
qtmud Documentation

Release 0.0.4

emsenn

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In *Fyreside*, players engage in perpetual card game integrated behind the game's social features. Basic gameplay is simple:

- **Talk** with people in-game to **gain mana**.
- Use your **mana** to **play cards** which hurt other players or help you.
- Try to get the highest **score** you can before someone kills you.

Note: *Fyreside* is in early, **early** alpha. This website is missing a

lot of info, and I apologize. < (v, v) >

Fyreside is intended to be played with a small group of people over a long time, with one player serving as the **host**. (If that's you, [here's your guide](#).)

Players all draw from the same deck, and use the mana they gain from chatting to play the cards they drew. Some cards directly hurt other players, or help them. Others change cards in the deck, remove cards, or even add entirely new cards. Some act as boosts to others, and so on. If you're a player looking to get more acquainted with the rules of play, [here's your guide](#).

And finally, if you're looking for resources on customizing *Fyreside*, I'm building those up as I build the game, so [here's your guide](#).

Here's the links to those three guides blown up, so you can find specifically what you're looking for:

Hosting Fireside

Note: While there are only instructions for installing *Fyreside* on a

Linux machine through `pip`, this is not the only way to install the game. If you know what you're doing and would like to contribute, [please do](#).

1.1 Getting Started

```
$ pip install fyreside
$ fyreside_run
```

Playing Fyreside

Warning: This game is **NEW**. There are certainly a lot of balance issues

with the cards. If you notice something glaring (too powerful, costs too much many, whatever), please [let me know](#).

2.1 Getting Started

This section will show a couple different ways to connect to your host's *Fyreside* section, and walk you through some of the basic gameplay concepts.

2.1.1 Logging In

Because of how *Fyreside* is built, you have to pick a client before you can actually log into the game. Unlike most games, where you have to use whatever software they've made in order to play, *Fyreside* works with existing software, so more people can play.

Picking a Client

PHudBase WebMud

For now, the easiest way to log into someone's *Fyreside* session is by using the [PHudBase WebMud client](#). Your host should have given you a **Host** (looks something like 45.37.188.218) and **Port** (looks something like 5787). *(Those are actually the Host and Port of the Fyreside development testing server; if you want to try and connect. It's not always, up, though.)*

tiny-fugue

My personal client of choice.

telnet

There's always telnet. (unless you're on Windows.)

2.1.2 Making An Account

Once you've connected, you should see some output similar to this:

```
Fyreside 0.0.4
-----
built using qtmud 0.0.11

Fyreside is a talker-style MUD where you participate in a real-time card game.

- gain mana for speaking (try help talker)
- draw cards from a deck every player shares
- spend mana to play cards.
- check your score

To get started, type the name you'd like to use, and press <enter>
```

Go ahead and give it a name, and password (*probably don't use password123.*):

```
To get started, type the name you'd like to use, and press <enter>

→ emsenn
> emsenn
Look's like you're a new player. Fantastic!
Before you start, you should know:

This game, and the engine it's built on, are both in early alpha. If you stumble upon
any bugs, PLEASE report them at https://github.com/emsenn/fyreside/issues

Now that that's out of the way, what would you like your password to be, emsenn?

→ password123
> password123
You tune into the fyreside channel
You tune into the one channel
Alright, emsenn, you can use that password next time you log in!

Welcome to Fyreside! If you're feeling lost, try the help command, or just jump into the
conversation with: one hey folks
```

You'll see the game suggests we poke around the `help` command for a while first, but since you're here, we'll dive straight into gameplay:

2.1.3 Your First Play

```
Welcome to Fyreside! If you're feeling lost, try the help command, or just jump into the
conversation with: one hey folks

→ draw 7
> draw 7

Drew Convenient Portal, Spam, Fireball, Convenient Portal, Clockwork Weasel, Petulant
Child, Lightning card[s]

→ who
> who
The following clients are currently connected:
emsenn
Womble

→ play fireball --target=Womble
> play fireball --target=Womble
You did 3 damage to Womble
Your score is now 3.
After your play succeeded, you shuffled Fireball back into the deck.
(one) Womble: Hey! What's the big idea?!
```

