



ORCONOMICS



10+
ages



2-5
players



60
min

Rulebook

Hey Orc! Are you sad that the age of heroes is now only a glorious memory? Do you feel upset that brave warriors such as yourself have no outlet for your rage, no arena where you can display your courage? If so, we have just the thing for you! Dive into the world of business, a maelstrom of competition, wheel and deal to be the best. Build up your companies with your strong green hands and fight to the bitter end with your rivals. Legends will be told of your glorious business ventures!

Components



50 Company tokens

(10 tokens in each player color)

31 Trophy tokens

(getting Trophies brings you closer to victory)



50 Silver Skull tokens

(when the rules refer to a Skull, by default it is a silver Skull)

30 Gold Skull tokens

(1 gold Skull equals 7 silver Skulls)



1 Hindmost Orc token

(passed to the player with the fewest Trophies)



2 Erasable marker pens

(for writing industry prices on the game board)



48 Influence cards

(12 different cards, 4 of each)

5 Player reference cards



1 Game board comprising 10 Industry sectors and 1 Board center

2 Forecast dice



1 Crisis token

(marks problematic, unprofitable industry)



1 Oracle token

(marks the first player for the round)



1 Activity token

(marks the active industry)





- Skull and Trophy supplies
- The number of the industry sector and the likely frequency of its activation (marked with stars)
- Activity token
- Company slots — Spaces in the Company Zone (see page 4) that can be occupied by players' Company tokens
- Company — a player's Company token placed within the Company Zone
- Pledged Company — marked by flipping the Company token
- Startup — a Company token in the Startup Zone (this is not yet a fully-fledged Company)
- Revenue — the projected income from a Company in that industry
- Ability — available for Companies of that industry
- Crisis token — negates ability and changes revenue to -1
- Space for writing industry price

Game Overview

Orconomy is a game for two to five players, competing against each other to establish Companies in ten industrial sectors. Companies in each industrial sector generate income or losses, and grant players abilities that can be used during the game. As players build their business empire, they will also gain or lose Trophies depending on their presence in each sector and whether they dominate it.

When a player holds a set number of Trophies the game ends immediately, and that player is declared the winner.


The number of Trophies needed to win depends on the number of players:



- **2 players** — 9 
- **3 players** — 8 
- **4 players** — 8 
- **5 players** — 7 



More experienced players can agree to a higher target, but we don't recommend playing to more than 10 Trophies. Be mindful that increasing the number of Trophies can significantly increase the playing time of the game.

Game Setup


1. Assemble the Game board. Put the Board center in the middle of the play area, and attach the 10 Industry sectors in a random order. *When playing for the first time, we recommend that you attach the Industry sectors in numerical order.*

2. Each player should pick a color and take the 10 Company tokens of that color .


3. Put all the Skulls  and Trophies  in the center of the game board. This is the common supply.

4. Each player takes 2 gold Skulls and 7 silver Skulls from the supply. This is your starting capital. *You can exchange Skulls with the supply at any time: 1  = 7 .*

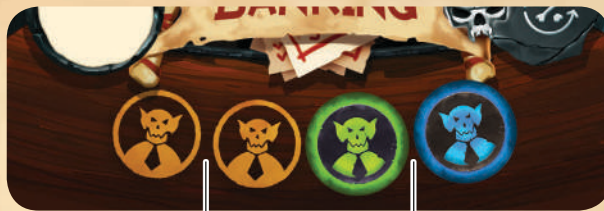
5. Take the Influence cards and shuffle them to form the Influence deck. Then, deal 3 cards to each player (see “Influence Cards”, page 8). Place the deck near the Game board. *You should immediately take a look at your cards as they will define your starting tactics for the first couple of rounds.*

6. Roll both Forecast dice, add the numbers together and put the Crisis token  on the industry with that number. *The Crisis token covers both the ability and the revenue of that industry, changing the income of Companies in that sector to -1.*

