

## Game Target

## To polish in practice knowledge and skills acquired during education

* How to earn a profit?
*How to convert profit into cash?
* Fixed and variable expenditures: what is more important?
*How to choose products to produce?
* How to calculate amount of financing ?


## Terms

- Operational profitability - operational profit to sales ratio
- Cash flow - difference between cash income and outcome
- Operational cash flow- difference between cash income and outcome from operational activity
- Variable expenditures - those that respond directly and proportionately to changes in activity level or volume
- Fixed expenditures - those that do not fluctuate with changes in production activity level or sales volume
- Овердрафт - like a 'safety net' on your current account; bank allows you to borrow up when there's no money in your account and can be useful to cover short term cash flow problems (but overdraft interest, as a rule, is higher then normal loan interest)

Economy of scale




## Products

|  | Lipstick | Shampoo | Cream | Lotion | Perfume |
| :--- | ---: | ---: | ---: | ---: | ---: |
| Variable costs, Rub/unit. | 120 | 90 | 120 | 150 | 180 |
| Fixed costs, Rub | 4000 | 8000 | 2000 | 3000 | 1000 |
|  |  |  |  |  |  |
| Budget price, Rub/unit.(100) | 210 | 230 | 200 | 250 | 265 |
|  |  |  |  |  |  |
| Profit per unit. (100 units) | 50 | 60 | 60 | 70 | 75 |
| Profitability oper. \% | $23,8 \%$ | $26,1 \%$ | $30,0 \%$ | $28,0 \%$ | $28,3 \%$ |

## Players

|  | Shinel | Victoria | Nika | Dubua | Ostap \& Co |
| :--- | :---: | :---: | :---: | :---: | :---: |
| Capacity | 100 | 100 | 100 | 100 | 100 |



| CuStomers |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- |
| Products/Customers $\mathbf{X}$ $\mathbf{Y}$ $\mathbf{Z}$ $\mathbf{T}$ |  |  |  |  |
| Lipstick | $100 \%$ |  |  |  |
| Shampoo |  | $100 \%$ |  |  |
| Cream |  |  | $100 \%$ |  |
| Lotion |  |  |  | $100 \%$ |
| Perfume |  |  |  | $100 \%$ |
| Payment period, months | 1,5 | 0,5 | 1,2 | 0,2 |
| Reliability | $60 \%$ | $50 \%$ | $80 \%$ | $40 \%$ |

## Payment calculation

## Example:

Customer Z should pay 1000 rubles in 1,2 monthes


## Bank

Loan interest rate - $5 \%$ in a month
Overdraft interest rate - $10 \%$ in a month
Loan amount is not limited, should be declarer before the beginning of the month.

Overdraft is given out automatically to cover shortage of working capital

## Example of completed form

| Form |  |  |
| :--- | :---: | :---: |
| Company name <br> Products |  | Production volume |
| Lipstick |  |  |
| Shampoo |  |  |
| Cream |  |  |
| Lotion |  |  |
| Perfume |  |  |
| Total |  |  |

## Company report

| Month 0 | Rassvet | CASH FLOW REPORT |  |
| :---: | :---: | :---: | :---: |
|  |  | Cash balance in the beginning | 0 |
| Production volume |  | Loan receipt | 25500 |
| Lipstick | 0 | Cash income from sales | 0 |
| Shampoo | 0 | Total cash in | 25500 |
| Cream | 25 | Cash out for production | 25500 |
| Lotion | 50 | Interest | 1275 |
| Perfume | 50 | Balance | -1275 |
| TOTAL | 125 | Overdraft | 1275 |
| Cash balance in the beginning | 0 | Overdraft interest | 128 |
| Loan requested | 25500 | Total cash balance | -128 |
| P\&L Report |  | Loan debt (-) | 26775 |
| Sales | 29900 | Future cash in (+) total | 29900 |
| Expenditures | 25500 | Future cash in (+) month 1 | 21425 |
| Operational profit | 4400 | Future cash in (+) month 2 | 8475 |
| Profitability operational | 14,7\% | Future cash in (+) month 3 | 0 |
| Finance expenditures | 1403 | Interim result | 2998 |
| Net earning | 2998 |  |  |



## Payments time report

| Payments time |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: |
| Products/Customers | $\mathbf{X}$ | $\mathbf{Y}$ | $\mathbf{Z}$ | $\mathbf{T}$ |
| Lipstick | $100 \%$ |  |  |  |
| Shampoo |  | $100 \%$ |  |  |
| Cream |  |  | $100 \%$ |  |
| Lotion |  |  |  | $100 \%$ |
| Perfume | 1,5 |  |  | $100 \%$ |
| Payment period, months | $60 \%$ | 0,5 | 1,2 | 0,2 |
| Reliability | 0,0 | $50 \%$ | $80 \%$ | $40 \%$ |
| Delay, months | $\mathbf{1 , 5}$ | 0,7 | 0,0 | 1,1 |
| Total payment time, months | $\mathbf{1 , 2}$ | $\mathbf{1 , 2}$ | $\mathbf{1 , 3}$ |  |

## Other terms

1 cycle $=1$ month
Number of cycles - 4
Accounts receivables outstanding at the end of $4^{\text {th }}$ (last) month will be discounted by 10\%


## Results analyze

## Results analyze

- Game results
- Assortment strategy analyze
- Financing strategies analyze
- Demand and Supply
- Economy of scale
- Profit and cash
- Price of time


## Production volumes



## Assortment strategy analyze

Influence of fixed costs strong enough to make production of small volumes unprofitable
Example

| Month 0 |  |  |  |  |  |
| :--- | ---: | ---: | ---: | ---: | ---: |
| Perfume |  |  |  |  |  |
| Production volume, units | Shinet | Victoria | Nika | Dubua | Ostap \& C |
|  | 267 | 267 | 267 | 267 | 267 |
| Actual price, Rub/unit. | $\mathbf{1 0 6 8 0}$ | $\mathbf{8 0 1 0}$ | $\mathbf{0}$ | $\mathbf{6 6 7 5}$ | $\mathbf{0}$ |
| Sales, rub. |  |  |  |  | 0 |
| Expenditures | 180 | 180 | 180 | 180 | 180 |
| Variable, rub/unit. | 1000 | 1000 | 1000 | 1000 | 1000 |
| Fixed, rub. | $\mathbf{8 2 0 0}$ | $\mathbf{6 4 0 0}$ | $\mathbf{0}$ | $\mathbf{5 5 0 0}$ | $\mathbf{0}$ |
| Total expenditures | $\mathbf{2 4 8 0}$ | $\mathbf{1 6 1 0}$ | $\mathbf{0}$ | $\mathbf{1 1 7 5}$ | $\mathbf{0}$ |
| Operational profit | 62 | $\mathbf{5 4}$ | 0 | 47 | 0 |
| Profit per unit. rub/unit | $\mathbf{2 3 , 2 \%}$ | $\mathbf{2 0 , 1 \%}$ | $\mathbf{0 , 0 \%}$ | $\mathbf{1 7 , 6 \%}$ | $\mathbf{0 , 0 \%}$ |
| Profitability operational \% |  |  |  |  |  |

## Assortment strategy analyze

Necessary to note that simultaneous production by two or more companies large volumes of the same product leads to considerable price drop of that product.
For example, cream was produced at volume only 25 units in month 2 , but in month 3 it was produced 200 units already. This situation leads to price lowering from 222 rubles till 211 rubles per unit.

| Cream |  | Month 2 | Month 3 |
| :--- | ---: | ---: | ---: |
| Volume |  | 25 | 200 |
| Price |  | 222 | 211 |

## Financial strategy analyze

Cash deficit can be covered by bank's loan. Necessary amount can be calculated as follows:

+ Cash in the beginning of the month
+ Cash receivable from previous periods sales
+ Cash receivable from current month sales
- Production expenditures
- Interest expenses
= Loan needed
As it is impossible to calculate exactly the amount of cash receivable from current month sales, because nobody knows in advance the sales prices and payment time in our game, we can disregard this cash amount. In this case we can calculate maximum loan amount needed. To exceed this amount means pay additional interest to bank only.


Obviously, Shinel borrowed too mush in month 1. Maximum that company needed 4577 rub., but they asked 18357 rub., Dubua even could repay the loan at amount of 2147 rub. minimum, but they didn't. Nika and Victoria did everything right, but they didn't into consideration possible income of the current month and lose possibility to save on interest.


## Supply and Demand Laws

1.Increasing supply leads to price drop.



## Economy of scale

2. Produced volume rising leads to the product first cost decreasing and profit per unit rising.


## Cash and Profit

## 3. Cash and profit are not the same



## Cash flow and net profit correlation (example)

Shinel


The cash flow balance is equal to accumulated net profit, only because we started the game from "bland print" and finished the game when received all accounts receivables and repaid all loans and depts.

## How much the time costs?

4. Accounts receivable costs money (Interest + early payment discount)


Financing current assets expenditures

Interest + discount



## Resume

- Increasing supply - price drop- crisis of overproduction
- Economy of scale (Produced volume rising leads to the product first cost decreasing)
- Cash $=$ Profit
- Time is money (payment time!)

