

# Allied Worlds Currency

The standard currency of the Allied worlds is known as <rDBqqMnPLg> which means the rather prosaic "alliance currency" or "alliance token". Humans have a range of cutesy nicknames for it, including "doggo dollars" and "floof francs".

Alliance Tokens are considered a stable reserve currency similar to the US dollar. The Spacer Confederacy uses mineral notes, which are tied to a colony's supply of mined minerals, but Alliance tokens are also widely accepted, including at Wayfarers' Haven. Moonlitter, Hearthside, and Partisan Territory have their own currencies.

Physical cash is still very prevalent, at least within the Allied Worlds. All denominations are coins of various shapes. Yinrih wear a pocketed band on the right foreleg that serves the functions of a wallet. These wallets may have spring-loaded dispensers that are bored to accept a specific denomination of coin. Single coins can be ejected by placing the left paw palm-up under the dispenser and pressing a button with the inner thumb.

While missionaries aren't supposed to bring money with them, some cash ends up hiding in nooks and crannies of the luggage carried aboard the Dewfall. It doesn't amount to much monetarily, but for the brief window between First Contact and the normalizing of relations between Sol and Focus, this pocket change is worth literal billions by dint of being alien artifacts. That's how Lodestar is able to buy the materials needed to fabricate a working mech.

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