

# International Currency Exchange

The International Currency Exchange was created due to the need for proper exchange rates between [factions](#). As friendships and alliances began to grow it became difficult to trade if certain [factions](#) did not acknowledge foreign forms of currency or have set exchange rates. Citizens and [governments](#) were left reliant on bartering or guessing the rates of exchange, leaving some cheated out of their hard-earned money and others exploiting the ignorance of tourists - thus it was decided that the currently known rates of exchange were to be compiled, recalculated, and modified in order to create standardized exchange rates that would accommodate the people of all [factions](#).

[KS](#) and [DA](#) are both accepted virtually everywhere around the core of the [Kikyo Sector](#) - but as one goes deeper into [Nepleslia](#) or the [Ketsurui Military Sector](#), they become much more [faction](#)-oriented; locations on [Hanako's World](#) and in the [Nepleslian Colonial Expanse](#), for instance, respectively only accept [KS](#) or [DA](#).







The exchange rate has been fixed for OOC simplicity purposes. [KS](#) and [DA](#) can be readily converted to each other digitally (over networks such as [SYNC](#) or the InterNep) or physically (at banks and spaceports).


















## Using the International Exchange Table

The International Exchange Table was organized so that it would be easy to determine how much one unit of a certain currency would be equal to in another form of currency.

1. Find your current form of currency along the top row.
2. Find your desired form of currency along the third column.
3. Follow the row and column until you are given a number. That number is the rate of exchange - essentially, how much of your new currency you would receive from one unit of your old currency.
4. The simple formula of  $c * r = n$  (where  $c$  = current amount,  $r$  = rate of exchange,  $n$  = new amount) can be used to calculate the amount of the new currency you should have.
5. A question mark (?) indicates that no official conversion rate has been established for that particular combination of currencies.
6. An "N/A" indicates that the [faction](#) does not accept that particular currency.

Let's say I have 200 [Nepleslian Davis Alliances](#) and I wish to convert them to [Iromakuanhe Kuon Dalris](#). I locate 1 [Nepleslian Davis Alliance](#) on the top row (my current form of currency) and then locate the [Iromakuanhe Kuon Dalris](#) along the third column (my desired form of currency). I follow the row and column and am given 2.00 [KD](#). This means that 1 [Nepleslian Davis Alliance](#) has the same value as 2.00 [Iromakuanhe Kuon Dalri](#). Basic math tells me that my 200 [Nepleslian Davis Alliances](#) are equal to 400 [Iromakuanhe Kuon Dalris](#) (200 \* 2.00).

Flag	Faction	Currency	 1 <a href="#">KS</a>	 1 <a href="#">DA</a>	 1 <a href="#">C</a>	 1 <a href="#">NA</a>	 1 <a href="#">AR</a>	 1 <a href="#">OW</a>	 1 <a href="#">KD</a>	 1 <a href="#">RN</a>	 1 <a href="#">AM</a>
	<a href="#">YSE</a>	<a href="#">KS</a>	-	0.50 <a href="#">KS</a>	0.33 <a href="#">KS</a>	0.25 <a href="#">KS</a>	0.20 <a href="#">KS</a>	0.50 <a href="#">KS</a>	0.25 <a href="#">KS</a>	0.50 <a href="#">KS</a>	N/A

Flag	Faction	Currency	 1 KS	 1 DA	 1 C	 1 NA	 1 AR	 1 OW	 1 KD	 1 RN	 1 AM
	<b>DioN</b>	<b>DA</b>	2.00 DA	-	0.67 DA	0.50 DA	0.40 DA	1.00 DA	0.50 DA	1.00 DA	0.50 DA
	<b>ASE</b>	<b>C</b>	3.00 C	1.50 C	-	0.75 C	0.60 C	1.50 C	0.75 C	1.50 C	?
	<b>AzCo</b>	<b>NA</b>	4.00 NA	2.00 NA	1.33 NA	-	0.80 NA	2.00 NA	1.00 NA	2.00 NA	?
	<b>ECE</b>	<b>AR</b>	5.00 AR	2.50 AR	1.67 AR	1.25 AR	-	2.50 AR	1.25 AR	2.50 AR	N/A
	<b>HSC</b>	<b>OW</b>	2.00 OW	1.00 OW	0.67 OW	0.50 OW	0.40 OW	-	0.50 OW	1.00 OW	N/A
	<b>IAC</b>	<b>KD</b>	4.00 KD	2.00 KD	1.33 KD	1.00 KD	0.80 KD	2.00 KD	-	2.00 KD	N/A
	<b>KoN</b>	<b>RN</b>	2.00 RN	1.00 RN	0.67 RN	0.50 RN	0.40 RN	1.00 RN	0.50 RN	-	N/A
	<b>USO</b>	<b>AM</b>	0.25 AM	2.00 AM	0.08 AM	0.07 AM	0.05 AM	0.13 AM	0.07 AM	0.13 AM	-

## Where to Trade Currency

Most banking facilities, spaceports, transportation hubs, space stations, and military complexes offer stations for currency exchange. Contact your local government officials (read: your local [Faction Manager](#)) for more information about finding an exchange location near you.

## Non-Traded or Limited Currency

*The forms of currency listed below are restricted or not traded on the open market.*

### ArcMarks

The [arcmark](#) cannot be used for transactions or currency conversions in the [Yamatai Star Empire](#), [Elysian Celestial Empire](#), [Hidden Sun Clan](#), [Iromakuanhe Astral Commonwealth](#), or [kingdom\\_of\\_neshaten](#), as they do not consider the [arcmark](#) to have any kind of monetary value.

### Freespacer Resource Vouchers

A special currency used for bulk trading between independent 'spacer [fleets](#), [companies](#), and other [large organizations](#). They are far too large for usage as an individual currency, as the smallest denomination of voucher is worth approximately 1,000 [KS](#). These 'bills', in fact small solid state encrypted diskettes, are used as payment to outside [organizations](#) and can be redeemed at [Freespacer](#) trading ports for refined alloys or precious metals, which in turn may be sold on the open market for more common currencies.

Despite the race's obsession with hacking, it is actually an extremely secure monetary system; this is because the data is not stored on a network and is kept in solid state, yet also cannot be easily falsified as physical bills are. Every time a money-disk is used, it is also verified through [Freespacer](#) network

connections to check the note's personal transaction history. Duplicated disks can thus be flagged remotely, and any suspicious activity prevented from messing with the overall value of the currency.

## OOO Notes

The information and rates of exchange listed in this article override any conflicting information listed elsewhere on the wiki.

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