

Rulebook



The Intro of Faifo

In Faifo, players become Guild Leaders at Hội An port-city during the 16th-17th century. You will use money given by the King, recommend infamous merchants to compete with other Guilds or trigger unique merchant's craftiness to gain money and advantage in the market.



9. Creative Team



Game designer - Mân Trần

Faifo is a great board game... until you are robbed by others



Game designer - Trần Nguyễn

"Nothing is impossible" - Napoleon Bonaparte... and he has not played Faifo (yet).



Illustrator - Đậu Di

After 3 times redrawing EVERYTHING... i've found my path... be like me.

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10. Thanks

Nga Hanh Games wants to send thank to 600+ members of group Hóng Hát Board game 400+ members of group Hội Quán Ngũ Hành Nguyễn Trung Khang, Công Thái Gia Bảo

Asking a favor: Choose a Merchant on the table and trigger its skill. You may choose any merchant available from the present and previous turns.



Prioritized: Immediately gain one Contract, other players gain one (1) money



This Merchant does not have any skill

Charity: Lose 3 money to the bank. If you don't have enough money, pay all the money you can



Socializing: Pay two (2) money to adjacent players (left and right). If you do not have enough money, take money from the bank.

Networking: Swap a Merchant card in your hand with a Merchant card on the table. Trigger the skill of the merchant you placed down (cannot take this card back in hand)



Embargo: All players return money they gain this round, including money gained from ship cards and reputation.



Enticing: Choose a player and take half of their money (round down). The chosen player must reveal their money and count publicly.



Seducing: Choose a player, swap all of your money with their money. Both players reveal their money and swap publicly.



Supported: Compare your money with all players (everyone must reveal). If you have the least money, you gain one Contract (even if tied).

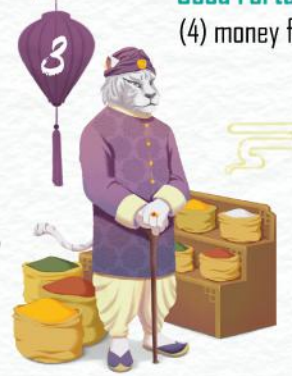
Try your luck: Choose another player to play Rock, Scissor, Paper. The winner takes a half of loser's money (round down)



Good Fortune: Gain four (4) money from the bank



Protection Fee: Take one (1) money from each other player. Players have Contract(s) must pay two money (2) instead



Dictating: Gain one (1) money then call a Merchant, the player who has the called merchant must immediately put that merchant card facedown to be played next



Snitching: Call a Merchant, the player who has the called Merchant must pay you three (3) money. If cannot call any merchant, this skill is disabled. If not enough money, pay all he/she can.



6.2 Less than 3 merchants show up

On revealing cards, if 2 merchants show up, only resolve highest and lowest reputation. If 1 merchant shows up, it will be resolved as both the highest and the lowest reputation card.

7. End of a round

At the end of the last turn (the 4th turn in a game of 3-4 players or the 3rd turn in a game of 5), the round ends.

All players reveal their money and the player with the most money gains 1 Contract card (the top of the contract deck).

7.1 Tie

If there is more than one player that has the most money, they show their last card (the card that wasn't played this round). The player with the highest reputation merchant claims the Contract. If all remaining cards are Ship cards, nobody gains the Contract.

8. End of game

At the end of each round, if at least one player has the required number of contract cards (see section 2), the game ends. The player with the most contract cards wins the game.

8.1 Equal number of contracts

If there is more than one player who has the most contracts, they compare the total value on their contracts, whoever has the smallest value wins the game.

1. Game components

- 15 Merchant Cards
- 5 Ship Cards
- 18 token 1 Money
- 18 token 2 Money
- 18 token 5 Money
- 13 Contract Cards
- 5 Summary Sheets
- 1 Vietnamese Rulebook
- 1 English Rulebook



2. Winning Goal

To be the Winner of Faifo, players will try to **gain Contracts** by having the most money at the end of each round or by using Merchants' skills.

If at least one player has the required number of Contracts (table below), the game ends. Player who has the most Contracts wins the game

5	4	3

3. Explaining cards



Reputation 1st place's reward

Reputation 2nd place's reward

Merchant's skill



Reward when only 1 ship shows up

Reward when 2 ships show up

When 3+ ships show up, no reward

4. Round Set-up



Each player takes:

- 1 Ship card **A**
- 1 Summary sheet **B**

Shuffle all the remaining cards **C** and deal **face down to all players**. (In a game of 3 players, discard face up 2 cards then deal the rest)

Sort and place money tokens near the playing area **D** Each player then takes 5 money **E** for the first round, for the following rounds, see starting money (4.1).

Arrange Contracts in **order from low to high** with the Contract Card number 5 on top **F** Place the Contract deck in the middle of the table.

4.1. Starting money

At the beginning of each round, after all players are dealt cards, each player then **counts and keeps the amount of money equal to the number on the top Contract**.

For example: all players are dealt cards and the number on the Top Contract Card is 7. **A** has 10 money, **A** must return 3 and keep 7 money. **B** has 5 money, **B** can keep all 5 money



5. Flow of a round

Each round has **4 turns** (Player plays 4 out of 5 cards in hand). In a 5-player game, there are only 3 turns per round. Money and cards in hand are always hidden (unless the player is required to reveal them).

Each Turn has the following steps:
Put a card facedown - Reveal it - Resolve and claim reward

When the last turn ends, all players reveal their money. The player with the most money claims the top Contract card.

6. Claim reward

Each turn, after revealing cards, all players resolve and claim their reward following the order below:

1- **Resolve Ship Cards**: players gain rewards according to the number of Ship Card(s) appearing this turn

2- **Resolve merchant cards** by following 3 steps:

- a- **Resolve rivals**, any card that shows up with its rival this turn will have its reputation become 0
- b- **Compare reputation**: the merchants who have the highest and second-highest reputation gain rewards as stated on their cards.
- c- **Resolve merchant's skill**: the merchant with the lowest reputation will trigger its skill. Player(s) **must reveal their money** when affected by skill with

6.1 Example



There are **2 Ship Cards** appearing this turn, each Ship Card gains (1) money **01**

Resolve Rivals: Merchant **14** meets its rival - Merchant **5** therefore, the reputation of Merchant **14** becomes (0)

Compare reputation: Merchant **5** is the card with the highest reputation, it gains 2 money. Merchant **1** gains 1 money **01**

Resolve lowest reputation: Merchant **14**, which now has reputation (0) after meeting its rival, will trigger its skill.

If there are more than 1 Merchants meets their rivals and has their reputation become 0, their skills are triggered in order 13->14->15