

# CHAPTER 6: MAKING MONEY IN THE FAR FUTURE

Last lesson, Your Majesty, focused on production and how planets and regions work. Now, as promised, I want to go more into depth on how to make money, called Crowns in the Celestial Empire.

## CROWNS AND YOU: HOW GPP WORKS

Every planet in AotSS has a planetary Crown generating power called Gross Planetary Product (GPP). This represents the EXPECTED financial output from the planet AT THE END OF THE YEAR. Obviously, this can (and will) change throughout the year, but it gives you a snapshot of where the planet is heading.

What contributes to GPP? Great question, Your Majesty. There are several main factors:

- Average Development Level (ADL) of the planet. This represents the overall development and purchasing/earning power of the Pops on the planet. It is heavily influenced by the types of Pops on a planet. For example, Farmers don't make as much (and thus, don't spend as much) as Academics or Fluxmen, so a planet comprised primarily of Farmer Pops will have a much lower ADL than a world filled with Admins and Academics. It is also influenced by the amount of population, Bio level, and may be modified by special World Projects that have been built. If you're looking to boost your GPP, encouraging higher-earning Pops is a great start. In order, here's the least-to-most earning Pops:
  - Farmers
  - Miners
  - Engineers
  - Administrators
  - Fluxmen
  - Academics
  - Note that Merchant Pops do not directly contribute to the ADL in this way – they generate GPP through other means, as we shall shortly see.
- This generates your 'base' GPP. This can then be modified by things like structures, unrest, etc. The more unrest on a planet, the lower your GPP is (because more and more people are either not working or not working well, and this affects the overall production of the planet)
- Your Viceroy's skills. Their Admin skill helps – the higher the skill, the more positive impact they will have on GPP. They also have a Cultural bonus and a House bonus (although some Houses and Cultures are less of a help and more of an anchor to GPP). Gilded World and Mercantile Cultures tend to begat excellent Viceroys for generating high GPP planets.
- Your Retail sector. Retail is explained in more detail below.

- Trade (exports) from the planet. Your Merchants generate trade to and from the planet. Trades that are exported from the planet generate GPP, and they are added to the expected GPP throughout the year.
- Trade (imports) from the planet. At times, the planet needs certain goods that are brought in via trade. Trades that are generated through Merchants reduce the planetary GPP. A portion of the GPP is set aside as a yearly budget to prevent viceroys from spending a planet's entire GPP budget.

The GPP is then used at the end of the year to send money to various entities. Here's how it works. If the planet is a Holding, then you as the Emperor get 75% of the GPP to be put towards the Empire GEP (Gross Empire Product) that serves as the amount for the budget that is set during the first month of the year. The more money that you are getting from your planets, the more things you can fund. The remaining 25% is distributed to the planet's province governor, system governor, and viceroy as BCs that go directly into the character's personal treasury. This is the primary way that non-House leaders obtain wealth.

If the Planet is not your Holding, you do not generate GPP from it. That money belongs to the House that Holds the planet. You do get a small personal tribute (since the planet is still under the Empire's nominal protection and sphere of trade, etc) but that goes directly to you as a tribute from a vassal, not the Empire as a whole. The vast remainder of the GPP goes to the House that Holds the planet, where they will use and allocate that money depending on their strategies and needs.

## **RETAIL AND YOU: HOW IT WORKS**

Retail Revenue of the planet. Your Merchants have several roles, one of which is to sell goods (that you provide) to the other Pops on a planet. They can take a percentage of food, basic and heavy materials, and energy that you specify, and essentially 'convert' them to retail goods that they can then sell. (Remember that a pop is around a million people, so this represents hundreds of thousands of small shops, retail outlets, online portals, etc – however retail looks in the 31<sup>st</sup> century!) A portion of the revenue that is generated from retail is added to the GPP. You don't have to allocate anything to revenue, but your people will gradually become unhappy at having to purchase pricey imports, and one way to make people happier without Projects is to allocate more for the retail sector, where people can buy more variety of goods and other stuff.

Remember these key things about retail:

- Retail has an effect throughout the system. It has a 50% Planet Happiness effect on other planets in the system, so it is possible to have a retail 'hub' in a system that generates a lot of retail and have that trickle down to the other planets.

- Planet Happiness, Your Excellence, is a part of what encourages Pops to migrate to other planets. I'll talk about that in a later chapter about your Pops, but for now just know that planets that have a lot of nice things like a high Bio rating, amusements, high earning power, and a thriving Retail sector will encourage more Pops to want to move there.
- You can see what portion of your GPP is derived from your retail sector by clicking on the 'Total Credits' panel in the planetary Economic mode.
- Be careful. If you have a larger Retail sector and you shrink it, your Pops will be upset (you are essentially closing stores and other retail outlets) and your Merchants will also be upset. The amount that your Pops and Merchants are upset are in proportion to the amount of Retail that you shrink – so if you need to shrink the sector, do it slowly if at all possible!

