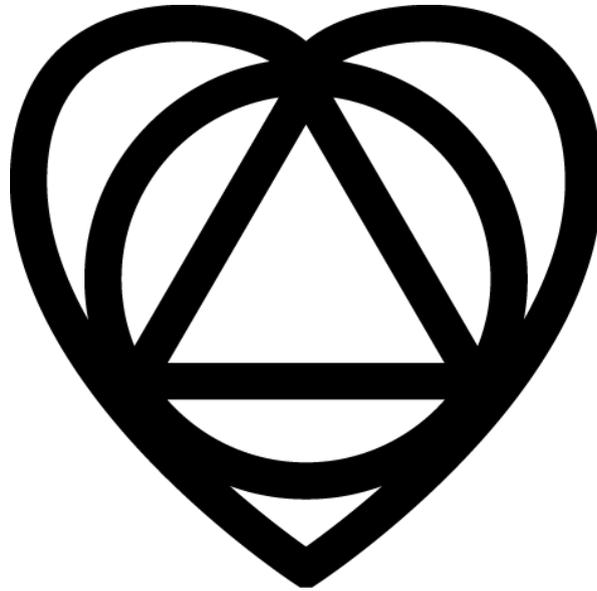


Core rulebook for Game of Faith



Game designed by Jake Hewitt

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Quickstart guide

1. Take all of the “character” cards out of the deck, identified by the green icon at the bottom of the card; deal one to each player, face down
2. Each player is dealt 3 cards by the player on their right
3. Each player is allocated a start point by the player on their right
4. The youngest player takes the first turn by playing a card
5. After their turn, that player then draws cards until they have 3, not drawing if they already have 3 or more cards
6. The next player to the left takes their turn in the same way
7. Repeat step 6 until someone has completed a full clockwise revolution of the board
8. Once a player has completed a revolution, each other player takes one last turn to try and complete their own
9. At the end of the final turn, if a player has completed their clockwise revolution of the board, they are a winner, otherwise they are a loser!

Non-rules of play

The main non-rules are inspired by the non-rules of the game of faith that the artist defined as part of her album. Her non-rules are:

1. There is no limit to the non-rules...and all that there are, will be broken
2. You can make your own non-rules....and still break them
3. There is no set judge – you can choose between:
 - a. A greater divine judge
 - b. Your fellow man
 - c. Yourself
4. There are winners and there are losers throughout the game
5. You can control some moves, but most are totally out of your control
6. Your start point, gender, sexual orientation, race or creed is random

In-game, these equate to:

1. You can hold any number of cards, but you start with 3
2. You can break the non-rules, as long as you aren't caught. If you are caught, the rest of the players decide on the penalty. Politics and bribery with cards to sway the popular vote are allowed and encouraged
3. The 3 main ways to do things with cards are:
 - a. Roll a die
 - b. Have another player make a choice
 - c. Make a choice yourself
4. Once a player has made a complete revolution, each other player gets one more turn to attempt to complete their own. Players that complete a revolution are winners, and those that don't by the end of the final round are losers
5. Most cards do not allow you to make a choice, and instead use 3a and 3b to decide how they work. For example, a card may state that another player chooses a player beside themselves, and both they and their selected player move forward (clockwise) 3 spaces
6. Your starting point is decided by the player to your left, and you cannot deal your own cards - at the start of the game or during it. In addition, each player is dealt a character card at the start of the game that gives them some unique ability or otherwise changes the non-rules for them and them alone

Other non-rules include the structure of a turn:

1. Active player must play a card, and resolve it's effects.
2. If the active player has less than 3 cards, they are dealt cards until they have 3 cards.
3. Once the active player completes the rest of their turn, play moves to the left

Mechanics

Each of the 14 songs on the album are associated with 3 cards in the deck, each of which is named and themed after a lyric in the relevant song. Each song has a “giving”, “taking” and “character” card. A giving card has some positive effect, while taking cards have negative effects

A character card is not shuffled in with the deck, and instead one is dealt face down to each player at the start of the game, before any other cards are dealt. Character cards provide their player with some unique ability that they may use at the beginning of their turn, once in a game. After this is done that player turns their character card face up to show that it cannot be used again.

