



Laraylin

Auctioneer Jaxon



Ökonomie



0

Browse Auctions

Configure

X

Name

Level Range

Rarity

☐ Usable Items

Search

linen cloth

Custom

☐ Display on Character

Reset

Weapon

Armor

Container

Consumable

Glyph

Trade Goods

Elemental

Cloth

Leather

Metal & Stone

Meat

Herb

Enchanting

Jewelcrafting

Parts

#

Auction Item

Min

iLv

Left

Owner

Bid total

Pct

20

[Linen Cloth]

1

5

48h

Lenorenmor

9 00 00

230%

1

[Bolt of Linen Cloth]

1

10

48h

Bagator

50 00 00

53%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

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[Bolt of Linen Cloth]

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Holyana

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10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

4

[Bolt of Linen Cloth]

1

10

12h

Fionaweston

6 00 00

123%

4

[Bolt of Linen Cloth]

1

10

48h

Meraki

7 52 40

140%

Items 1 - 50 (54 total)

☐

Show stacks as price per unit

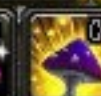
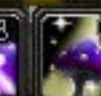
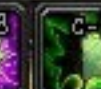
Prev

1/2

Next

Buyout

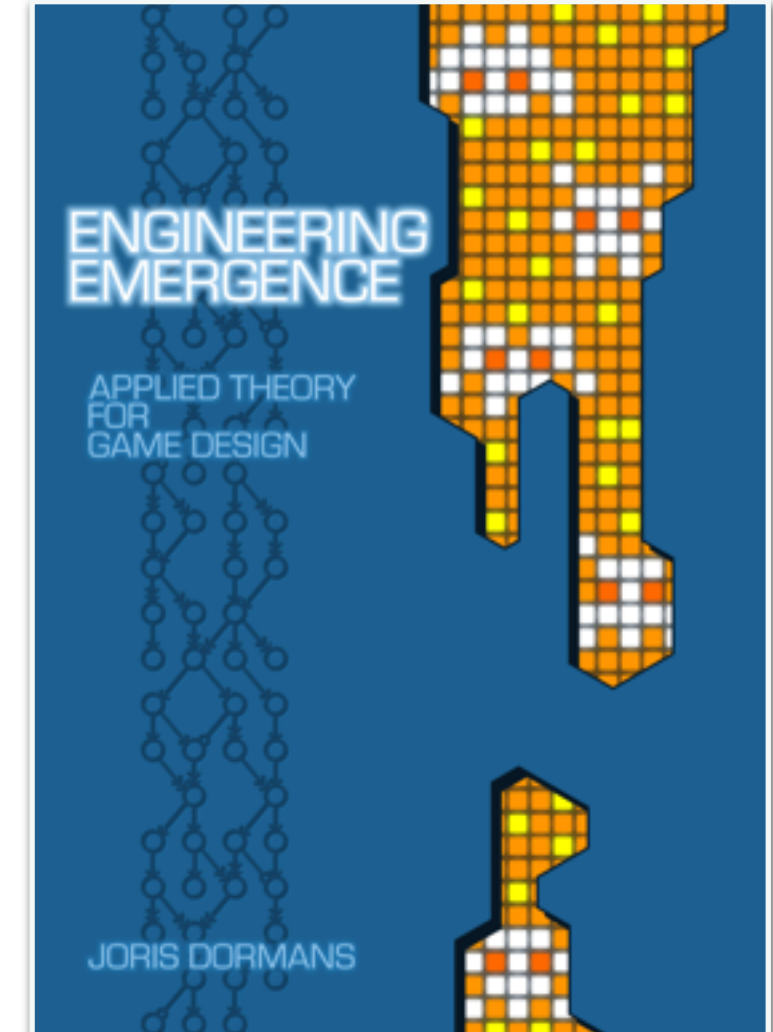
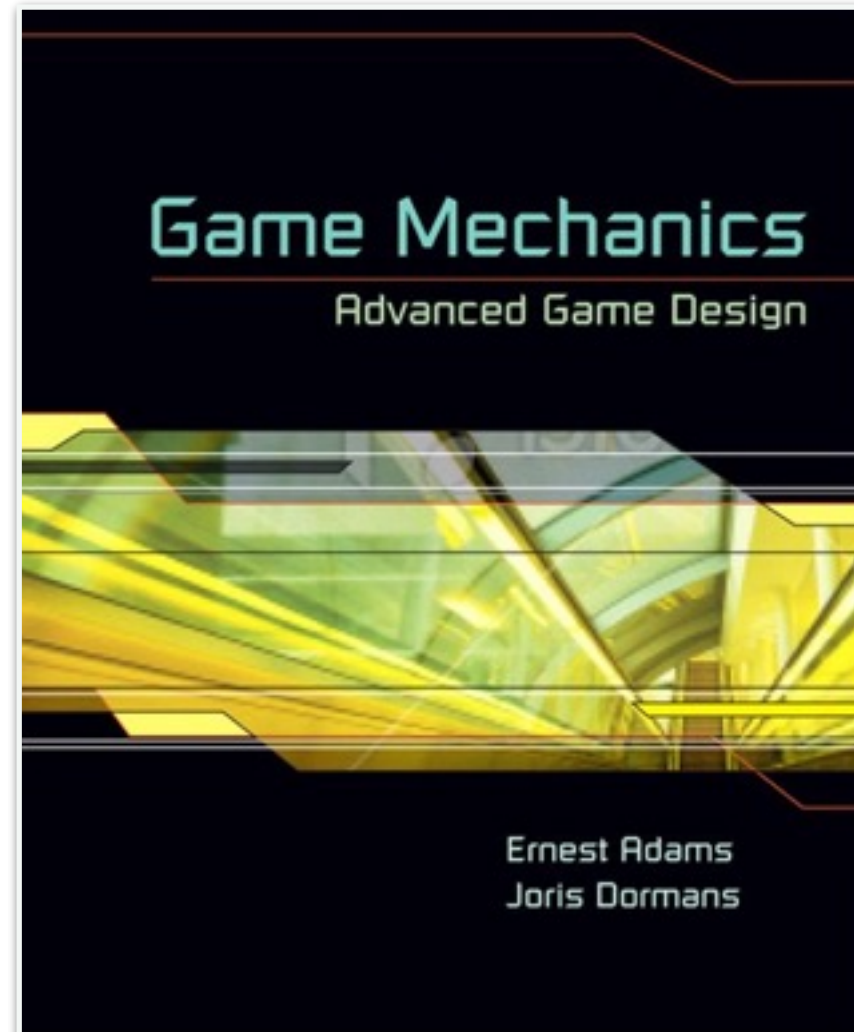
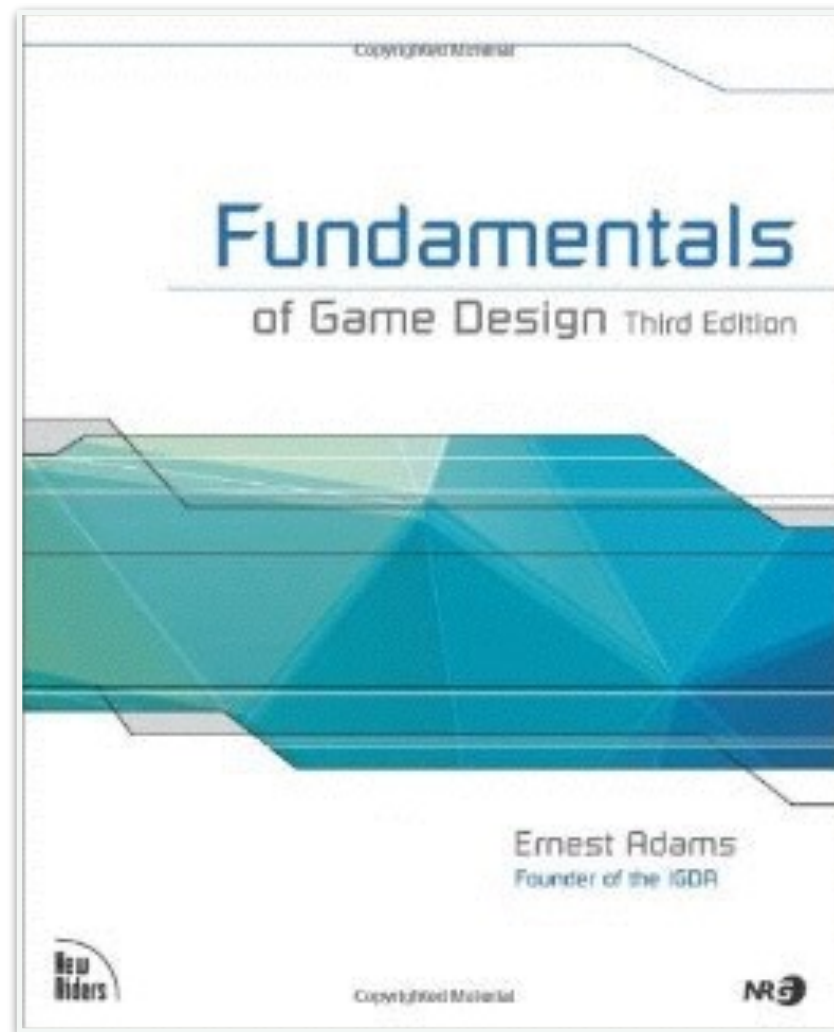
Use



