

# Playconomics Guide

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Playconomics is a time consuming task and should be done in conjunction with study or whatever you UNSW geniuses do in your spare time. Yes, it is worth completing for 4 additional marks so just sit down and play this for approx. 1-2 days. There are 9 Islands (including tutorial) and all accessories are just time wasting, so there is no need to purchase them. The game is very time consuming, but it doesn't require you to be constantly playing it.

If you notice any errors or if you have any other tips for playconomics, email me at [dymoliansenpai@hotmail.com](mailto:dymoliansenpai@hotmail.com) Also if you have any useful tips or preparation advice for any commerce courses, feel free to email them to me.

This guide is written to help students get past playconomics easily without too much time spent. However the creation of this guide was much more time consuming than the entire game 10x. I would only ask to NOT share this guide on any file sharing websites such as Coursehero, Baidu or Studemode etc as those are paid sites. But please, distribute this guide through any other means to help others! Also, Dymolian is an anagram (rearrangement) of my real name!



## Comparative Advantage Island:

**This is the most time consuming and annoying island.** Just remember that there are 8 hours in a day and just logically calculate the best way to maximise output. If you want to mindlessly do this, then just follow the guide. **Tip:** You cannot store wood and if you cannot gather the sufficient amount in one day, then don't... Also, Gloria is like useless at first, so don't purchase her till the school is complete...

### You start off with Vicky and George

1. Vicky collects 24 bananas and George collects 6 sheep.

### Purchase of Jonas

2. When Jonas comes in, Vicky collects 24 bananas, Jonas collects rabbits (16) with all his time and George collects 3 rabbits and 6 bananas.

### Purchase improved productivity

### Purchase of Frank

3. Frank doesn't do anything at the moment and only needs to be fed. Since the productivity is so large, Frank can be easily fed.

### Purchase of Tim

4. Tim can't collect enough wood in one day so he just needs to be fed. Vicky collects max bananas (32). Jonas collects max rabbits (32). George collects 5 Rabbits and 12 bananas.

## Comparative Advantage Island (Continued)

### Purchase improved productivity II

#### Purchase of Jack

5. Vicky collects max bananas (40). Jonas collects max rabbits (32). George collects 5 rabbits and 6 bananas.
6. Tim collects max wood (24). Jack collects max ores (8). Cathy collects 10 wood and 3 ores. Give all the equipment to the builder, Frank and he can start making the Harbour.
7. Once the harbour is complete, the process to feed everyone is the same. This time, Tim collects max wood (24). Jack collects max ores (8). Cathy collects max ores (8). Tim trades his wood and now has 4 pieces of wood and 8 rocks. Now you can build the school. Now come back in like a day as the school progresses 1% per f\*\*\*\*\* playconomics day.
8. Once the school is complete, Vicky collects max bananas (48). Jonas collects max rabbits (32). George collects 5 rabbits and 6 bananas. Send everyone home as you need better trade to build that hospital. I recommend to save up to around 50 gems so that when you do get improved trade and complete one day, you can purchase the next island.

#### Purchase of Improved trade

9. For the food, it's the same concept as step 8. All collectors must collect ores and needs to trade in for wood. Make sure you trade the right amount to get 100 pieces of wood and 5 ores.

## Supply and demand Island

1. Alberto collect 6 apples and 3 fish. (In the first patch, spam clicking on the signs will get you max gems. But this probably will be updated :P) (For Alberto and Christian, after trading fish or apples for money, you need to cash in at the restaurant for utility).

### **Purchase of price change 1 (purchase this change with Christian)**

2. Alberto collects 2 apples and 11 fish. Christian collects 3 apples and 6 fish.

### **Purchase of price change 2**

3. Alberto collects 4 apples and 8 fish. Christian collects 6 apples and 2 fish.

### **Purchase of Laura**

4. Same concept for Alberto and Christian. Laura collects max fish (6). Laura purchases 2 pieces of lamb and spends the rest at the general store.

### **Purchase of Price change 3**

5. Alberto collects 4 apples and 8 fish. Christian collects 6 apples and 2 fish. Laura collects 6 fish. Laura purchases 1 lamb and spends the rest at the general store.

### **Purchase of Maria**

6. Maria collects max fish (12). Maria purchases 3 pieces of lamb and the rest at the general store. Also as Maria enters, the price of lamb and beef changes for Laura.

### **Purchase of Price change 4**

7. Both Maria and Laura needs to purchases 6 pieces of lamb and the rest at the general store. The fishing and cashing out process will be the same. Also Alberto and Christian's daily routine remains unchanged.