There are also 3 sets of 4 identical cards in the deck that represent the ways a person can be judged, as established in the section on the non-rules of the Game of faith. These 3 types of cards are:

- Divine intervention: the player that played this card rolls a die and may then either draw that many cards or move forward that many spaces
- Judged by your fellow man: the player that played this card may look at a single other player’s hand, and play a card from that hand as if they had played it originally
- Yourself: the player that played this card may look through the discard pile and play one of those cards as if they had played it originally

The whole deck consists of 54 cards, including:

- 14 giving cards
- 14 taking cards
- 14 character cards
- 4 divine intervention cards
- 4 judged by your fellow man
- 4 yourself cards

Dynamics/Advanced non-rules

If a player needs to play a card (such as at the start of their turn) and they do not have any cards in their hand, they must flip over the top card of the deck and resolve it's effects as if it had just been played by them

Example: Player 2, on their turn, plays a card that steals a card from player 1. On player 3's and 4's turns, they both do the same. When it comes back to player 1's turn, they have no cards in their hand, but they must still play a card. As a result, player 1 is forced to flip over the top of the deck and resolve it's effects as if they had played it, and in this case they steal a card back from player 3. After this, no one else plays a card on player 1's turn and they draw 2 more cards to fill their hand up to 3.

If the deck is empty and a player needs to draw any number of cards, shuffle the discard pile and place it face down where the deck was; the shuffled discard pile, when flipped over, is the new deck

Example: Player 1, at the end of their turn, has only 1 card in their hand. This means that they must draw 2 cards to refill their hand up to 3, but the deck only has 1 card left in it. Player 1 draws the last card, shuffles and places the discard pile face down, and draws an additional card so they are now holding 3.

Rules and card effect clarifications

General clarifications

If a player has completed a full revolution of the board, and is moved backward far enough that they no longer are 1 full revolution or more from where they started, they are no longer considered a winner if the game ends before they move far enough forward to complete a revolution again.

The Everyman

The Everyman character card cannot be used if no other player has turned their own character card face up.

You're coming in second place

'You're coming in second place' cannot be used on a player that is on the same space as you, as it requires that you "choose another player that is at most 6 spaces *ahead* of you".

The Accomplice

The Accomplice character card only steals cards from players that are not either yourself, or your accomplice.

Everything I touch turns into platinum

'Everything I touch turns into platinum' makes each chosen player draw as many cards as they themselves discarded due to this card's effect. The number of cards for each player can be different.

- For example, suppose player a and player b are chosen for this card's effect. Player a discards 2 cards, and player b discards 3 cards. Player a would then draw 2 cards, and player b would then draw 3 cards.

It's better than being sober

'It's better than being sober' resolves its effects clockwise, around the chosen players, starting at the player that played this card

The Serial Dater

When The Serial Dater character card is used, you must decide before stealing any cards how many cards you will steal, and from who. You must play cards stolen this way, and they do not end up in your hand

The Gold Digger

The Gold Digger character card makes the user choose whether to draw additional cards or stop *after* each card is drawn.

- For example, the player may choose to stop drawing cards after the 1st or 5th card, even if they do not yet have 10 cards in hand.

The Contented Dreamer

The Contented Dreamer character card makes you play cards in a random order. To decide on this order, turn your hand face down, and shuffle it. Then reveal and play the top card of the deck



until your hand is empty. Any cards that would be drawn during this effect are placed to the side until all of the cards that were originally in your hand have been played.

Heater's not working, and gas is low

'Heater's not working, and gas is low' cannot be played on your turn, unless another player has played a card due to some effect. It can be used on character cards.

The Tenacious Survivor

The Tenacious Survivor character card requires that you keep track of when you are under it's effects. To do this, you may turn the character card sideways while it's effect is active, or you may use a physical token to remember this. You cannot be chosen by any cards while this effect is active; this includes positive *or* negative cards.

Crumpled to a heap (your words, not mine)

'Crumpled to a heap (your words, not mine)' stops discarding cards when the chosen player runs out of cards in their hand.

The Friend With Benefits

The Friend With Benefits character card causes both you and the chosen player to move forward 2 spaces for each card discarded due to it's effect. For both players, this counts the other player's cards.

- For example, if player a and player b each discard 2 and 3 cards respectively, they would both move forward 10 spaces as they discarded 5 cards between them.

I like your spontaneity

'I like your spontaneity' cannot be played on your turn, unless another player has played a card due to some effect. It can be used on character cards.

The Loyal Companion

The Loyal Companion character card is immediately turned face up and used at the start of the game, after character cards have been dealt but before any other cards have been dealt.

You'll disappear without a trace

'You'll disappear without trace' prevents the chosen player from being chosen or affected by any card effects, but does not stop them from winning the game if they completed a revolution (and were not moved backwards far enough) before they were chosen with this card. The chosen player misses their next turn, and cannot do anything during it, after which their piece is placed back and they may proceed as normal starting on their next turn.

The Commitment-Phobe

The Commitment-Phobe character card cannot choose a player who's piece is on the same space as yours, as it requires that you "choose another player who's piece is *behind* yours"