

In-Game Economy Design

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Produces an in-game economy design — currencies, sources and sinks, progression pacing, inflation control and monetization tie-in — for a balanced, engaging, sustainable economy. Use it to design or fix the economy. For monetization use the Monetization Strategy.

Purpose of this tool & output

Design a balanced virtual economy

How the output is used

Use it to design a balanced virtual economy — currencies, sinks and sources that keep the in-game economy stable.

Important cautions

A balanced economy keeps free players engaged while monetizing fairly — early paywalls churn and inflation bores. Model sources vs sinks and tune live with data. Avoid pay-to-win that alienates the free base that ads/virality depend on.

Companion documents

- Game Monetization Strategy
- In-App Purchase & Offer Design
- Ad Monetization Optimizer
- Battle Pass & Subscription Design
- LTV & Retention Optimization
- Retention-Safe Monetization Audit

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.