Setting up the game:
1. Choose your **nation** and place the corresponding reserve bank in front of you.
2. Set up your **reserve bank**:
   a. Gold – 10 units
   b. Native currency – 8 units
3. Set up the **market**:
   a. Gold – 4 units
   b. Others – 1 unit each (commodities randomly chosen)
4. Draw two **mandate cards** for your nation
5. Determine the **starting player**—roll a d6. Highest roll goes first. Players tied for highest keep rolling until one player rolls highest.

Playing the game:
1. Draw a **global event card**
2. Beginning with the starting player and moving clockwise, each player takes their turn. This continues for the number of rounds on the global event card. During your turn, take <u>two</u> actions:
   - First, take a **generate** action:
     - **Produce a commodity:** Pay either gold or your native currency to add any one commodity to your reserves. Use the **value counts**, but gain one additional commodity.
     - **Mine gold:** Add two gold to your reserves.
     - **Print currency:** If you have more gold than your native currency in reserves, add up to the difference in native currency to your reserves. Then, pay one gold.
     - **Draw a new mandate, then discard one mandate**
   - Second, you may take another **generate** action, or **trade:**
     - **Trade:** exchange units of one type in your reserves for units of another type from the market.
       - **Commodities** can only be traded for **gold** or **your native currency**

   - **Currency** (excluding your native currency) can only be traded for another currency (including gold)

   At any time during your turn, when you complete a mandate, you can either **claim a victory point** or **remove a volatility point**.
3. **Resolve the global event** by declaring it a success or failure, then taking the corresponding action.
4. Resolve your nation's **consumption requirement**. Discard one of each commodity in your reserves for every uncompleted mandate card you hold. If you cannot pay your nation's consumption requirement, gain a **volatility point**.
5. Draw a new mandate card for your nation.
6. Repeat steps 1 – 4 until five global events have been resolved.

Using the value count:

Everything in the market has a **value count**, a number that determines how many units of that type should be traded for units of another type.

Value counts increase by 1 for every 5 units available in the market of its corresponding type (gold, currency or one of the commodities).

Example: if there are 21 gold in the market, the value count of gold is 4. If the number of gold units goes up to 25, the value count becomes 5; if it dips below 20, gold's value count becomes 3.

When you **produce** a commodity or execute a **trade** of any kind, compare value counts to determine how much of one thing to pay or trade for another.

Example: **When producing a commodity,** first pay an amount of either gold or your native currency equal to its value count. Then, add an amount of any one commodity to your reserves equal to that commodity's value count, <u>plus</u> one additional unit (this is a benefit unique to production, unrelated to the value count).

Example: **When trading,** you will always get an amount of something equal to its value count by exchanging an amount of something else equal to *its* value count.

Winning the game:

The winner of Economicon is the player with the most **victory points** after five global events have been resolved, **without having three or greater volatility points**. Anyone with three or greater volatility points <u>cannot</u> win the game.

In addition to victory points earned from completing mandates and succeeding at global event, **add additional victory points** for each bonus achievement you can claim:
   a. **Commodities trader (1 point)**: Hold more total commodities than any other player in reserves
   b. **Forex trader (1 point)**: Hold more total currency than any other player in reserves
   c. **Most stable economy (2 points)**: Have 0 volatility points (multiple players may earn)
   d. **Full faith and confidence (5 points)**: Hold more gold than any other player in reserves
   e. **Most valuable economy (5 points)**: Hold most valuable total reserves (relative to the value of gold)

What did you think? This game is still being tested—and you can help make it better! Fill out the online play tester evaluation form: