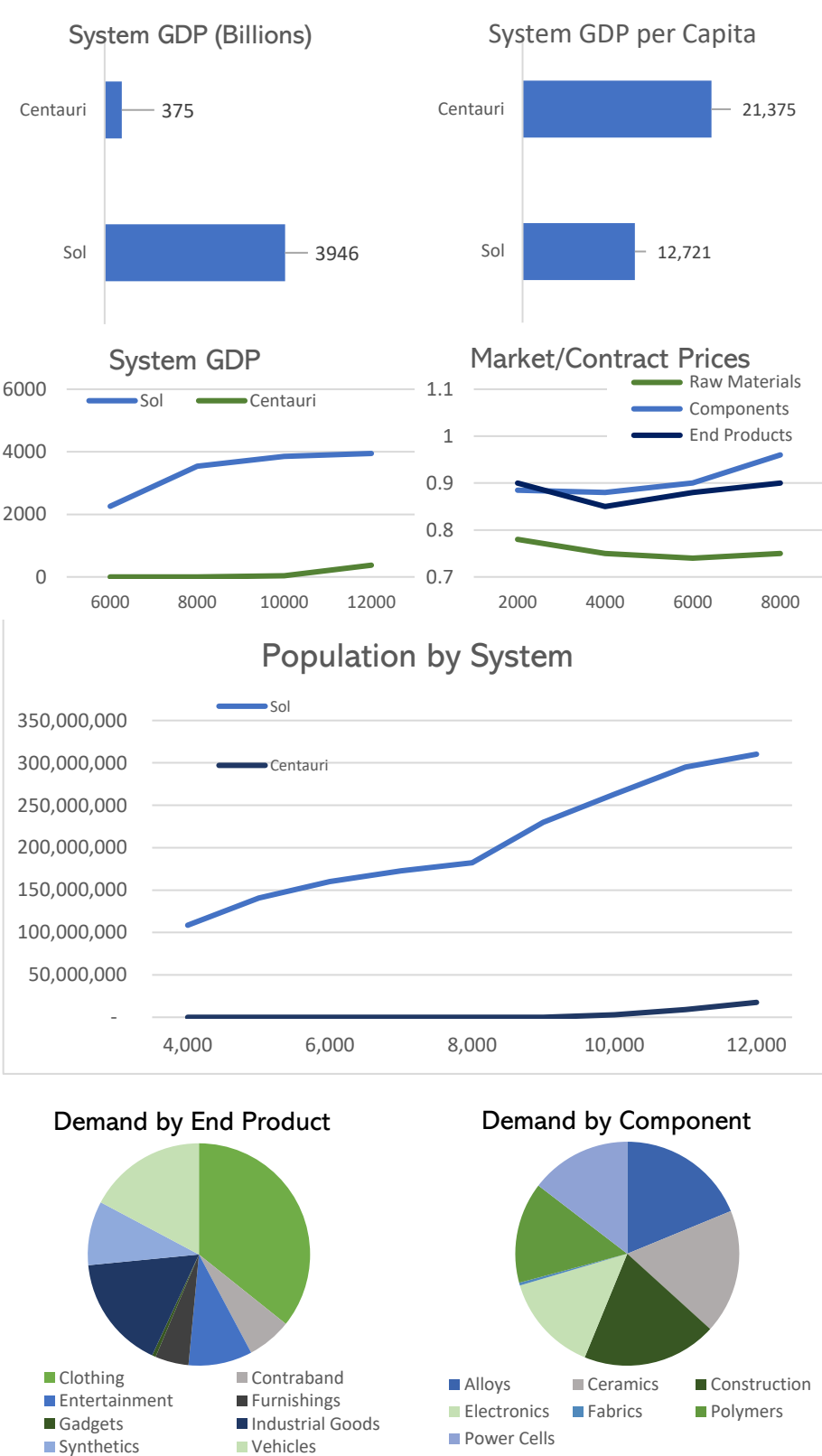


Monthly Galactic Economic Report



Demand by End Product

End Product	Demand
Clothing	175
Entertainment	156
Gadgets	167
Industrial Goods	178
Synthetics	154
Vehicles	188
Contraband	202
Furnishings	186

Demand by Component

Component	Demand
Alloys	86.1k
Ceramics	86.1k
Construction	86.1k
Electronics	86.1k
Fabrics	86.6k
Polymers	86.1k
Power Cells	86.1k

Product Overview - Entire Galaxy			
End Products	Dem%	Vol	Prod
Clothing	141	55.5k	4620
Contraband	89	56.5k	5375
Entertainment	94	56.3k	4377
Furnishings	87	55.2k	4990
Gadgets	79	56.3k	5840
Industrial Goods	107	56.0k	5970
Synthetics	94	56.1k	6620
Vehicles	108	55.4k	4508

