GAME ECONOMY DESIGN
Medieval Tax Evasion Simulator | 2026

Overview

Medieval Tax Evasion Simulator is built around one question that every player faces after every sale: **do I pay my taxes, or do I hide the money?** The economy is designed so that both choices carry real weight. Every coin the player earns, spends, or hides is tracked by a central component called **AC_Economy**, which lives inside **BP_TaxPlayerState**, the single source of truth for all player data. Nothing about the economy can be faked or ignored. Every decision feeds back into the same system.

The Three Currencies

The game uses three distinct currencies. Each one serves a different role in the player's strategy, and they interact with each other constantly.

Currency	Type	Earnable During	Seizable?	Primary Use
Taxed Gold	Safe, legal	Day (09:00 to 19:00)	No	Upgrades, legal stock, Legal skill path
Untaxed Gold	Risky, illegal	Day (09:00 to 19:00)	Yes, 100%	Illegal skill path, bribes, laundering via Elaara
Suspicion	Risk meter (0 to 100)	Always active	N/A	Controls audit chance and Taximus behavior

Taxed Gold is safe and legal. A fixed tax rate is deducted from every reported sale, so it accumulates slowly, but it can never be taken away by Taximus during an audit. It funds daily operations, legal stock purchases, and investment in the Legal skill path.

Untaxed Gold is the high-risk alternative. When the player hides a sale, they keep the full profit, but this money exists as a physical gold pouch actor in the game world. It must be manually carried to a hiding spot before an audit begins, and it is 100% seizable if discovered.

Suspicion is an inverse resource. It rises through illegal activity and falls through legal behavior. At high levels it drives Taximus to inspect hiding spots and triggers forced audits. It is described in detail in the final section.

How Money Comes In

The Active Bazaar (09:00 to 19:00)

The main source of income is the Active Bazaar, which runs during trading hours each in-game day. ShopperNPCs spawn in the marketplace and walk to the player's stall. Each shopper requests a specific item at a specific rarity tier, from Common goods like bread and pottery up to Legendary items like crown jewels and dragon relics. The player must interact with the shopper's floating icon before the wait timer expires to complete the sale.

Item rarity is selected using a weighted random system. By default, roughly 50% of shoppers are Common and only 1% are Legendary. Investing in the Legal or Illegal skill path shifts these weights toward rarer, more profitable customers over time.

The Streak System and Why the Player Must Stay at the Stall

The streak counter is the most important economic feedback loop in the bazaar. The core rule is simple: **the player must stay physically near their stall to keep the streak alive.** Every successful sale in a row adds one to the streak. Every time a shopper leaves without being served, the streak resets to zero.

This matters because the streak directly controls three things at once: gold earned per sale, how fast new shoppers arrive, and the chance of rare high-value customers appearing. A player who walks away from the stall to go hide gold or deal with Taximus will return to a dead streak, slower customer flow, and mostly Common shoppers. A player who stays and keeps selling will face an accelerating loop of increasingly valuable customers arriving faster and faster.

This is the central pressure of the game: **the longer you stay and sell, the more you earn. But the more you sell untaxed, the more evidence piles up and the more dangerous leaving the stall becomes. The streak is what makes staying feel rewarding and leaving feel costly.**

Streak	Gold Multiplier	Shopper Frequency	Rarity Bonus	Feel
0 to 4	x1.0 (base)	Normal	None	Standard day trading
5 to 9	x1.1 (+10%)	10% faster	+5%	Gaining momentum
10 to 14	x1.2 (+20%)	15% faster	+10%	Customers running to you
15 to 19	x1.3 (+30%)	20% faster	+15%	High pressure, high reward
20 or above	x1.5 (+50%)	25% faster	+20%	Near-constant selling, max tension

The Tax Decision (WBP_JournalDecision)

Every sale triggers a five-second popup. The player chooses between two outcomes:

- **Record Sale (Taxed):** The player receives Base Profit multiplied by (1 minus the current Tax Rate). Money goes directly to Taxed Gold. Suspicion decays slightly.
- **Hide Sale (Untaxed):** The player receives the full Base Profit multiplied by the current streak gold multiplier. Money spawns as a physical gold pouch that must be hidden before an audit. Suspicion increases by 15 per transaction.

If the player does not respond within five seconds, the system defaults to Record Sale automatically. This keeps the bazaar rhythm moving and prevents the journal from blocking a busy streak.

