Introduction:

Eosara is a lower middle income country which is recovering from an economic crisis caused by wildfire famine and national collapse. Eosara must find a way to pay its debts and fund the nation while still promoting economic growth.

Initial stats :

Population: 6 million
TFR:2
Currency: Eosaran Token (100 tokens = 1Cr)
GDP per capita: 2,000 tokens
GDP: 12 billion tokens
Inflation: 4%
Debt: 9 billion tokens
GDP growth rate: 4%
Literacy rate: 90%
Urbanization rate: 30%

7 INDEXES OF THE ECONOMY

There will be a total of 7 indexes that represent different aspects of the economy, and will be ranked between 1 and 10, updated every 2 weeks, which will be recorded appropriately, all indexes will be set to 7 by default except stock market price which will be set to 4

This includes:
-Economic growth(% GDP change)
-Inflation (% of CPI change)
-Unemployment (% of unemployment)
-Inequality (Interquartile range of income)
-Environmental Impact
-Stock Market Price (A national stock index similar to Dow Jones)
-Government Deficit (And government debt)

When a bill is signed by the president, the GMs (or mods/storytellers) will revise the bill itself and judge its impact on those 7 indexes. **No bill should only come with advantages only (rule of economics makes this impossible), so if one is judged to only come with advantages without reductions in any other indicator, this means there's very likely something wrong with this bill and needs to be reviewed**

Legislators should put the following economic targets in mind when writing bills, including:
-Stable economic growth
-Stable inflation

-Low unemployment
-Low income inequality
-Reduced environmental impact
-Stable increasing stock market price
-Balanced/surplus budget

Microeconomics and Unbelivaboat

1.basic income

The /work command is the most basic income. It starts out giving 24 tokens every 12 hours and is meant to represent minimum wage. Depending on their job certain users can gain the role “middle income worker” from mods giving them 48 tokens per 12 hours or “high income worker” giving them 100 tokens per 12 hours. The /slut command will earn 0-24 tokens based on a random dice roll and can be used once every hour.

2. Buisness

Businesses will be able to sell goods and services, such as a lawyer representing you in court or a grocery store selling food. Businesses will cost a varying amount depending on the type. 4 tiers of business shall exist. If one opens a business IRP they can buy an item corresponding to the tier of their business (e.g tier 1 buisness) and it will grant them a role which will allow them to collect the revenue of their business each day.

Tier 1 includes street venders, small to medium farms, etc. A tier 1 business will cost 75 tokens to open and will earn -25 to 75 tokens per day determined by the formula

10*(economic growth)-25

Tier 2 includes grocery stores, clothes stores, local chains, etc. it will cost 4k to open a tier 2 buisness and a tier 2 buisness will earn -1k to -4k tokens per day using the formula

500*(economic growth)-1000

Tier 3 includes factories, national chains, major media channels, etc. A tier 3 buisness will cost 200k to open and earn -50k to 200k based on the formula 25,000*(economic growth)-50,000
Tier 4 includes major multinational corporations. A tier 4 buisness will cost 10 mil to open and earn -2 mil to 10 mil per day determined by the formula 1,200,000*(economic growth)-2,000,000

for any buisness producing a product, the product will be an item (each product is a different item eg noodles, shoes, houses) and each day they will gain 1-3 of the product as a tier 1 buisness and for each higher tier the amount of product produced multiplies by 10 so a tier 4 buisness will produce 1,000-3,000 of the product. The product is an item to be bought and sold.

3. Stocks

Stocks can be bought and redeemed for the current stock price which starts at 400 tokens. There are 3 types of index funds as of the writing of this manual; low risk, medium risk, and high risk. The price of these shall change weekly. based the stock price:

- Low Risk -increase by 20
- Normal Risk - change by (20*(stock market price))-60
- High Risk - change by (40*(stock market price))-100

ECONOMY-INDUCED EVENTS

When an index becomes too high/too low, special events may be triggered. Those events will be triggered every 2 weeks, this includes:

-When unemployment >=8 or income inequality >=8, the “Workers strike” event will happen (similar to strike events we had), the probability of such events is determined by how high unemployment/income inequality is along with roll20 with the value achieved being higher than 7, shown as followed:
When unemployment/inequality = 8, the dice will be 1d10.
When unemployment/inequality = 9, the dice will be 1d15.
When unemployment/inequality = 10, the dice will be 1d20.

-When economic growth <=3, the “capital flight” event will happen, which will also trigger the by-effect of unemployment +2 and economic growth -2. The probability is similar to the previous event.
When inflation = 3, the dice will be 1d10.
When inflation = 2, the dice will be 1d15.
When inflation = 1, the dice will be 1d20.

-When inflation >=8, the “hyperinflation” event will happen, which will also trigger the by-effect of unemployment index +2 and economic growth -1. The probability is similar to the previous event.
When inflation = 8, the dice will be 1d10.
When inflation = 9, the dice will be 1d15.
When inflation = 10, the dice will be 1d20.

-When inflation <=3 and economic growth <=3, the “depression” event will happen, which will also trigger the by-effects of unemployment index +2, inflation index -2, and stock market index -3. The probability is similar to the previous event.
When inflation/economic growth = 3, the dice will be 1d10.
When inflation/economic growth = 2, the dice will be 1d15.
When inflation/economic growth = 1, the dice will be 1d20.