(48)

Computerspiel-Ökonomie

<http://www.jorisdormans.nl/machinations/>



Elemente von Spielökonomien

http://www.gamasutra.com/view/feature/176033/the_designers_notebook_.php?print=1

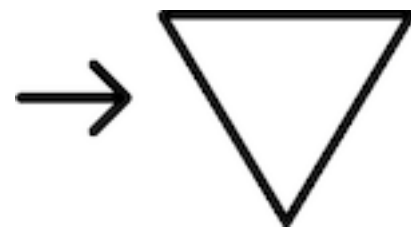
Ressourcen (Punkte, Gold, Zeit, Schaden pro Sekunde etc.)

Speicher

Ökonomische Funktionen



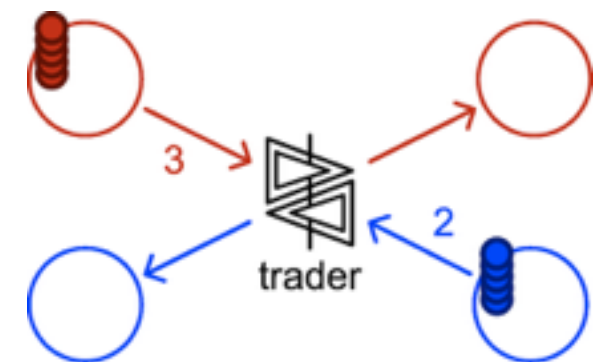
Quelle



Senke



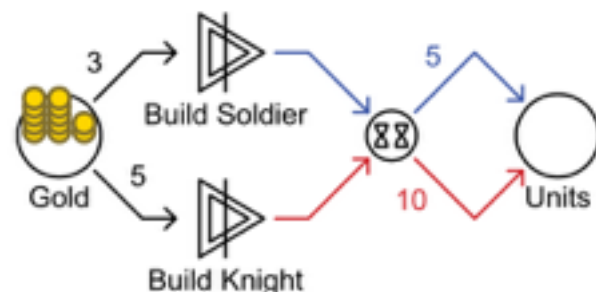
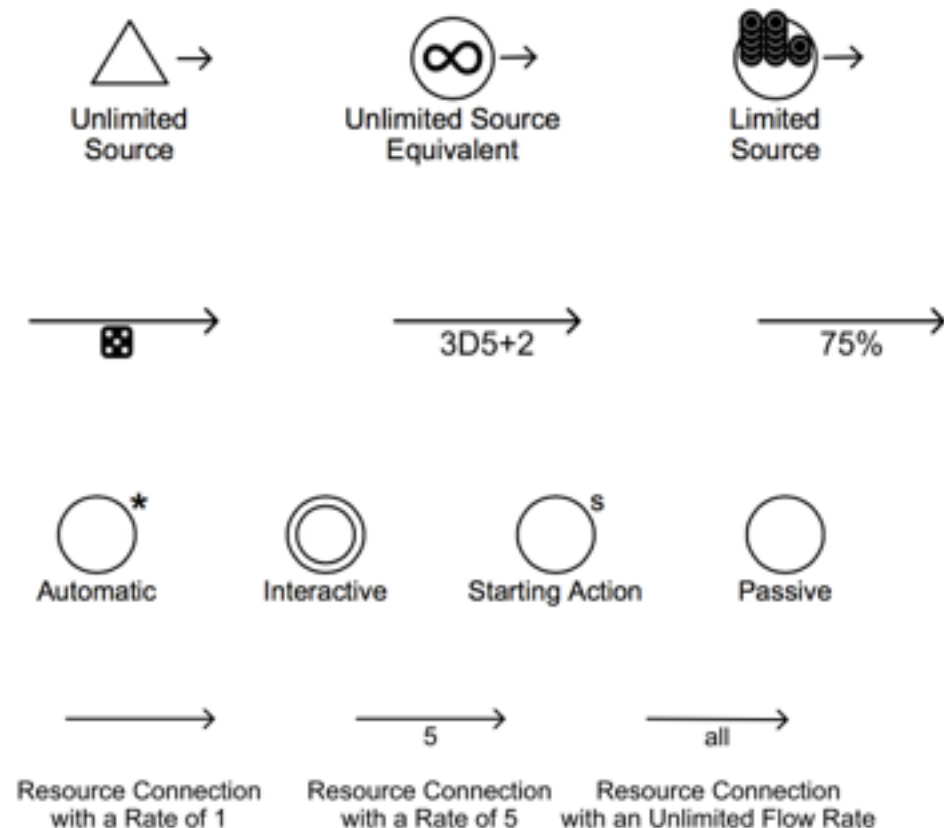
Konversion



Tausch

Eigenschaften

http://www.gamasutra.com/view/feature/176033/the_designers_notebook_.php?print=1



Unendlich | Endlich

Deterministisch | Probabilistisch

Automatisch | Interaktiv | Startend | Passiv

Produktions- | Verbrauchs-Rate

Monovalent | Polyvalent

Ressourcen

HALL OF FAME... MARIO THE POWER-UPS



- | | | | | | |
|--------------------|---------------------------|---------------------------|------------------------|----------------------------|---------------------------|
| 1. Mario (SMG) | 11. Mini Mario | 21. Mario (SMG2) | 31. Invisible | 41. Mario (SMG2) | 51. Balloon Mario |
| 2. Super Mushroom | 12. Super Mushroom (SMG2) | 22. Super Mushroom (SMG2) | 32. Mario (SMG2) | 42. Super Mushroom (SMG2) | 52. 1-Up Moon |
| 3. Super Mario | 13. Super Mario | 23. Super Mario (SMG2) | 33. Tanooki Suit | 43. Super Mario (SMG2) | 53. Super Mushroom (SMG2) |
| 4. Fire Flower | 14. 1-Up Mushroom (SMG2) | 24. Super Leaf | 34. Spiny Mario | 44. Fire Flower (SMG2) | 54. Super Mario (SMG2) |
| 5. Fire Mario | 15. Mario (SMG2) | 25. Reborn Leaf | 35. Koopa Mario | 45. Fire Flower (SMG2) | 55. Fire Flower (SMG2) |
| 6. Ice Mario | 16. Super Mushroom (SMG2) | 26. Fire Flower (SMG2) | 36. Koopa Mario | 46. Cape Feather | 56. Fire Flower (SMG2) |
| 7. Invisible Mario | 17. Super Mario (SMG2) | 27. Fire Mario (SMG2) | 37. Hammer Bros Hammer | 47. Super Mario (SMG2) | 57. Coin |
| 8. 1-Up Mushroom | 18. Fire Flower (SMG2) | 28. Fire Mario | 38. Hammer Mario | 48. Invisible Mario (SMG2) | 58. Balloon Mario |
| 9. Mario (SMG2) | 19. Fire Flower | 29. Fire Mario | 39. Hammer Mario | 49. P-Balloon | |
| 10. Sky Guy | 20. 1-Up Heart | 30. Super Mario (SMG2) | 40. Super Mario (SMG2) | | |

Ressourcen

Power Ups

Sterne

Münzen

Diamanten

Leben / Mana

s. VL Ludition

Währungen

Currency	Example	Description
Soft Currency	Coins	A currency generated via actions in-game at a very regular interval. Can be used to buy most items.
Hard Currency	Diamonds	A currency earned very rarely in-game. Can be used for special actions (e.g. hurry) and specific items.
Experience Points	XP	A currency used for progression of items
Rank	Player Rank	A form of experience points that are used for player progression
Time	Time	Real time used to measure an action in a game. E.g. wait 5 minutes for a building to be completed, or spend Hard Currency to hurry.
Items	Cards	An item in game that is used for gameplay, e.g. battling. The item has a price and may be sellable / tradable / upgradeable.
Friends	List of Friends	Your list of friends may act as a currency. For example you may be gated from progression unless you have enough friends to pass.
Visitors	Visitors	The number of people (either real or artificially created) that have visited your game.

