

Laraylin

Auctioneer Jaxon

Ökonomie

Stormwind
M
B
F

1:36

Browse Auctions Configure

Name: linen cloth Level Range: - Rarity: Custom Usable Items: Display on Character: Search

Reset

	#	Auction Item	Min	iLvl	Left	Owner	Bid total	Pct
Weapon	20	[Linen Cloth]	1	5	48h	Lenorenmor	9 00 00	230%
Armor	1	[Bolt of Linen Cloth]	1	10	48h	Bagator	50 00 00	53%
Container	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 65 30	123%
Consumable	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 74 00	123%
Glyph	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 65 30	123%
Trade Goods	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 74 00	123%
Elemental	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 65 30	123%
Cloth	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 74 00	123%
Leather	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 65 30	123%
Metal & Stone	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 74 00	123%
Meat	1	[Bolt of Linen Cloth]	1	10	48h	Holyana	1 65 30	123%
Herb	4	[Bolt of Linen Cloth]	1	10	12h	Fionaweston	6 00 00	123%
Enchanting	4	[Bolt of Linen Cloth]	1	10	48h	Meraki	7 52 40	140%
Jewelcrafting								
Parts								

Items 1 - 50 (54 total)

Show stacks as price per unit

Prev 1/2 Next

Buyout Use

Assistant Professor Agate (League of Elders)

General

13 unchanged items
1 updated items
33 new items
377 items removed (of which, 3 time)
3 filtered items
111 filtered items removed
(Incomplete scan missed 65 items)
Bid accepted.

browse

1 2 3 4 5 6 7 8 9 0

Buyout Use

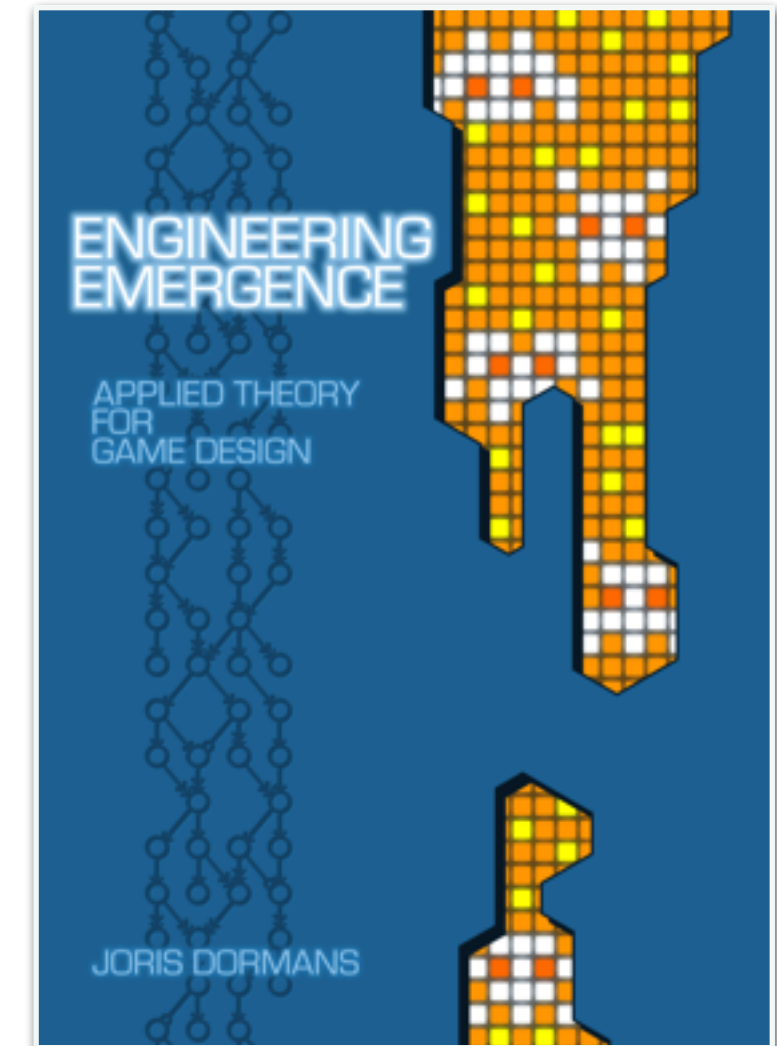
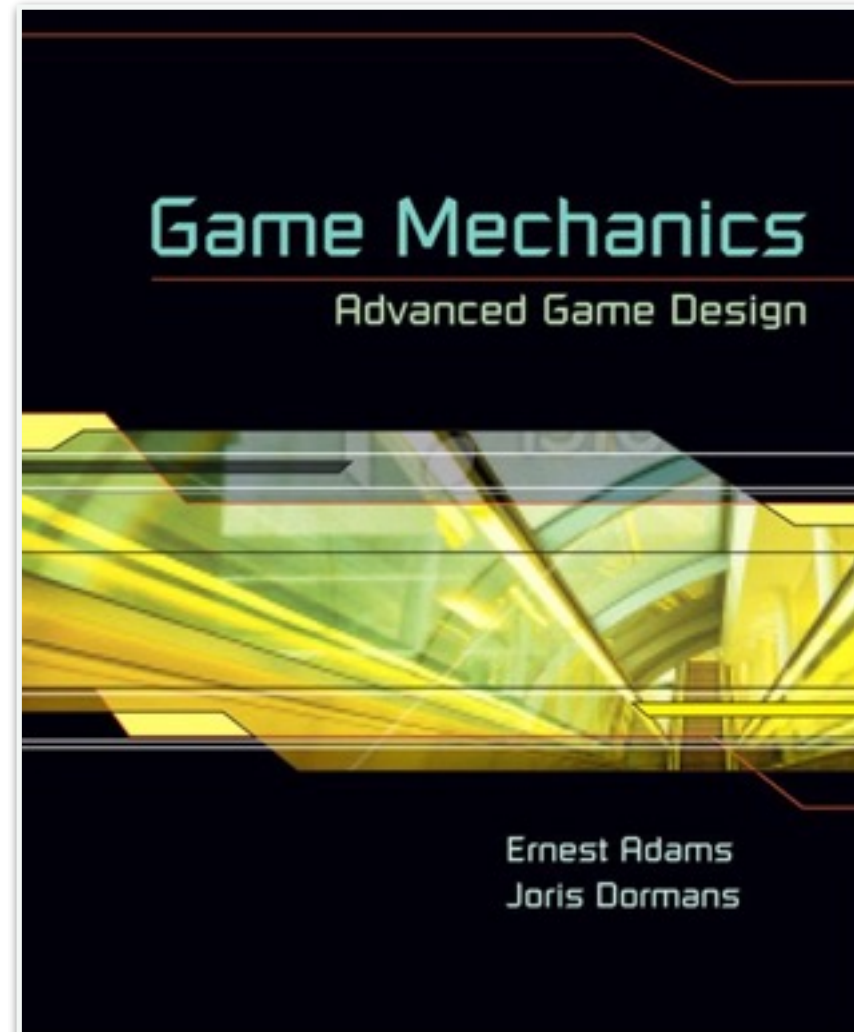
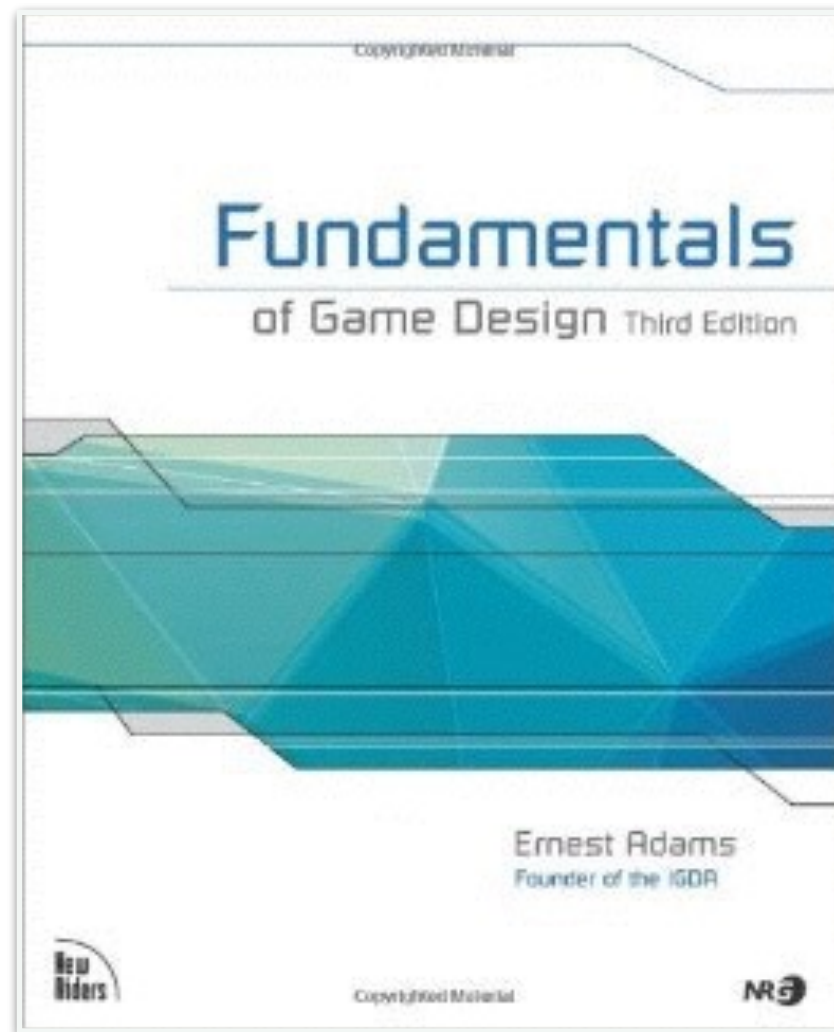
11 19