## Equilibrium Island

1. Steph collects max fish (5) and cashes out for cash. Steph and Alberto trades the statue for \$6. Then when the statue is complete Steph and Alberto needs to spend cash for utility from the general store and restaurant.

### Purchase of Frank and Jack

2. The next pair, Frank and Jack does the exact same. Jack fishes all his time, cashes out and trades for \$6 for the statue.

### Purchase of Yolanda and Christian

2. The next pair, Yolanda and Christian does the exact same too. Christian fishes all his time (5), cashes out and trades for \$6 for the statue.

### Purchase of Tim and Gloria

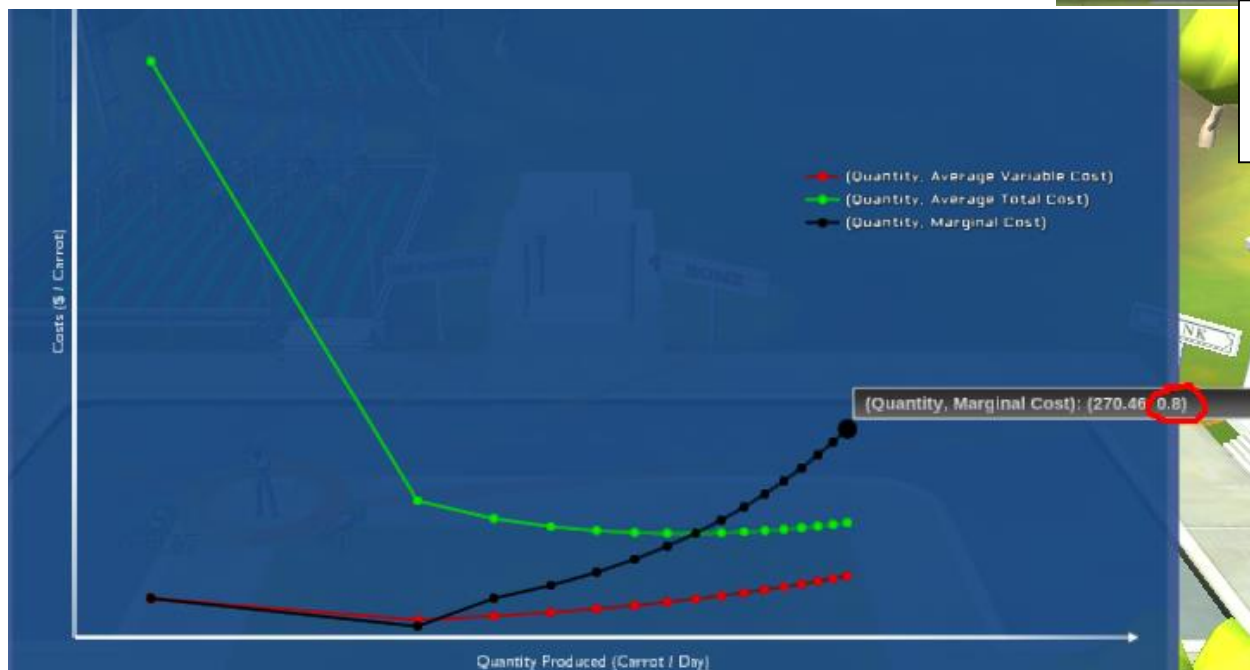
3. Tim and Gloria needs to both fish to their maximum capacity and cash out for maximum utility.

### Purchase of Nanae and Isa

4. Nanae and Isa needs to both fish to their maximum capacity and cash out for maximum utility.

## Perfect Competition Island

1. Get a loan from National Australia Bank (Or whatever bank that is).
2. Hire as many workers so that the curve on the bottom left of the screen is equal to the price per carrot. To find the price per carrot, hover over the sign next to the west building. (The spam clicking 'technique' works for this island too).
3. For the next agent, just do the exact same.
4. Isa likes to be popular so no tax! Tip: If you only require green gems, just send all agents home and those green gems max out so quick!!! But be careful to not get them sick, just lower their hp.
5. The costs will change due to the city expansion, so simply hire more/less workers like in step 2.

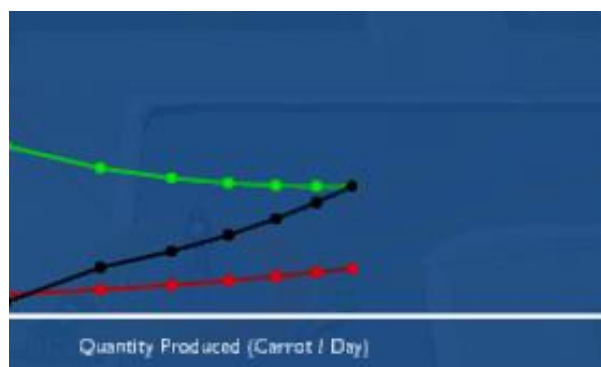


Easy max gems by the technique of spam clicking.