I started by drawing seven cards with the `draw` command. Then I checked who was currently online. It was just some sap named Womble, so I hit them with my fireball, using the `play` command. (*All of these commands have detailed in-game help you can find by typing `-h` after the command.*)

```
→ one Sorry, buddy! Just showing some folks how the game is played.
> one Sorry, buddy! Just showing some folks how the game is played.
(one) emsenn: Sorry, buddy! Just showing some folks how the game is played.
(one) Womble: Oh! Okay. Why don't you tell them I said hi?

→ tell womble That's not a bad idea!
> tell womble That's not a bad idea!
You tell Womble: That's not a bad idea!
```

This last screenshot shows the basic syntax for talking to other players in *Fyreside* - something you'll be doing a lot of. In essence, you type the name of the channel you want to talk on, then your message, or you can use `tell` to privately message a player. From here, you're ready to play *Fyreside*. Familiarize yourself with your commands, look for help when you need it, and use the `info` command to learn more about the cards in your hand.

When you feel comfortable with the core mechanics, or if you're the sort who reads the manual when you buy a new toaster, the rest of this document explains game concepts like Cards and Players in detail.

2.2 The Player

The most up-to-date information on players is the documentation in their source code:

```
class fyreside.Player(**kwargs)
    Bases: qtmud.Client
```

armor

health

This is a measure of your health. Unlike armor, your health can only reach a certain maximum value - for now, that's 20.

mana

Mana is gained by speaking through the *talker*, and is used to play cards. From in-game, you can check your mana with the *score* cmd.

receive_armor (*amount*, *dealer=None*, *card=None*)

Cards call this function to add to a player's armor.

receive_damage (*amount*, *dealer=None*, *card=None*)

Cards call this function when they want to damage a player. It first subtracts from the player's armor, and if damage is left over, their health.

receive_mana (*amount*, *dealer=None*, *card=None*)

Cards use this to add to (or subtract from) a player's mana pool.

score

2.2.1 Commands

Players interact with Fyreside by issuing commands. Here's a list of all the commands, and what they do.

| | |
|----------------------------|--|
| <i>fyreside.cmds.deck</i> | Shows the player how many cards are in the deck. |
| <i>fyreside.cmds.draw</i> | Draws a card from <i>fyreside.DECK</i> into the player's hand. |
| <i>fyreside.cmds.hand</i> | Sends a list of the cards in the player's hands to them. |
| <i>fyreside.cmds.info</i> | Shows a card's info |
| <i>fyreside.cmds.play</i> | Command for playing a card from the player's hand, optionally at a target. |
| <i>fyreside.cmds.score</i> | Shows the player their current statistics. |
| There | |

their [documentation](#), where you can hopefully find the details. Or, of course, check the in-game help by typing the command you want to use followed by `-h`, such as `talker -h`.

`fyreside.cmds.deck` (*player*, *, *H=False*, *h=False*)

Shows the player how many cards are in the deck.

Parameters

- **player** – The player issuing the command. (That'd be you.) *This isn't part of the command you enter.*
- **H** – Shows the player this docstring
- **h** – Shows the player a brief help

`fyreside.cmds.draw` (*player*, *amount=1*, *, *H=False*, *h=False*)

Draws a card from *fyreside.DECK* into the player's hand.

Parameters

- **player** – The player issuing the command. (That'd be you.) *This isn't part of the command you enter.*
- **H** – Shows the player this docstring
- **h** – Shows the player a brief help

`fyreside.cmds.hand` (*player*, *, *H=False*, *h=False*)

Sends a list of the cards in the player's hands to them.

Parameters

- **player** – The player issuing the command. (That’d be you.) *This isn’t part of the command you enter.*
- **H** – Shows the player this docstring
- **h** – Shows the player a brief help

Pretty straightforward - shows the player their hand.

`fyreside.cmds.info (player, *card, H=False, h=False)`
Shows a card’s info

Parameters

- **player** – The client issuing the command. (That’d be you.) *This isn’t part of the command you enter.*
- **H** – Shows the client this docstring.
- **h** – Shows the client a brief help.

`fyreside.cmds.play (player, *card, H=False, h=False, target='')`
Command for playing a card from the player’s hand, optionally at a target.

param player The client issuing the command. (That’d be you.) *This isn’t part of the command you enter.*

param H Shows the client this docstring.

param h Shows the client a brief help.

param card The name of the card to be played.

param target The name of the player the card will be targeted at.

