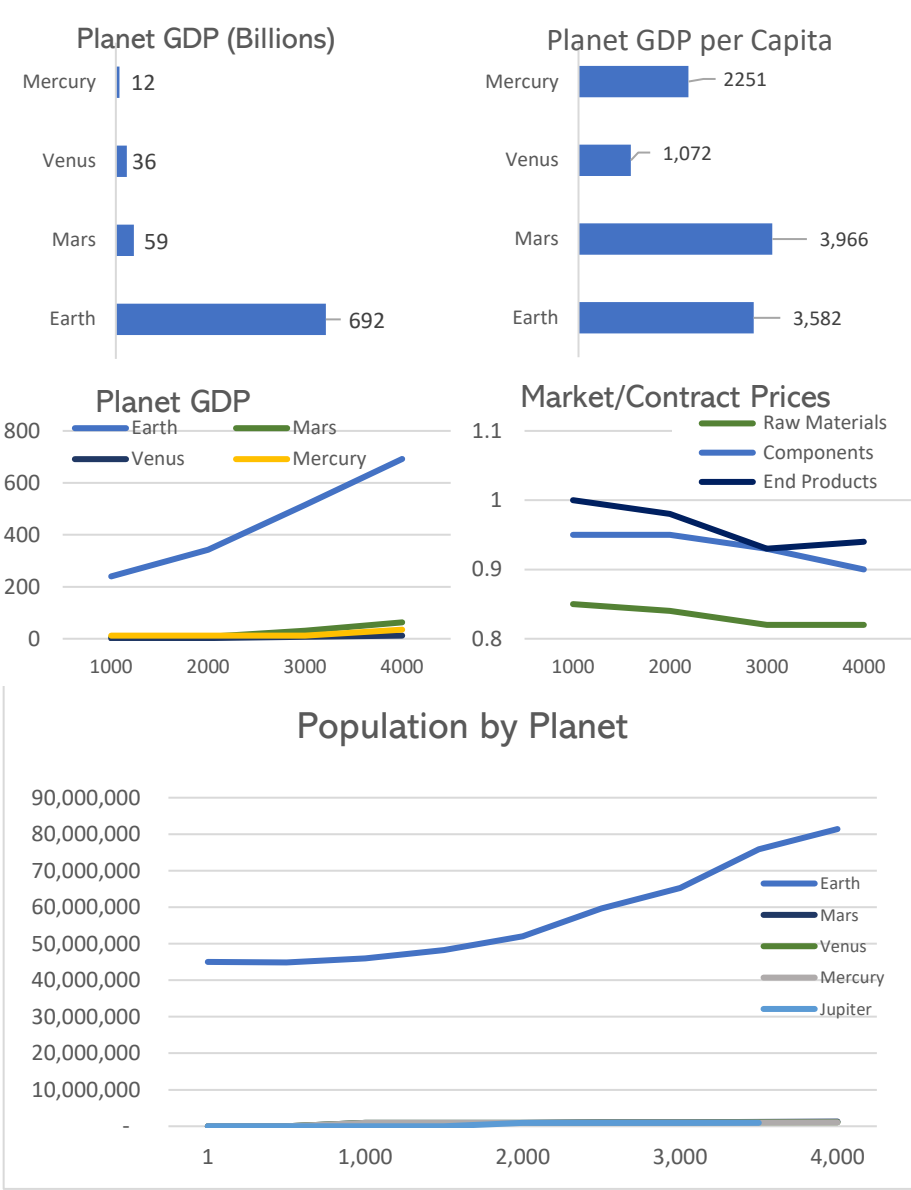


Monthly Galactic Economic Report



Product Overview - Entire Galaxy

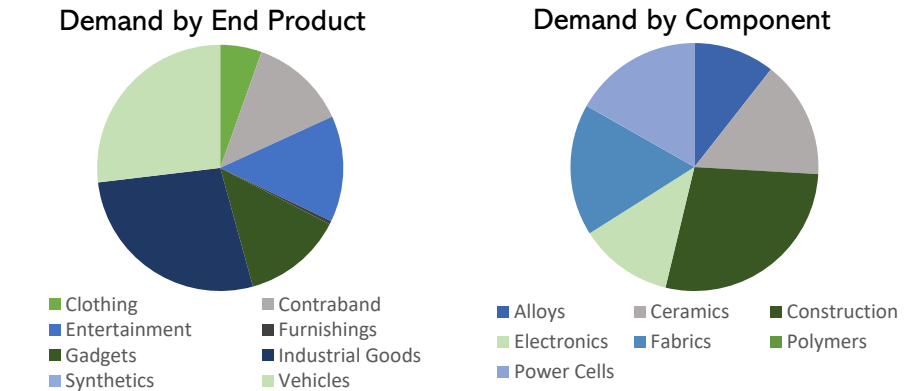
End Products	Dem%	Vol	Prod
Clothing	66	16.0k	625
Contraband	71	16.0k	370
Entertainment	72	16.0k	390
Furnishings	54	15.0k	180
Gadgets	71	16.0k	800
Industrial Goods	91	16.0k	310
Synthetics	53	16.0k	130
Vehicles	90	16.0k	145