## International Trade Island

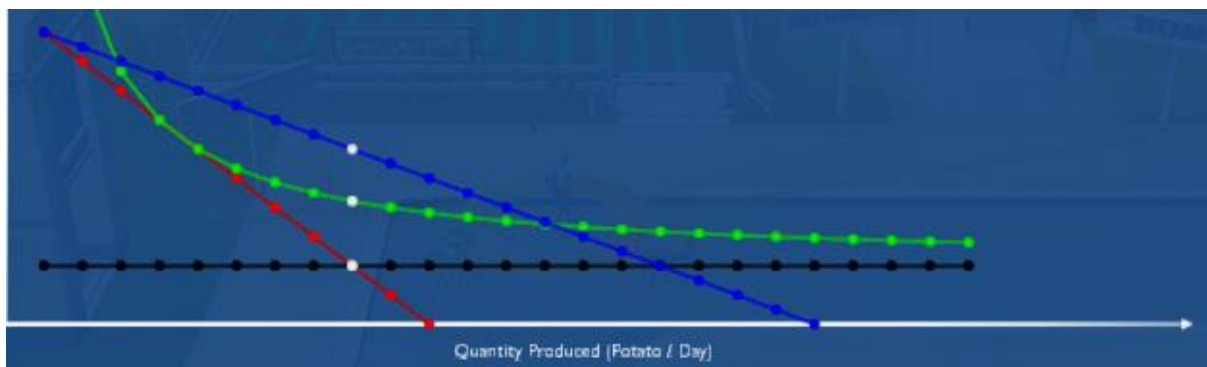
1. Get a loan from Westpac Bank (Or whatever bank that is)
2. Hire workers till the MC curve equals the ATC (Nanae). (The spam clicking 'technique' works for this island too).



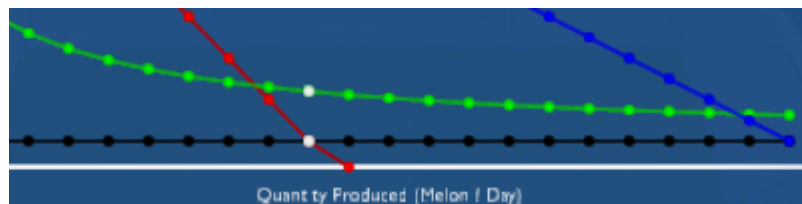
2. Hire workers till the MC curve equals the price like in the previous island (For Peter its 0.3). There is known to be some glitches, so if it doesn't work try next day. If it still doesn't work, exit the game and come back again.
3. The mayor, Marco is popular without taxes.... Just leave him be! ^^
4. On the city expansion, it's the same easy concept.

## Monopoly Island

1. Grab a loan from Commonwealth Bank (Or whatever bank that is)
2. Hire workers till the point furthest to the right where marginal cost equals marginal revenue.



3. Same concept for the City expansion.
4. For the new bald dude in hipster glasses, hire workers where marginal cost equals marginal revenue.

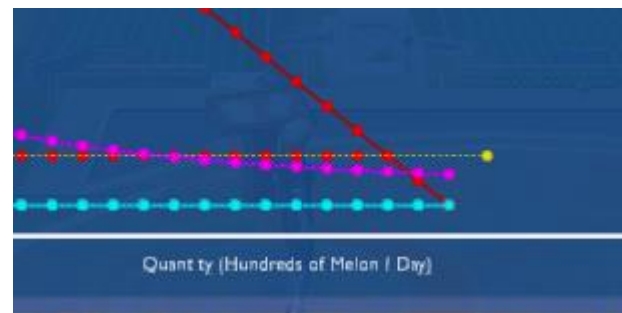
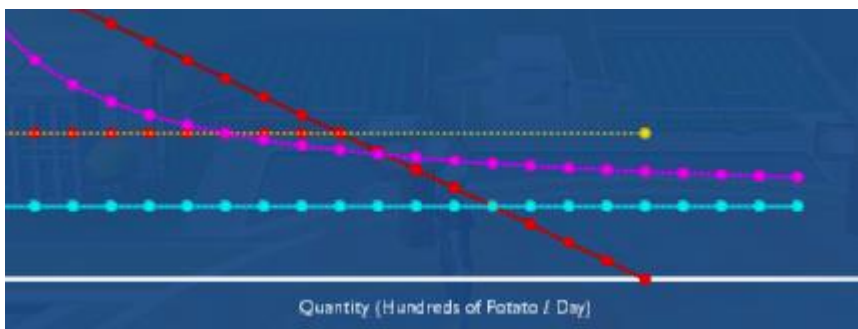




