

Northwest Atlantic



Fisheries Organization

Serial No. N736

NAFO SCR Doc. 83/IX/71

FIFTH ANNUAL MEETING - SEPTEMBER 1983

Legion Analysis Game and Simulation Program (LAGS)

by

Per Sparre

The Danish Institute for Fisheries and Marine Research
Charlottenlund Castle, DK-2920 Charlottenlund, Denmark

Abstract

L.A.G.S. is a computer program on Legion Analysis (or Multi-species VPA combined with a multifleet model in the prognostic mode). L.A.G.S. is a user oriented program, which should (in its simplest form) be run by users with no experience in computers, or modelling. L.A.G.S. contains a number of options on the users choice, e.g. it can be used for stochastic simulation studies on recruitment.

It may be applied for simulation studies only, but if the users wishes so, it can be used as a game as well. In this case each "player" has to manage a fleet. A "move" consists in taking annual decisions on effort, mesh sizes and directionality of fishing effort. L.A.G.S. contains a (simple) sub-model on the economics of the fleets. The player who obtains the highest profit during, say, a ten years simulation run, wins the game.

L.A.G.S. has been implemented in various versions in FORTRAN (for a larger computer) and in BASIC (for a micro computer).

NAFO SPECIAL SESSION ON TROPHIC RELATIONSHIPS

CONTENTS.

1. Introduction
2. The basic elements of the game
3. An example of a run with LAGS in the slow mode
4. The model behind LAGS
 - 4.1. Number of survivors and number caught
 - 4.2. Recruitment
 - 4.3. Growth
 - 4.4. Mesh selection
 - 4.5. Fishing mortality
 - 4.6. Catch in weight and income from sale of catch
 - 4.7. Cod's food selection
 - 4.8. Predation mortality
 - 4.9. Other natural mortality
 - 4.10. Costs, investments and interest
 - 4.11. Profit
 - 4.12. Survey of parameters
 5. An example of a run with LAGS in the fast mode
 6. An example of a run with LAGS in the very fast mode
 7. Examples of sensitivity analysis on LAGS
 - APPENDIX A. FORTRAN IV program (for RC8000)
 - APPENDIX B. List of parameters as displayed on the video screen.
 - APPENDIX C. Menu lists. (to be used when running in the fast mode).

1. Introduction

The computer program "LAGS" is based on the multispecies, multi-fleet fishery model "Legion Analysis" (Sparre, 1980). The present version of Legion Analysis may be considered as the prognosis version of multispecies VPA (Pope, 1979 and Helgason & Gislason, 1979, Beyer and Sparre, 1983).

As far as the biological aspects are concerned, this model is in fact a simplified version of the Andersen and Ursin model, (1977). LAGS may be used for two purposes:

1. As an educational tool by which most of the mechanisms in Legion Analysis can be exemplified and illustrated.
2. As a game, (which may also be used to illustrate the "psychology of overfishing").

The program works interactively by asking questions to the user (or the players) via a screen display and receiving the answers via the screen. The user (or the players) may as well ask question to LAGS. In fact, the user has the possibility to ask a large number of questions to LAGS. LAGS may be run in three different modes named:

1. slow mode
2. fast mode
3. very fast mode.

In the "slow mode" every step and question is explained in details on the screen, and it should be possible for a beginner to run LAGS in the slow mode without any introductory explanations. If certain options are omitted it should in fact be possible for the socalled "man in the street" to run the Program without any introduction. However, this version is supposed to be used for education on a university level and thus contains a number of options, the utilization of which requires a certain background.

The fast mode is qualitatively equivalent to the slow mode. The only difference is that most explanations given on the screen in the slow mode are omitted in the fast mode. These two modes are used when running LAGS as a game or as a simulation. The "very fast mode" is used only for simulation purposes. In this mode a simulation of the system dynamics for, say 50 years, with display of yearly results may be performed in 5-10 minutes depending on the number of result tables displayed. The present version of LAGS (implemented on the RC8000-computer at the Danish Institute for Fisheries and Marine Research) contains an option for output on the line printer, an option which is especially useful in connection with the simulation application.

2. The basic elements of the game

This section is a coarse description of LAGS. More detailed explanations will be given in the subsequent sections. The underlying model assumes a homogen sea area from which no fish emigrate or immigrate. The sea area is assumed to contain only three major fish stocks (or groups of fish stocks). There is one predator, in the following named "cod" and two prey-species named "plaice" and "herring". Only cod acts as a predator, as illustrated in Figure 2.1.

Figure 2.1 gives a static illustration of the basic elements of LAGS where as Fig. 2.2 illustrates the basic dynamic aspects. In each stock 10 age groups are considered. Recruitment (to the 1-group) occurs discontinuously once per year (at the beginning of the year). The number of recruits depends of the parent stock biomass (age group 3 and older fish). Production of fish biomass (per fish) due to body growth remains constant from year to year. Recruitment and body growth constitute the two first elements of the list of factors controlling the dynamics of fish biomass in the sea. The list is:

1. Production:
 - 1.1 Recruitment
 - 1.2 Body growth
 2. decay:
 - 2.1 Fishing
 - 2.2 Predation (by cod)
 - 2.3 "Other" natural mortality
- Items 2.2 and 2.3 will be discussed in section 4. Here we shall only look at the decay caused by fishing. The amount of fish deads due to fishing depends on the decisions taken by the user (or players). The game runs on a yearly basis and decisions always apply to a time span of one year. Thus within a year the fishing pattern and the level of fishing remain constant, but it may vary between years. The annual nature of the dynamics is illustrated in Figure 2.2.
- In this version of the game there can only be two players, namely one player for each fleet. The game runs over ten years and every year each Player has to make a "move". A "move" consists in three "decisions" which are:
1. Decision about the effort (e.g. the number of fishing hours) to be exerted by his fleet during the next year.
 2. Decision about the mesh size to be used by his fleet. (All vessels in a fleet use identical gears, and a gear is assumed to be a trawl).
 3. Decision about the "directivity" of the effort, i.e. the player can decide that, say, 30 % of the effort is used to catch cod, so % of the effort is used to catch plaice, and the remaining 20 % of the effort is used to catch herring, or he could decide any other split of the effort between the three species he wishes.