<http://bothgunsblazingblog.wordpress.com/2013/10/28/game-economies-and-currency-flows/>



<http://neverwinter.gamepedia.com/Currency>

Score



Temple Run



Call of Duty

High Score / Hall of Fame



Sabre Wulf



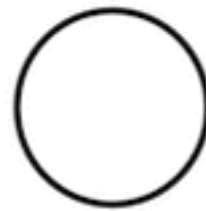
Clash of Clans

Speicher

Materiell | Immateriell



a pool with
5 resources



an empty pool



a pool with
125 resources

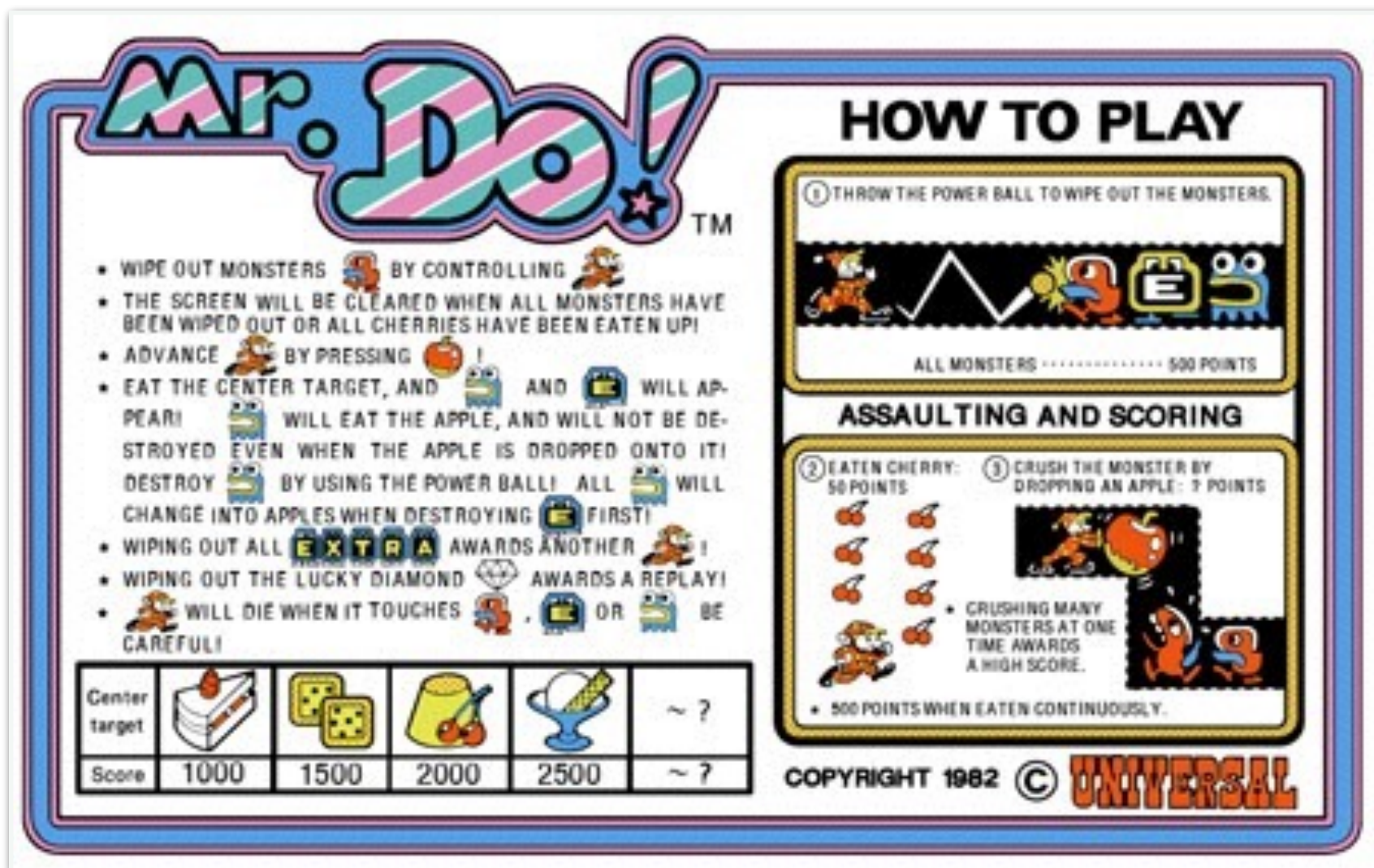
Quelle

„If a resource or entity can come into the game world having not been there before, the mechanic by which it arrives is called a source.“