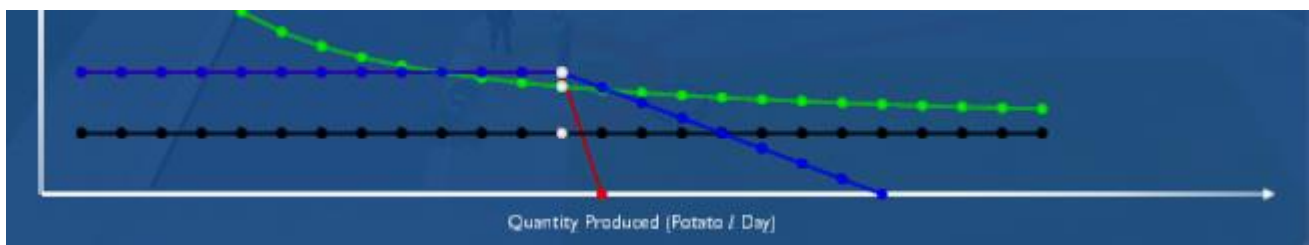
## Monopoly Island (Continued)

This is a confusing part. There may be a better way to complete this, but for the sake of just completing it, here are the steps...

5. For the mayor, apply the “average cost pricing” policy and set the price ceiling above the ATC, just above the intersection of ATC and the price. Or set the margin to 0.35 and 0.13.



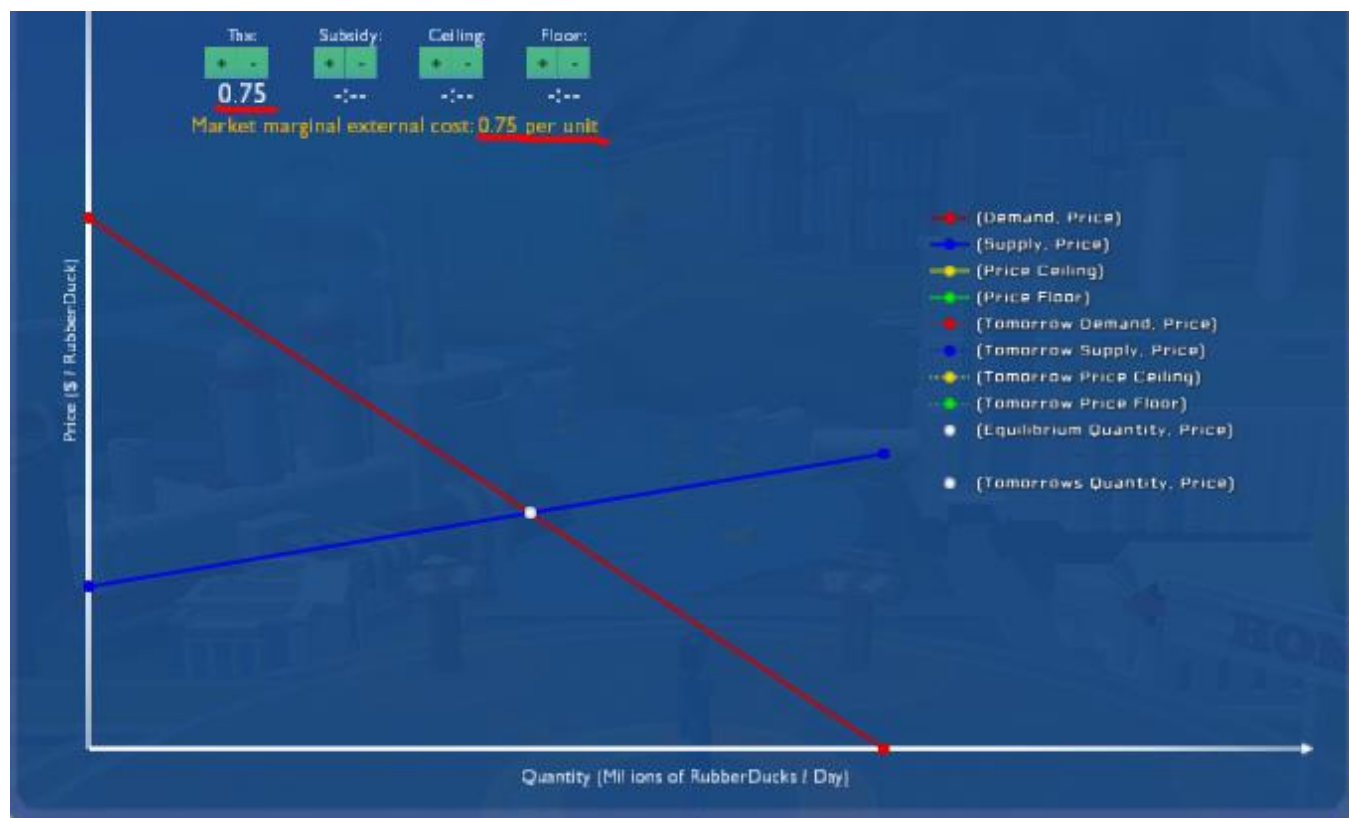
6. For both the monopolists, hire workers till price equals marginal revenue (The furthest to the right).



