

# INSTRUCTIONS MARKET

The market represents all the local market (for artisanal mills), the international market (for industrial mills), the school and the tax office at the same time. Its main tasks consist of changing money, buying palm fruits (from mills) and receiving taxes. As soon as someone paid the taxes, she/he gets a confirmation by means of a stamp. In addition, she/he is allowed to take a "tax snack". While doing so, the market person informs the person if the corresponding product contains palm oil, and if so what kind of palm oil.

In case someone cannot pay the taxes, two general possibilities exist: Either the market buys a potential contract with the industrial mill (taking 10% provision), or it explains the possibility of not sending their own children to school anymore: Every player has a family with children who go to school. Taking a child out of school would allow saving school fees. Placing a symbolic child token on one of the plantation gives 100 Francs.

Furthermore, the market has the right to allow expansions of capacity (artisanal mill) and give permission to cut down rainforest (palm oil famers).

## Summarizing competencies:

- Changing money
- Receiving taxes
  - Stamp «paid»
  - Distribute «tax snacks»: Information on products (containing palm oil or not, certified or not)
- Advising players that lack money
  - Buy contracts: 10 % provision
  - Taking children out of school: Symbolic amount of 100 Fr. if children are taken out of school (and working on the plantations instead). In case the children want to go back to school: Costs = 150 Fr. (Reason: effort to catch up).
- Artisanal mill: Expansion of capacity costs 1000 Fr.
- Palm oil farmers: Deforestation and creation of new plantation cost 1000 Fr.
- Buy palm oil (from oil mills): Prices on blackboard

For all other requests no detailed instructions are provided. In general, the market should just participate in the game. The game master can always be asked for advise, but feel free to improvise.