Economy

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# Overview

## The Economy

The economy is divided into two parts: the amount of gold in the game and the amount of items and equipment in the game. The economy also refers to the mechanisms by which gold, items, and equipment enter and leave the game.

# Gold

The amount of gold in the game is the total amount of gold controlled by all players on all actively subscribing accounts.

## Inflows and Outflows

Inflows are events that increase the amount of gold in the economy. Outflows are events that decrease the amount of gold in the economy.

# Content Brainstorming

### Prices

All fixed prices in the game are fixed as a percent of the total economy. If a potion costs 100 when the economy is at 100m, it will cost 150 when the economy is at 150m. Similarly, if a piece of equipment sells for 100 when the economy is at 100m, it will sell for 150 when the economy is at 150m.

* Notes:
  + This should curb inflation substantially…
  + Beyond players being a bit confused at why prices keep rising, I can’t think of many issues.
  + I’m not sure, but I believe this will work better if players don’t generate substantial revenues from selling stuff to the game. Otherwise, with an unlimited supply of equipment (and whatever else players sell to the game) this method could actually speed up inflation.
  + Actually this is a terrible idea. Since the vast majority of the economy is likely to be held by powerful players, and the amount of gold dropped by quests and mobs is constant, lower level players will quickly be unable to afford ‘cheap’ goods. **Consider this totally axed.**

### Assassins

Assassins are supposed to be a money sink and fun feature.

* Players may purchase the services of a mob that will pursue another player and attempt to kill him.
* The mob will attempt to kill the target in NPK or CPK, but not LPK.
* The mob will continue stalking the target until it cpks the target or is killed.
* Players can recover the identity of who sent the assassin when they kill it.
* Assassins will be expensive to buy and difficult to kill.

### Jobs

Players may hire another player for a certain amount of time, to do a specific task, etc. Feedback can be given like eBay. Below is a possible implementation.

Posting a job fields:

* Wanted: {Caster, Tank, Mage, Cleric, Thief, War, Psionist, Monk }
* Approx amount of time
* Maximum PK type: {L, N, C}
* Wage
* Additional Compensation : string

Job board:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **For Hire** | **Time** | **Compensation** | **PK Type** | **Employer Level** |
| Tank | 60 minutes | 5,000,000 gold | CPK | Great |
| Thief | 25 minutes | 1,000,000 gold + drops | NPK | OK |

Job flow:

* Employer posts job anonymously.
* Players click “Apply”.
* Employer gets GUI real time list of applications (sort of like ship request list). Employer may reject/accept. If someone is accepted all others are rejected.
* Accepted player and employer get a new [JOB] channel.
* Employer can ‘job done’, player can ‘job cancel’. ‘job done’ causes player to be paid automatically; additional compensation must be given manually.
* Both can then job feedback 1-4.

Notes:

* **Job System only available for heroes and near-heroes. (Endgame feature).** If you allow lower levels, you need to post requested level on the job board. Plus, the system is a bit complicated and it could confuse lowbies. Perhaps allow job board for upper 20% of levels.
* Jobs Expire in 30 minutes
* GUI for entire job system
* We selectively choose feedback to avoid griefers, idiots, etc. We’d discard upper and lower 10% of feedback. Also, we regard feedback from players with good feedback more heavily, ie if a player with awful feedback says another player is awful, we trust it less than a great player saying someone is awful.

### Salaries and Tribute

Clans/Guilds may automatically pay members a salary. Clans/Guilds may automatically pay other clans/guilds tribute.

Notes:

* The idea is support for automatic payments would open up game dynamics that haven’t really been explored in other MMOs.
* A GUI would make this painless. Only clan leaders would have the ability to set salaries and tributes.. these people are usually somewhat more intelligent than the average bear, so I don’t think we have to worry about confusing them.

### Castles, Towns, Villages

Clans may build castles, towns, and villages in the wilderness.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Benefits | Distance From Others | War Length |
| Village | 2 Minor shops, Tile revenue | 15 Rooms from all | 3 hours |
| Town | Village + more tile revenue, post office/bank/etc | 30 Rooms from Castle  30 Rooms from Town  15 Rooms from Village | 1 day |
| Castle | Town + class trainers, market (auction house), portals? (fast transit?) | 100 Rooms from Castle  30 Rooms from Town  15 Rooms from Village | 5 days |

Properties generate inflows in a variety of ways:

* Revenue from the type of tiles the property was built on.
* Taxes from mob-run shops in the property.
* Build a template potion shop on the property; receive 5% of the revenues from it.
* Receive a cut from post office transactions.
* Receive a cut from class trainers.
* Automatically take 1000 gold from each player who enters the property (zone).
* Automatically take 1000 gold from each player who enters a shop.
* Essentially make a tiny amount of revenue from each benefit the property has.

Other things apply:

* May demolish a property you own.
* May sell a property you own to another clan.
* May assault and take over (gain ownership of) someone else’s property:
  + Your clan/guild/organization must declare war on a property. The duration of a war is dependent upon the property type, as listed above.
  + The war continues for the entire duration. Whoever holds the property at the end is the new owner.
  + How do you take control of/hold the property?
  + What is the condition of the property during the war? Do the mobs attack everyone? Are the shops open? This could be tricky.
  + 3-way and N-way wars get complicated.
* You may not build properties within a certain range of another, as listed above. This would allow players to control regions by building properties in such a pattern that no one else can build one in their space.
* From Salaries & Tribute listed above: you may not declare war on a guild/clan you are currently receiving tribute from. The receiving clan may not declare war for 24 hours after breaking the tribute.

Notes:

* Potentially very complicated.
* Potentially could be an extremely defining feature that makes the game.
* Requires a fairly large wilderness with ample zones to build property around. Most likely any final implementation would only leave room for very few of the largest class of property. Only top clans would own castles.