identified while looting the derelict ship. (Bushwhacked.)

HARD SUBSIDIES

An expensive package of supplies that consist of genseed, protein, and crop supplements. Alliance issued these to citizens who volunteer to settle newly terraformed planets and moons. Mal defines the cargo of the derelict before finding the secret the ship holds. (Bushwhacked.)

IDENT-CARD

Flimsy plastic like card that stores personal information electronically. (Only specifically referenced to in Safe.)

INTERPOL

Military/Police form of Internet and message board. When the captain of the Dortmunder orders an A.P.B. put out on a Firefly Class Vessel. (Serenity.)

PLATINUM

Another unit of currency not widely used. Simon first gives the price of medicine in this unit then switched to credit when he got dumb looks. (Ariel.)

TELEPHONIX

Land based telecommunications system with video. Seen when Jayne makes a call from ST. Lucy's Hospital. (Ariel.)

WAVE

An audio-visual transmission sent over the Cortex, like a video e-mail. (Mentioned in several episodes.)

Chinese from Firefly

With additional Mandarin

(Portions of this document were distilled from FireFlyFan.Net discussions)

Historically, the Chinese language has seven major dialects, Mandarin being the only one in the north (north of the Yangtze river) and the six other in the south. However, the writing system for all Chinese dialects are the same, that's why they are referred to as dialects and not languages even though the pronunciation is as different as Spanish is to Italian. It wasn't until the 1950s that the Communists decided to develop the Jiantizi, a simplified form of Hanzi, or Chinese characters, as opposed to the traditional Fantizi. However, not ALL the characters were simplified, only the more complicated ones, therefore, one whose accustomed to Fantizi can pretty much guess on Jiantizi base on context.

Anyway, so no matter what dialect you speak, you write the same way. Jiantizi is used on mainland China and Singapore. Fantizi is used in Taiwan, Hong Kong, and most oversea Chinese. However, both Fantizi and Jiantizi are taught in many universities around the world.

Cantonese is, as you stated, derived from Canton, and to add to that, it is spoken by the vast majority of Chinese émigrés due to the coastal location of the province and the Diaspora that happened due to political, economic, and climactic situations. Many of the Chinese emigrants from China were poor and undereducated, but there were also a class of scholars and professionals that moved about in the world (in fact, for the Chinese

bourgeoisie and upper classes, of which all provinces had, it was rather standard to send their children to foreign countries for an education) and were allowed to come in during the Chinese Exclusion Act in the U.S. The reason that the majority of émigrés were Cantonese and poor may have lead to the appearance that the dialect itself was rooted in the poor, when in actuality, you can have very wealthy and educated Cantonese speakers in China, and in Viet Nam, Canada, etc. who come from the middle and upper classes. Interestingly enough, the wealthy and well-educated doctors last name can be construed as Cantonese(Tam), although it may be a bit ambiguous (like the way Lee appears in several cultures).

Mandarin, however, is the common tongue of China, being the national language and so is used for official business. Mandarin speakers often appear snobbish about their dialect because of its stature in the country--somewhat similar to the way people in the U.S. have a standardized way of speaking (most of what we hear in the media in the States) and hold a mild prejudice against those with a southern accent (those who speak that way are thought to be less educated rednecks).

I think as mentioned by another poster, the mix of dialects was more by accident (and lack of more thorough knowledge of Chinese and its dialects) than anything representing a class distinction, although if it had been true,

I think it would have been fascinating.

Why I think Chinese is spoken in the future is because there are so damn many Chinese people on the planet (I think were the most populous?) that it eventually influenced what became, for sci fi convenience or proposed reality, the dominant language of English (which already has quite a knack for incorporating foreign words into its vocabulary). The idea is similar to the street language in Blade Runner, which was a mix of English, Japanese, and Spanish (and possibly Chinese, I forget).

Now, the lightning bug up my ass is, where are the Asians on the show? I

get so tired of Asian-influenced sci fi with no human Asian presence. The world of Firefly uses Chinese, the Romulans wear kimonos, the Jedi are samurai, the Matrix is written in Japanese, the Company in Aliens uses Japanese on its hardware. Lets see some celestial bodies, eh?

Do not think you are learning conversational Chinese from these phrases. The Chinese as pronounced in the show will get you confused looks with most Chinese-speakers, but it is a hint in the direction of playing a character in a heavily Chinese-influenced universe.

ai ren = beloved

aiyah . = oh no

ban din = fool "stupid egg"

bao . = white, meat-filled bun

bao bay. = dear or precious.

be wun gwa pee. = nose in the air like he never smelled a fart.

biao-tze = cousin or nephew?

bing luh = sick

bizui = shut up.

boo ke chee = you're welcome

boo shee shin dzai = not now

boo yoo wen = not far

boo-tai jung tzahng duh = literally doesn't swear much

bù mingan liú máng = insensative lout?

cha = tea

ching = please

ching ja = police

ching zie lie ee bay ng ka pei = one more cup of that brand please

ching-wah tsao duh liou mahng - frog-riding
bastard ching-wah = frog tsao duh = riding (or sitting) liou mahng = bastard

choo-sheng = beast (in mandarin, this is like saying vermin in english)

chu shih shen-muh = what is this

chur ni-duh. = yeah, you wish.

da bianhua = big change

dabian hua = shit talk haha... :-)

dah bien hua. = such a big change/suprise

dah bien hua. = talking crap

dan nang = im almost certain that i do note:
should be pronounced danh ran

de . = representing possession

dhu pee-goo = pigs ass to me...

