

## The Econogame® in a Nutshell

1. The economy—or “commerce”—of the game is created by using a set of playing-card-sized pieces that represent “factors of production” and other important aspects of the production cycle, including power, overhead and profit. The students buy, assemble and sell sets of these cards as outlined in the instructions. The sets are then traded for a card called an “Econo,” which represents all goods and services.
2. Everyone in the class lives in a one- or two-person “Household.” Each Household must buy a certain number of Econo cards in order to survive. The more Econos they buy, the wealthier they are.
3. Everyone either owns a business, works for one, or works for the government.
4. Types of businesses are:
  - Manufacturers
  - Distributors
  - Retailers
  - Banks
5. The Resource Corporation (RC) owns all the cards and has the critically important job of selling the cards to the other businesses and checking that packets have been assembled correctly.
6. Government jobs are:
  - Regulator/Inspector
  - Economist
  - IRS/Customs Agent
7. Before playing the game, everyone receives On-the-Job Training in how to build an Econo.
8. Your primary role in the game is as the “Director.”