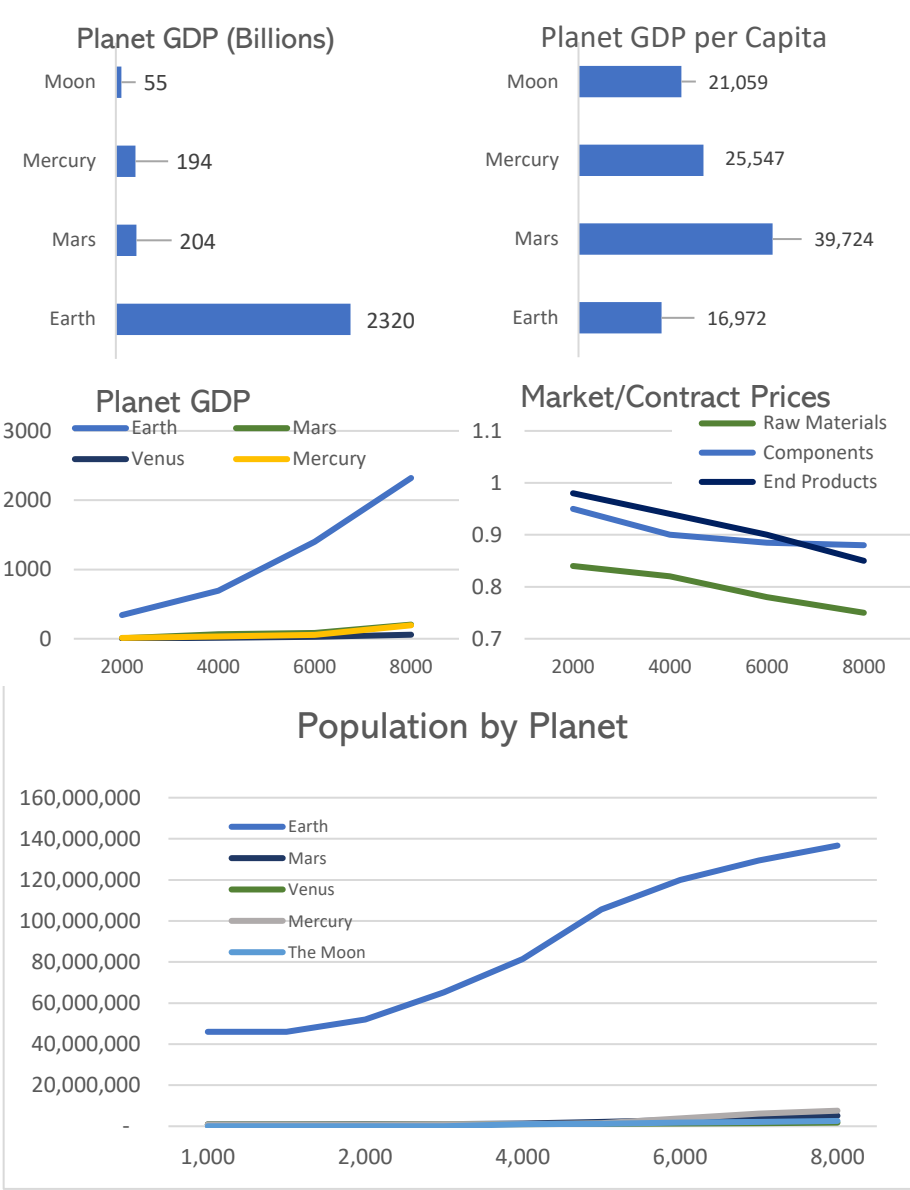


Monthly Galactic Economic Report



Product Overview - Entire Galaxy

End Products	Dem%	Vol	Prod
Clothing	102	29.7k	3120
Contraband	110	29.8k	1976
Entertainment	97	29.7k	2290
Furnishings	123	29.6k	2510
Gadgets	116	29.7k	1950
Industrial Goods	115	29.8k	2280
Synthetics	110	29.6k	2845
Vehicles	104	29.7k	1980

