



# THE ECONOMY SIMULATION GAME

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## Table of Contents

Game Description.....	2
Rules of the Game.....	3
Overview and Game Goal.....	3
Game Components/Areas.....	4
Set up and Turn sequence.....	4
More on Actions.....	5
More on Events.....	8
Pictures of the Game.....	9
Scoring House Rules.....	10
The Regular Way.....	10
The Competitive Way.....	10

## Game Description

*Despite the predictions of the national gurus, the economic downturn has hit the sunny lands of Meridia! And it has hit hard, so hard that the Republic's bigwigs have fled the country for the greener pastures of diverse fiscal paradises, taking their ill-gotten fortunes with them. The country is in disarray, in dire need of new leaders...*

*And that's where you come in. Will you rekindle the fire of Meridia's economy, while assuring the quality of life of its citizens? Or will you use your privileged position to amass a personal fortune? Up to you to decide.*

Lord of the P.I.G.S. is a fast-paced multiplayer economy simulation game set in our very real Republic of Meridia, in southern Europe. You and your friends will take the role of Meridia's leaders and will vie for economic supremacy through presentation meetings, voting sessions, public opinion polls, unexpected events and widespread backstabbing.

The game revolves around simple and flavorful mechanics that mimic how the powerful wheel and deal to mold the economy to fit their interests, while occasionally catering to the needs and wants of the majority of the population. You'll take up the role of one of the Meridian bigwigs, and the objective is simple:

### **Further your own interests and decide the fate of the masses!**

You'll be wanting to advance your interests by proposing initiatives that will influence the economy, and thus affect the other player's interests and those of the general populace. But those initiatives will only be implemented if they get enough votes, so to navigate the treacherous jungle that is Meridia's economy you'll need finesse, flattery and ferocity, as the occasion demands.

The first player to get to 10 points wins! Up to you if you want to improve the quality of life of the Meridian masses or not...But beware, for if the populace is pushed hard enough there will be a revolution, and you will lose everything you earned through your "*hard work*"...and the player with less score will be considered by the raging masses as "*the least bad*" of the bigwigs and thus will win the game!

**Game contents:** 4 Action decks of 29 cards each, 1 Event deck of 20 cards, 1 playing mat, 5 Pawns

## Rules of the Game

### Overview and Game Goal

**This a fun and educational game that shows how the economy works**

This is a game for 4 players, where each one takes up the role of one of the economy's pillars: President, Banker, Corporate Director and Energy Tycoon. Each pillar, or Actor, has an associated variable, that represents its interests. There's a 5<sup>th</sup> Actor, non playable, that represents the interests of the People.

The following table contains the different Actors and their associated variables:

Actor	Variable
President	Public Opinion
Banker	Economic Growth
Corporate Director	Consumer Sales
Energy Tycoon	Energy prices
The People	Social Stability

The value for the first 4 Variables (or Rating) start at 0. The goal of each player is **to be the 1<sup>st</sup> to raise his/her Rating to 10, winning the game**. To reach this goal, they will have to submit and vote Actions that will influence the economy, and thus their Ratings.

The Social Stability Rating starts at 5. If it gets to 0, there will **be a Social Uprising and thus the player with the lesser Rating wins the game**.

**The Ratings can't be higher than 10 or lower than 0**. If a Rating would be higher than 10, it stays at 10; if it would go below 0, it stays at 0.

The game is based around 3 mechanics:

1. **SUBMIT ACTIONS:** The players submit Actions to alter the economy and mold it to their interests. Each Action has a support threshold to be activated.
2. **VOTE ACTIONS:** The players choose to which submitted Actions they will give their support through Voting. Once a submitted Action reaches its Votes threshold, it is activated and influences the 5 Ratings.
3. **REACT TO EVENTS:** Those are unpredictable occurrences that change the gameplay, forcing the players to adapt (see *More on Events*, below).

## Game Components/Areas

The game has 4 areas:

- Game Area: Where Actions are submitted, voted and activated
- Action Decks: There are 4, one for each player. Each deck has 29 cards and an associated discard pile
- Event Deck: There is one, containing 20 cards. It has an associated discard pile
- Hand: One for each player. It contains the Actions available to that player

## Set up and Turn sequence

To start, shuffle all the decks and assign an Actor to each Player. Then each player draws an initial hand of 3 Action cards and place themselves following the Actor order:

**President → Banker → Corporate Director → Energy Tycoon**

This is the cycle which will determine the order in which the players will resolve the different activities. The players should also agree whether they want to play with Alternate Modes of Actions and Events. It is recommended to play the 1<sup>st</sup> couple of game without them, and then introduce these extra elements as players master the core mechanics.

