

<b>Stimulus:</b> Rank everyone, from poorest to richest. The 2 poorest players get 7 Florins, followed by 5 Florins the next 2 poorest player, and finally 3 Florins for the 2 richest person	<b>Priority Queue:</b> The richest person determine the next 1st person	SELL
<b>Equity Leveler</b> Rank everyone, from poorest to richest. The richest give the poorest 5 Florins, followed by 3 Florins the next richest and poorest player, and finally 1 Florins for the next richest and poorest player.	<b>Investments:</b> The richest person get 2 tulips, while the person with the most tulips get 8 coins. If there is a tie, all players get 2 tulips or 8 coins respectively.	BUY
<b>Auditing</b> If you have more than 3 tulips, you have to pay 5 coins or pay 1 tulip back.	<b>Taxation:</b> The richest player get taxed 5 Florins, the 2nd richest get taxed 4 Florins, 3rd richest get taxed 3 Florins, 4th richest get taxed 2 Florins, 5th richest get taxed 1 Florins, and the last do not get taxed.	SELL
<b>Increased Demand:</b> Start the counter at 10.	<b>1st person marker</b>  After every half year, this marker will be passed to the left	BUY
<b>Inflation:</b> All indicated prices to be increased by 1.	BUY	SELL