Example of faith calculation

Player's currency

- Amaterasu Yen x 5
- Cthulhu Dollar x 2
- Zeus Euro x 3
- Communist Yuan x 4
- FSMCoin x 5

Player's faith cards

Amaterasu Yen x 1 FSMCoin x 2

Faith earned from Amaterasu Yen

3 per bill x 5 bills = 15

Faith earned from FSMCoin

Set of 5 (60/2) x 2 +
Set of 4 (40/2) x 1+
Set of 3 (16/2) x 1 = 88

Player's total faith: 15+88 = 103

Game Conditions (affecting this example)

- Value of Amaterasu Yen: 12
- Players with FSMCoin: 2

When the time comes to close your accounts, how did you fare?
How great was your devotion?
Did you give enough to your faith?
If only you had directed that faith elsewhere.
However, there is no "what if" for investors.
All they have are the numbers before their eyes.
If you're looking for something you haven't seen yet, you might want to visit here again.
Follow your faith where it leads...

First Edition: November 2019
Produced by: HLKT Kobo
Game Design: Nagi Tenku / Proofreading: union tales
Illustration: RK / All other art: Nekodenkyu

Find the latest rules here

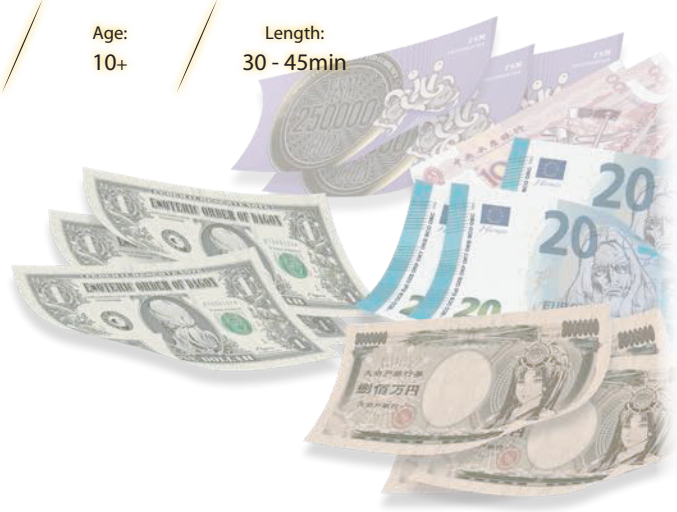
信仰通貨

THE FAITH OF CURRENCIES

PLAYER GUIDE

プレイヤーズガイド

Players:	Age:	Length:
2-5	10+	30 - 45min



Faith & Currency

Introduction

Players are traders buying and selling "faith currency" to prove who has the most devotion. In this world, the volume of faith currency and faith cards measure faith. "Faith Currency" manifests as literal money, which fluctuates in value whenever bought or sold. As a result, the closer you are to the world you desire from your faith cards, the more your devotion is recognized. In an ever-changing world, our faith may not always be what we want it to be. During those times, it may be wise to consider another one. The goal is to show the most devotion; it doesn't matter who to.

Contents

♦Money: 5 types x 40 ea

♦Fluctuation Board・Currency Value Board: 1 ea

♦Faith Cards: 5 types x 5 ea

♦Currency Cubes: 4 colors x 2 ea
(Sticker sheet x 1)

♦Time Cube x 1
(+1 extra)

♦Rulebook x 1
♦Summaries x 5

About the Currencies

In this world, there are five major currencies. The first four have a specific color and matching currency cube (shown below). The fifth one, FSMCoin, is special and doesn't have either.

Ameterasu Yen (Yellow) | Cthulhu Dollar (Green) | Zeus Euro (Blue) | Communist Yuan (Red) | FSMCoin

※ Stickers have been provided for the currency cubes but are not required for gameplay.

corresponding currency square, decrease the time counter by 1.

2. Game End

When the time counter reaches 0, the current player finishes their turn and the game is over.

3. Victory Conditions

All players calculate their faith and total devotion. After step 3-1, the player with the most devotion is declared the winner. In the case of a tie, the player with the most bills wins.

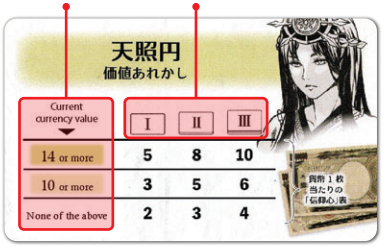
3-1. Faith Calculation

Players calculate their total faith for each type of currency by the number of corresponding faith cards and the conditions achieved. Please note that there is a different way to calculate for FSMCoin. The faith total for each currency adds up to a player's total devotion.

3-1-1. Faith Calculation (except FSMCoin)

Total the faith for each currency corresponding to a faith card.

Condition | Nº of Faith Cards



How to read the faith cards and calculate total faith:

① Look for the column equal to your number of matching faith cards .

② Find the row of the greatest condition you meet to determine your faith per bill.