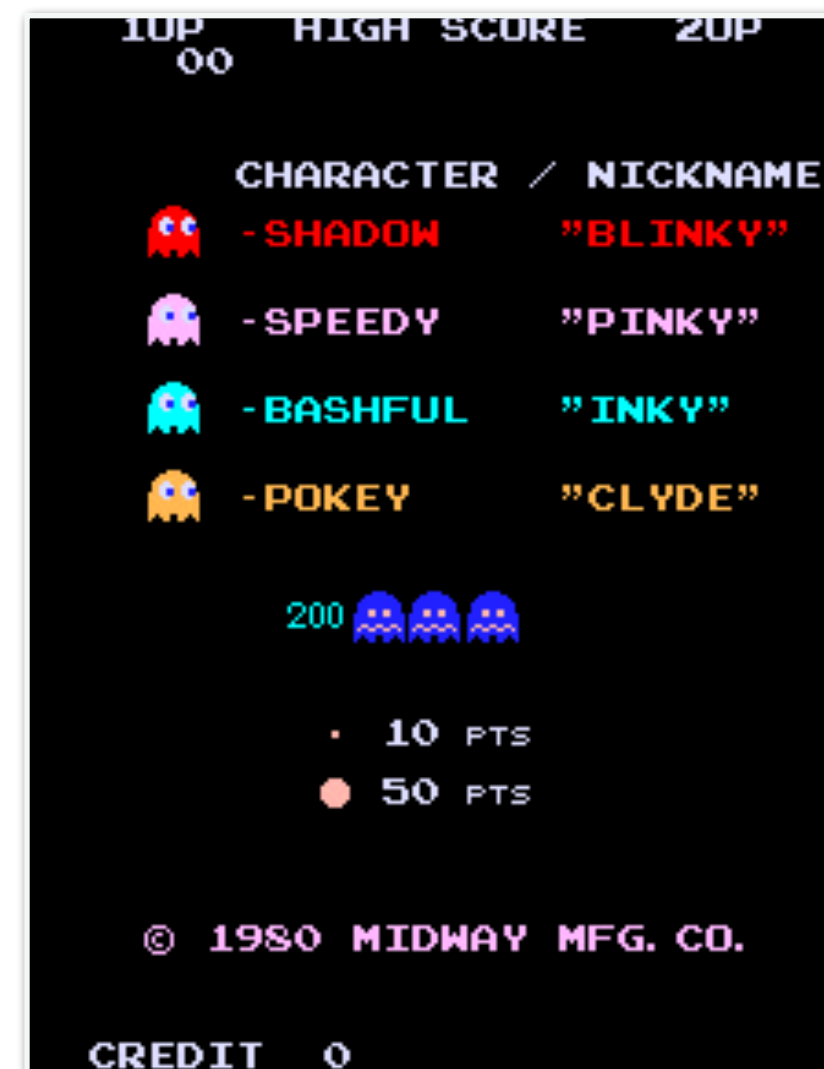
Adams: *Fundamentals of Game Design*



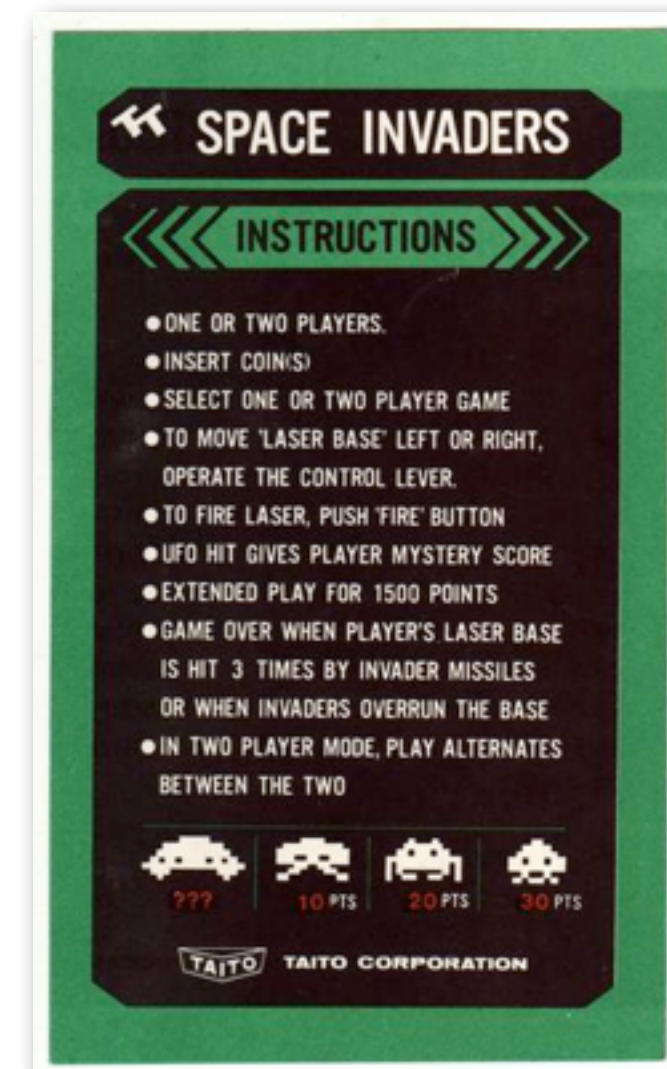
Quelle: Punkte, Gegner



Deterministische Quelle

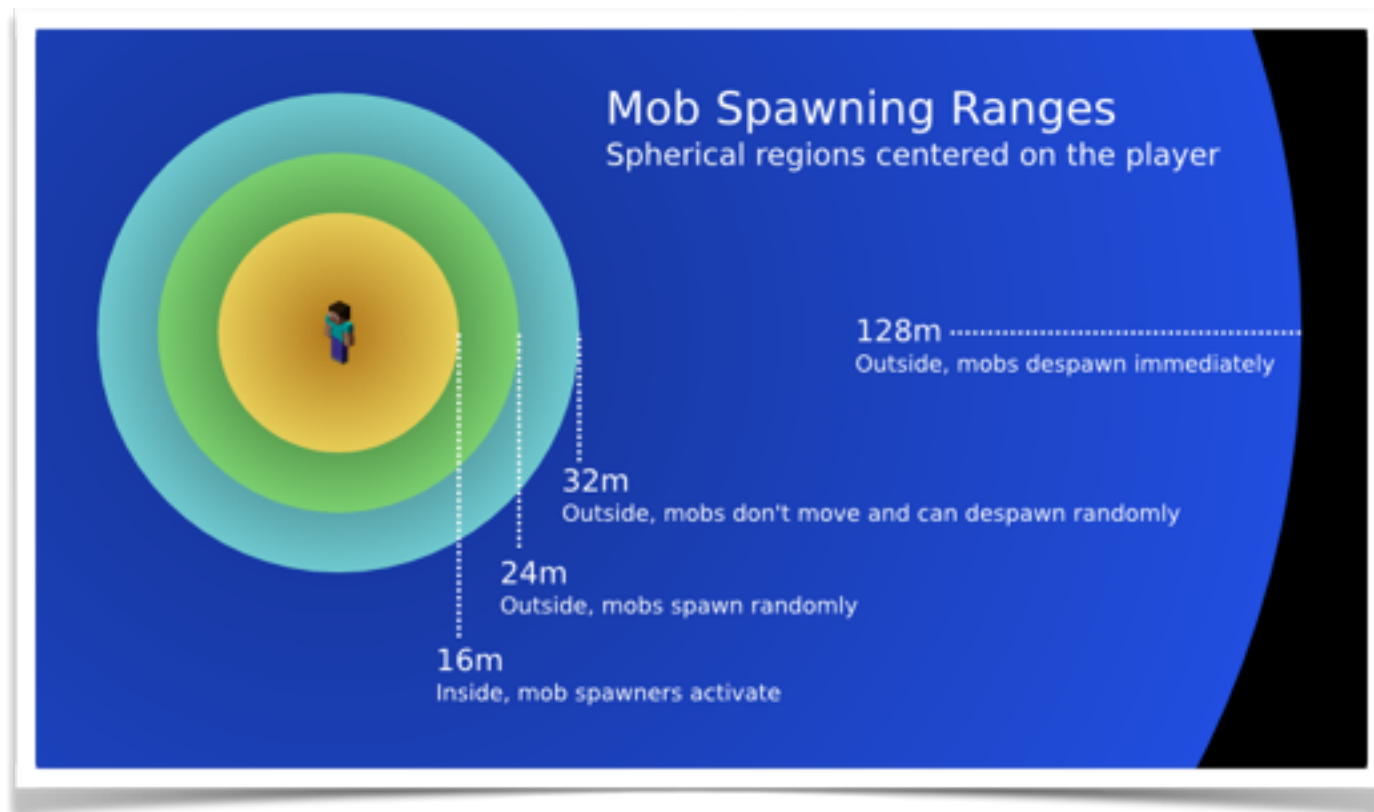


Pac-Man



Space Invaders

Spawn



Minecraft

Produktion



StarCraft 2

Theorycraft

»Theorycraft is the attempt to mathematically analyze game mechanics in order to gain a better understanding of the inner workings of the game.«

<http://www.wowwiki.com/Theorycraft>

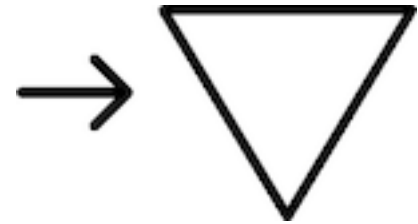
http://www.diablo-3.net/wp-content/uploads/2015/01/diablo3-legendary-dropraten-blutsplitter-preise-spreadsheet-tabelle_news.jpg

Probabilistische Quelle (Drop Rate)

	A	B	C	D	E	F	G	H	I	J	K	L	M
1		On average, you can expect to see the item once per this amount of bloodshards spent.						Only 4 out of 5 people will have the item after spending this amount of bloodshards.					
2	Item Name	Demon Hunter	Monk	Barbarian	Crusader	Wizard	Witch Doctor						
3	Amulet												
4	Ancestors' Grace	52.400	84.312	60.400	97.184	52.400	84.312	52.400	84.312	58.400	93.966	52.400	84.312
5	Blackthorne's Duncraig Cross	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
6	Countess Julia's Cameo	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	46.983	26.200	42.156
7	Dovu Energy Trap	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	46.983	26.200	42.156
8	Eye of Etlich	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
9	Halcyon's Ascent	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
10	Haunt of Vaxo	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	46.983	26.200	42.156
11	Holy Beacon			15.100	24.296								
12	Kymbo's Gold	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
13	Mara's Kaleidoscope	52.400	84.312	60.400	97.184	52.400	84.312	52.400	84.312	58.400	93.966	52.400	84.312
14	Moonlight Ward									29.200	46.983		
15	Ouroboros	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
16	Rakoff's Glass of Life	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
17	Rondal's Locket	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
18	Squirt's Necklace	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
19	Sunwuko's Shines			15.100	24.296								
20	Tal Rasha's Allegiance									14.600	23.491		
21	Talisman of Aranoch	52.400	84.312	60.400	97.184	52.400	84.312	52.400	84.312	58.400	93.966	52.400	84.312
22	The Ess of Johan	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	46.983	26.200	42.156
23	The Flavor of Time	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
24	The Star of Azkaranth	131.000	210.779	151.000	242.959	131.000	210.779	131.000	210.779	146.000	234.914	131.000	210.779
25	The Traveler's Pledge	13.100	21.078	15.100	24.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
26	Xephirian Amulet	52.400	84.312	60.400	97.184	52.400	84.312	52.400	84.312	58.400	93.966	52.400	84.312
27	Belt												
28	Angel Hair Braid							6.375	10.257				
29	Belt of the Trove							3.188	5.129				
30	Blackthorne's Notched Belt	2.813	4.525	3.063	4.928	4.688	7.542	3.188	5.129	3.313	5.330	3.063	4.928
31	Cord of the Sherma	5.625	9.051	6.125	9.855	9.375	15.084	6.375	10.257	6.625	10.660	6.125	9.855

