





**For Example:**

The cost of producing Bananas is **\$0.50 / lbs** and the Market has a total of **\$1,000** to spend.

There are two teams, and three farmers in each of the two teams i.e. total six farmers.

Below is the investment by each farmer:

**Farmer 1** produces 100 lbs, and spends  $100 \times \$0.50 = \$50$   
**Farmer 2** produces 200 lbs, and spends  $200 \times \$0.50 = \$100$   
**Farmer 3** produces 300 lbs, and spends  $300 \times \$0.50 = \$150$   
**Farmer 4** produces 400 lbs, and spends  $400 \times \$0.50 = \$200$   
**Farmer 5** produces 500 lbs, and spends  $500 \times \$0.50 = \$250$   
**Farmer 6** produces 600 lbs, and spends  $600 \times \$0.50 = \$300$

Thus, the total bananas produced are **2,100 lbs**.  
The market selling price will become  $\$1,000 / 2,100 = \$0.48 / lbs$   
Since it is lower than the cost of production, every farmer will be at a loss.

Thus, revenue and net profit/loss incurred to each farmer is as follows:  
**Farmer 1** produced 100 lbs, thus receives  $100 \times \$0.48 = \$48$ . A \$2 net loss  
**Farmer 2** produces 200 lbs, thus receives  $200 \times \$0.48 = \$96$ . A \$4 net loss  
and so on.....

**04:19**

**Every farmer belongs to a Team.**  
There are certain benefits of being in a team:

- 1) They can plan the amount of production
- 2) The profit/loss is equally shared within the Team
- 3) Weather/Economy and Foreign Producer forecast information is shared with the team.



As previously stated, the Market Madness game is about anticipating how much others would produce, and accordingly deciding your investment for your production, in order to maximize your cash.

**The Team which has maximum cash at the end, wins the game!**

**04:08**

**Factors affecting total production:**



**Weather**



**Foreign Producer**

**Factors affecting total money in the market to buy the produced crops:**



**Economy**

**NOTE :** An individual can buy the forecast for these factors and shares with the team.

**Weather Forecast**

Weather is the most important element which determines the amount of Production.

Weather is further classified in to Three Types :

For E.g. For a crop which costs \$0.50/lbs to produce, if we invest \$10, the expected production would be  $10 / 0.50 = 20$  lbs

	<b>Good</b>	The actual production will be more than expected. Like 24 lbs
	<b>Neutral</b>	The actual production will be same as expected. Like 20 lbs
	<b>Bad</b>	The actual production will be less than expected. Like 16 lbs

The screenshot shows a mobile game interface. At the top, there are three circular sliders labeled "Weather" (\$0), "Economy" (\$0), and "Foreign Producer" (\$0). Below the sliders is a large blue rounded rectangle containing the "Economy Forecast" section. This section includes a title, a note about economy determining market money, a classification into three types (Good, Neutral, Bad) with corresponding icons, and an example of market behavior. On the left side of the main screen, there's a "PRODUCTION" panel with a "Note" about weather forecast and investment, and a "CAMPFIRE" panel. On the right, there's a "Menu" with various settings like Round, Current Chance, Production Cost per lbs, Money in the Market, and Max Profit/Loss Limit. A timer at the bottom right shows 04:37.

## Economy Forecast

Economy determines the amount of money market has, to buy the production.  
Economy is further classified into three types:

For E.g. At the start of the round, if the market has \$1,000 to buy the final production.

- Good** The actual total money will be more than expected. Like \$1,200
- Neutral** The actual total money will be same as expected. Like \$1,000
- Bad** The actual total money will be less than expected. Like \$800

04:37

This screenshot is similar to the previous one, showing the same game interface with sliders and panels. The central focus is the "Foreign Producer Forecast" section, which features a globe icon and a descriptive text explaining what a foreign producer is. The "CAMPFIRE" panel is visible on the left, and the "Menu" and timer are on the right. A red hand icon points to the "Foreign Producer" slider at the top.

## Foreign Producer Forecast

Foreign Producer is a third party computer generated producer, which contributes to the overall amount produced

04:29