③ Obtain the total value of your faith using the following:

(Value per bill) x (Bills of that faith) = (Total Faith)

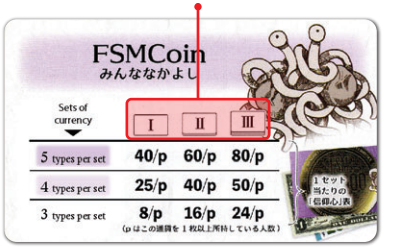
3-1-2. Faith Calculation for FSMCoin

FSMCoin's Faith Cards are different from other currencies in that they score based on sets of FSMCoin and other bills. Players may not count a bill as part of more than one set.

The way the currencies are combined is decided by each player (the calculated faith may differ depending on the combination).

(Belief) = (Total of each set)

Nº of Faith Cards



How to read the "Faith" chart and calculate total faith:

① Look for the column equal to the number of FSMCoin faith cards you have.

② Determine the faith of each set according to the type of currency contained in each one.

③ The sum of the faith in each set is the total faith in FSMCoin.

※ Faith in FSMCoin is divided by the number of players holding FSMCoin bills (including yourself). Therefore, the more players that have FSMCoin, the less faith each player has in FSMCoin.

A-2. Currency value fluctuation

For each type of currency declared during step A-1, advance the corresponding currency cubes on the fluctuation board equal to the number of exchanged bills. Note the numbers shown in the spaces where the cubes stop. More than one currency cube may occupy the same square. Skip this process for FSMCoin.

Now, increase or reduce the appropriate cubes on the currency value board by the numbers from the fluctuation board. The turn player may select "+" or "-" for spaces marked with "±." In addition, the "X" notation indicates the amount of the currency bought or sold.

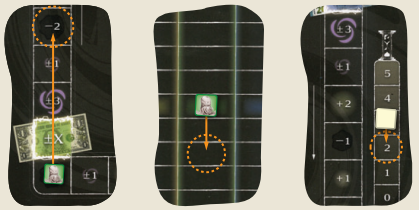
When a cube on the fluctuation board completes a lap and stops at or passes the start square for its corresponding currency, reduce the time counter by 1.

Example of currency value fluctuation

After selling four Cthulhu dollars, advance its cube clockwise four spaces on the Fluctuation board. The value of the Cthulhu dollar on the Currency Value board changes based on the value of the space where its cube stopped on the Fluctuation board. In this case, it stopped on a "-2." As a result, move the cube down 2 spaces to reduce it's value.

In the example on the right, the Cthulhu Dollar currency cube also advanced past its space on the fluctuation board. As a result, the time counter is also reduced by 1.

Repeat the process for any other purchased bills.



Move 4 spaces　Reduce by 2　Reduce by 1

A-3. Complete trade

Add sold bills to the bank and collect the purchased ones.

Action B: Change Faith

Discard one faith card in exchange for one from another faith.

First, choose one faith card from your hand and discard it beside the faith deck. Then add a new faith card to your hand via one of the following two methods:

① Select one of the four face-up faith cards and add it to your hand.
② Draw the top card from the faith deck and add it to your hand.

※ If you chose a face-up card, immediately draw a new faith card from the deck to replace it. There should always be four cards available.

Now check for the following:

- If three identical cards appear in the face-up display of faith cards, shuffle together the remaining deck along with the discards and display to form a new deck. Draw four new faith cards. Repeat this process until you have no more than two faith cards for any currency.
- If the faith deck is empty, shuffle all the discards together to form a new faith deck.

Action C: Market Management

Alter a currency's value by advancing its currency cube one space on the Fluctuation board.

Select one currency cube on the Fluctuation board and advance it one square. Move the corresponding currency cube on the Currency Value board by the value written in the square the Fluctuation cube now rests on. At this time, "X" is treated as "0." Also, if the currency cube on the

0. Game Setup

0-1. Board Setup

Place the Currency Value and Fluctuation boards in the center of the play area.
On the Fluctuation board:

- Add the time cube to the space of the time track that equals the number of players.
- Add a currency cube to each "X" space that depicts their corresponding currency.

On the Currency Value board:

- The numbers running along the left and right sides of the currency value board show the current value. Add a currency cube to the highlighted "10" space for each corresponding currency column.

0-2. Determining Currency Values

The value of each currency on the Currency Value board can only go as high as 18 or as low as 2. It can not exceed them.

* The monetary value of FSMCoin is determined by reference to other currencies. It's equal to the second-lowest value among the other currencies when sold and the second-highest value among the other currencies when purchased.

0-2-1. Determining Currency Value Increase

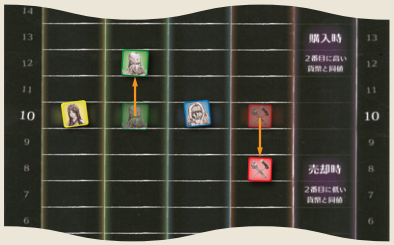
Remove the FSMcoin cards, then shuffle all the remaining faith cards into a face-down deck. Draw the top card and move the currency cube of the corresponding faith to increase its value by 2.

0-2-2. Determining Currency Value Decrease

Draw a second card from the top of the faith deck. Move the currency cube of the drawn faith to decrease its value by 2. If the card is of the same faith as the one increased in the previous step, continue drawing cards until you receive a different one.

