

FAITHFUL STEWARDS

A Life of Service • Illustrated player guide



Build a household. Serve your neighbors. Prepare together.

You lead an ordinary household in a fictional first-century village. Gather food, timber and coin; improve your livelihood; meet practical needs; and help complete shared village projects.

Play alone or take turns with up to three other people on the same Windows computer. Everyone works toward the same village goals. There are no computer-controlled opponents.

A Christian foundation

Stewardship, hospitality, honest work and generosity shape your decisions. Scripture references on cards invite optional reading and discussion. Faith, prayer and salvation are not resources, scores or dice checks. A difficult season is a game challenge, never a measure of your faith.

First release: Alpha 1.0.0. Rules, hints and difficulty will benefit from player feedback. Illustrations portray fictional biblical-era people and places.

1 Begin your village

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A LIFE OF SERVICE

Solo or take turns together on this computer.

Households: 1 — Solo

Difficulty: Gentle — learn at your own pace

Household 1: Household 1

Household 2: Household 2

Household 3: Household 3

Household 4: Household 4

☒ Guided start (fixed first roll + tips)

BEGIN **Cancel**

1. Extract the ZIP to a folder. Open **FaithfulStewards.exe**. Keep this PDF beside the executable so How to Play can open it.
2. Choose **1 household** for solo play, or **2-4 households** for local cooperative play. Enter a name for each household.
3. Choose **Gentle** for your first game. It provides ten seasons and more room for setbacks. Standard uses eight seasons and tougher goals.
4. Leave **Guided start** checked. It sets the first dice to 2 / 4 / 1 and explains the opening. Later seasons use random dice.
5. Click **BEGIN**, read the welcome message, then click **ROLL SEASON**. No physical cards or dice are required.

Every household starts with **3 food, 2 timber, 2 coin and a Grain Field**. The village begins with four needs and three possible projects.

2 Find your way around

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Read from the top down

Toolbar: New Game, Save, Load, Hint, How to Play, Dice Table and Sound. The sound switch here controls the three season dice.

Status: season number, active household, remaining actions and that household's supplies. Below it are the shared goals and village strain.

Tabs: Village Needs shows people to help; Build Household offers improvements; Shared Projects tracks contributions; Households shows everyone's supplies; Journal records what happened.

Bottom: the three season dice and your action buttons. Disabled buttons cannot currently be used. Scroll the card area in smaller windows to reach all cards and their buttons.

Dice Table: opens the complete seven-die roller inside the application for practice. Those rolls do not alter the game. Its sound switch is independent.

3 A season, step by step

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Roll once for the whole village. At the start of a season, the first household clicks ROLL SEASON. The game resolves production, circumstances and the urgent need automatically. Other households do not reroll that season.

Die	What the result means
d6: Work	1-2: each Grain Field produces 2 food. 3-4: each Workshop produces 2 timber. 5-6: each Fishing Boat produces 2 coin.
d8: Circumstances	Apply the event below to all households as appropriate.
d4: Opportunity	Mark need card 1, 2, 3 or 4 as urgent, in reading order. Helping it before season end prevents its strain penalty.

d8	Circumstance
1	Dry fields: every household loses up to 1 food.
2	Storm repairs: every household loses up to 1 timber.
3	A fair market: every household gains 1 coin.
4	Shared harvest: every household gains 1 food.
5	Encouragement: village strain drops by 1, minimum zero.
6	A busy road: no resource change.
7	Necessary repairs: every household loses up to 1 coin.
8	A quiet day: no resource change.

Then take turns. Each household gets three actions. Click END TURN when finished. After the final household's turn, an unmet urgent need adds 1 strain and is replaced. Each household then spends 1 food; each household unable to do so adds 1 strain. The game checks the ending before starting the next season.

4 Your three actions

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Each action below uses **one action**. You may repeat work, help, trade or contributions while you have actions and the required supplies. Unused actions do not carry over.

Action	How it works
Work	Choose food, timber or coin. Gain 2 of that resource, or 3 if you own its matching livelihood: Field, Workshop or Boat.
Build	Pay the card's supplies and add that improvement to your household. Each improvement can be owned once per household.
Help	Pay a need card's displayed cost. Gain one completed act of help. Urgent help also reduces strain by 1. The card is replaced immediately with a non-urgent need.
Contribute	Choose a project, resource and quantity. Give one or more units of ONE resource, up to the remaining cost. Contributions accumulate across households and seasons.
Trade	Give 2 units of one resource to receive 1 unit of a different resource.
Share supplies	In local multiplayer, give an amount of one resource to another household. Only the giver spends an action.

