



PDXCON

REMIXED

• Celebrate the stories we make together •



VICKYNOMICS



**“GIVE MY PEOPLE PLENTY OF BEER
- GOOD BEER, AND CHEAP BEER -
AND YOU WILL HAVE NO
REVOLUTION AMONG THEM”**

QUEEN VICTORIA



SCALE

1 billion people at game start, whereof 800 million in subsistence economy

750+ states belonging to **140+ markets**

£500 million GDP at game start, most of it in the private sector

~50 building types

~50 goods types

Updated all the time



PRODUCTION AND CONSUMPTION

Buildings such as Textile Mills and Wheat Farms **produce** (and often **use**) various goods

States are limited in what types of **Resource** industries they support

Pops consume goods to maintain their **Wealth**

Government Buildings like Barracks consume goods like **Ammunition**

INFRASTRUCTURE

Infrastructure from rivers, ports, and railways bring the world closer together, improving access to goods and movement of people

Markets are regions in which goods are freely traded; one or several countries under a single market owner



Fruit in the American Market

State Region

American Market

Usage



 Roughly Base Price

Price: £ 30.0 ( 

Market Price



PRICING

All goods have a **market price** based on supply and demand

States with poor **market access** due to underdeveloped **infrastructure** suffer adverse local prices

Price is everything

Underproduced goods are expensive and make you **reliant on imports**

Overproduced goods are cheap to buy but **unprofitable to make**

POP NEEDS

Needs can be fulfilled by a variety of goods

After needs are fulfilled any leftover money builds **Wealth and Standard of Living**

Improving Standard of Living leads to increased **population growth** and turns pops into **Loyalists**

Worsening conditions turn pops into **Radicals**

Current **Basic Food** expenses for 7.35K Dixie Farmers in Louisiana:

1.99 🌾 Grain - £ 36.9 (📄)
0.96 🐟 Fish - £ 18.8 (📄)
0.51 🍖 Meat - £ 17.3 (📄)
0.55 🍎 Fruit - £ 16.7 (📄)
0.32 🛒 Groceries - £ 14.4 (📄)
Total Cost: £ 104

Significant factors affecting the Pop's Standard Of Living:

- Average of **40.0%** Income Taxation Level
- 🧥 **Clothes** is **expensive** (£ 45.0 📄) and makes up **17%** of expenditures
- 🪑 **Furniture** is **expensive** (£ 45.0 📄) and makes up **11%** of expenditures
- 🛋️ **Services** is **expensive** (£ 41.2 📄) and makes up **14%** of expenditures



Logging Camps
in Tennessee

Information Workforce Modifiers



Yearly Productivity / Employee
£ 4.5 / year (/)

Employment: 15.0K

Cash Reserves: 73.7K / 75.0K

Average Annual Wage: £ 4.26

Weekly Taxes: £ 223

3/15

Logging Camps
Average Annual Wage: £ 4.26

£ 20.7 - Capitalists

£ 10.3 - Engineers

£ 5.18 - Machinists

£ 3.45 - Laborers

WAGES

Privately owned buildings have full control over their wages and try to maximize their profits

Countries control **Government** and **Military Wages** which benefit different parts of their society

Government subsidies guarantee a good wage to keep production high

TAXES

Tax your economy in various ways to make money for the treasury

National Revenue		£ +101K
Income Taxes		
Payroll Tax		£ +68.0K
Poll Taxes		
No Poll Tax		£ 0.00
Consumption Taxes		
		£ +11.3K
Dividends Taxes		£ +7.28K

- ▶ **Income Taxes:** deducted from wages paid
- ▶ **Poll Taxes:** per head
- ▶ **Consumption Taxes:** on goods bought
- ▶ **Dividends Taxes:** on profits made

Who is taxed / how much depends on your Laws



TRADE

Use your trading fleet to **import** and **export** goods with allies and rivals alike

Export goods you have a competitive advantage to manufacture

Import resources you lack or manufactured goods your people need

Trade routes can be **mutually beneficial** or **aggressive**

Economic System



Traditionalism

22.1%
14.3%

Time to enact: 30 months

Enact



Isolationism

22.1%
7.9%

Time to enact: 30 months

Enact



Mercantilism

7.9%
22.1%



Agrarianism

22.1%
7.9%

Time to enact: 30 months

Enact



Free Trade

7.9%
28.4%

Time to enact: Never

Enact



Command Economy

6.3%
30.1%

Time to enact: Never

Enact

ECONOMIC SYSTEM

As one of many types of **Laws** you can change, the country's economic system drastically changes your playstyle

Imports are penalized under **Mercantilism**

Isolationist countries aim for self-sufficiency

Under **Free Trade** pop investments are plentiful but subsidies are limited



CONCLUSION

Your economy is not only your country's **engine**, but also **shapes your population**

Access to **cheap resources** and **captive markets** influence diplomacy

All actions reverberate through the economy, creating new economic and political challenges



PDXCON

REMIXED

• Celebrate the stories we make together •