Senke

„A drain is a mechanic that determines the consumption of resources.“
Adams: Fundamentals of Game Design



Senken



Verfall:
Sim City

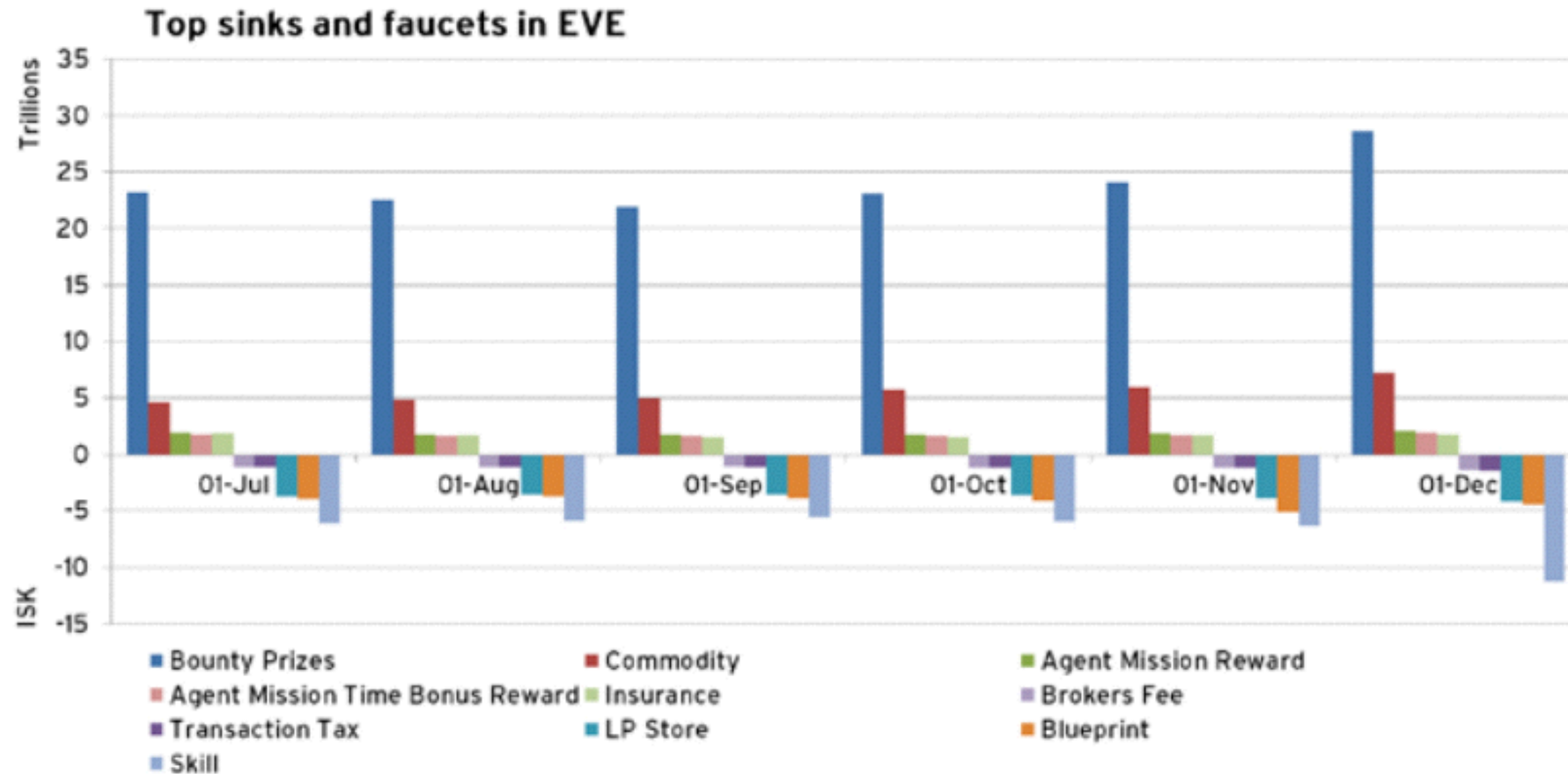


Luft und Leben:
Super Mario Galaxy



Raumschiffschlachten:
Eve Online

Spiel-Ökonomie



Eve Online, Quarterly Economic Newsletter Q4, 2010

MUDFlation and Gold Sinks

<https://www.wikiwand.com/en/Mudflation>

[https://www.wikiwand.com/en/Gold sink](https://www.wikiwand.com/en/Gold_sink)

Buying upgrades from the game.

Buying food, potions and supplies from the game that will be consumed during play, or any other consumable item.

Buying services from the game such as healing, item repair, transportation throughout the game world, or storage space (or storage time) for current or extra items.

Item degradation: items may have a small chance to degrade or break when used, repairing or replacement cost time and/or money, this is a bit harder then just the repairing of items.

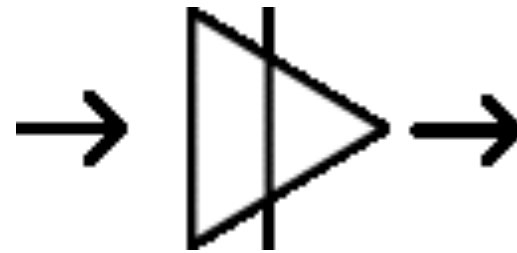
Selling items to NPC “pawnbrokers” who resell them to other players at a substantial markup, this can be seen most as the following example: You buy something of a NPC and then you don’t need it and you will not get the full price back again even if you just bought it 2 seconds ago. Then you sell it for like half price, if you need the item once agin you just have to buy it for 100% again. So you will always end up losing money this way.

Another good example of a gold sink from a game is Dungeons and Dragons Online, players can mail items to other characters, have curses removed, or gamble with NPCs, all for an appropriate fee.

Konversion

„A converter is a mechanic—and usually an entity, too—that turns one or more resources into another type of resource.“