Components

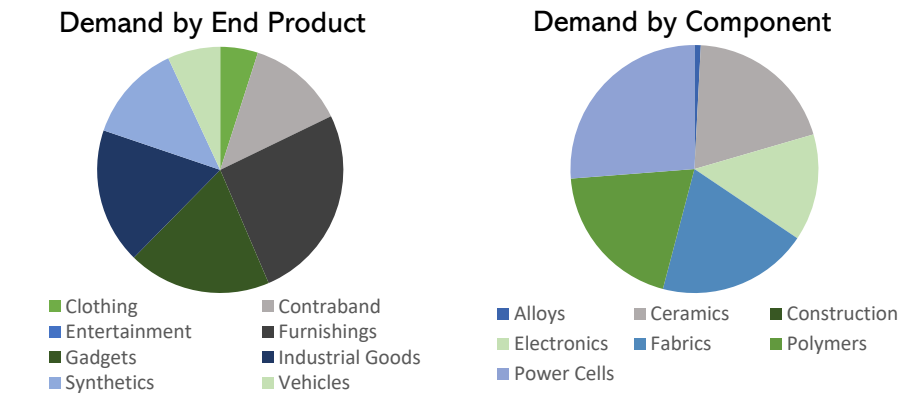
Components	Dem%	Vol	Prod
Alloys	80	45.6k	9.2k
Ceramics	103	45.6k	7.5k
Construction	74	45.6k	17.0k
Electronics	96	45.6k	14.0k
Fabrics	103	44.7k	8.0k
Polymers	103	45.6k	8.9k
Power Cells	111	45.6k	4.7k

Product Demand Overview - Max Demand

End Products	Max Dem	Dem%	Vol
Clothing	Moscow	148	1.0k
Contraband	Dupree	198	1.6k
Entertainment	Moscow	155	1.0k
Furnishings	Paris	181	1.0k
Gadgets	Moscow	154	1.0k
Industrial Goods	Dupree	158	0.9k
Synthetics	Warsaw	141	1.6k
Vehicles	Dupree	154	1.6k

Components

Components	Max Dem	Dem%	Vol
Alloys	Delores	109	0.7k
Ceramics	Delores	140	0.8k
Construction	Ninde	97	1.6k
Electronics	Houston	113	1.7k
Fabrics	Delores	149	0.8k
Polymers	Ninde	125	1.6k
Power Cells	Madrid	125	1.7k



## Monthly Galactic Economic Report

### Earth

The planet earth seen unprecedented GDP growth in population and GDP this period, with a 64 million increase in population and GDP growing to over 2.3 billion. The increase has been a result of corporations bringing their production lines into full efficiency along with the increased markets for civilian services and end products. The growth of the civilian service sector has been the main factor in GDP growth, expanding over 470% to over 30,000 units from turn 4000 to 8000. End Products have increased as well but have not kept pace with the market growth, increasing from 2,735 to 16,051, showing a 486% growth over the reported period. Despite this growth, end products and civilian services remain undersupplied on Earth.

#### Earth Growth Forecast

With the lack of supply for end products and civilian services, forecasters are predicting growth on earth to level out during the coming period, with Earth already showing a mild decline in population. This trend is expected to continue for several hundred turns before stabilizing, with small growth expected throughout the rest of the period.

#### Earth Market Growth (turn 4000-8000)

Civilian Services:	5,260 --> 30,264	475% ^
End Products:	2,735 --> 16,051	486% ^
Components:	25,025 --> 57,003	128% ^
Raw Materials:	49,087 --> 117,504	139% ^

Indicators predict continued growth of the civilian services and end product markets, but the GDP growth will cool as corporations continue to reach their logistic caps. Growth models show a sharp decline in GDP growth during this period, which is a natural outcome following the tremendous periods of growth from the previous periods. Growth is still expected to be storngly positive for the first half of the period from 8,000 to 12,000, before slowing in the second half as manufacturing growth slows. Interstellar trade is expected to see an increase as corporations continue importing resources from off world mining locations.

### Mars

The city of Ninde has seen strong growth last quarter, outgrowing the median predictions forecasted by most economic models. The city now hosts over 5 million inhabitants and boasts the highest GDP per capita in the system at 39,724; This is due to the large number of metal exports to foreign markets. Mars has seen a strong increase in manfuacturing over the last 1,000 turns with end product output growing to 850, making it less much dependent on foreign imports.

#### Mars Growth Forecast

Mars growth has slowed considerably, and is currently remaining stable near 5 million. Population is expected to begin increasing as the manufacturing segment continues to grow, forcing demand levels back down and increasing growth. Expect moderate growth, with models predicting population rising 2-3 million in the coming period.