7. Choose a start player at random and give them the Oracle token. That player is the Oracle, and will act first during the current round. *At the end of each round, the Oracle token is passed clockwise, and the player receiving it becomes the new Oracle.*

8. Starting with the Oracle , and continuing clockwise, each player places one of their Company tokens face up into any empty Company slot of any industry. Then, starting with the last player and continuing counterclockwise, players place a second Company token in the same manner. *Keep in mind that industries don't just provide you with an income, they also have special abilities (see “Industry Revenue and Abilities”, page 9).*

Note: A player is free to choose any industry as long as there is an empty slot. They can choose the same as another player and they can even choose the same one twice themselves.



Available Company slots

Company slots, occupied by players' Company tokens


9. After players have made their initial placements, they receive their first Trophies according to the Golden Rule.

The Golden Rule

Players gain Trophies for presence and for dominance.

You gain a Trophy  whenever you:

- Open your first Company in an industry (presence)
- Gain dominance in an industry by having more Companies in that industry than any other single player (ties do not count)


Likewise, you lose a Trophy  whenever you:

- Lose your last Company in an industry
- Lose your dominance in an industry

In other words, the number of Trophies that you should have is the sum of the number of industries where you have a Company and the number of industries where you have more Companies than any other single opponent.

Therefore, if you are the only player in an industry, even a single Company will yield you two Trophies: one for presence and the other for dominance.

Remember: Always recalculate your Trophy total whenever a new Company token is placed or removed.

The player with the fewest Trophies receives the Hindmost Orc token . If tied for fewest, none of the tied players is the Hindmost Orc, and the token is returned to the supply. *The player with the Hindmost Orc token gains 3 Skulls during the Revenue Phase.*

The number of Trophies, Skulls, and Influence cards each player possesses is open information. Keep them visible to other players at all times.

Game Structure

Orconomy is played over a series of rounds, and ends immediately when a player gains the number of Trophies required to win.

Round Structure

Start of Round

- Roll dice
- Mark active industry

Winter Phase (not every round)

- Pay interest
- Move Crisis token
- Deal 1 card to each player

Phase 1 — Revenue

Phase 2 — Auction

Phase 3 — Startups

- Competition
- Launch new Startups

End of Round

- Buy cards
- Pass Oracle token

During each game round, the Oracle announces each phase and makes sure that players take their actions in the proper order.

Start of Round

The Oracle rolls the Forecast dice, announces the sum of the rolled numbers and moves the Activity token to the industry of that number. That industry is now the active industry.

If identical numbers were rolled on the dice (a “double”), or if the Activity token does not move because the sum was the same as in previous round, the Oracle announces that a Winter Phase will take place. Otherwise, the Winter Phase is skipped and the Oracle announces the Revenue Phase.

Winter Phase

If Winter comes, do the following:

- Starting with the Oracle and proceeding clockwise, all players must pay interest on each of their loans (see “Take a Loan”, page 7)
- The Oracle moves the Crisis token to the next industry clockwise (see “Crisis”, page 10).
- The Oracle deals 1 Influence card to every player.


After you finish the Winter Phase, proceed to Phase 1 — Revenue.

Phase 1 — Revenue

Players resolve the Revenue Phase in order, starting with the Oracle and going clockwise. Each Company in the active industry, and in the industries adjacent to it, will generate income or losses this round. Players will gain or lose Skulls from their Companies in those industries, as depicted by the number in the white or red skull to the right of the industry name. Then, the Gold abilities of those Companies can be used.

If a player cannot, or does not want to, pay the losses of a Company, the Company collapses and its token is returned to the player's supply.

Remember to recalculate Trophies whenever the number of a player's Companies changes.

After all players have completed their Revenue Phase, give the Hindmost Orc token to the player with the fewest Trophies. That player then gains 3 Skulls from the supply — a little bailout. If several players are tied for fewest Trophies, none of them is considered the Hindmost Orc and the token is returned to the supply. 

