

# Economicon

## A trading game of supply and demand

Rules Document v. 0.3

Updated 2020-08-04

## Welcome to Economicon!

When playing Economicon, you are in charge of the central bank of a large and prosperous nation. Try to grow your economy while navigating chaotic global events and satisfying the mandates of your nation. Claim the most achievements, and limit dangerous volatility, and you will be the winner!

### Updates

**2020-02-03:** Another play test, another update! [Download the latest Economicon rules reference card \(v. 0.3\) here.](#)

## The basic idea

**Economicon is a trading game** based on supply and demand.

You and your fellow players will each represent a nation, trying to **trade resources** and **grow your economy** in a way that benefits your nation and satisfies its **mandates**. At the same time, you'll have to work together to respond to **global events**, steering everyone toward a positive outcome and away from **volatility** that could crash your economy.

Here's where things get tricky: many of the actions you take, especially trading, will affect how many resources are available in the **market**. When the supply of resources in the market goes up or down, the **value** of those resources change based on supply and demand: when more of a resource is available in the market, it becomes less valuable, and more of that resource is needed to trade for something else. Buying, selling and holding the right resources is critical in Economicon, but even the best-laid plans can be destroyed by the fluctuations of the market... brought on by you and your fellow players.

Satisfying mandates and successfully responding to global events can both earn you **achievements**. To win Economicon, claim more achievements than your fellow players, while also avoiding **volatility** (which can happen when players fail to respond to global events). Good luck!

## Setting up the game

1. Choose your native currency
2. Place the starting resources in your bank:
  - **Gold:** 10 units
  - **Native currency:** 8 units
3. Set up the market:
  - **Gold:** 4 units
  - **Others:** 1 unit each
4. Draw two **mandates** for your nation
5. Determine the **starting player**: roll a d6. Highest roll goes first.

## Playing the game

1. Draw a **global event**
2. Players take **turns** for the number of rounds indicated on the global event. Each turn, players take **2** actions:
  1. Start your turn by taking a **growth** action, which can be any of the following:
    - **Produce:** Add an amount of a single commodity to your bank. Then, pay into the market an equal value of gold or your native currency from your bank.
    - **Mine gold:** Add two gold to your bank.
    - **Print currency:** If there is more gold in your bank than your native currency, add the difference in native currency to your bank. Then, pay one gold.

- **Draw a new mandate.** Then, discard one mandate.
2. Next, you make take another growth action, or take a **trade** action instead: exchange an amount of any single resource in your bank for an equivalent value of another resource in the market. Keep in mind:
    - **Gold** and **native currency** can be traded for **any resource**.
    - **Other currencies** can only be traded for **currency or gold**.
    - **Commodities** can only be traded for **commodities or gold**.

At any time during your turn, when you complete a mandate, you can either **claim an achievement** or **remove a volatility point**.

3. **Resolve the global event** by determing success or failure, based on the card. Then, take the corresponding action on the card.
4. Draw a new mandate.
5. Repeat steps 1 - 4 until **5** global events have been resolved.

## Winning the game

The winner of Economicon is the player with the most achievements after 5 global events have been resolved **without having three or greater volatility points**.

**Any player with three or greater volatility points cannot win the game!**

You can remove volatility points by completing mandates or succeeding in global events.

To determine your total achievements, add your achievements from completed mandates and successful global events, then claim any bonus achievements:

- **Commodities trader (1 bonus achievement):** Hold more commodities in your bank than any other player
- **Forex trader (1 bonus achievement):** Hold more currency in your bank than any other player
- **Most stable economy (3 bonus achievements):** Have 0 volatility points (multiple players may earn)
- **Full faith and confidence (5 bonus achievements):** Hold more gold in your bank than any other player
- **Most valuable economy (5 bonus achievements):** Hold most valuable total resources in your bank (relative to the value of gold)

## Value

Every resources in the market has a unique **value**. When trading, look at the **values** of the units you're trading. These are the number of units needed for a fair trade.

The **value** of all units starts at **1**. For every **5** of a unit in the market, the value count increases by 1.

### Example: Using values when trading

You are using your **trade** action to trade **grain** for **gold**. If grain's value is **3** and gold's value is **1**, then a fair trade would be **3** grain for **1** gold.

## Contact and License

To contact the author of this document with questions, email [contact@blake-cooper.com](mailto:contact@blake-cooper.com).

### Play testers are the real heroes

**This game is still being play tested!** If you play it, please share your feedback using the [play tester evaluation form](#).

Seriously, thank you for taking the time to play test this game... and apologies if you find it boring, frustrating or even unplayable at this early stage.

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