`fyreside.cmds.score (player, *, H=False, h=False, t=False, top=None)`
Shows the player their current statistics.

Parameters

- **player** – The player issuing the command. (That’d be you.) *This isn’t part of the command you enter.*
- **H** – Shows the player this docstring
- **h** – Shows the player a brief help

2.3 Cards

The table below outlines all the “finished” cards - these are included in the [deck](#), but aren’t necessarily balanced. If you have a suggestion for how any card could be changed, (or an idea for a card we don’t have!) don’t hesitate to [submit an issue](#).

Note: It’s impossible to provide stable documentation on the specific

attributes of each card. Cards are able to have their values changes through the course of gameplay. If you want to see the starting values of a card, however, you can check the **[source]** link next to each card’s documentation.

2.3.1 How Cards Work

As with the rest of Fyreside, the best way to learn how it works is by looking at the documentation for the code itself.

```
class fyreside.cards.Card(**kwargs)
```

Bases: `object`

The base class all other cards build off of.

Parameters `kwargs` – If any arguments are passed when `Card()` is called, they’ll be passed on as arguments to `Card.update()`

ability = None

A short text description of what the card’s play method does.

categories = None

A list of the categories the card falls into. Might be something like `Spell` or `Creature`, might also be something like `Ork` or `Mechanical`.

consumed = None

If this is set to `True`, the card will be consumed when it’s played.

cost = None

How many *mana* it takes to play this card.

name = None

The card’s name can be used to reference the card within the game. If a `name` is more than one word, the last word can be used as an abbreviation.

owner = None

The player who ‘owns’ the card. Ownership is an arbitrary game concept, and doesn’t necessarily reflect the player whose hand the card is in.

rarity = None

Rarity defines how many of the card will be placed into the deck when the Fyreside game was `load <fyreside.load> ‘ed`. `‘0’()` means the card won’t be in the deck. In my head, rarity works out to:

| rarity | Descriptor |
|--------|------------|
| 1 | Unique |
| 2 | Rare |
| 3 | Uncommon |
| 4 | Common |
| 5 | Basic |

series = None

The run of cards this card is a part of. To be used in the future people can pick what groups of cards they want in their deck.

stats = None

Cards which have concrete in-game attributes like “damage” store them inside the stats dict.

update (`**kwargs`)

```
for attr, value in kwargs.items(): self.__dict__[attr] = value
```

2.3.2 List of Cards

Cards in Fyreside are broken up into different *series*; groups of cards that are thematically similar. Regardless of series, the cards all share the same attributes. Like with most of Fyreside, the source’s documentation is the best resource for learning about them.

Each series of cards should follow the same rough format:

5 mana potions, 5 health potions, 5 score potions

Note: It's pretty easy to make your own cards! Check out our

[Development](#) tutorial!

Basic

```

nosignatures fyreside.cards.ConvenientPortal      fyreside.cards.Fireball      fyreside.cards.Grunt
               fyreside.cards.HamfistedOgre      fyreside.cards.Lightning      fyreside.cards.MysticGiant      fyre-
               side.cards.PetulantChild fyreside.cards.RecklessEngineer fyreside.cards.ScoutBalloon

```

class `fyreside.cards.ConvenientPortal`

Bases: `fyreside.cards.Card`

Steals a random card from its target.

New in version 0.0.1.

play (*player*, *target*)

class `fyreside.cards.Fireball`

Bases: `fyreside.cards.Card`

Does a small amount of damage to its target

New in version 0.0.2.

play (*player*, *target*)

class `fyreside.cards.Grunt`

Bases: `fyreside.cards.Card`

Boosts the target's armor.

New in version 0.0.1.

This was the first Fyreside card.

play (*player*)

class `fyreside.cards.HamfistedOgre`

Bases: `fyreside.cards.Card`

Does a fair amount of damage to its target - and half that to whoever plays it.

New in version 0.0.3.

play (*player*, *target*)

class `fyreside.cards.Lightning`

Bases: `fyreside.cards.Card`

Damages one player, and a second random player for half that.