1 2 3 4 5 6 7 8 9 0

(48)

Computerspiel-Ökonomie

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



Elemente von Spielökonomien

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

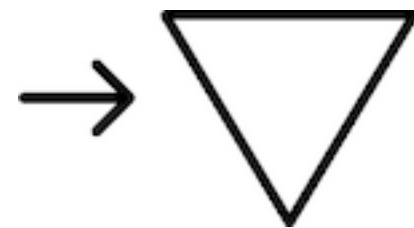
Ressourcen (Punkte, Gold, Zeit, Schaden pro Sekunde etc.)

Speicher

Ökonomische Funktionen



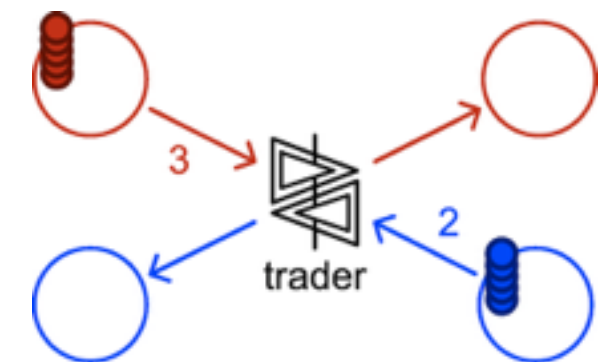
Quelle



Senke



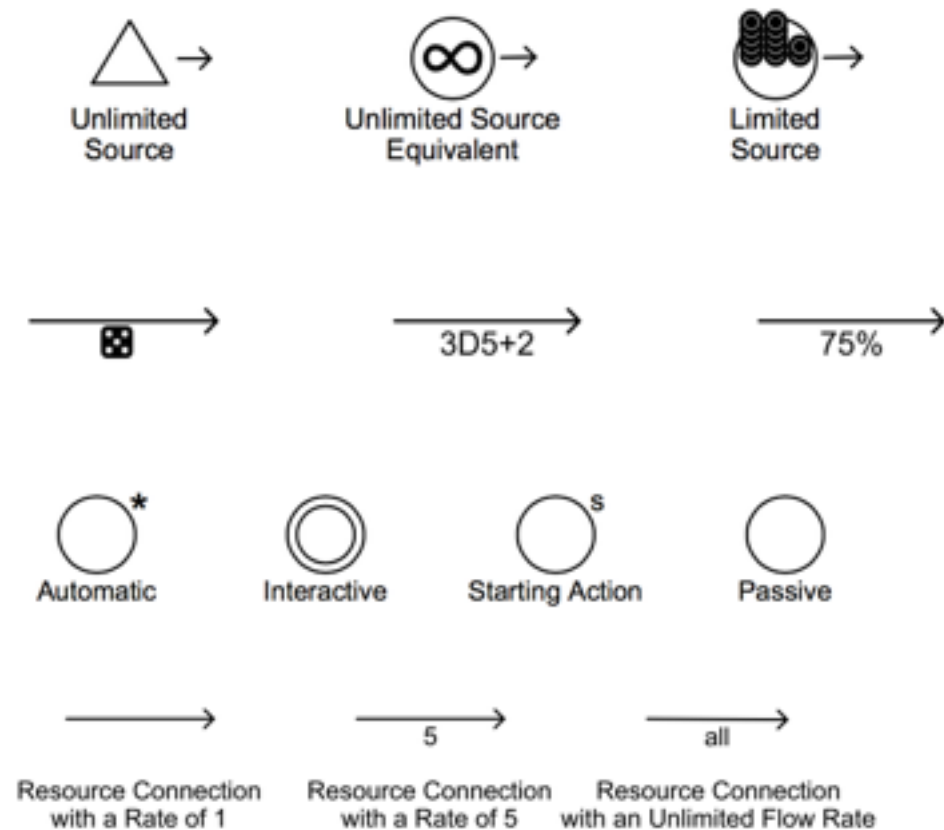
Konversion



Tausch

Eigenschaften

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



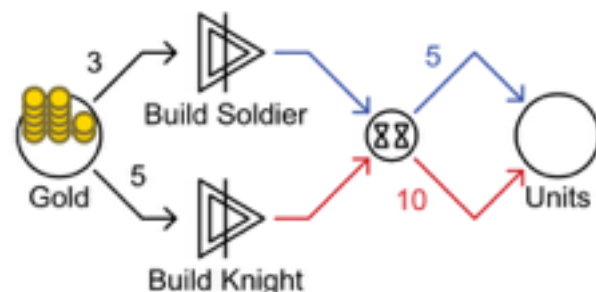
Unendlich | Endlich

Deterministisch | Probabilistisch

Automatisch | Interaktiv | Startend | Passiv

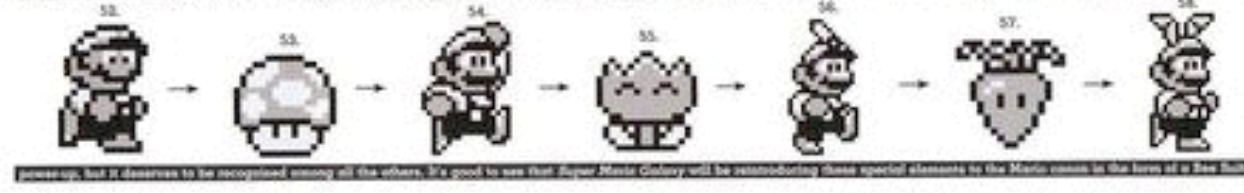
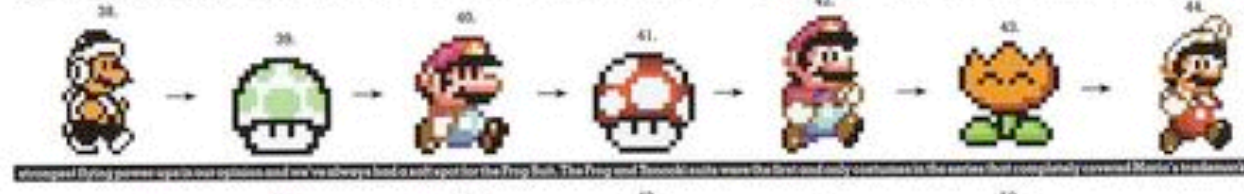
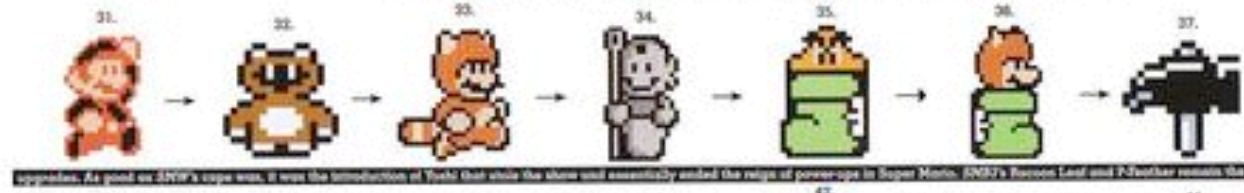
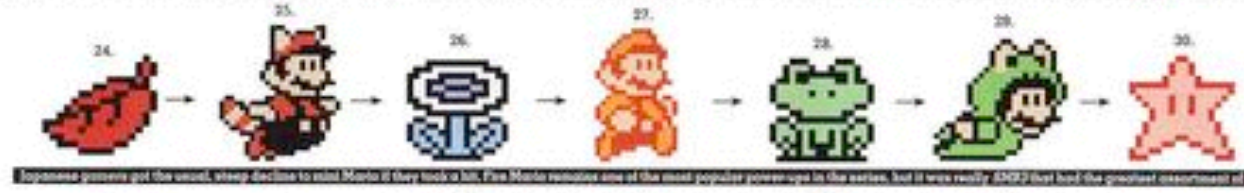
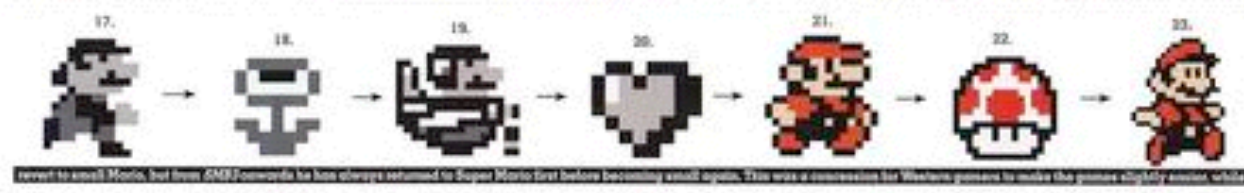
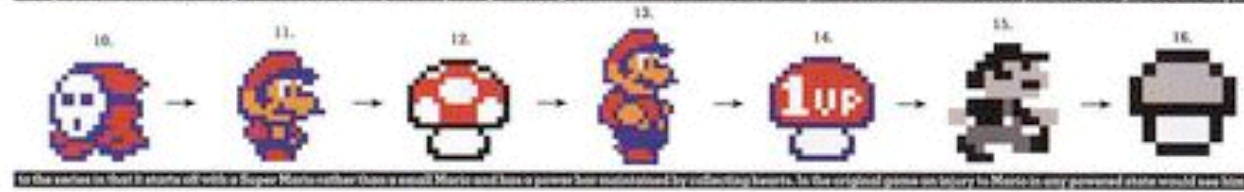
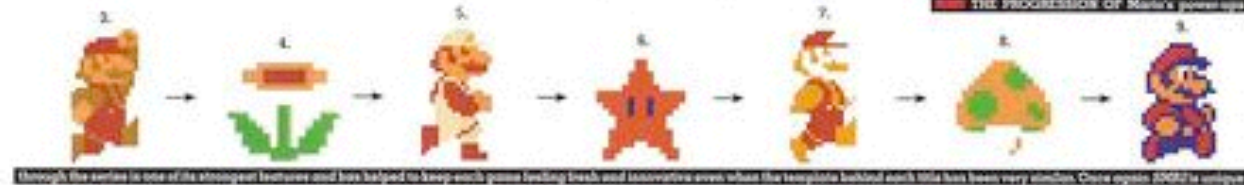
Produktions- | Verbrauchs-Rate

Monovalent | Polyvalent



Ressourcen

HALL OF FAME... MARIO THE POWER-UPS



- | | | | | | |
|--------------------------|---------------------------|---------------------------|------------------------|----------------------------|---------------------------|
| 1. Mario (SMB) | 11. Mini Mario (SMB2) | 21. Mario (SMB2) | 31. Invisible (SMB2) | 41. Mario (SMB2) | 51. Balloon Mario (SMB2) |
