

* Who you are and how did you come to play roleplaying games?

We are a group of friends that started playing RPGs when we were kids, inspired by many books and fantasy games that we played. We started tweaking the games we played and making new ones early on, and that has led us to form a company to publish our own games.

* What made you to think of a world like Faith?

We have always liked universes like those found on books like Hyperion, Spin, The Foundation and many others, and we decided to create our own. However, one of the most important sources of inspiration is non fictional in nature: many elements of the setting have been inspired by actual science. We have counted with the advice from an astrophysicist and an engineer to develop the universe of Faith.

* What distinguishes the world of Faith from other science fiction worlds?

The gods of Faith act as moral compasses for the characters. They appeared when the first life form had to take a moral decision, and although they can only affect the real universe through their believers, many wars, economic transactions and covert attacks are carried out following their designs.

* Why are playing cards and not dice the random component of the game mechanics?

Using a hand of cards allows players to manage their luck and choose when to be lucky by playing their high cards and when to risk their chances by playing their low cards. At the end of the day, characters have to cycle through their whole decks so there are many different strategies that can arise.

* Aside from the random element, the cards are used for other things such as equipment. Why? Wouldn't it be easier and more flexible to provide the values in lists? Does this also mean that only the things provided on cards exist in the game universe?

The cards are there to make things easier for the players and prevent them from having to check the rulebook to see what their equipment can or can't do. It is the same thing with NPCs, we have found that it is easier to prepare an interesting encounter if you don't have to flip many pages of the rulebook back and forth to check what the NPCs do, but instead have it right in front of you. The most important part though is having the illustrations on the table at all times to ease the immersion into the story.

It is very easy to create new NPCs and equipment writing a few values down on a piece of paper, so players and game masters are not limited to what comes in the cards, they can create whatever they want.

* How far along are you in the development of the game? The beta version looks very ready.

The game system is almost finished, but we would like to incorporate the feedback from our Kickstarter backers into the development and there are a couple of minor tweaks left to completely balance the game. The setting is well developed and now we are in the process of writing stories to ease the immersion into it.

* The kickstarter is not successful yet. What is the ultimate reason to support your project?

We are trying to make an easy, cool-looking, immersive role playing game. However, we are a very small company and we need your support to make it happen. If you want to see more art, delve deeper into the stories of our setting and enjoy the mechanics of Faith, now it's the time to show your support.

* October 2015 is an unusually close date for a Kickstarter delivery. Can you keep this promise?

We have carefully planned the development of the whole project with our manufacturing partners and our artists and we are confident that this deadline can be met. However, we are aware of the many risks and delays that can affect a project and we will be transparent with our backers during the whole process.

* If the game is released in October 2015, will you have a booth at the game-fair SPIEL in Essen? Can one get his copy there then?

We have plans to attend SPIEL again this year, and if we have enough copies left we will be more than

happy to sell them there.

* Thousands of players use video conferencing today. How can they play Faith without the cards and tokens?

Faith can be played using the free print and play that can be downloaded from our website (<http://faith.burning-games.com>) and regular poker decks. The actual components add an additional layer of immersion to the game, but they are not indispensable.