Components			
Components	Dem%	Vol	Prod
Alloys	114	86.1k	14k
Ceramics	113	86.1k	11k
Construction	115	86.1k	21k
Electronics	106	86.1k	19k
Fabrics	82	86.6k	10k
Polymers	107	86.1k	11k
Power Cells	107	86.1k	8.8k

Product Demand Overview - Max Demand			
End Products	Max Dem	Dem%	Vol
Clothing	Meech	175	2.3k
Contraband	Meech	202	2.1k
Entertainment	Meech	156	2.3k
Furnishings	Allen	186	2.6k
Gadgets	Hot	167	2.9k
Industrial Goods	Meech	178	2.4k
Synthetics	Allen	154	2.7k
Vehicles	Meech	188	2.3k

Components			
Components	Max Dem	Dem%	Vol
Alloys	Dupree	152	5.6k
Ceramics	Dupree	141	5.6k
Construction	Ninde	180	3.6k
Electronics	Ninde	163	3.6k
Fabrics	Ninde	172	3.7k
Polymers	Delhi	154	1.9k
Power Cells	New York	160	1.7k

## Monthly Galactic Economic Report

### Earth

Earth has continued to grow at amazing levels this previous period. This continued growth is due to sweeping changes in Terran law concerning the function and implementation of the Arcology megastructures, causing sustained population growth over the last 4,000 turns. Growth has stalled in the past few hundred turns however, and has begun to decline as corporations turn their focus to the newly opened Centauri system.

GDP growth on earth has nearly halted growth during the previous 2000 turns, gaining less than 100 billion from turn 11,000 to turn 12,000. Much of this is due to the relocation of industry to Centauri system as corporations seek to take advantage of the yet-untapped resource potential there. Despite the strong population growth from the Arcologies, this has not reflected into positive GDP growth, with both Civilian Services and Raw Material Markets showing a contraction in industrial output for the first time.

#### Earth Industrial Growth (turn 8000-12000)

Civilian Services:	30,264 --> 29,317	3.2%
End Products:	16,051 --> 28,450	77.3% ^
Components:	57,003 --> 63,777	11.8% ^
Raw Materials:	117,504 --> 96,465	21.8%

### Earth Growth Forecast

Earth is expected to see population levels drop in the coming period, driven by a combination of high demand levels and a lack of supply to meet them. Potential law changes by the Terran Federation could reduce the supply levels even further, as top Terran officials discuss major changes to logistics tax laws in relation to megastructures. Should these laws be passed, several mega corporations will be forced to shut down large portions of their manufacturing in response to new taxation policies. These shut-downs will reduce supply levels even more, with a corresponding reduction in population.

### Sol

The push for the Centauri system has opened several new markets around the planet of Jupiter. These planets have now seen large increase in demand levels as corporations have turned their focus to the Centuari system. End Product levels in particular are reaching historic highs in these markets. Mercury continues growing at a healthy rate, with a 3rd city expected within the next 1000 turns, allowing the inhabitants to elect the second ever emperor of a planet.

### Sol Growth Forecast

Expect overall contraction throughout Sol as the Jupiter colonies face severe contraction. Ninde on Mars is experiencing sharp declines as well due to an uneasy political situation involving Ares Initiative, the mayor of Ninde. Only Mercury is experiencing stable growth, and is expected to continue growing throughout the coming period.

### Centauri

The newly opened system is already experiencing tremendous population growth as corporations invest heavily in the growth of this system. The city of Schirra has nearly reached 10 million, just over 2000 turns after the opening of the system. GDP growth has been extremely healthy as well, with a GDP per capita of 21,375.

### Centauri Growth Forecast

There will be huge increases in both population and GDP this quarter as corporations continue to invest huge amounts of resources into the system. Forecasters have difficulty identifying good growth targets for this system, as much depends in the investment levels of corporations as well as the potential impact of the Terran megastructure tax laws.

### Product Markets

Construction materials have seen a huge drop in industrial production, causing demand to increase to 138.8% on earth and creating a lack of supply in the product market. Ceramics are also undersupplied at the moment, with low industrial output and high demand levels.

Clothing prices in principle cities have reached extreme highs, and appears to lack enough producers to meet the demand levels. Gadgets, once undersupplied, has now become extremely oversaturated, representing the 3rd most produced end product type in the galaxy.

#### Product supply levels (Earth)

Gadgets:	93.1%
Fabrics:	97.3%
Polymers:	132.7%
Power Cells:	133.5%
Ceramics:	135.5%
Construction:	138.8%

## 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 5 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.