Phase 2 — Auction

If there are no unoccupied Company slots in the **active industry**, there is no auction. Instead, increase that industry's price by 3 (write the new price in the Industry price space) and proceed to Phase 3 — Startups.

Industry price space. This will be the lowest possible bid during the auction for Company slot.



If the industry has empty Company slots, one of them is auctioned.

If there is an empty slot in the active industry, it is auctioned off to one of the players. Starting with the Oracle, and going clockwise, each player either bids or passes. The starting bid (in skulls) must be equal to, or greater than, the current industry price.

If an industry's price field is empty, then the lowest bid must be equal to the industry's number (12 in the case of "Tourism").

Before making their **first** bid during the auction, each player except the Oracle must pay 1 Skull to the supply as a participation fee. If a player announces his bid, but forgets to pay 1 Skull first, they must immediately pay 2 Skulls. After that, they can reconsider their bid or even pass. Players who pass cannot rejoin the auction. When all players except one have passed, the remaining player wins the auction.

If a player accidentally bids more than they can afford to pay, they must discard all of their Skulls and cards. The previous best bid made by another player is considered the winner of the auction in that case.

Note: Because players can take loans and sell Companies or pairs of cards during an auction, they are not limited to the Skulls they have at hand. Thus a player can make a bid greater than numbers of Skulls that they have, and is only penalised if they win an auction but then find they cannot pay.

When a player wins an auction, they:

1. Write their bid in the active industry's price space — this is the new industry price.
2. Pay their bid to the supply.
3. Put one of their Company tokens onto an empty slot of the active industry.

If, during an auction, all of the players pass without bidding, the industry price immediately drops. Divide the current industry price by two, rounding up if necessary, then write the new price in the active industry's price space.

If a player wins the auction and places a Company token, remember to recalculate the Trophies.

Phase 3 — Startups

Launching a Startup is an alternative route to creating a new Company. When a Startup is launched, the Company token is placed on the industry's illustration (the Startup Zone). Startups don't generate income, don't provide abilities, you can't pledge them to take a loan, and you can't sell them. You can, however, remove a Startup at any time if you need to return a Company token to your supply.

Startups launched in previous rounds take part in a Competition to become a fully-fledged Company.

Competition

When there is at least one Startup in the **active industry**, or in one of the two adjacent industries, one of them can become a Company. The successful Startup is determined by an auction, in this case paid using Influence cards.

Starting with the Oracle, and going clockwise, each player with a Startup in the active or adjacent industries declares their bid or passes. The minimum bid is 1 card, and every subsequent bid must be higher than the previous one. Players cannot bid more cards than they have in their hands, and players who pass cannot rejoin the auction. When all players except one have passed, the remaining player wins the auction.

When a player wins the Competition they:

1. Discard the number of cards they bid from their hand.
2. Choose one of their Startups in the active or adjacent industries.
3. Move the Company token of the Startup to the Company Zone of that industry.

If there is an empty Company slot, place the token in it. If there is no empty slot, place the token near the other Companies of that industry.

If a player wins the auction and moves a Startup, remember to recalculate the Trophies.

Launch a New Startup

Once the Competition among the previously launched Startups has been resolved, players can launch one new Startup either in the active industry or in an adjacent one.

Starting with the Oracle, and once per player going clockwise, each player may pay 3 Skulls to the supply and place one of their Company tokens in the Startup Zone (on the industry's illustration) of any of the three available industries.

End of Round

Starting with the Oracle, and once per player going clockwise, each player may pay 7 Skulls to the supply to draw 1 Influence card from the deck.

Pass the Oracle token to the next player clockwise, and start a new round.


Actions that can be taken at any time

At any time during the game round players may:

- Take a loan.
- Return one of their Startups or a Company token to their supply.
- Sell Influence cards.
- Play an Influence card provided the conditions stated on the card are met.

Take a Loan

At any point during the game round, a player can decide to take a loan by pledging one of their Companies in the **active or adjacent industries**.