New in version 0.0.5.

play (*player*, *target*)

class `fyreside.cards.MysticGiant`

Bases: `fyreside.cards.Card`

Heavily armors the player. Costs less the more cards you've played.

New in version 0.0.2.

cost

play (*player*)

class `fyreside.cards.PetulantChild`

Bases: `fyreside.cards.Card`

Fully heals its target, but gets more expensive each time it's played.

play (*player*, *target*)

class `fyreside.cards.RecklessEngineer`

Bases: `fyreside.cards.Card`

Gives its target four armor, then takes away two health.

Warning: This card is broken atm, and won't show up in the deck.

play (*player*, *target=None*)

class `fyreside.cards.ScoutBalloon`

Bases: `fyreside.cards.Card`

Reports the stats & hand of every player.

New in version 0.0.3.

play (*player*)

Battlesickle

Definitely not based on existing intellectual property.

nosignatures `fyreside.cards.BasikOrk` `fyreside.cards.OrkBomber` `fyreside.cards.OrkFurnace`
 `fyreside.cards.OrkGeneral` `fyreside.cards.OrkGunner` `fyreside.cards.OrkRecruiter` `fyre-`
 `side.cards.OrkSergeant` `fyreside.cards.RetirementParty`

class `fyreside.cards.BasikOrk`

Bases: `fyreside.cards.Card`

Cheap card that attacks a random player.

New in version 0.0.2.

play (*player*)

class `fyreside.cards.OrkBomber`

Bases: `fyreside.cards.Card`

<https://github.com/emsenn/fyreside/issues/11>

New in version 0.0.5.

play (*player*)

class `fyreside.cards.OrkFurnace`
Bases: `fyreside.cards.Card`
<https://github.com/emsenn/fyreside/issues/11>
play (*player*)

class `fyreside.cards.OrkGeneral`
Bases: `fyreside.cards.Card`
<https://github.com/emsenn/fyreside/issues/11>
New in version 0.0.5.
play (*player*)

class `fyreside.cards.OrkGunner`
Bases: `fyreside.cards.Card`
<https://github.com/emsenn/fyreside/issues/11>
New in version 0.0.5.
play (*player*)

class `fyreside.cards.OrkRecruiter`
Bases: `fyreside.cards.Card`
<https://github.com/emsenn/fyreside/issues/11>
play (*player*)

class `fyreside.cards.OrkSergeant`
Bases: `fyreside.cards.Card`
<https://github.com/emsenn/fyreside/issues/11>
play (*player*)

class `fyreside.cards.RetirementParty`
Bases: `fyreside.cards.Card`
<https://github.com/emsenn/fyreside/issues/11>
play (*player*)

Clockwork

Victorian steampunk themed cards.

nosignatures `fyreside.cards.ClockworkWeasel`

class `fyreside.cards.ClockworkWeasel`
Bases: `fyreside.cards.Card`
Sneakily reports its target's hand.
New in version 0.0.2.
play (*player*, *target*)

Miracles

These cards are roughly inspired by stories from Abrahmic religions, or

nosignatures fyreside.cards.GreatFlood fyreside.cards.NutritiousSeaweed

class fyreside.cards.**GreatFlood**
Bases: *fyreside.cards.Card*

Puts a bunch of Nutritious Seaweed in the deck.

New in version 0.0.5.

play (*player*)

class fyreside.cards.**NutritiousSeaweed**
Bases: *fyreside.cards.Card*

<https://github.com/emsenn/fyreside/issues/11>

New in version 0.0.5.

play (*player*)

Snacks

These cards are cheap, plentiful, and beneficial to everyone. But, they're consumed after they're used, so like real snacks, save them for when you need them.

nosignatures fyreside.cards.Soda fyreside.cards.Spam

class fyreside.cards.**Soda**
Bases: *fyreside.cards.Card*

+1 health to everyone, +that much armor to the player. Consumed!