Adams: Fundamentals of Game Design



Konversion

Wechsel



Halo: Combat Evolved:
Munition bringt Kills



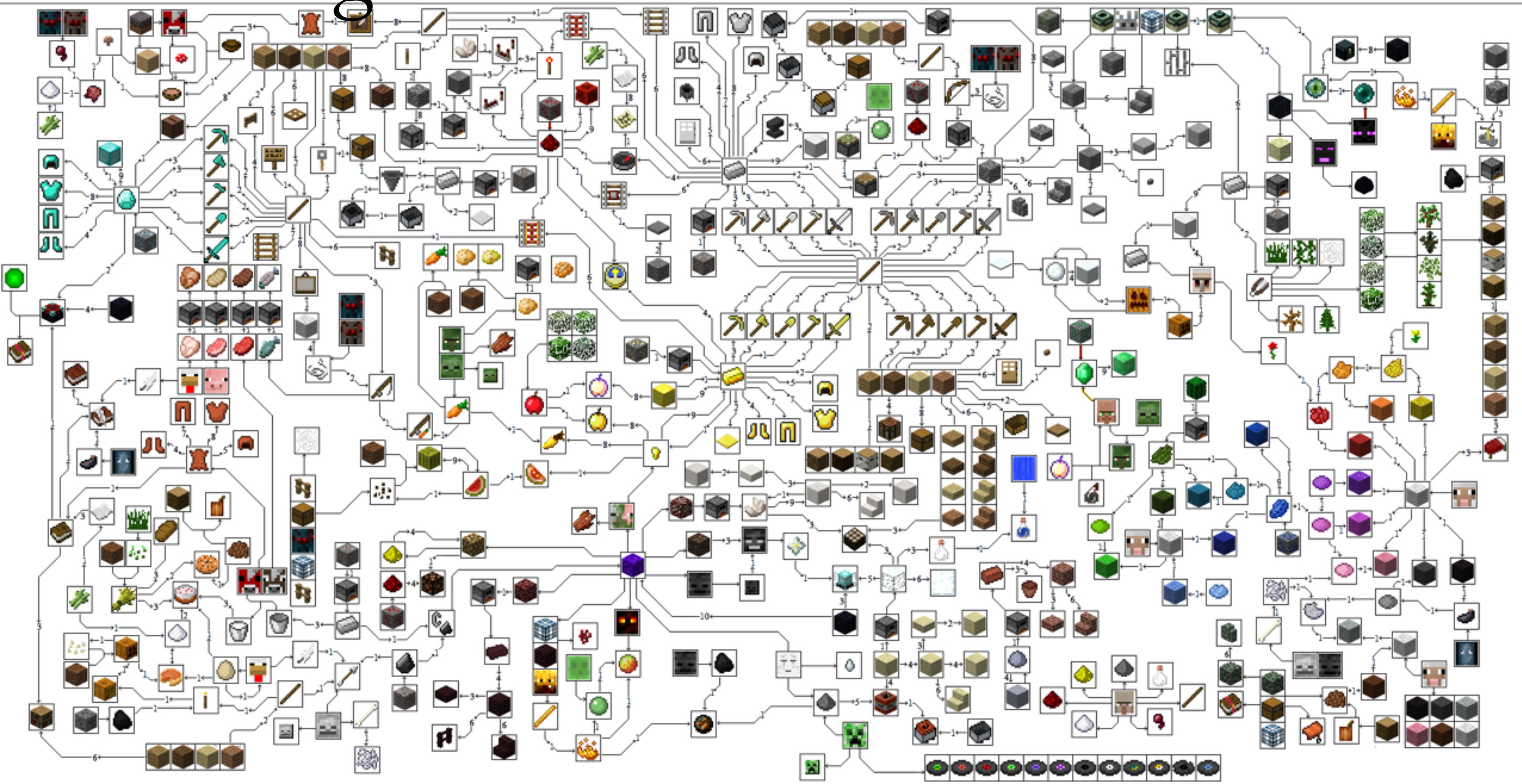
Minecraft: Essen bringt Lebenspunkte

Name	Icon	Food Points	 Food	
Apple				
Baked Potato				
Bread			Melon Slice	
Cake			Mushroom Stew	
Carrot			Poisonous Potato	
Cooked Chicken			Potato	
Cooked Fish			Pumpkin Pie	
Cooked Porkchop			Raw Beef	
Cookie			Raw Chicken	
Golden Apple			Raw Fish	
Golden Carrot			Raw Porkchop	
			Rotten Flesh	
			Spider Eye	
			Steak	

Crafting

Minecraft Production Web

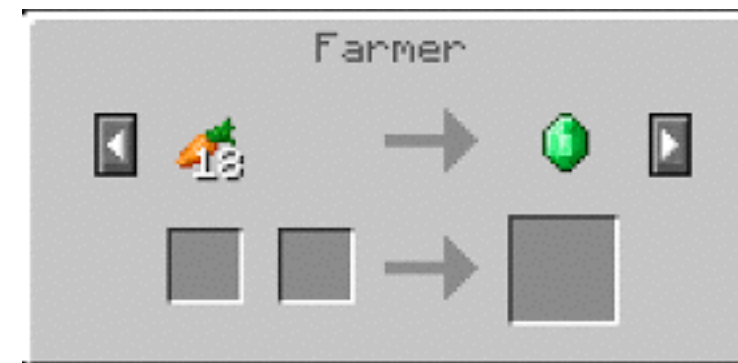
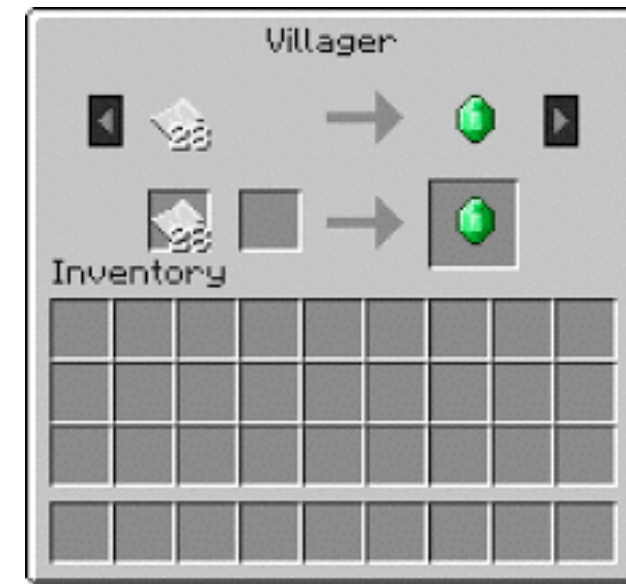
V.
1.4.0
1.5



Tausch

Farmer 18-22 → → 15-19 → → 15-19 → → → 2-4 8-13 → → → 2-3 7-12 → → → 5 → 6 → Fisherman 6 → + → 6 15-20 → → 16-24 → → 7-8 → → * Fletcher 15-20 → → → 8-12 10 → + → 6-10 2-3 → → 	Shepherd 16-22 → → 3-4 → → 1-2 → → Librarian 24-36 → → 5-64 → → * 8-10 → → 10-12 → → 3-4 → → 2 → → 10-12 → → → 3-5 5-64 → → * 5-64 → → * 20-22 → → 	Armorer 16-24 → → 4-6 → → 7-9 → → 10-14 → → 3-4 → → 16-19 → → * 5-7 → → 9-11 → → 5-7 → → 11-15 → → Leatherworker 9-12 → → 2-4 → → 7-12 → → * 8-10 → → Butcher 14-18 → → 14-18 → → 16-24 → → → 5-7 → 6-8 	Weapon Smith 16-24 → → 6-8 → → 7-9 → → 9-10 → → * 3-4 → → 12-15 → → * 9-12 → → * Tool Smith 16-24 → → 5-7 → → * 7-9 → → 9-11 → → * 3-4 → → 12-15 → → * Cleric 36-40 → → 8-10 → → → 1-4 → 1-2 → 1-3 7-11 → → 3-11 → →
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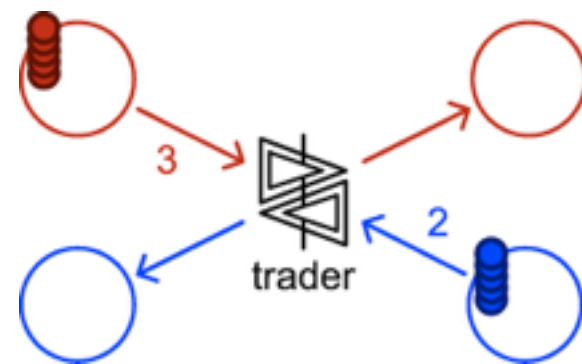
* Lvl 5-19 Enchant
* Lvl 1-30 Enchant



Tausch

„A trader mechanic governs trades of goods,
generally between the player and the game.“

Adams: *Fundamentals of Game Design*



Kauf

ITEMS		Caps 5922	
↑	.308 Caliber Round (9)	2	
	.32 Caliber Round (38)	0.7	
	.44 Round, Magnum (112)	1	
	10mm Round (81)	0.7	
	5.56mm Round (3096)	0.7	
	5mm Round (117)	0.7	
▼	Action Abe Action	3	

Tulip		Caps 491	
↑	.308 Caliber Round (9)	4	
	.32 Caliber Round (22)	1	
	.44 Round, Magnum (25)	3	
	10mm Pistol	38	
	10mm Pistol	58	
	10mm Pistol	12	
▼	10mm Round (58)	1	