Flip the Company token to its “bones” side , and gain 7 Skulls from the supply. Pledged Companies still provide Trophies and income, and players can still use their abilities, but they can't be pledged again until the loan has been paid off.

During each Winter Phase, for each pledged Company they own, players must pay interest in Skulls equal to the total number of Company tokens in the same industry, including their own tokens and the pledged Company itself.

***Example:** Grishnak has 2 pledged Companies and 1 Startup in the “Transport” industry. Snaggu has 1 Company and 2 Startups. There are a total of 6 Company tokens in that industry, so when Winter comes for “Transport”, Grishnak would have to pay 12 Skulls — 6 for each of his pledged Companies.*

If a player cannot, or does not want to, pay interest for a pledged Company, they lose it and must return its Company token to their supply.

Players can pay off a loan in any industry at any time by returning 7 Skulls to the supply together with interest (calculated as for the Winter Phase). If they do this, the pledged Company token is flipped back face up.

Removing Startups and Companies

Players are limited to 10 Company tokens. If a player wants to place a Company token but has none in their supply, they can remove any of their Startups or Companies from the board in order to place a new one in a different industry.

Players can do this at any time. For example, they may participate in the Auction Phase while not having any free Company tokens, but after winning the auction, they can take a token from the board to place in the active industry.


If the player removes a pledged Company, they are not required to pay the loan or interest back (even in the Winter phase).

If a player removes a Company token, remember to recalculate the Trophies.

Playing Influence Cards

Influence cards may be played if specific conditions stated on the card are met. When playing a card, put it in front of you, read it aloud, declare its target if necessary, and then resolve the effect.

After its effect has been resolved, place the card face up into a discard pile near the Influence deck. The top card of the discard pile should be visible to all players. If the Influence deck runs out, shuffle the discards and form a new deck.

Some Influence cards have Risk Ratings  — a number from 2 to 6. When playing a card with a Risk Rating, roll one die. If you roll a number lower than the card's Risk Rating, you must discard the card without effect. To mitigate this, after an unsuccessful roll you may discard one or more additional Influence cards from your hand to add +1 to the die result for each card discarded.

If multiple players want to play Influence cards at the same time they do it in player order, starting from the Oracle and then going clockwise.

Card effects cannot be interrupted by an any-time action, such as taking a loan or selling a Company. However, two special Influence cards, **Security Service** and **Consultants**, can be played as a reaction to other cards.

Selling Cards

A player can discard two identical Influence cards at any time to gain 2 gold Skulls from the supply.

Influence Cards

Security Service

Cancel another card as it is played. You must play this before the Risk dice for that card is rolled.



Exploitation

Revenue Phase: Gain income/pay losses and use the gold abilities of your Companies in the active and adjacent industries again.

If one of these industries is in Crisis, you will also have to pay the loss again.



Industrial Espionage

Play in any phase: Create a Startup in any industry for free.

You can play this even in the Startup Phase, but not during the Competition step.



Veto

Auction Phase or Competition: Cancel another player's bid and force them to pass.

The chosen player has to withdraw from the auction or competition. Their bid is cancelled as though it was never announced, but they do not get their participation fee back. Other players' bids remain in effect.



Tax Inspection

End of round: Take a random Influence card from any player's hand and put it into your hand.

Informer

Play in any phase: Take the top card from the discard pile and put it into your hand.

You cannot take another Informant with this effect.

Payments Delay

Winter Phase: You don't pay any interest during this phase.

Lobby

Play in any phase: Move the Crisis token to any industry.

Account Details Fraud

Auction Phase: The winner of the auction pays their bid to you instead of the supply.

Players have one opportunity, in turn order starting with the Oracle, to play this card when the auction ends. If several players play Account Details Fraud at this time, the payment will go to the last person to play.

Good Bargain

Play in any phase: Sell any one of your Companies at its current industry price. When you do, reduce that industry price by half (round up).

