LITTLE ECONOMY

How to Play

by Noah J. Trudeau

Overview

Players each run a business, borrowing capital to get production off the ground and racing to turn the biggest profit before the game ends. Over 12 months, you'll manage debt, produce and trade resources, and try to out-earn the competition.

Components

- 14 Character Cards
- Worker Tokens
- Machine Tokens
- Resource Tokens
- Currency Tokens
- Price of Capital (Interest Rate) Cards
- Price of Labor (Wage) Cards

Setup

1. Each player selects a Character Card, representing the type of business they'll run.
2. Shuffle the Price of Capital, Price of Labor, and Quarterly Quirk cards and place the stack in sight of all players. Reveal one Price of Capital card and one Price of Labor card — these set the interest rate and wage for determining Starting Debt.
3. Each player borrows enough money from the Bank to produce at x1 output. This loan becomes the firm's Starting Debt.
4. Reveal a new Price of Capital card, Price of Labor card, and a Quarterly Quirk for Q1. The first player begins their turn. The player who can name the most economists goes first.

Turn Structure

On your turn, choose one of the following actions:

1. Buy/Sell Resources
2. Produce
3. Group Action
4. Special Action

Rules for choosing an action:

- To pick any of the four actions, you must have whatever is required to perform it (e.g. workers, machines, resources, and/or currency)
- You perform exactly one action, then your turn ends.
- Production is always available — you can pick it on any turn regardless of what you did previously.
- Other actions if you pick an action other than Production, your next turn must be one of the other three actions (i.e., you can't repeat a non-Production action two times in a row).

Advancing quarters reveals new prices and quirks

After months 3, 6, and 9 reveal the new Price of Labor, Price of Capital, and Quarterly Quirk. If the Quarterly Quirt has an immediate effect, resolve it before the next turn begins.

Winning the Game

- If your total earnings exceed your Starting Debt, that excess is your Profit.
- After 12 months, the player with the most Profit wins.

Build & Move

Supply Chain & Transportaion

LITTLE ECONOMY

Buy or Sell Resources

Purchase a unit of labor and/or a machine for the market price.

~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need:

x1 Gain: $

x2 Gain: $$

x3 Gain: $$$

Expand Production

Need: x2 x2

Double capital effectiveness next quarter. Each machine counts as 2 machines. [Once per quarter]

Transport

Need: -or-

Swap a worker for a machine or a machine for a worker.

Build & Move

Advanced Manufacturing

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Production

Need: x2

x1 Gain:

x2 Gain: x4

x3 Gain: x7

Expand Production

Need: x2 x2

Double capital effectiveness next quarter. Each machine counts as 2 machines.
[Once per quarter]

Automate

Need: x3

Your next production action requires no labor input (no workers needed).

Build & Move

Construction

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~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: x2 x2

x1 Gain: $$

x2 Gain: $ x5

x3 Gain: $ x8

Expand Production

Need: x2 x2

Double capital effectiveness next quarter. Each machine counts as 2 machines. [Once per quarter]

Build

Need:

Build a machine

Gain:

Community Support

Public Service & Safety

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Buy or Sell Resources

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~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: x2

x1 Gain:

x2 Gain: x4

x3 Gain: x7

Develop Human Capital

Need:

Train a new worker

Gain:

Emergency Response

Ignore negative Quarterly Quirk if **Natural**

[this is a passive action]

Community Support

Healthcare & Human Services

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Purchase a unit of labor and/or a machine for the market price.

~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: x2 x2

x1 Gain:

x2 Gain: x5

x3 Gain: x8

Develop Human Capital

Need:

Train a new worker

Gain:

Healthcare Access

Ignore negative Quarterly Quirk if **Health** [this is a passive action]

Community Support
Education

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Purchase a unit of labor and/or a machine for the market price.