New in version 0.0.5.

play (*player*)

class fyreside.cards.**Spam**
Bases: *fyreside.cards.Card*

+1 health to everyone, +that much mana to the player. Consumed!

play (*player*)

As Seen On TV

Cards in this series are inspired by whatever I was watching on TV when working on Fyreside.

nosignatures fyreside.cards.Pablo fyreside.cards.SecretSquirrel

class fyreside.cards.**Pablo**
Bases: *fyreside.cards.Card*

Destroys *armor* and *mana* of one player. Gives some armor to everyone else.

play (*player*)

Builds a list of connected players, shuffles it, and picks one to be the *victim*. That victim has their armor and mana zeroed, while every other player

class `fyreside.cards.SecretSquirrel`

Bases: `fyreside.cards.Card`

Sneakily reports the hand & stats of its target.

New in version 0.0.2.

play (*player*, *target*)

Development

Todo

Instructions for expanding Fireside will be here by 0.1.0!

```
fyreside.DECK = []
    built from the classes in fyreside.cards when load() is called.

fyreside.connected_players = []
    The currently connected players.

fyreside.load()
    Adds Fyreside subscriptions to qtmud.active_subscribers and builds DECK from the classes in
    fyreside.cards.

fyreside.player_hands = {}
    All the hands currently held by different players, in the format of { player : [ list, of, cards
    ] }
```

```
fyreside.search_connected_players_by_name(name, singular=False)

fyreside.search_hand_by_categories(player, category='', categories=[])

fyreside.search_hand_by_name(player, name='')
    Searches player's hands for any cards whose name matches text, or whose name has one word matching with
    text if text is one word.

    param player the player whose hand will be searched

fyreside.start()
```

3.1 fyreside.subscriptions module

```
fyreside.subscriptions.armor(player, amount=0)

fyreside.subscriptions.broadcast(channel, speaker, message)

fyreside.subscriptions.client_disconnect(client)

fyreside.subscriptions.client_login_parser(client, line)

fyreside.subscriptions.death(departed)

fyreside.subscriptions.discard(player, cards=None, all=False)
```

```
fyreside.subscriptions.draw(player, count=1)
fyreside.subscriptions.heal(player, amount=0, full=False)
```

3.2 fyreside.txt module

3.2.1 Future

Here are all the todo lists in the Documentation:

Todo

Instructions for expanding Fireside will be here by 0.1.0!

(The original entry is located in /home/docs/checkouts/readthedocs.org/user_builds/fyreside/checkouts/latest/docs/development.rst, line 5.)

3.2.2 Changelog

Changelog

%%version%% (unreleased)

- Merge branch 'release/0.0.3' into develop. [emsenn]

0.0.3 (2016-10-04)

New

- Documented Cards. [emsenn]
Some real basic documentation of cards, and some shuffling of other documentation.
 - Sphinx & GitHub Issues Integration. [emsenn]
“<https://github.com/sloria/sphinx-issues>”_
- Usage:

```
This idea was originally presented in :issue:`2` by :user:`emsenn`.
```

Changes

- Updated Changelog. [emsenn]

Fix

- Uhm Didn't Attach Files? PEBUAK. [emsenn]

- Convenient Portal Card Generation Bug Fixed. [emsenn]

The Convenient Portal Card made a new card anytime someone played it against someone who had an empty hand. This fixes that.

Also clients can now refer to the cards in their hand general as a card, so you can `play card` or `play card 3`.

Also fixed a typo in the info command and helped it display misuse more properly.

Other

- Merge branch 'master' into develop. [emsenn]
- Merge branch 'master' of ssh://github.com/emsenn/fireside. [emsenn]
- Update README.md. [emsenn]
- Merge pull request #1 from gitter-badger/gitter-badge. [emsenn]
Add a Gitter chat badge to README.md
- Add Gitter badge. [The Gitter Badger]
- Merge branch 'release/0.0.2' [emsenn]
- Merge branch 'release/0.0.1' [emsenn]
- Merge branch 'release/0.0.2' into develop. [emsenn]

0.0.2 (2016-10-02)

- Merge branch 'release/0.0.1' into develop. [emsenn]

0.0.1 (2016-10-02)

Fix

- Fixed Documentation Build Errors. [emsenn]

Other

- Initial commit. [emsenn]

3.2.3 Reference

GitHub Issues Shortlinks:

- <https://git.io/fyresidecardbalance>
- – <https://github.com/emsenn/fyreside/issues/new?labels=~cardbalance>

ignore these links: genindex modindex search

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