| 2. Super Mushroom (SMB) | 12. Super Mushroom (SMB2) | 22. Super Mushroom (SMB2) | 32. Mario (SMB2) | 42. Super Mushroom (SMB2) | 52. 1-Up Moon (SMB2) |
| 3. Super Mario (SMB) | 13. Super Mario (SMB2) | 23. Super Mario (SMB2) | 33. Spiny Suit (SMB2) | 43. Super Mario (SMB2) | 53. Mario (SMB2) |
| 4. Fire Flower (SMB) | 14. 1-Up Mushroom (SMB2) | 24. Super Leaf (SMB2) | 34. Spiny Mario (SMB2) | 44. Fire Flower (SMB2) | 54. Super Mushroom (SMB2) |
| 5. Fire Mario (SMB) | 15. Mario (SMB2) | 25. Fire Mario (SMB2) | 35. Koopa (SMB2) | 45. Fire Mario (SMB2) | 55. Super Mario (SMB2) |
| 6. Fire Mario (SMB) | 16. Super Mushroom (SMB2) | 26. Fire Flower (SMB2) | 36. Koopa (SMB2) | 46. Cape Mario (SMB2) | 56. Fire Flower (SMB2) |
| 7. Invisible Mario (SMB) | 17. Super Mario (SMB2) | 27. Fire Mario (SMB2) | 37. Koopa (SMB2) | 47. Cape Mario (SMB2) | 57. Fire Mario (SMB2) |
| 8. 1-Up Mushroom (SMB) | 18. Fire Flower (SMB2) | 28. Fire Mario (SMB2) | 38. Hammer Bros (SMB2) | 48. Invisible Mario (SMB2) | 58. Super Mario (SMB2) |
| 9. Mario (SMB2) | 19. Fire Flower (SMB2) | 29. Fire Mario (SMB2) | 39. Hammer Bros (SMB2) | 49. Invisible Mario (SMB2) | |
| 10. Sky Guy (SMB2) | 20. 1-Up Heart (SMB2) | 30. Fire Mario (SMB2) | 40. P-Balloon (SMB2) | | |