Components	Dem%	Vol	Prod
Alloys	75	24.0k	3.5k
Ceramics	81	24.0k	3.0k
Construction	97	24.0k	5.2k
Electronics	77	24.0k	5.2k
Fabrics	83	24.0k	3.8k
Polymers	62	24.0k	3.5k
Power Cells	83	24.0k	3.5k

Product Demand Overview - Max Demand

End Products	Max Dem	Dem%	Vol
Clothing	Beijing	73	0.6k
Contraband	Beijing	79	0.6k
Entertainment	Phoenix	85	0.6k
Furnishings	Sao Paulo	72	0.5k
Gadgets	Moscow	85	1.1k
Industrial Goods	Moscow	101	1.1k
Synthetics	Rabat	65	0.6k
Vehicles	Buenos Aires	96	0.6k

Components	Max Dem	Dem%	Vol
Alloys	Moscow	88	1.5k
Ceramics	Sydney	96	1.0k
Construction	Paris	103	1.1k
Electronics	Phoenix	90	0.9k
Fabrics	Shanghai	97	1.0k
Polymers	Shanghai	72	1.0k
Power Cells	Rio De Jan	92	0.9k



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Earth

The planet earth has experienced extremely strong growth in population and GDP values, effectively doubling its' GDP from 342 billion to 692 billion between turns 2000 to 4000. Much of this increase is due to the expanded civilian service and end product sectors, with civilian services being the main driving force in the economy over that period, showing an increase from 1,180 manufacturing output in turn 2000, compared to 5,260 in turn 4000. This represents a 445% increase in civilian services over this period. End product manufacturing has seen an increase, growing from 901 output to 2,735 in this same period, showing 303% growth of the end product market segment.

Earth Growth Forecast

GDP growth is forecasted to continue strongly into the next 4000 turns. With cities beginning to exceed populations of 5 million, our analysts expect to see a strong growth in end product manufacturing. The growth of the end product market will also drive an increase in components and raw materials to meet the manufacturing requirements of the new end product factories, though much of this growth is anticipated to be on other planetary bodies as corporations continue to increase mining extraction operations across the system. Expect to see a continued growth in civilian services as well, though forecasts anticipate that the growth will slow down considerably compared to the previous period.

Earth Market Growth (turn 2000-4000)

Civilian Services:	1,180 --> 5,260	345% ^
End Products:	901 --> 2,735	203% ^
Components:	10,090 --> 25,025	148% ^
Raw Materials:	40,394 --> 49,087	21.5% ^

Population growth is expected to continue at a strong rate, though indications show that the increasing demand for end products may have an effect on the growth rate of cities as corporations adjust to meet the demand of these products. Forecasts expect population growth to continue upward on a linear trend for the upcoming period, with models showing the total population on earth reaching between 110,000,000 and 130,000,000 by turn 8,000. This growth will require a cooresponding increase in production from corporations to meet demand.

Mars

The city of Ninde on Mars is the fastest growing city apart from those located on Earth. Ninde is growing at a slightly slower rate than the earth average, showing a 19.6% increase each week. Though a small population overall, Mars already hosts production facilities for components, end products and civilian services. This strong presence of production gives Mars the highest GDP per capita in the galaxy, with significant exports to the relatively large markets on earth.

Mars Growth Forecast

Growth forecast show Ninde likely reaching 4.5 million population by turn 8000, though the most aggressive prediction models show growth potentially reaching 5.5 million by that time. Our market analysts show this possibility to be very unlikely. GDP growth is expected to slow somewhat compared to the current trends, though analysis suggests a continued growth in line with the increase of population that is projected.

Product Markets

Several markets are experiencing oversaturation as competition among corporations have driven prices to historic lows. Synthetics in particular have been oversupplied, with the planetary demand average at 52.6%. Other oversupplied products include Furnishings at 53.6%, Polymers at 61.3%, and clothing at 65.1%. Several manufacturers have halted production in these sectors until prices rebound.

Two different end products are under supplied at the moment: Industrial Goods and Vehicles. These two represent the most difficult end products to produce. Industrial goods have a demand of 90.7% with 280 output on Earth. Vehicles have a demand of 90.1% and 145 output on earth. Construction materials are the most undersupplied component, with 96.5% demand on earth.

Product supply levels (Earth)

Synthetics:	52.6%
Furnishings:	53.6%
Polymers	61.3%
Synthetics:	65.1%
Vehicles:	90.1%
Industrial Goods:	90.7%
Construction:	96.5%

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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 GECCO will not be held responsible for the outcome of any financial decisions made based on the information provided in this report.