Remove one of your Company tokens (but not a Startup) from the board. If the Company was pledged, return 7 Skulls to the supply but do not pay any interest (even if it is Winter phase).

Consultants

Reroll one die.

If you want to affect an opponent's Risk die, you must play this card before the opponent discards cards to change the result.

If you want to reroll one of the Forecast dice, you must play this card before the Oracle announces the Winter or Revenue Phase.

Corporate Raid

End of round: Remove one Company belonging to an opponent from the active industry, and immediately replace it with one of your Company tokens. That opponent draws 2 cards.

If the removed Company was pledged, you must flip your Company token after placing it.

Industry Revenue and Abilities

Companies in different industries provide income for their owners as well as granting different abilities. There are two types of ability: silver or gold. Silver abilities are active at all times. Gold abilities, on the other hand, can be activated only during the Revenue Phase.

2/12. Tourism



This industry has a negative yield, so during the Revenue Phase you must pay 3 Skulls for each Company you own in this industry. Then you draw 1 card for every Company you own in this industry.

3. Livestock



Your price for purchasing an Influence card at End of Round is reduced by 1 for each Company you own in this industry.

4. Communications



Whenever any player (including you) takes a loan, gain 1 Skull for each Company you own in this industry.

5. Innovations



Whenever you launch a Startup, pay 1 Skull fewer for each Company you own in this industry. If you have 3 or more Companies here, you can create Startups for free.

6. Food Processing



This industry has a negative yield, so during the Revenue Phase you must pay 2 Skulls for each Company you own in this industry. Then, you may move your Company token from this industry to any other industry (this turn you won't gain revenue or gold abilities from the new industry though).

7. Transportation



After gaining revenue, for each Company you own in this industry, you can discard 1 Influence card to gain 8 Skulls from the supply.

8. Totemology



After gaining revenue, for each Company you own in this industry, you may move the Crisis token to an adjacent industry. The new location of the token may affect other players' revenue in this phase.

9. Banking



Each Company you own in this industry allows you avoid paying interest for one of your pledged Companies during Winter or when you pay off a loan.

10. Smuggling



Each Company you own in this industry lowers the Risk Rating on your Influence cards by 1.

11. Weapon Crafting



This industry has a negative yield, so during the Revenue Phase you must pay 1 Skull for each Company you own in this industry. Whenever one of your Startups becomes a fully-fledged Company, you may draw 1 Influence card for each Company you own in the Weapon Crafting industry.

Note: A Startup that becomes a Weapon Crafting Company does not trigger its own ability.

Crisis



The Crisis token is placed over the income and ability icons of the industry it is on. The ability of that industry is considered inactive during the Crisis. The industry's Revenue is -1 during the Crisis.

Crisis token movement:

- During the Winter Phase, after paying interest, it moves to next clockwise industry.
- Each time the "Totemology" ability is triggered, it moves to an adjacent industry.
- When the "Lobby" card is played it can be moved to any industry.



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ECONOMICUS

economicusgame.com

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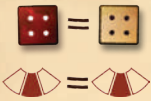
Start of Round



Roll the Forecast dice



Mark the active industry



Winter Phase



Pay interest



Move the Crisis token



All players draw 1 Influence card



Banking



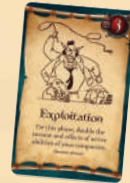
Phase 1 — Revenue



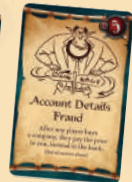
Take income/pay losses
Use the Gold abilities of Companies



Assign the Hindmost Orc token, the owner then gains 3 Skulls



Phase 2 — Auction



Phase 3 — Startups



Competition



Launch new Startups



Weapon Crafting



Innovations

End of Round



Each player may buy 1 Influence card



Pass the Oracle token to the next player clockwise



Livestock



Actions, Company abilities and cards in any Phaseplayable



Take a loan



Sell a pair of identical Influence cards



Communications



Smuggling



Return a Company token