Game Objects

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



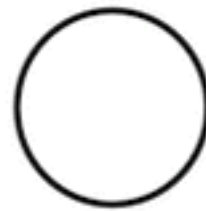
Clash of Clans

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

Mr. Do!™

- WIPE OUT MONSTERS BY CONTROLLING
- THE SCREEN WILL BE CLEARED WHEN ALL MONSTERS HAVE BEEN WIPED OUT OR ALL CHERRIES HAVE BEEN EATEN UP!
- ADVANCE BY PRESSING
- EAT THE CENTER TARGET, AND AND WILL APPEAR! WILL EAT THE APPLE, AND WILL NOT BE DESTROYED EVEN WHEN THE APPLE IS DROPPED ONTO IT! DESTROY BY USING THE POWER BALL! ALL WILL CHANGE INTO APPLES WHEN DESTROYING FIRST!
- WIPING OUT ALL EXTRA AWARDS ANOTHER!
- WIPING OUT THE LUCKY DIAMOND AWARDS A REPLAY!
- WILL DIE WHEN IT TOUCHES OR BE CAREFUL!

Center target					~?
Score	1000	1500	2000	2500	~?

HOW TO PLAY

① THROW THE POWER BALL TO WIPE OUT THE MONSTERS.

ALL MONSTERS 500 POINTS

ASSAULTING AND SCORING

② EATEN CHERRY: 50 POINTS