### Mercury

The city of Dupree has seen remarkable growth as TCS has invested heavily in its' growth. Population has stabilized as demand levels have risen for services and end products. Mercury is currently under the control of the guild TCS and appears to be a controlled market. Corporations seeking to sell here should first contact the local government concerning product sales and infrastructure development.

#### Mercury Growth Forecast

Mercury has seen a small decline at the end of last quarter, but shows signs of continuing growth into the future. The city will likely reach over 10 million population by turn 12,000. GDP growth is expected to be strong as more TCS members invest in industry and infrastructure there.

### Product Markets

End Product prices have remained fairly constant in the previous 500 turns, with only a 5% increase in demand levels during that time. Furnishings and gadgets are experiencing high demands att 123% and 117% respectively. Power Cells have the lowest industrial output levels of components, reflecting the high demand levels seen on Eath.

Construction and alloys remain overproduced, with levels remaining at extremely low profit margins. Most other products offer good profits both on earth and across the solar system.

#### Product supply levels (Earth)

Construction:	78.2%
Alloys:	81.3%
Power Cells:	111.5%
Industrial Goods:	112.3%
Gadgets:	116.5%
Furnishings:	122.9%

## Monthly Galactic Economic Report

### Clarifications for the Economic Report Data

- GDP is calculated using the Production Approach. Complex market conditions and data-gathering techniques combine to make this method the most efficient at calculating the gross domestic product of each star system. The Production Approach (also known as the 'Value-Added Approach') is calculated using the following formula:  $\text{Gross Value Added} = \text{Gross Value of Output} - \text{Value of Intermediate Consumption}$ . This calculation includes all products produced in each star system, including materials extracted from asteroid mining and artifact research. The value of artifact research is calculated by the going rate of artifacts and artifact fragments for the reporting period, and thus can vary from month to month.
- Market and Contract prices calculate the average value of products that are sold on the market and through contracts. The value is shown as a percentage of the base value, with the base value being represented as "1.0". The specific base value of each product type is as follows: Raw Materials = 100, Components = 250, End Products = 500.
- "Product Overview - Entire Galaxy" and "Product Demand Overview" - as well as the "Demand by End Product" and "Demand by Component" graphs - only provide data for the principle cities in the galaxy (Principle cities are defined as cities containing a population of 3 million or more). This distinction is made to better reflect the effective demand of component and end product levels.
- No data is provided for civilian services demand. This is due to the unique role of civilian services in the marketplace, which often falls to the responsibility of each mayor to maintain, and in major cities can often be restricted to allow only a few select corporations to supply. In addition to this, certain mayors may choose to artificially inflate these prices to maximize their profits, thus providing an inaccurate and misleading picture over the state of civilian service demand and the opportunity to supply it in the open market.
- No data is provided for raw materials demand. This is due to the extremely widespread demand for these products, as well as the care that is taken to supply these in principle cities rarely allows prices to rise to high demand levels. Due to these factors, as well as the low profit margins to be made selling these products, the Galactic Economic Commission of Orion has chosen to exclude these products from this report.
- Entire galaxy demand percentages for components and end products are calculated using a weighted average to determine a more accurate reflection of which products are currently under or over supplied. The formula used to determine this value is as follows:  
$$[\text{Demand percentage of principle city A} * (\text{volume of principle City A} / \text{Total volume of all principle cities})] + [\text{Demand percentage of principle city B} * (\text{volume of principle City B} / \text{Total volume of all principle cities})] + [\dots]$$
- The production value show for each product represents the average industrial production of these products over the given period. These values fluctuate as corporations increase or decrease their production levels at any given time. The value displayed in the report is the average output of all industries by category in the galaxy over the previous 30 days. These values may or may not align with current output at any given time as shown on the industry tab in the viewscreen.
- The information presented in this report is as closely approximated as possible, using numerous advanced metrics and data gathering methods to provide the most accurate report as possible. Corporations who utilize this data to inform their companies' future manufacturing production output and potential expansion into other market sectors may use this information only in an advisory capacity, and must conduct their own due research before investing in new capital improvements or preparing their upcoming production schedules. GNN and GECO will not be held responsible for the outcome of any financial decisions made based on the information provided in this report.