Each turn consists of the following phases:

- **Upkeep Phase:**
  - Priority: The next player in the Actor order becomes the 1st player
  - Events:
    - If there's an active Event, discard it
    - Reveal the top Event from the Event deck
  - Each player draws an Action card from his/her deck. If he/she can't draw, he/she shuffles his/her discard pile and then draws an Action card
- **Voting Phase:**
  - In Actor order, and starting with the 1st player, each player states if he/she wants to Vote for one (and only one) submitted Action. To do so, they put an Action card from their hand on their chosen submitted Action, face down
- **Activation Phase:**
  - Each Action that reaches or exceeds its Votes threshold becomes activated. However, in Actor order, and starting with the 1st player, each player can use Alternate Modes of Actions in his/her hand. To do so, the player reveals and discards the chosen Action from his/her hand, and applies the result to the Votes on the submitted Actions
  - If two or more Actions are activated, activate them following the Actor order of their respective owners, starting with the 1<sup>st</sup> player

- When an Action becomes activated change the Ratings according to the Action's Effect, then discard the Action and the Votes to their respective discard piles. The Action's owner reads out loud the description to the other players
- **Submission Phase:**
  - In Actor order, and starting with the 1st player, each player states if he/she wants to Submit an Action. To do so, they put one (and only one) Action card from their hand on the Game Area, face-up
- **End of turn: Verify in this order**
  - If the Social Stability Rating is 0, the player with lower Rating wins the game. In case of a draw, the game continues
  - If the Rating of one player reached 10, that player wins the game. If two or more players have a Rating of 10, the game continues
  - If none of the above, the game continues

### More on Actions

The Action cards are the tools that players have at their disposal to win the game. Each Action represents an intervention with consequences for the economy, and thus on the Ratings of the Actors. Each Action is composed of the following parts:

- **Name**
- **Owner:** To which Actor it belongs to
- **Votes Threshold:** How many Votes are required for this Action to be Activated
- **Alternate Mode:** Some Actions have special abilities. Those are divided in 2 groups:
  - **+1 Vote:** Discard this Action to add a Vote from a submitted Action
  - **-1 Vote:** Discard this Action to remove a Vote from a submitted Action
  - **Share Benefits with X:** Discard this Action to add to your Rating the effect of an activated Action upon Actor X's Rating
- **Effect:** Indicates which Ratings are affected, and by how much, when the Action is activated
- **Description:** Explains the reasoning behind the Action's Effect through a small story

Each player has a deck of 29 Action cards, with 3 different Rare cards (1 copy of each), 4 different Uncommon cards (2 copies of each) and 6 Common cards (3 copies of each). To ensure perfect balance, the decks are perfectly symmetrical.

## More on Events

The Event cards represent occurrences that affect the economy in a random way, completely independent of the Actor's will and reach. Each Event is composed of the following parts:

- **Name**
- **Effect:** How the Event affects the gameplay
- **Description:** Explains the Event's Effect through a small story

There is a single Event deck that is used by all players. The deck has 20 Events, of which 10 introduce change in the gameplay and 10 don't ("Business as Usual").

## Scoring House Rules

We use a couple of extra house rules when we play, depending on the mood we're in... You're welcome to try them!

### The Regular Way

We usually play a set of 3 games. The points carry over, and at the end of the 3<sup>rd</sup> game the Lord is crowned! The scoring for each game follows this distribution:

- In a game without Social Uprising, the winner gets 3 points and the 2<sup>nd</sup> (or tied for 2<sup>nd</sup>) gets 1 point. The rest get 0 points!
- In a game with Social Uprising, the winner gets 2 points and the rest 0.

### The Competitive Way

As before, we usually play a set of 3 games and the points carry over; at the end of the 3<sup>rd</sup> game the Lord is crowned! The scoring for each game follows this rules:

- In a game without Social Uprising, each player gets a number of points equal to his/her Rating. The winner gets 3 extra points for being awesome.
- In a game with Social Uprising, the winner gets 5 points and the rest 0.