③ CRUSH THE MONSTER BY DROPPING AN APPLE: 7 POINTS

CRUSHING MANY MONSTERS AT ONE TIME AWARDS A HIGH SCORE.

500 POINTS WHEN EATEN CONTINUOUSLY.

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Deterministische Quelle

TOP 00 HIGH SCORE 200

CHARACTER	NICKNAME
- SHADOW	"BLINKY"
- SPEEDY	"PINKY"
- BASHFUL	"INKY"
- POKEY	"CLYDE"

200

- 10 PTS
- 50 PTS

© 1980 MIDWAY MFG. CO.

CREDIT 0

Pac-Man

SPACE INVADERS

INSTRUCTIONS

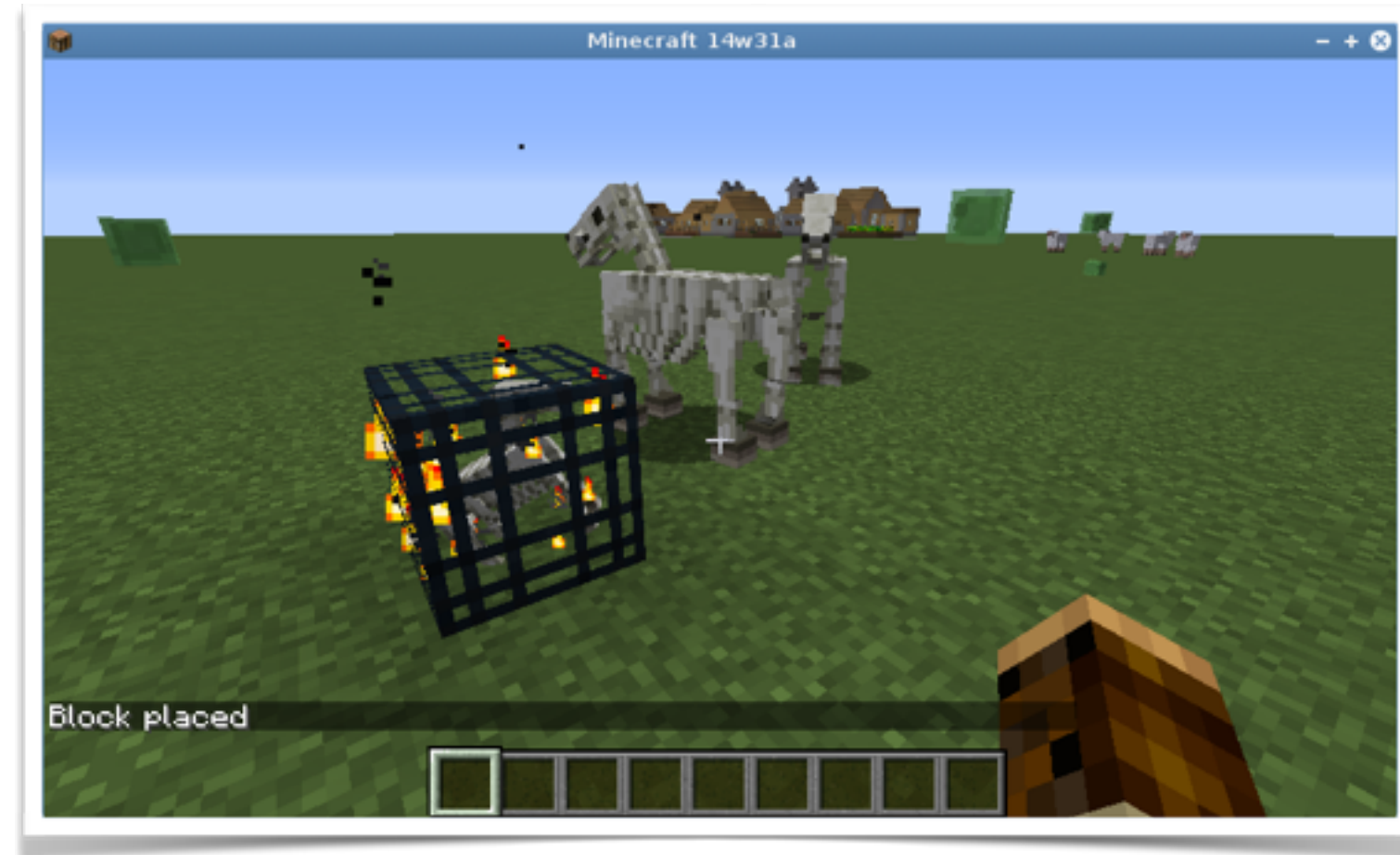
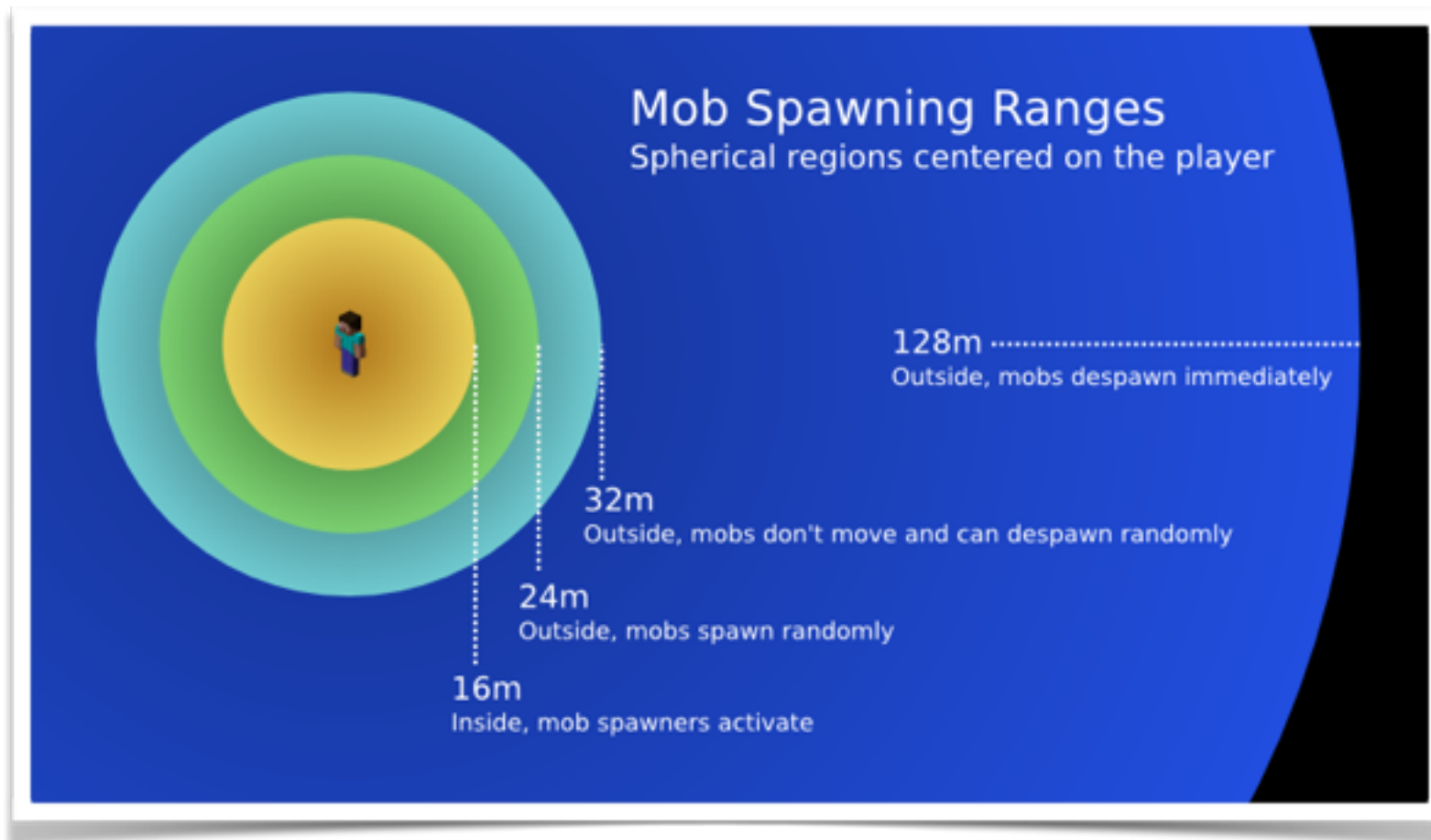
- ONE OR TWO PLAYERS.
- INSERT COIN(S)
- SELECT ONE OR TWO PLAYER GAME
- TO MOVE 'LASER BASE' LEFT OR RIGHT, OPERATE THE CONTROL LEVER.
- TO FIRE LASER, PUSH 'FIRE' BUTTON
- UFO HIT GIVES PLAYER MYSTERY SCORE
- EXTENDED PLAY FOR 1500 POINTS
- GAME OVER WHEN PLAYER'S LASER BASE IS HIT 3 TIMES BY INVADER MISSILES OR WHEN INVADERS OVERRUN THE BASE
- IN TWO PLAYER MODE, PLAY ALTERNATES BETWEEN THE TWO