WG		VAL	
--		2	

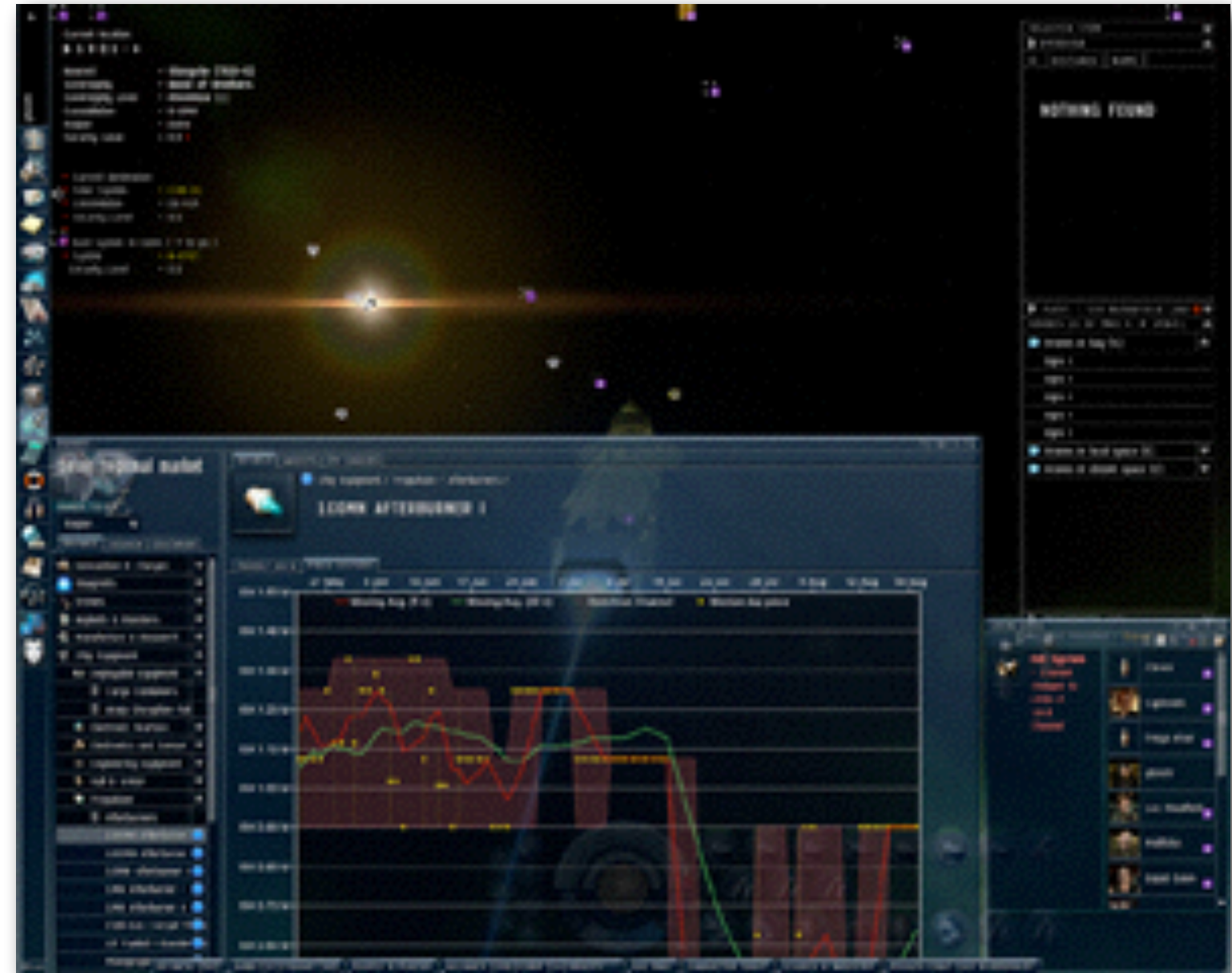
Accept ☐

Exit ☒

Marktplätze

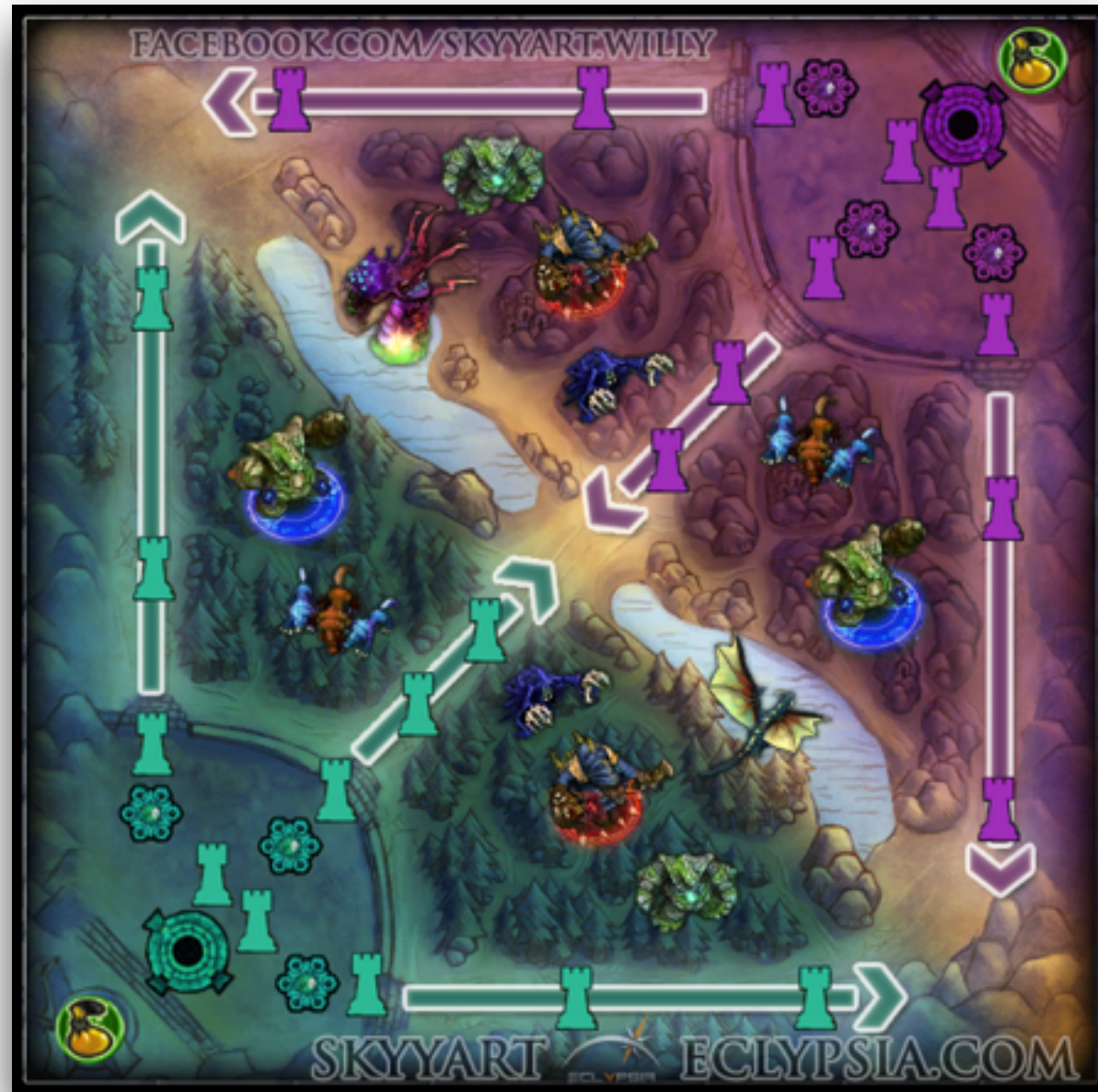


WoW Auction House



Eve Online

Gleichgewicht



League of Legends: Minions



Mario Kart : Power-Ups und Position

Hybride Ökonomie



Geld: Clash of Clans



Aufmerksamkeit: Nightmare Tower

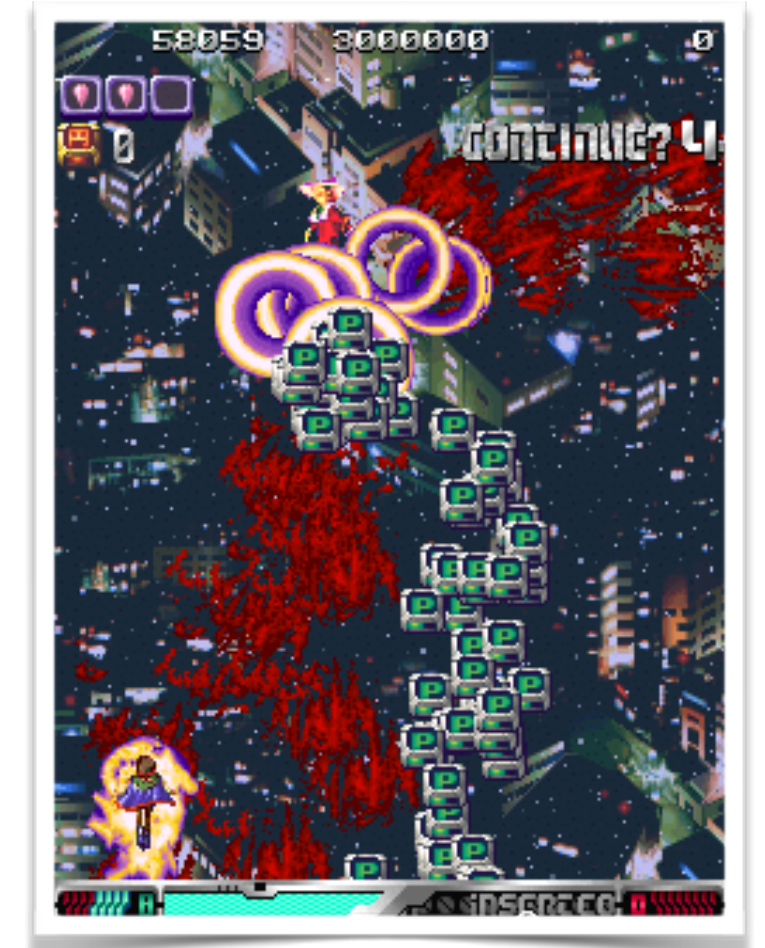
Pay to Play



Figuren: Donkey Kong



Leben: Gauntlet



Fortschritt: Don Pachi

Zeit als Ressource



Spielzeit: WoW

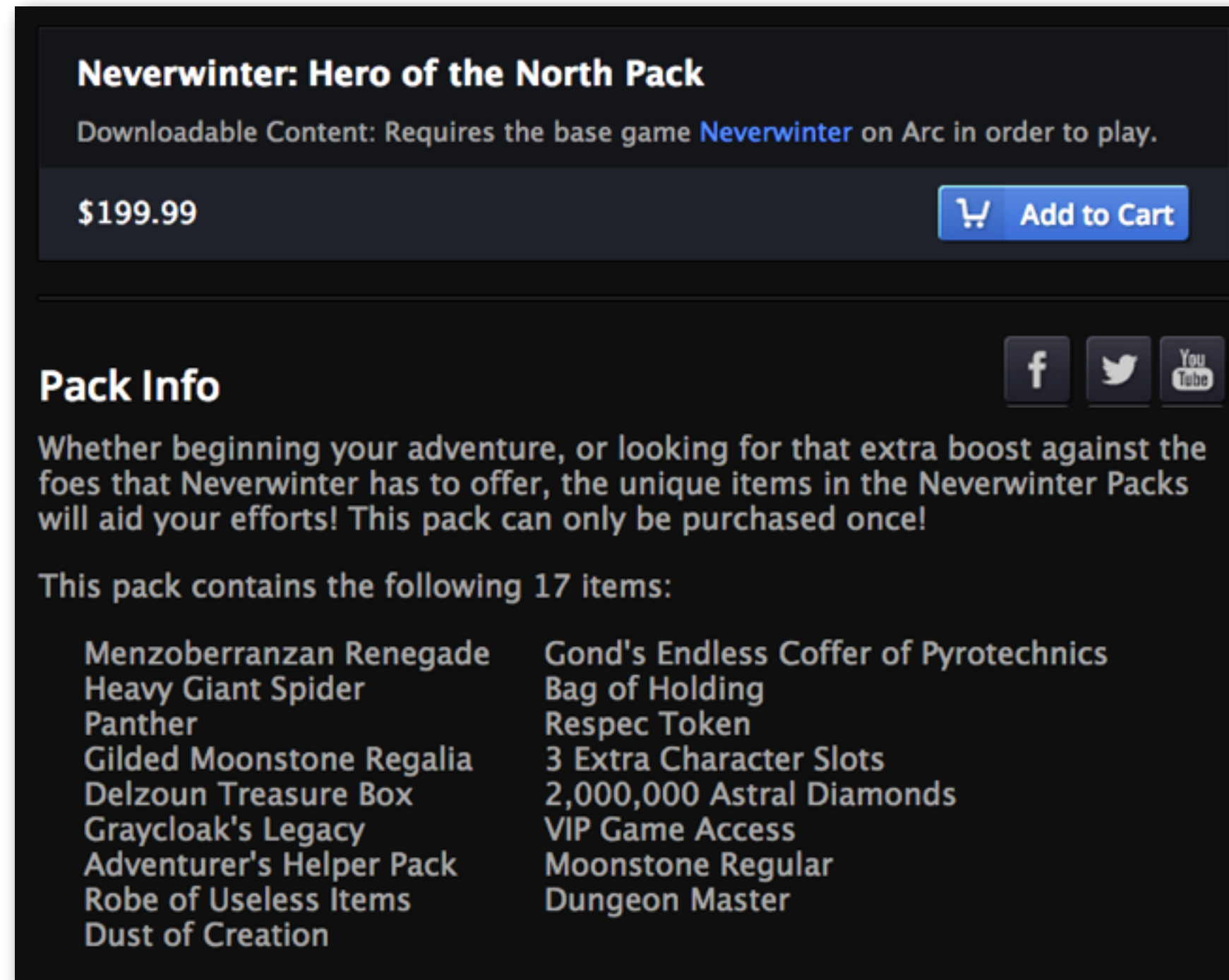


Wartezeit: Clash of Clans



Wechselkurse

Geschäftsmodelle für MMOs



Neverwinter: Hero of the North Pack
Downloadable Content: Requires the base game [Neverwinter](#) on Arc in order to play.

\$199.99 [Add to Cart](#)

Pack Info [f](#) [Twitter](#) [YouTube](#)

Whether beginning your adventure, or looking for that extra boost against the foes that Neverwinter has to offer, the unique items in the Neverwinter Packs will aid your efforts! This pack can only be purchased once!

This pack contains the following 17 items:

Menzoberranzan Renegade	Gond's Endless Coffers of Pyrotechnics
Heavy Giant Spider	Bag of Holding
Panther	Respec Token
Gilded Moonstone Regalia	3 Extra Character Slots
Delzoun Treasure Box	2,000,000 Astral Diamonds
Graycloak's Legacy	VIP Game Access