doh = all

dong ma? = understand?

dou = all

dou gai si: *dou* = also/too

dyen shin = dessert

dzai jyen = good bye

dzai na lee = where is...?

fang-tzang fong-kwong duh zi. = giving off light

fay fay d'pian. = you saw it wrong.

fei fei. = (fly fly or fat/chubby)

fei hua. = waste of words: nonsense (literally, crap talk)

fei-oo. = fei-oo means waste or junk.

gai si = should die

gai: = should, deserve to.

ge-ge - big brother

go se = . dog shit.

go tsao de = expert.

gorram = goddamn (slang)

gu nian = young girl

gu nian zhong de gu nian = a woman among girls,
an outstanding girl

guai = devil or what the hell

guen dan = get lost
gwan = closed

gwon nee ju jee du shu = mind your own business/affairs.
hoe-tze duh ur-tse could be retarded son
hun gwey = very expensive
hun how = very well
hwei lai = come again
hwin dan which means mixed egg. sorta like jerk but kinda mild.
j'yo = wine
je shur shuh muh lan dong shi = what kind of rotten thing is this?
jee d'yen = what time? when?
jee ro = chicken
jen duh sh tyen tsai = really is a genius
jian kang = toast-to your good health
jien tah duh guay! = like hell!
jien tah duh guay! = lit. you must have seen a ghost - your lying
jien tah duh guay! meet his ghost.
jin zhi = forbidden
jing cang = often.
jing tzahng mei yong duh useless
juh jen sh guh kwai luh duh jean jan = this really is a happy holiday
ka fei = coffee
kai = open
kuei = ghost
kuh-oooh duh lao bao jurn =cruel (boss/taskmaster)
lao pung yo nee [missing a word] *chi lai hun yo jing shen.* = old friend, you look really well (each time i see you?).
lao tien foo = old sky father literally, translates oh lord,
lao tyen boo. = oh lord, no...
liou coe shway duh biao-tze huh hoe-tze duh ur-tze. = you are the son of a salivating bitch and a monkey
liu mang = insensitive lout.
luh-suh = wreck, crappy, garbage
ma = mother
ma shong! = fast, or on the double
mahn mahn = slowly
mei guan xi = it doesn't matter
mei xin de liu mang = heartless thug.
mei-mei - little sister
nah mei guan shee. that has nothing to do with it.

/ totally unrelated.)
nee boo gan kai nee hwang chian = you must not open your yellow gun. dont speak so nastily. nee = you boo gai = should not (not should) kai = open nee duh would mean your. hwang chiang = yellow cavity
nee ming bai ma = do you understand?
ni . = you
ni hao = how are you? literally: "have you eaten?"
ni hao ma? - how are you doing or hello
ni shi hen hao-kan = you are very attractive
niou = urine
niou-se = *niou* = urine *se* = shit
nyen ching duh? = young'un, youngster
nyu nai = milk
pee j'yo = beer
pee-goo ..rear end
pien joh tyaren. = not very rational
pigu = asshole
qu ni de!! = up yours!!
right = yo
ro = meat
sai jin = stuff into
sai-jin = was about
se = shit
shee-niou = shee = shit niou = urine
sheh = absolute, certainly
sheh si = 14
sheh si sheh si = literally "14 14" with sounds like "certain death, certain death"
sheh-sheh = thank you
sheh-sheh ne = thank you
shi = i am
shi bu shi = is it no true? (right?)
shih chahng = food market
shin dzai = now
shing-chiou doh = we wanted to say
shiong mao niao = panda piss
shiong-mung duh kuang-ren = fierce/violent madman
shuai = handsome
shuh muh? = what? (what did you say?)
shuo yi = so he then.
si = die
suo-yo duh = everything
suoyou de = all of (something)
swai. = you just want to take a bite out of him all over, you know?, handsome
ta = he/his

tah-mah-duh hwun-dan. = mother-humping son of a bitch (does not translate properly – literally me son of a humping mother, son of a whore, illegitimate)

tai-kong = space

tai-kong chuan = space ship.

tai-kong suo-yo duh shing-chiou doh sai-jin wuh dhu pee-goo = everything in space gets stuffed up my asshole

tian xia de which is everything under the sky.

tian xia shuo you de ren = tian (sky) xia (down) shuo you de (all of) ren (people)

tian xia shuo you de ren: = all the universes people

tien foo is father/lord.

tsai boo shr. = that's not it.

tswo = left

tung = pain

tyen shiao duh = heaven knows what

tza-jiao duh = cross-bred (read: mongrel)

tzang-huo = cheap goods (read: hussy)

tzao-gao! = oh crap!

tzao-gao! = we have a problem or, oh shit.

ur-tze = son

wahn an = good evening

wai guo ren = outsider, foreigner

wei? = for answering phones. hello

whay! = what the heck or hey!

whoon dahn = stupid or idiotic

wo boo ming bai = i don't understand

wo de = my

wo de tien ah. - my god

wo you de shi hou zaihu, biede shi jian mei you. = sometimes that bothers me, other times i don't care.

wo you yi ge = i have one.

wo-de pen you = my friend

wuh dhu pee-goo = my ass

wun gwo pee = literally means smell dog fart. dog fart usually means garbage or non-sense.

xingqiu = planet

yee ho = later

yee ping shway = bottled water

yee shung = doctor

yeh soo: ta ma duh = jesus! mother fucker

yoo wen = far

yu = fish

zhong de = in the middle/center of