Helpful details

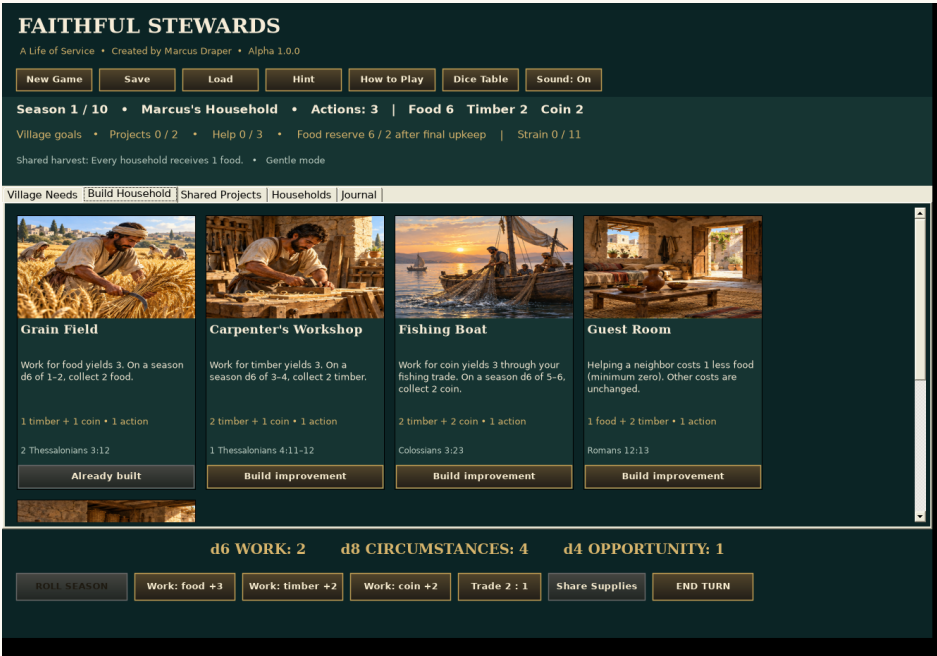
A replacement need is not urgent until selected by a later season's d4. Needs can repeat. Unmet non-urgent cards stay available; they do not add strain.

Strain is a shared measure of pressure on the village. Completing a project or helping an urgent need reduces it by one, to a minimum of zero. There is no hand limit or resource storage cap during ordinary play.

You may end a turn early. The game asks you to confirm if actions remain. If a contribution or trade is invalid, it is rejected without spending supplies or an action.

5 Grow your household

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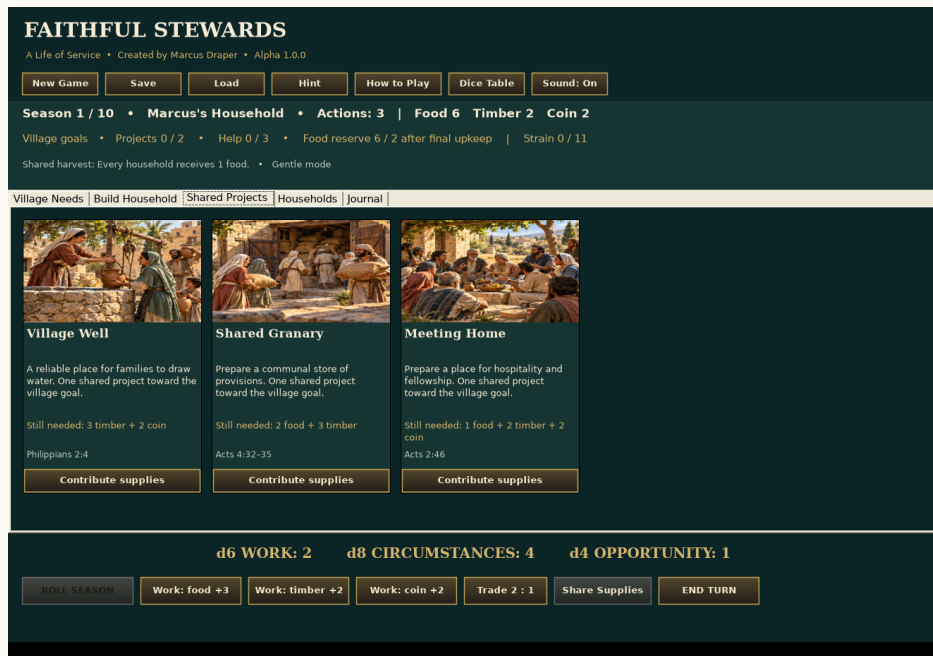


Improvement	Cost	Benefit
Grain Field	1 timber + 1 coin	Food work yields 3; produces 2 food on d6 = 1-2. Everyone starts with one.
Workshop	2 timber + 1 coin	Timber work yields 3; produces 2 timber on d6 = 3-4.
Fishing Boat	2 timber + 2 coin	Coin work yields 3; produces 2 coin on d6 = 5-6.
Guest Room	1 food + 2 timber	Helping costs 1 less food, minimum zero. The card displays your adjusted cost.
Storeroom	2 timber + 1 coin	Receive 1 food after circumstances each season, starting next season.

