Your team manages a fleet of boats.
- You started out with 10 boats and have increased to 40 by last year.
- There are 10 fleets in the fishery.
- You sell fish at the price of $2 thousand per unit.
- For every boat you use, you have costs equal to $1 thousand per boat.
- Boats used last year but not this year must pay a storage cost of $0.5 thousand.
- Money in the bank earns 5% interest per year.

Your objective is to maximize your cash balance.
The game can end at any time. Your balance will restart at zero before year 5.

Your job
(1) Decide how many boats to use each year.
(2) Send a representative to the computer to report your effort.

The computer will calculate your harvests, revenue, costs, profits & balance.
(3) Your representative waits to find out how you did this year.
(4) Return to your team to choose how many boats to use in the next period.

Teams are rewarded with candies based on their relative economic performance.