Merlin Economics

Version 0.1.3

Wizard Sano

Thank you for playing

Welcome Wizard, Witch or sentient newt to Merlin Economics. A simulation game of medieval wizard economies. This is an adaption of Merlin's Theory of Wizard Economics from his second best selling book, *Magical Financing 101 and 100 additional toad recipes*.

The game consists of 3 – 6 players reacting and planning for events as they unfold, mitigating risk through derivatives, managing properties, trading and bartering, going through economic uncertainty, and ultimately sustaining an ever expanding wizard economy.

For information on any mechanic look at the table of contents.

Table of Contents

Setting up the game

- Playing card, and the custom decks are individually shuffled.

- The season wheel, research cost counter, and inflation are reset to 'the start of summer', 1, and 2 respectively.

- Every player receives 10 gold.

- There should be no discard piles, every discarded card should be shuffled back into their respective decks.

Turn Order

Turn order is determined by blind auctioning. If there is a tie for a position, it is determined by bargaining. Buying the position from the other through gold or other means.

> For more information on blind auctions refer to the **Auctioning** section.

Introduction to Permits

Playing cards act as permits. Permits can be bought for the inflation price. Card suits differ systematically by ability and mechanic.

Clubs

Property that generates gold when the number on the card is rolled. The number of gold generated is determined by **property value**.

Property can be invested in to generate more gold. The invested gold is doubled when the number on the card is rolled. The generated gold on that turn is **not** included in the calculation. Properties can be bought and sold freely between players on the property owner's turn. The property owner may also **auction** their property, starting the bid **at or below the property value**.

For more information on property and property value, refer to the **Property** page.

Spades

Spell lab that generate spell cards when funded with research grants and the number on the card is rolled. Spells negatively affect other players.

When a funded lab is placed on a property, a **Spell Shop** is created, the research funds are given to the **Central Bank**. A Spell Shop grants the player the ability to **sell spells** to the **bank or other players**, and the ability but not the obligation to allow other players to **sell their spells** to the bank and/or other players using your Spell Shop on their turn.

A Spell Shop does **not** generate spell cards. Spell Shop's can be invested in.

Hearts

Potion lab that generate potion recipe cards when funded with research grants and the number on the card is rolled. Recipes **require commodities to activate**. The recipe is **single** use.

Potions apply buffs to the player.

When placed on a property, the player can create a **Brewery** is created, the research funds are given to the **Central Bank**. A Brewery grants the player the ability to create potions with to other players have been researched.

A Brewery does generate potion cards. Brewery cannot be invested in.

For more information refer to the **Central Bank** section. **Potion, Spell** information is available in subsections in the **Permit** section.

Refer to the **Property** section for information on the **Spell Shop** and **Brewery**.

Diamonds

Land cards that generate commodities.

2,3,4 – Souls
5,6 – Elixir
8,9,10 – Essence

Game Loop

The game starts with at least 4 players.	The optimal play would be 3 – 6 players. Refer to the **Introduction** section for setup instructions.
A blind auction is held for turn order. All blind bets are put in the center as a pot.	Highest bid gets first place, second highest gets second place, etc. For more info referring to blind auctions refer to the **Auctioning** section. Information on Turn Order is in the **Introduction** section.
Last place gets half the pot of blind bets. The other half is put in the Central Bank.	If there are **more than 4** players the last two players should **each get half**. Refer to the **Central Bank** section.
Core Loop	Refer to the **Core Loop** page.
A player wins when every other player is bankrupt.	