Example of determining initial currency values

A Cthulhu dollar is the first card drawn, while a Communist Yuan is the second. The value of the Cthulhu dollar increases to 12, and the Communist Yuan reduces to 8.



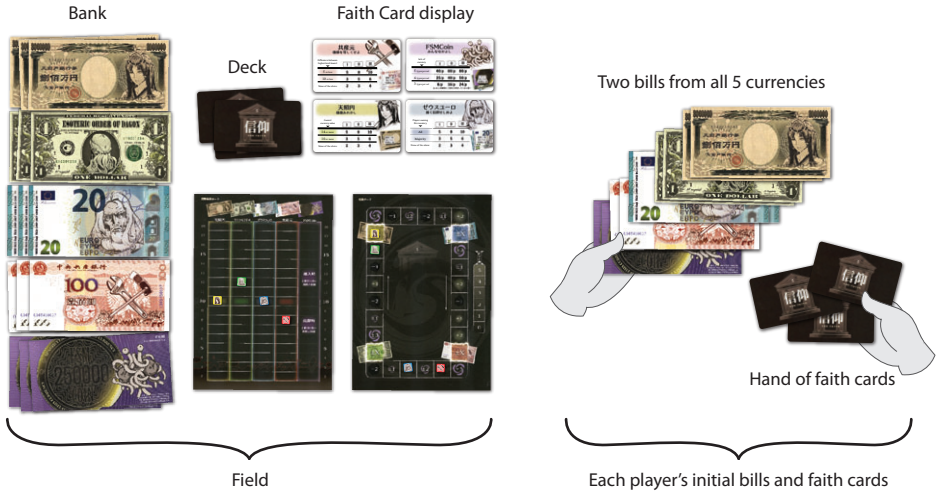
0-3. Distribution of the Starting Hand and Money

0-3-1. Faith Deck and distribution of the starting hand

Add the FSMcoin cards and the cards drawn to determine the value changes (0–2) to the faith deck and reshuffle it. Deal a starting hand of three face-down cards to every player. These are kept private. Place the remaining deck of faith cards within easy reach of all players. Draw four cards from the deck, then place them face-up next to it. When three or more cards of the same currency appear, reshuffle and draw four new cards. Repeat this process until there are no more than two faith cards for a single type of currency.

0-3-2. Distribution of initial money

Each player receives two bills from each of the five currencies. The remaining money is placed within easy reach of all players to form the bank.



Public versus private information

- Each player's hand of faith cards is private information.
- Each player keeps their bills close by but easily visible so that other players can see the type and amounts.
- Everything on the field is public information, except for the faith card deck. At any time, players may check the other faith cards and bills in the bank.

0-4. Choosing the Start Player

Choose the start player using one of these methods:

- Most recently exchanged currency
- Most recently traded currency
- Most recently ate spaghetti
- Most cash in their wallet

1. Flow of a Turn

During their turn, a player performs one of the three actions below. Play then moves to the next player on the left until fulfilling the game end conditions.

Action A: Exchange Currency

Exchange a bill in your possession for one of another type.

A-1. Choosing the type and quantity of bills to trade

Both the bills sold and the bills purchased should be left out on the field until step A-3 Receiving Money.

A-1-1. Selling

Announce the type of currency and the number of bills to be sold. Place this currency in front of you for all players to see. You may only choose one type at this time. You may also declare fewer bills than you currently have. Refer to the Currency Value board and calculate the total value according to the type and number of bills declared. Use the following formula:

(Currency Value) x (No of bills sold) = (Total value of the currency sale)

A-1-2. Buying

Announce the type of currency and the number of bills to be bought. Take this currency from the bank, then place it in front of you. You may only choose one type of currency, and it must differ from the type you sold. You may declare a smaller number of bills than you can purchase. Just be sure that the value of the purchase does not exceed what you sold. Refer to the Currency Value Board and calculate the total value of the purchase according to the type and number of bills declared, using the following formula:

(Purchase value) = (Value of currency to be purchased) x (Number of bills purchased) ≤ (Value of sold currency)

※ You cannot receive more bills than there are in the bank.

Example of Exchanging Currency

For this example, the currency values are as follows:

- Amaterasu Yen: 16
- Cthulhu Dollar: 10
- Zeus Euro: 8
- Communist Yuan: 5
- FSMCoin
  Sell: 8
  Buy: 10

※ FSMCoin's value is currently equal to the Zeus Euro (8) when sold and the Cthulhu Dollar (10) when purchased.

Example of Calculating Total Sale

Example 1: Selling two Amaterasu Yen at 16. (16x2=32)
Example 2: Selling one FSMCoin at 8. (8x1=8)

Example of Calculating Total Purchase

Using the currency values and example above, two Amaterasu Yen have been sold for a total value of 32. The combined total of bills purchased can not exceed that value.

Current options:

- Cthulhu Dollar: Up to three can be purchased (10x3=30)
- Zeus Euro: Up to four can be purchased (8x4=32)
- Communist Yuan: Up to three can be purchased (5x6=30)
- FSMCoin: Up to three can be purchased (10x3=30)