All improvements cost one action in addition to the supplies. Their costs do not increase with the number of players. Think about how many seasons remain before investing in future production.

6 Build for the whole village

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Finish **any two** of the three shared projects. Completing a third is optional. Completed projects each reduce strain by 1; they do not add further production bonuses.

Project	Solo supply cost
Village Well	3 timber + 2 coin
Shared Granary	2 food + 3 timber
Meeting Home	1 food + 2 timber + 2 coin

With additional households: add 1 to each nonzero resource cost for each extra household. For example, with four households the Well costs 6 timber + 5 coin; its food cost remains zero.

Example contribution: the Well needs 3 timber and you hold 4. Click Contribute supplies, choose timber, enter 3, and confirm. You spend one action and keep 1 timber. A different household can supply the coin later.

The game always shows what is **still needed**, after earlier contributions. Supplies committed to projects cannot be withdrawn. Household improvements and village projects are separate cards.

7 Play your first season

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Choose **solo, Gentle, Guided start**. Name your household and begin. Here is a complete opening you can follow exactly.

Step	Your supplies / actions
Start	3 food • 2 timber • 2 coin • 3 actions
Roll Season	Dice show 2 / 4 / 1. Your Field adds 2 food and Shared Harvest adds 1. Now: 6 food • 2 timber • 2 coin. The first need is urgent.
Action 1: Help	Help A Hungry Household for 2 food. Now: 4 food • 2 timber • 2 coin • 2 actions. Help progress is 1; the urgent need is resolved.
Action 2: Work	Click Work: timber +2. Now: 4 food • 4 timber • 2 coin • 1 action.
Action 3: Build	Open Build Household and build Carpenter's Workshop for 2 timber + 1 coin. Now: 4 food • 2 timber • 1 coin • 0 actions.
End Turn	Season upkeep uses 1 food. You start season 2 with 3 food • 2 timber • 1 coin. Click Roll Season to continue.

What next?

Your Workshop now improves timber work and can produce timber from future rolls. Start contributing toward two shared projects, keep food for upkeep, and help neighbors as circumstances allow.

Click **Hint** when unsure. It considers urgent needs, affordability, food and goals. Hints are suggestions, not guaranteed winning moves; compare them with the wider village situation.

In a local game, the next household takes its turn after you. Upkeep happens only after the last household, not after each player. The village still rolls only once per season.

8 Finish the season together

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At the end of the final season, **after upkeep**, meet all three goals: complete at least two projects, reach the help target, and hold the required total food across all households. You must also remain below the strain limit.

Mode / households	Seasons	Help goal	Food left	Strain limit
Gentle / 1	10	3	2	11
Gentle / 2	10	5	4	12
Gentle / 3	10	7	6	13
Gentle / 4	10	9	8	14
Standard / 1	8	4	2	7
Standard / 2	8	7	4	8
Standard / 3	8	10	6	9
Standard / 4	8	13	8	10

Reaching the strain limit ends the game at the season check, even if the other goals are met. If the final season ends with a goal unfinished, the village falls short and you can try again.

Cooperate thoughtfully

Discuss who will meet urgent needs and who will gather project supplies. Sharing costs one action, so sometimes it is better for the household already holding the resources to contribute directly.

All players share the same outcome. No one is eliminated, and there is no score for being “more faithful” than another player. You can use the Scripture references for optional discussion without affecting the rules.

Remember: the food figure at the top is your current village total. Before ending the final season, allow for one food of upkeep per household as well as the reserve.

9 Save, return, and explore

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Saving your village

The game automatically saves after completed actions and turn changes. On your next launch, choose to continue that village. Starting a new game replaces the autosave.

Use **Save** to keep a separate named XML file, and **Load** to restore it. Save the current village separately before loading another if you want to keep both. Saves belong to this Windows user account.

Autosave location: %LOCALAPPDATA%\FaithfulStewards\autosave.xml. You can back up this file. A separate Save lets you choose any writable folder.

Windows setup and sound

Requires Windows with **.NET Framework 4.8**. Extract the ZIP before running. Keep FaithfulStewards.exe.config and this PDF beside the application. The artwork and sounds are embedded in the EXE.

Use Sound: On / Off for season rolls. The optional seven-die Dice Table window has its own sound switch. Audio plays through your default Windows output. Sound preferences reset when the application reopens.

Maximize the window if you want to see more cards at once. Smaller windows provide a scrollable card area. A PDF reader is needed to open this guide.

About this alpha

This edition is offline: one person or 2–4 people sharing one computer. It has no internet rooms, server or hosting requirements. Online hosting is reserved for a separate future project.

The build, game logic, save/load and Linux/Mono screen rendering were checked during development. Native Windows appearance and sound still need testing on your computer. Difficulty is not yet extensively playtested.

When reporting a problem, include Alpha 1.0.0, player count, mode, season, what you clicked and a screenshot. A saved game can help reproduce gameplay issues. Thank you for helping Faithful Stewards grow!