Adventurer's Helper Pack	Moonstone Regular
Robe of Useless Items	Dungeon Master
Dust of Creation	

Abonnement (WoW)

Abo mit Ingame-Wechselkurs
(Eve Online, Wildstar)

Free-to-Play nach Client-Kauf
(Everquest, Guild Wars)

Free-to-Play, Micro-Payment
(Maple Story, Neverwinter)

Freemium (Premium Content)
(Neverwinter)

Home Partner Programm Über uns Archiv Kontakte

Kaufen Verkaufen

The Leading MMORPG Services Company 

HOT SELLERS

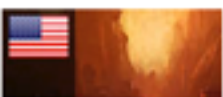
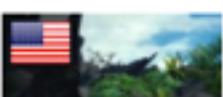
- World of Warcraft US
- World of Warcraft EU
- Guild Wars 2 US
- Guild Wars 2 EU
- Diablo 3 US
- Diablo 3 EU
- Diablo 3 ASIA
- Final Fantasy XI
- Rift Online US
- Rift Online EU
- Star Wars - The Old Republic US
- Star Wars - The Old Republic EU

CHOOSE YOUR GAME

- Age Of Conan US
- Age Of Conan EU
- Age Of Empires Online
- Aion Online US
- Aion Online EU
- Cabal Online US
- Cabal Online EU
- DC Universe Online (PC)
- Diablo 3 US
- Diablo 3 EU
- Diablo 3 ASIA
- Dragon Nest US
- Dragon Nest SEA
- Dungeons and Dragons Online
- Dungeon Fighter Online
- Eve Online
- EverQuest
- EverQuest 2
- Fallen Earth
- Final Fantasy XI
- Final Fantasy XIV
- Guild Wars

CONQUER PANDARIA!
With Max Stats, Weapons, Armor and Rare Items
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