

### Setting up the game:

1. Choose your **nation**:
  - a. **Blue** – produces one extra tech for free, but cannot produce grain
  - b. **Green** – produces one extra grain for free, but cannot produce oil
  - c. **White** – produces one extra steel for free, but cannot produce tech
  - d. **Red** – produces one extra oil for free, but cannot produce steel
2. Set up your **reserve bank**:
  - a. **Gold** – 10 units
  - b. **Native currency** – 8 units
3. Set up the **markets**:
  - a. **Gold** – 4 units
  - b. **Grain** – 4 units (randomly chosen)
  - c. **Steel** – 4 units (randomly chosen)
  - d. **Oil** – 2 units (randomly chosen)
  - e. **Tech** – 1 unit (randomly chosen)
  - f. **Currency** – 1 unit from each player
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.

**Don't forget!** In Economicon, the value of things change based on supply and demand.

#### **The value of one unit equals:**

The number of units in the markets of the type you're **trading with**  
(usually gold or a native currency)

**-divided by-**

The number of the units in the markets of the type you're **trading for**  
(can be gold, commodities or currency)

### Playing the game:

1. Draw a **global event card**
2. Beginning with the starting player and moving clockwise, **trade** for the number of rounds on the global event card (or until otherwise specified). During your turn, take one of the following **trade actions**:
  - **Produce:** Pay to add any number of units of a single commodity to your reserves. Pay half the market value, from your reserves into the markets.
  - **Sell:** Move any number of a single commodity from your reserves into the markets, to be bought by other players.
  - **Buy:** Pay to move any number of a single commodity from the top of its market stack into your reserves. Pay each player who produced them the market value directly.
  - **Exchange:** Trade any number of a single currency (or gold) in your reserves for an amount of currency (or gold) of equal value from the markets.
  - **Mine:** Add two units of gold to your reserves.
  - **Print:** If you have more gold than native currency in reserves, add up to the difference in native currency to your reserves.
  - **Draw:** Draw a new mandate card.During your turn, you can also claim an achievement from a mandate card. When you do, place the mandate card face-up in your play area.
3. **Resolve the global event** by declaring it a success or failure and taking the card's corresponding action.
4. Pay your nation's **consumption requirement**. Discard one of each commodity in your reserves for every unclaimed 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.

### Winning the game:

**The winner of Economicon** is the player with the most **victory points** after five global events have been resolved.

To determine how many victory points you have:

1. **Add your achievements** from claimed mandates and responses to global events.
2. **Add 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 (7 points):** Hold most valuable total reserves (relative to the value of gold)
3. **Subtract your volatility points.**
4. **Subtract every unclaimed mandate** you hold.

**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:

