

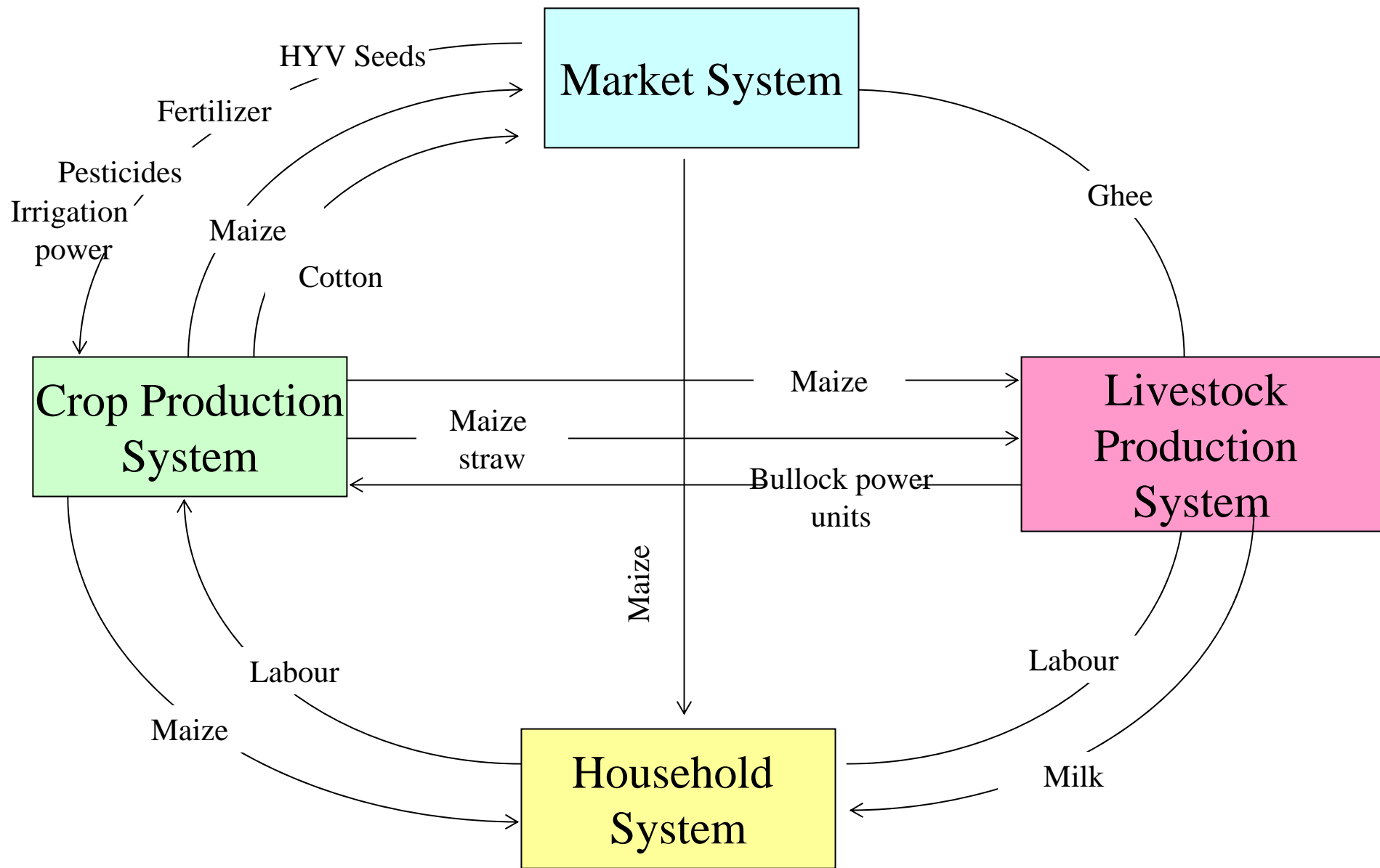
Naranpur Express- A Simulation Game



“There is no need for playing this Game.
You put people in villages for three months
and they will know all about how farmers
decide”

Lay-out of the presentation

- Movie on Naranpur
- Economic relationships in Naranpur village
- Rules of the Game
- How to play the game-mechanics
- Different options available to Households
- Demonstration



Economic relationships underlying Naranpur Express

Main Objectives of the Players (village households)

- To meet the food grain and milk requirements of the family and feed requirement of the livestock with the given assets so that no one dies of hunger
- To grow the assets (cash, food grain stock, land, livestock etc.) of the family

Different Actors

- **Teams** represent village households
- **Game Manager** represents GOD and the government
- **Trader** represents Market
- **Game Inspectors** act as supervisors and convey messages of the God regarding rains, pest attacks, deaths, births in the family

Rules of the game

- All decisions made need to be entered in the Players Recording Statement (PRS)
- Decisions regarding inputs applied, inter-household transactions and production need to be reported to the Game Inspectors
- Neither bullock power nor human labor units can be carried forward to the next year
- Surplus/Deficit need to be reported to Game Manager
- Try to seriously enact the role; no farmer ever allows his child to die
- Don't Steal other's assets.....Be honest.....Enjoy ☺

How to play the Game ?

Year 1

- 1st step: Fill Table 1 and report your initial assets and collect the labor units from the game inspector
- 2nd step: Based on your family's requirement and your strategy (refer Appendix 4) make your crop choice and provide for essential inputs and fill Table 2.1 and Table 3 (refer Appendix 3 and 5)
- 3rd step: Decide on the optional inputs and fill Table 2.2 (refer Appendix 3)
- *In case of shortage of inputs (labor, bullock power) –buy from the trader or other households*
- *In case of surplus –sell to other households/trader*
- *All these transactions need to be entered in PRS Table 5*

- Step 4: After finalizing your input allocation, get your sheet signed by the Game Inspectors and return all the input tokens
- Step 5: Based on the state of nature announced by GOD (rain, pest attack) calculate your total production (refer Appendix 1 and 2) and fill Table 2.3
- Step 6: Calculate your surplus/deficit and fill Table 4

- Step 7: Report your surplus/deficit status to the GOD and get Table 4 signed. GOD will mark you as surplus/deficit on a large board
- Step 8: Collect your tokens for surplus production from the trader and transact with other Households or trader to meet your food grain/milk/straw deficit
- Step 9: Report back to the GOD after getting your deficit cleared

Year 2

- Listen and understand the meaning of announcements made by the Game Manager
- Step 1: Take a new PRS, enter the family details and incorporate changes
 - in your assets if any
 - number of family members and livestock
 - Loans taken from the trader
 - Loans taken from other Households
- Step 2: Same as earlier...

Year N...

- At the end of the Game calculate your final assets and the percentage growth in your assets

Different Options Available to Households

- All the inputs need to be provided within the choice offered by Appendix 1-5
- Beyond this, it is all your creativity.....for example
 - Different households may trade at different rates,
 - Some households may offer charity, surplus labor households may form a union,
 - People may form a co-operative,
 - Well-owners may form a cartel,
 - Different borrowing arrangements may be made,
 - There may be share-cropping arrangements.....