To grow your Retail sector, you must ask your Viceroy to Expand Retail Sector as an Action. You can then set the percentage of goods you wish to hold back from monthly production that will go towards Retail. For example, if you set the slider to 20%, the viceroy will attempt to hold 20% of all food, energy, and basic materials aside after production for retail use. These represent the raw materials needed for merchants to convert into retail products.

## **END OF YEAR BUDGET**

At the end of the first month of the year, you can set your Empire's budget priorities. These are simply sliders that are used to set allocations to several categories:

- Development (for empire Holdings for trade and infrastructure, can be used as a 'pool' for money for Projects that affect ruling House Holdings)
- Military (for maintaining and building military units that are owned by the ruling House)
- Intel (for maintaining and creating Inquisitor Units)
- Science (for maintaining military technology centers and academies that you have built)
- Diplomacy (for negotiating with other Houses or civs).

The more money that is allocated towards these categories, the more efficiently and effectively they work. For example, money allocated towards Development will help to develop Infrastructure throughout the Empire's planets, and can be also used as a pool to pay for Projects instead of using Characters (Contributors will not get any Power from this however)

## **WHAT LOWERS GPP?**

There are several factors that can lead to a temporary loss of GPP. The most obvious is unrest or riots. Any rioting Pops will not produce anything, nor will they be counted for GPP. Also, when Infrastructure levels are reduced temporarily, the GPP is affected. Also, if a trade hub closes or is not producing trades (import or export trade) this is not counted either. And of course migration also has an effect on GPP – especially if Merchants are leaving!

## **WHAT CAN CHARACTERS USE MONEY FOR?**

Several things. First, and most importantly, Crowns are what fuel Projects being completed. Most Houses will not have more than 1 Project going at once since they have to use their own ADM and Crowns but that's how it's paid for. Also, Crowns can be used for Plots against other Characters, and to bribe other Characters.

## **HOW CAN I SEE HOW MY EMPIRE IS DOING?**

From a planet level, you can see on the Economy Command Mode, Planet Level. You can see the total expected GPP generated by that planet AT THIS POINT IN TIME for that year. If you click on the GPP amount, an expanded GPP panel will appear showing more information about how your GPP breaks down, and some additional issues/bonuses that are affecting it. It's important to understand that your viceroy, and to a smaller extent your province and system governors, all have an effect on the ability of a planet to generate GPP, and thus your budget for the year.

## **MY GPP IS LOW, WHAT CAN I DO?**

Several things. The most obvious is to increase either your population or your ADL. You can improve your ADL by several means, including asking for more affluent pops on your planet, making a more wealthy economic sector larger, building Projects that are economic improvements, and attracting more Merchants. Remember that trade also affects GPP and if a planet has to trade for a ton of resources in order to function that will take a big bite out of your total earnings, so there may be a more 'root cause' level if you spend a lot of money with importing goods. If you have a healthy surplus, I recommend allowing the retail sector to flourish. Remember, though, that goods used for retail are not available either for export OR for basic usage among the populace, so if you see that your planet is starting to run low on energy, food, or basic materials, you should scale back your Retail sector – but slowly if possible!

Also remember that your Viceroy and Governors have an effect on a lot of things, but the Viceroy's Admin and some trait ratings also help. Viceroys who are Mercantile and Gilded Worlds culture also help here – they have an inherent ability to understand markets and money. You may consider swapping out Viceroys and/or Governors, but remember the risks that may bring.

Above all else, keep your planets happy! Planets who are unhappy produce less, and planets that have pops rioting produce nothing at all from those Pops – not GPP or anything else! You should move as quickly as possible to put down potential unhappy Pop issues – not all Pops can afford to simply leave the planet, and you may find that your Farmer and Miner Pops are leading the riots unless you make them happy!

The most extreme way to make more money is to change the Designation of a planet. This is a wrenching process, however, and the consequences to put so many Pops out of work if they do

not have a job under the new Designation may not be worth it. But if you need a financial center, and you have a planet that otherwise looks like it would be excellent (i.e. central to a province, lot of Merchants, etc. it might be wise to set up a center. System and Province capitals also have a premium on ADL, so moving the capitals is another options!

Whatever you decide, good luck Emperor! Next lesson: the trade system in more detail! What fun!