7. Since the price ceiling has changed, hire workers till price equals marginal revenue.

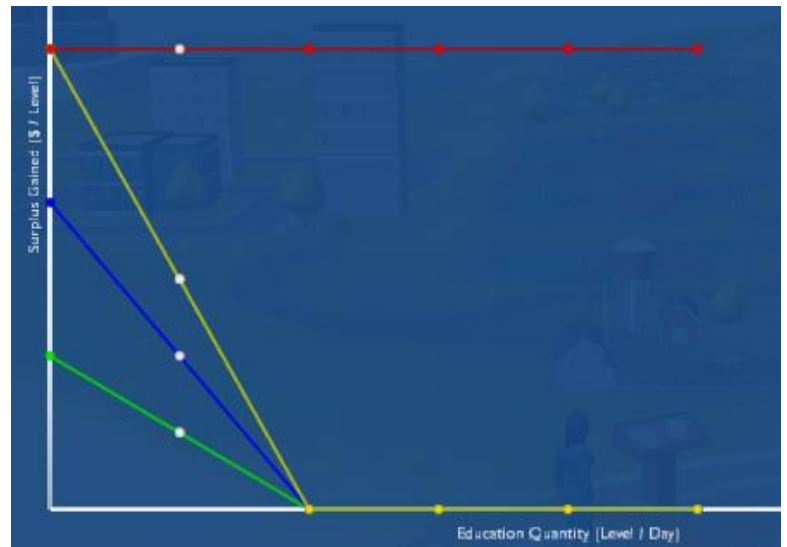
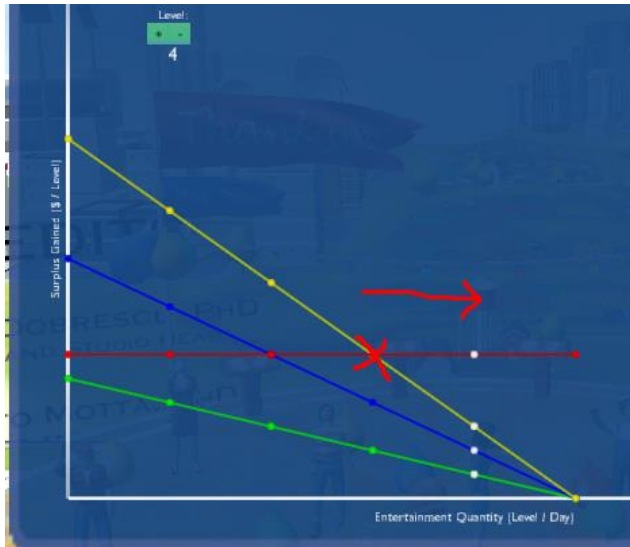
## Externality island (Omg producing duckies??? Awesome!)

1. Get a loan from the ducky factory (\*Cough cough\* I meant the bank)
2. Hire workers till ATC equals the MC curve.
3. Whoa!! The bald dude is back!! Hire workers till MC curve equals price.
4. For Isa, the mayor, it specifies what price to set in orange. All you need to remember is that a tax would be used as a result of marginal externality cost and a subsidy would be used for marginal externality benefit. Do this for both curves. When the mayor is in action, Cathy needs to hire workers till MC curve equals price. Try to save up enough to buy the city expansion 3 and the next island in one go.



## Public Good Island

1. Set the levels past the intersection of the Rich demand curve and the MC curve.



2. Keep following this process for all the goods.
3. Easy! Now you are free to do some real study! PARTY!!!

**PS:** If your game progression does not say 100% (Somehow this is a common glitch), revisit those islands that doesn't have 100% completion (How the hell is this possible) and it should be a simple click of a button.



I hope this playconomics guide was helpful and I wish you the best in your studies. If you encounter any problems, feel free to email me.