-When environmental impact >=8, the “Natural Disaster” event will happen, which is the same as the wildfire events we have now. The probability is similar to the previous events.
When environmental impact = 8, the dice will be 1d10.
When environmental impact = 9, the dice will be 1d15.
When environmental impact = 10, the dice will be 1d20.

-When stock market price <=3, the “Stock Market Crash” event will happen, which will lead to economic growth -3, unemployment -1, inflation -1.The probability is similar to the previous event.
When stock market price = 3, the dice will be 1d10.
When stock market price = 2, the dice will be 1d15.
When stock market price = 1, the dice will be 1d20.

-When government deficit <=8, the “debt crisis” event will happen, which will lead to economic growth -1 and automatically trigger the “capital flight” event no matter whether if the prerequisites of capital flight is not achieved. The probability is similar to the previous event.
When the government deficit = 8, the dice will be 1d10.

When the government deficit = 9, the dice will be 1d15.
When the government deficit = 10, the dice will be 1d20.

Additionally, the scale of an event will also be decided, with events categorized as "insignificant", "major", and "emergency", with seriousness of RP being decided by roll20 along with the number of the index that triggered an event.
For example:
When (index that triggered event) = 3 or 8 (depending on event),
When roll20 result is between 1 and 10, the event would be "insignificant"
When roll20 result is between 10 and 17, the event would be "major"
When roll20 result is between 18 and 20, the event would be "emergency"

When (index that triggered event) = 2 or 9 (depending on event),
When roll20 result is between 1 and 7, the event would be "insignificant"
When roll20 result is between 8 and 15, the event would be "major"
When roll20 result is between 15 and 20, the event would be "emergency"
When (index that triggered event) = 1 or 10 (depending on event),
When roll20 result is between 1 and 5, the event would be "insignificant"
When roll20 result is between 6 and 12, the event would be "major"
When roll20 result is between 12 and 20, the event would be "emergency"

AN EXAMPLE OF THE SYSTEM

Bills signed by the president in 2 weeks (all index values at 5):

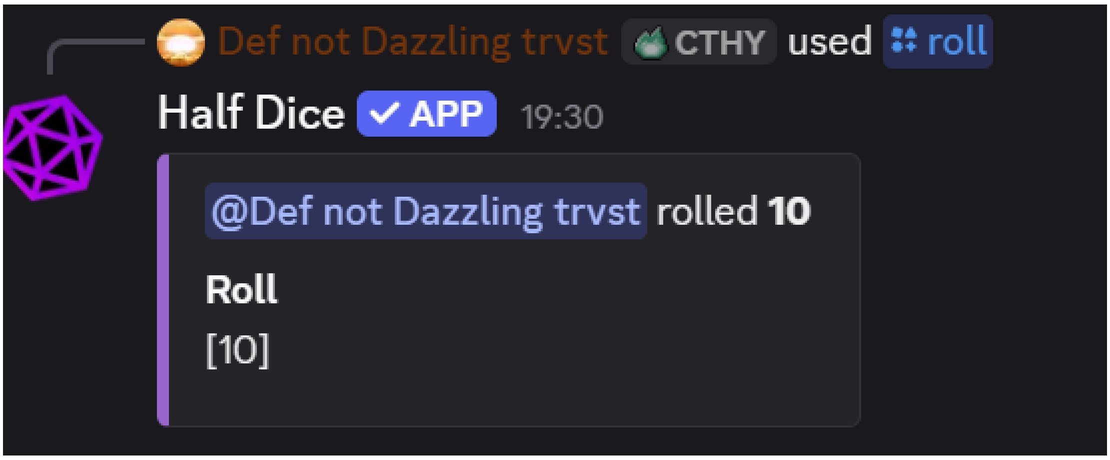
-Community Investment Act
Inequality -1
Economic Growth +1
Unemployment -1
Government Deficit+2
Inflation +1
Environmental Impact +1

-Healthcare Nationalization Act
Inequality -1
Unemployment -1
Inflation -1
Government Deficit +1
Economic Growth -1
Stock Market Price -1

Results

	Econ. Growth	Inflation	Unemployment	Inequality	Environment	Deficit	Stock Market
Original value	5	5	5	5	5	5	5
2 weeks later	5	5	3	3	6	8	4
Change in value	-	-	-2	-2	+1	+3	-1

As the government deficit is = 8, then the GMs/storytellers will launch a roll20 deciding if the “debt crisis” event is triggered



As the final result 10 is greater than 7, the debt crisis event is triggered, which leads to economic growth -1 and trigger the “capital flight” event, which further leads to unemployment +2 and economic growth -2, which would lead to economic growth = 2. If the players do not try and fix the economic growth index and the debt crisis event, the “capital flight” and “debt crisis” events will continue to last until players fix it.

If the event were not triggered, like this one,

then nothing happens, but if the player do not attempt to fix the overly high or low stat, the roll20 will once again decide if the event will happen or not.

The triggering of events are meant to have serious consequences as this is aimed to act as a warning against ideology-based legislation that do not consider consequences of the bills

Posts

For each post one makes on the subreddit one can change an economic indicator by 1 point and recive 100 tokens, though this is limited to once every 24 hours.