???	10 PTS	20 PTS	30 PTS

TAITO TAITO CORPORATION

Space Invaders

Spawn



Minecraft

Produktion



StarCraft 2



Farming: World of Warcraft

„Alterac Mountains in Hillsbrad Foothills is simply the best place to mine Tin Ore. The place is marked with red on the map. If you run out of Veins, just do a lap around the mountains until they respawn.“

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>

	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

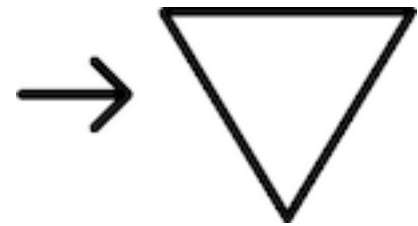
http://www.diablo-3.net/wp-content/uploads/2015/01/diablo3-legendary-dropraten-blutsplitter-preise-spreadsheet-tabelle_news.jpg

Probabilistische Quelle (Drop Rate)

Senke

„A drain is a mechanic that determines the consumption of resources.“

Adams: *Fundamentals of Game Design*



Senken



Verfall:
Sim City

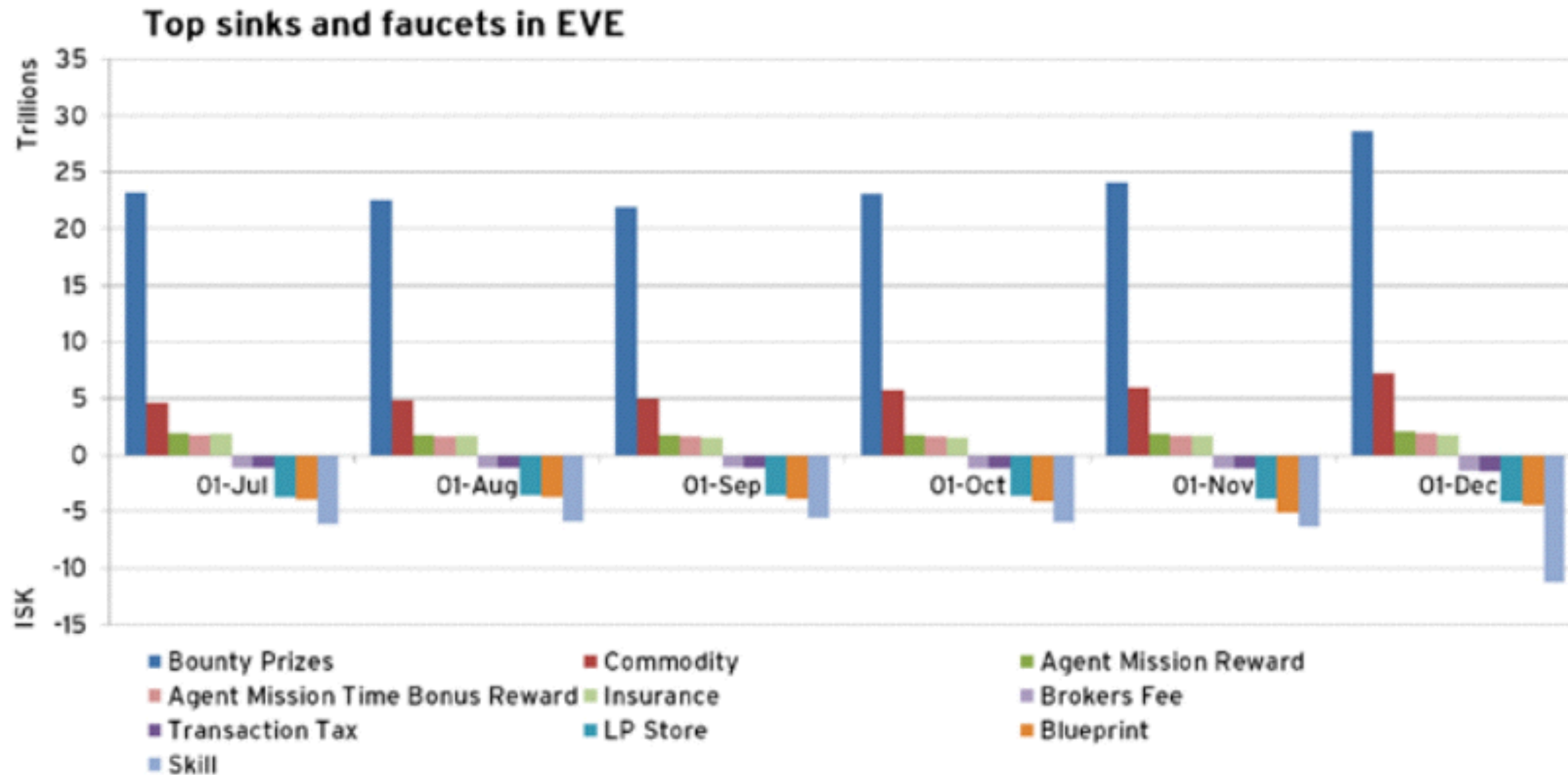


Luft und Leben:
Super Mario Galaxy



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

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 than 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 again 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



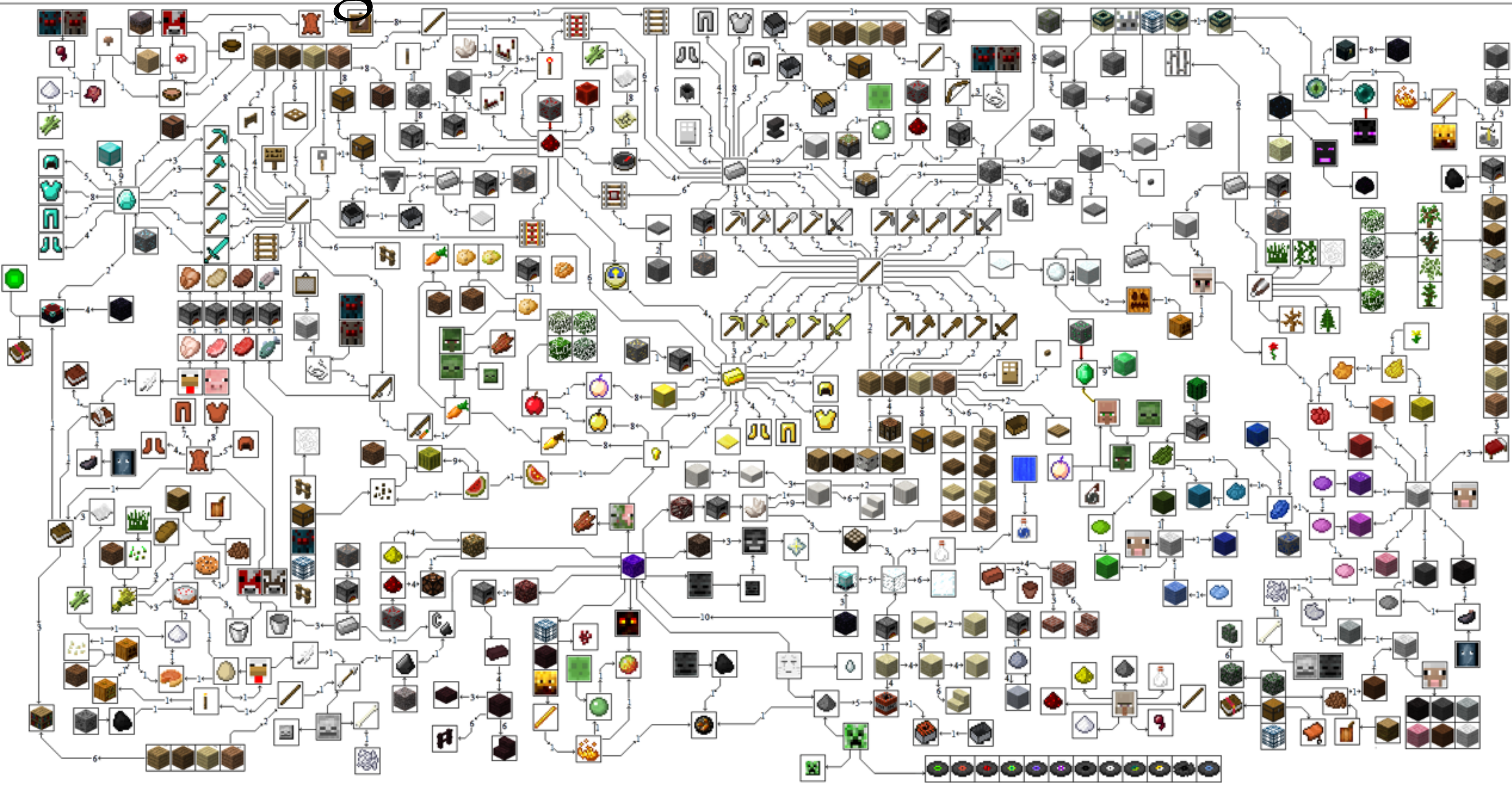
Minecraft: Essen bringt Lebenspunkte

Name	Icon	Food Points	
Apple			 Food
Baked Potato			
Bread			
Cake		 (Six uses - 4 per use)	
Carrot			
Cooked Chicken			
Cooked Fish			
Cooked Porkchop			
Cookie			
Golden Apple			
Golden Carrot			
Melon Slice			
Mushroom Stew			
Poisonous Potato			
Potato			
Pumpkin Pie			
Raw Beef			
Raw Chicken			
Raw Fish			
Raw Porkchop			
Rotten Flesh			
Spider Eye			
Steak			

Crafting

Minecraft Production Web

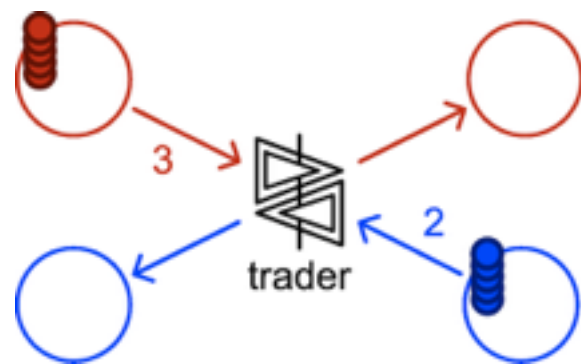
V.
1.4.0
1.5



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	

[L1] _____ [R1]

