



### Objective of the Game

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!**

In this game, every player is a **FARMER** and each farmer invests his or her money in producing crops.





All produce is automatically sold in the market,  
which in this game, is the computer.

Based on the total production made by all the farmers together  
(including other teams), and the amount of money the market has to buy,  
the selling price of the crop is decided.



Each farmer generates revenue based on the  
selling price and the amount each farmer produced.

If the selling price of a crop turns out to be lower than  
the cost of producing the crop, everyone will be at a loss.



### **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.....

**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!**

#### 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



**Good** The actual production will be more than expected. **Like 24 lbs**



**Neutral** The actual production will be same as expected. **Like 20 lbs**



**Bad** The actual production will be less than expected. **Like 16 lbs**

## 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**



## Foreign Producer Forecast

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



## My Cash

This is the cash, you can use to invest for production.



## Team Cash

Team cash is the total cash available with your team.



## Timer

**Each round is allotted 90 Seconds to 3 minutes.**  
The timer displays the time remaining in the round.



## Crop

It displays the crop of the current round.

There are **total of 8 rounds** in the game.

The crop changes in every round,  
means the cost of producing the crop per lbs could change in each round.

In **Each round**, every farmer is given only **One chance** to produce the crop.

The selling price of the crop is decided only at the end of the round.

**The first two rounds** have a limit of **20% maximum profit/loss** to let the players learn during initial phase of the game.

The **6th round** provides a **free foreign producer forecast**. In rounds 7 and 8, the foreign producer forecast is available for purchase.

At the start of every round, each player receives a certain cash so that everyone has something to invest.

**In every round, something new is introduced**  
So please see the below table for reference:

Rounds	Weather Forecast	Economy Forecast	Foreign Production Forecast	Max Profit/ Loss
1	<b>Free</b>	<b>Free</b>	Not Available	<b>20% of Investment</b>
2	<b>Free</b>	Paid	Not Available	<b>20% of Investment</b>
3	Paid	Paid	Not Available	No Limit
4	Paid	Paid	Not Available	No Limit
5	Paid	Paid	Not Available	No Limit
6	Paid	Paid	<b>Free</b>	No Limit
7	Paid	Paid	Paid	No Limit
8	Paid	Paid	Paid	No Limit

## Production Panel

This is the panel by which you can set your investment amount.

The value at the top shows your expected production.

## Learn how to Invest !

By clicking on **RIGHT & LEFT** button you can set the Investment amount.

Press **Lets's Go** button to start the production.

# **Your Goal !**

**Your goal is to maximize your team's profit.**

**Team with the maximum money wins the game.**

You can access this tutorial anytime at the given link.