How Money Goes Out

Money leaves the economy through three channels.

Operational Costs: The player pays daily expenses at the end of each game day, including restocking the warehouse. These costs create a spending floor that prevents passive gold accumulation and keeps the player engaged with the trading cycle.

Fines and Seizures: This is the primary risk of the untaxed economy. When Taximus inspects a hiding spot during an audit, he calculates a discovery chance based on how much gold is inside, reduced by the player's Security bonus, and further reduced by 75% if the spot was secured before the audit began. If Taximus discovers gold, he seizes the full amount and applies a fine equal to 50% of the discovered gold, deducted from Taxed Gold.

Skill Path Investment: Players permanently remove gold from circulation by buying skill path upgrades. This is the designed win condition: converting volatile dirty wealth into safe permanent improvements.

The Two Skill Paths

The player can invest in one of two mutually exclusive paths. Only one path can be fully maxed per save. This is a permanent strategic commitment that shapes how the player earns and manages goods for the rest of that run.

Feature	Legal Path	Illegal Path
Funded by	Taxed Gold	Untaxed Gold
Delivery speed	Faster with each tier	Slower by default, but cheaper
Stock cost	Higher price, fully guaranteed	Cheaper, but carries seizure risk
Tax rate effect	Reduces tax rate on reported sales	No effect on tax rate
Seizure or loss risk	None	10 to 25%, scales up with tier

Feature	Legal Path	Illegal Path
Laundering return time	Not affected	Scales down from 5 to 2 days with upgrades
Max path limit	Only one path can be fully maxed per save	Only one path can be fully maxed per save

The Legal Path is funded by Taxed Gold. It rewards players who operate openly: stock arrives faster, costs slightly more but is always delivered in full, and each upgrade tier also reduces the tax rate deducted from reported sales. A fully upgraded Legal player pays far less tax per sale, making the honest route genuinely competitive with evasion.

The Illegal Path is funded by Untaxed Gold. It rewards players who operate in the shadows: stock is significantly cheaper, but delivery is slower by default and every order carries a seizure or non-delivery risk that scales with each tier. Early tiers sit at the low end of the 10 to 25% risk range, making them relatively safe. Higher tiers push the risk toward 25% in exchange for dramatically lower prices. A player who fully maxes this path is consistently buying cheap, but lives with the constant possibility that a shipment simply does not arrive.

Laundering via Elaara

Untaxed Gold cannot be kept forever. It sits in hiding spots as a liability that grows more dangerous as suspicion rises. The only way to permanently secure it is to convert it into Taxed Gold through laundering, handled by a Black Market NPC named **Elaara**.

Elaara takes the player's Untaxed Gold, deducts a 10% service fee, and returns the cleaned amount as Taxed Gold. The catch is the wait time: by default, laundering takes 5 in-game days to complete. This is not a fast solution. A player who sends gold to Elaara is committing to a multi-day wait while Taximus continues to patrol.

This wait time is the primary reason to invest in the Illegal skill path. Each upgrade tier reduces the return time, scaling down from 5 days at no investment to 2 days at the highest tier. A fully upgraded Illegal player gets cleaned money back in under half the original time, making laundering a viable and fast-cycling tool rather than a last resort.

Suspicion as an Economic Tool

Suspicion sits on a scale from 0 to 100 and is stored directly in AC_Economy alongside gold values. It is treated as a resource because it behaves like one: it can be earned, partially spent, and it directly determines the cost of doing business illegally.

Suspicion Range	Taximus State	Effect
0 to 20	Safe	Taximus wanders randomly, no focused behavior

Suspicion Range	Taximus State	Effect
21 to 50	Watchful	Taximus checks high-traffic hiding spots more often
51 to 100	Active Investigation	Taximus inspects hiding spots frequently, audit likely
100	Raid Trigger	Instant audit, no warning, no countdown

Suspicion rises by 15 with every untaxed sale. It also rises when Taximus detects a gold pouch left in the open, scaled by the pouch's value divided by 100, and by 1 per second when the player is within 600 units of Taximus. It falls naturally during legal activity.

Every untaxed sale therefore carries a hidden cost beyond the tax it saves. A player who hides ten sales in a row is not just collecting more gold. They are steadily raising the probability of an audit that could wipe out everything they stashed. Managing this tradeoff is the core skill the economy is designed to teach.