WG -- VAL 2

Accept

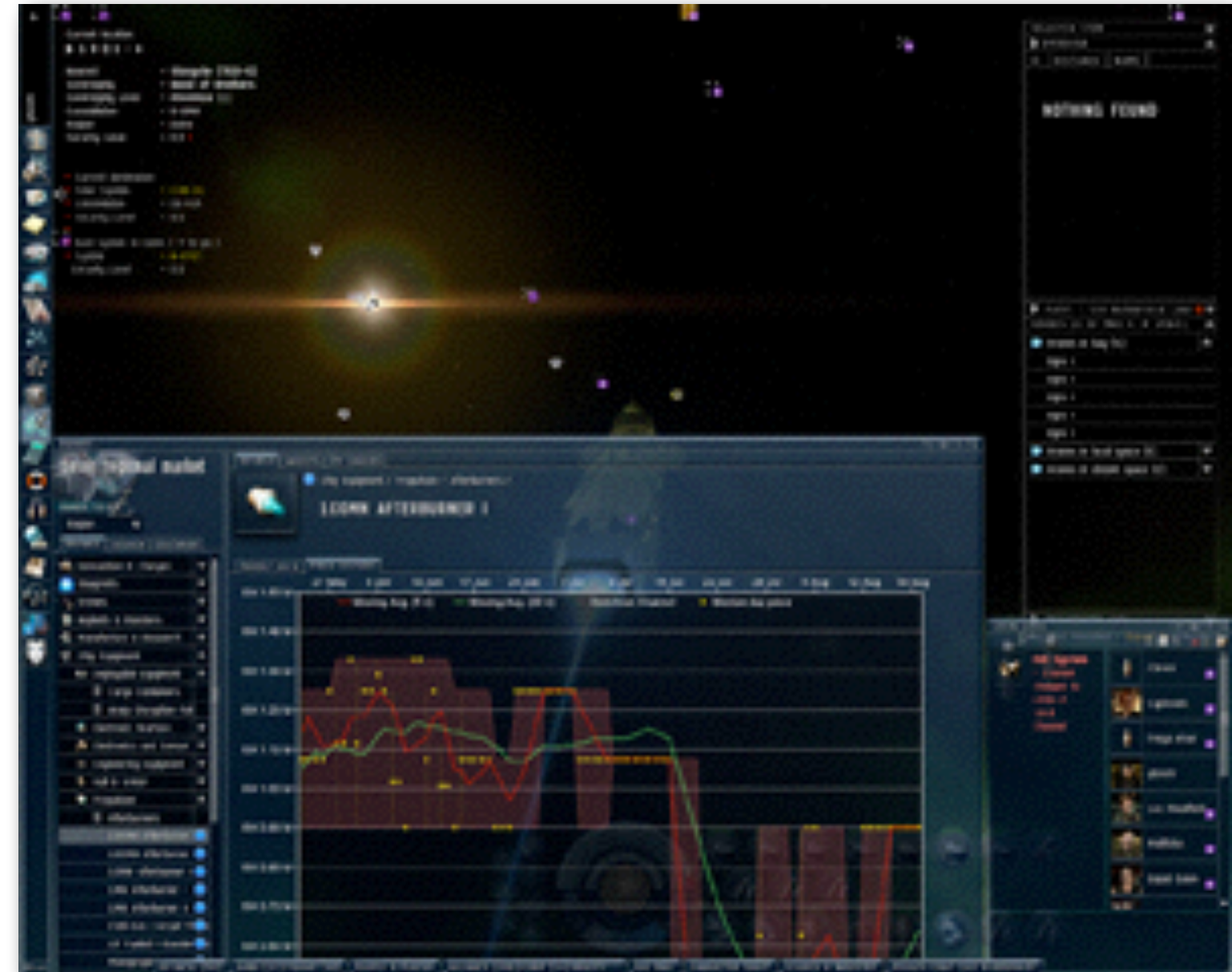
Exit



Marktplätze

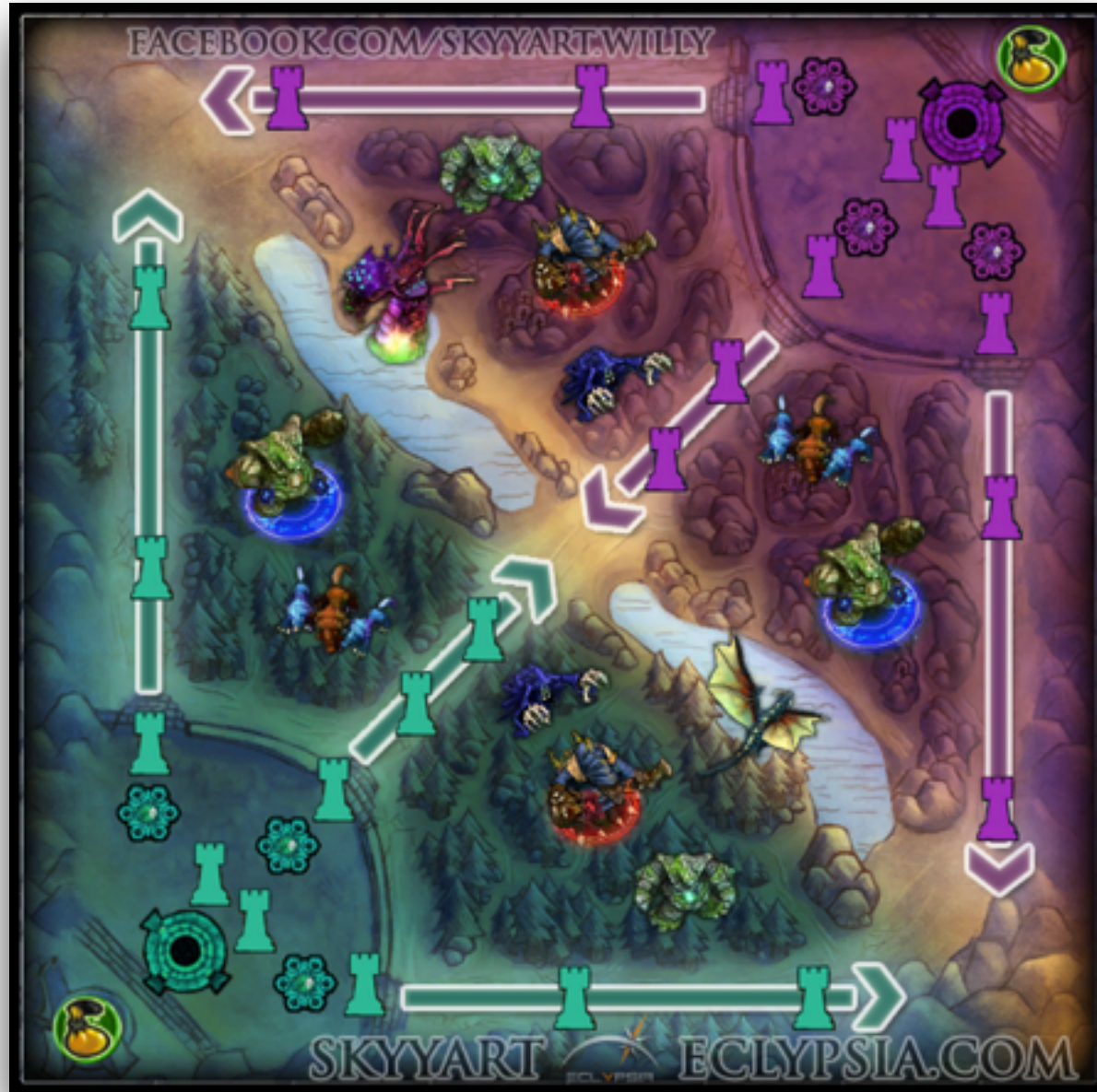


WoW Auction House



Eve Online

Gleichgewicht

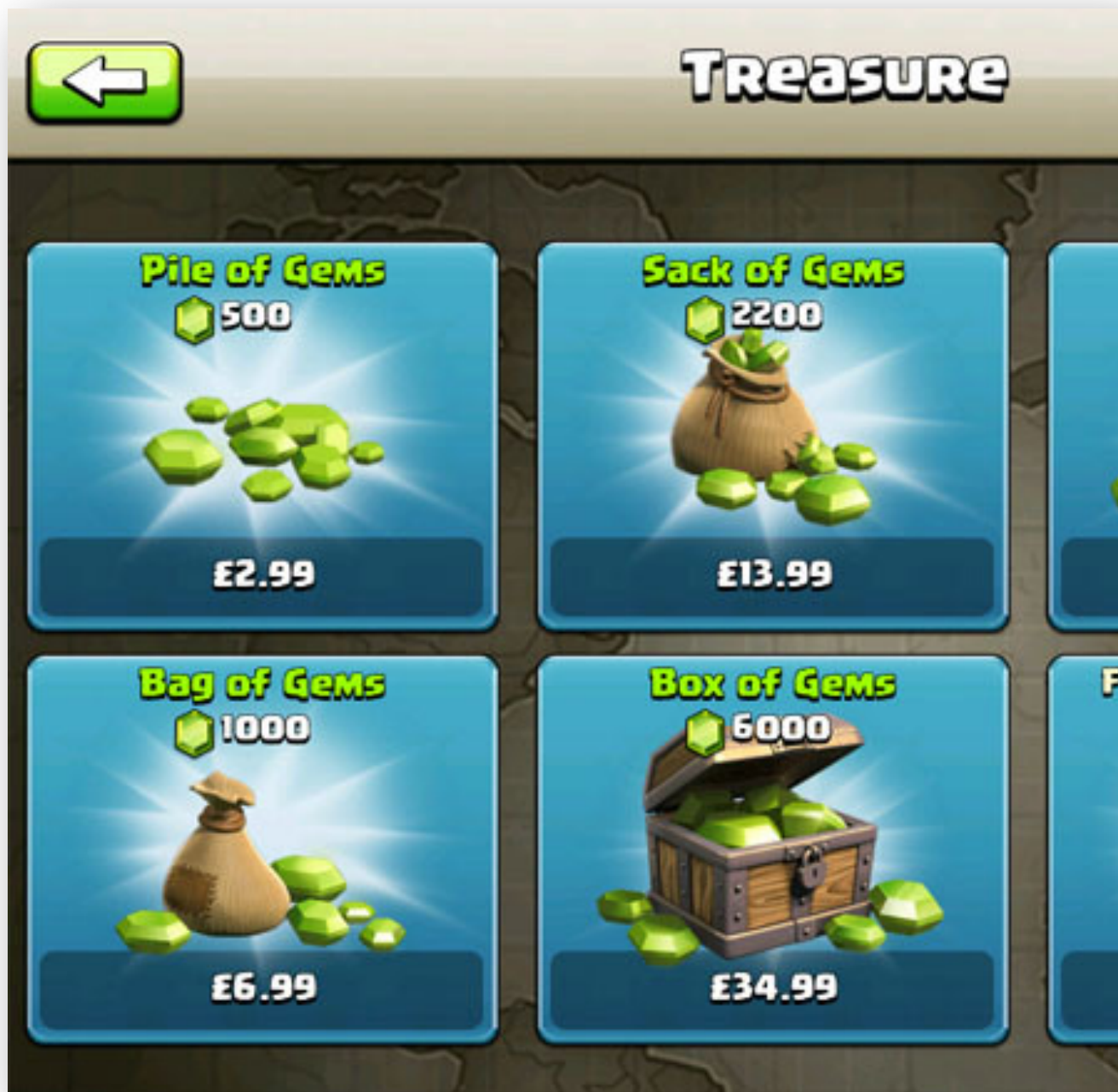


League of Legends: Minions



Mario Kart : Power-Ups und Spielposition

Hybride Ökonomie



Geld: Clash of Clans



Aufmerksamkeit: Nightmare Tower

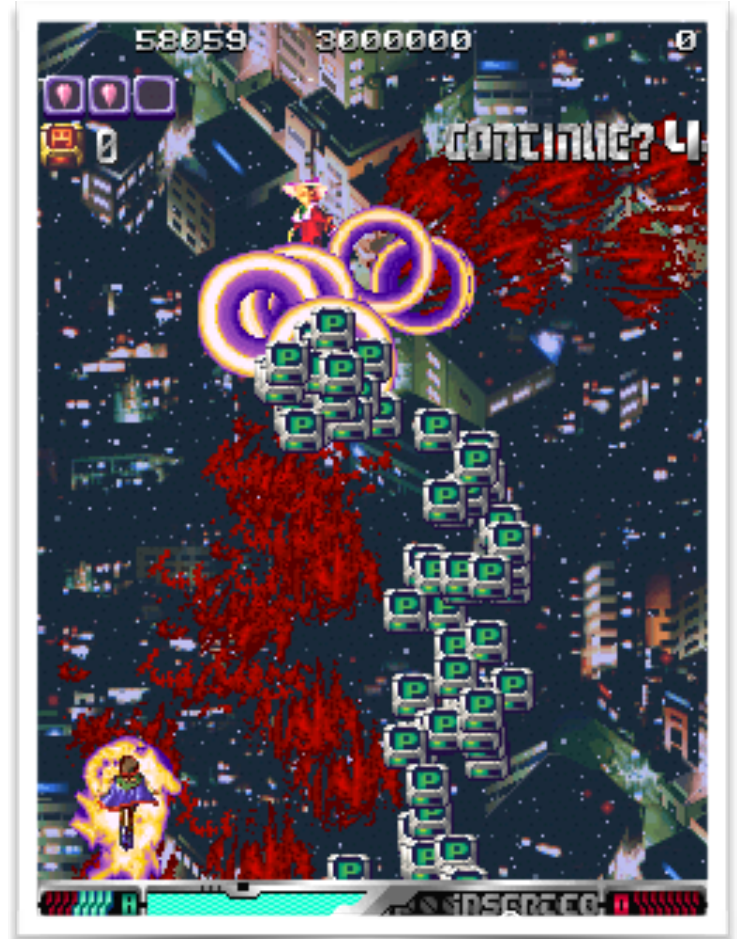
Pay to Play



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	

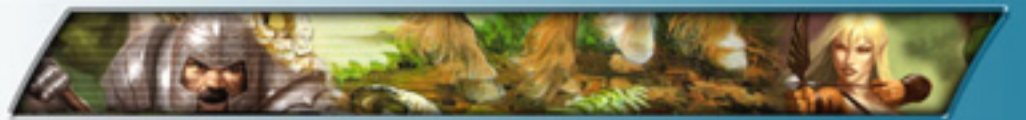
Abonnement (WoW)

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)



The Leading MMORPG Services Company

Open 24 Hours
Guaranteed Delivery

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
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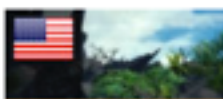
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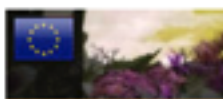
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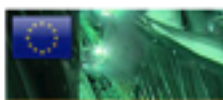
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