~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need:

x1 Gain: $

x2 Gain: $$

x3 Gain: $$$

Develop Human Capital

Need: $

Train a new worker

Gain:

Educate Workers

Need: x2

Double labor effectivenes for your next production action

Networking & Ideas

Management & Entrepreneurship

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Buy or Sell Resources

Purchase a unit of labor and/or a machine for the market price.

~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: 4 resources in any combination

x1 Gain: $$

x2 Gain: $ x5

x3 Gain: $ x8

Research & Development

Need: $

Design new capital

Gain:

Optimize Operations

Need: x2

Double capital [machine] effectiveness for your next production action

Networking & Ideas

Digital Technology

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~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: x2

x1 Gain:

x2 Gain: x4

x3 Gain: x7

Research & Development

Need:

Design new capital

Gain:

Cloud Computing

Need: x3

Your next production action requires no machines

Networking & Ideas

Marketing & Sales

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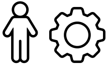
Buy or Sell Resources

Purchase a unit of labor and/or a machine for the market price.

~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

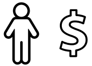
Need: 

x1 Gain: 

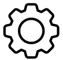
x2 Gain: 

x3 Gain: 

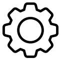
Research & Development

Need: 

Design new capital

Gain: 

Cloud Computing

Need:  x2  x2

Your next production action requires no machines

Creativity & Experiences

Hospitality, Events, & Tourism

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Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: x2 x2

x1 Gain: $$

x2 Gain: $ x5

x3 Gain: $ x8

Happy Workers

Need: x2 x2

Double labor effectiveness next quarter. Each worker counts as 2 workers. [Once per quarter]

Draw Migration

Need:

You attract new people to the area!

Gain:

Creativity & Experiences

Arts, Entertainment, & Design

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Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need:

x1 Gain: $

x2 Gain: $$

x3 Gain: $$$

Happy Workers

Need: x2 x2

Double labor effectiveness next quarter. Each worker counts as 2 workers. [Once per quarter]

Draw Migration

Need: x6 x4

You attract new people to the area!

Gain: $ x9

Resource Generation

Energy & Natural Resources

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~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need: x2 OR x2

x1 Gain:

x2 Gain: x4

x3 Gain: x7

Produce a Resource

Need: x3

Create a resource token [resource tokens can be used as either a worker or machine]

Gain:

Solar Power

Need: x4

Gain:

Each month after construction [one use only]

Resource Generation

Agriculture

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Production

Need: x2 OR x2

x1 Gain: $$

x2 Gain: $ x4

x3 Gain: $ x7

Produce a Resource

Need: x3

Create a resource token [resource tokens can be used as either a worker or machine]

Gain:

Commercial Agriculture

Need: x2 x3

Gain: x5

At the end of the next quarter

Investments

Financial Services

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~ OR ~

Sell a unit of labor for the market price and/or a machine for 1 $ less than market price (min 1 $)

Production

Need:

x1 Gain: $

x2 Gain: $$

x3 Gain: $$$

Invest

Need: $ x **X**

at the beginning of next quarter

Gain: $ x 2**X**

Forecast

Need:

Look at next quarter's Price of Labor, Price of Capital, and Quarterly Quirk [replace face down]

Cards and Tokens

Retirement Boom	Flu Season	Natural Disaster	Infrastructure Decays
Health	**Health**	**Natural**	**Natural**
Ignore labor cost this quarter, labor cost becomes $$$	All players lose 1 worker	All players lose 1 machine	Capital and labor cost this quarter are increased by $

Recession	Financial Crisis	Baby Boom	Invention
Financial	**Financial**	**Health**	**Natural**
Profit from production and selling resources reduced by $	Ignore capital cost this quarter, capital cost becomes $$$	All players gain 1 worker	All players gain 1 machine

Expansion	Golden Age
Financial	**Natural**
Profit from production and selling resources increased by $	Capital and labor cost this quarter are decreased by $

Reminder

A new Price of Labor, Price of Capital, and quarterly quirk is revealed at the beginning of the game and after turns 3, 6, and 9.