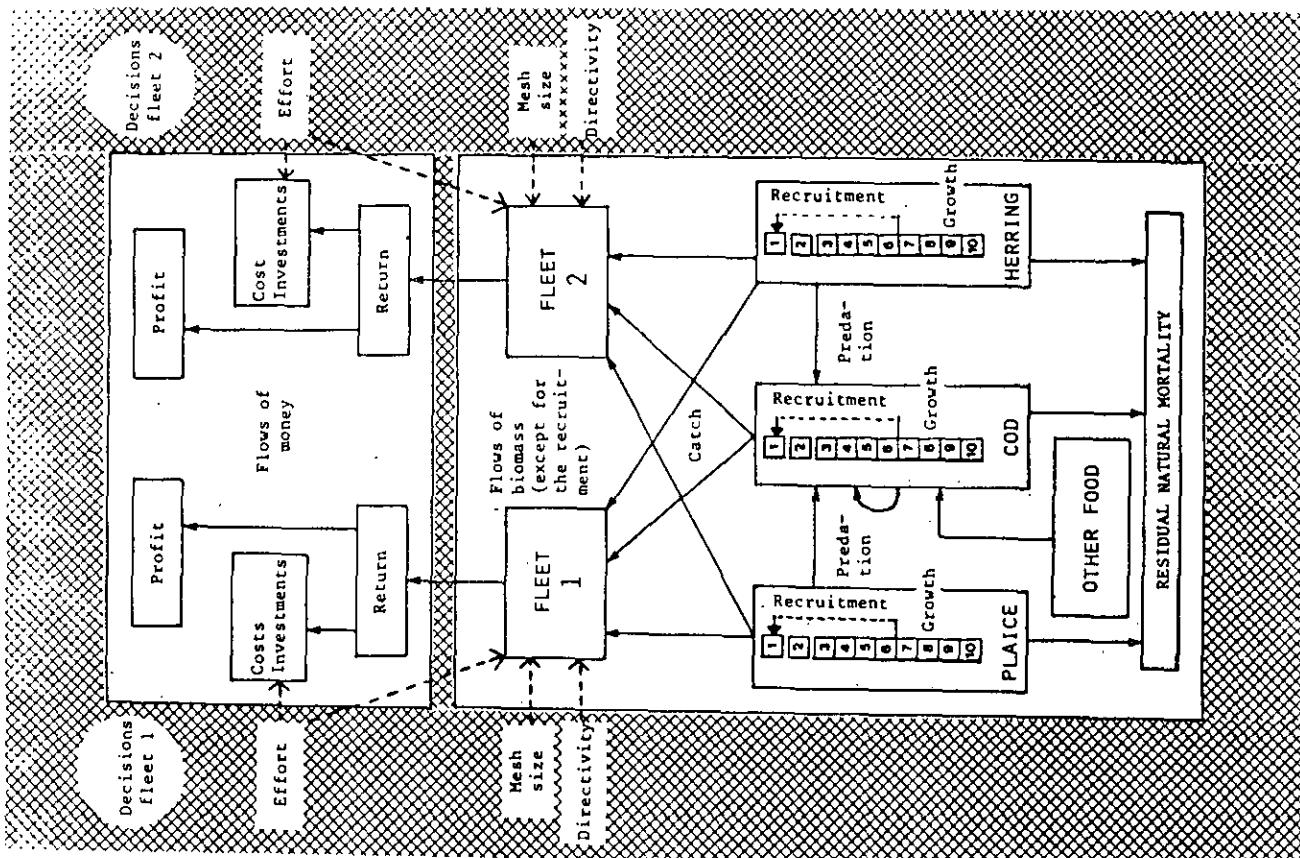


Figure 2.1. Static description of LAGS.

dynamic or fishery-models to play the game. However, to become a master of this game, one has to understand the underlying model, and to be able to utilize the possibility to ask questions to LAGS.

3. An example of a run with LAGS in the slow mode

The following list of screen displays illustrates a run with LAGS. **Figures in boxes, e.g.**

[15]

are the input from the user (or players). This, of course, is not shown on the screen, as the characters given as input are shown on the screen.

The list of possible questions to LAGS are arranged into two "menus", the "small menu" and the "large menu". The small menu offer "courses" consisting of VPA-tables, i.e., number caught, number of survivors, fishing mortality and predation mortality.

The large menu contains only such information which can be understood without a scientific background.

As the game is supposed to be self-explanatory the game will be explained by a series of screen display. The displays are separated with lines. A screen display contains at maximum 24 lines of maximum 80 characters.

The players can use as much time as they like to study the single screen displays.

If LAGS is used as a game it is recommended that the players shift order of decision making, i.e. first year, say, player no. 1 takes his decisions before player no. 2, second year player no. 2 make his decisions before player no. 1 .etc. If, say, player no. 2 is always last, he is certain to win if he just once is ahead of player no. 1. The only thing he then has to do is to take exactly the same decisions as his adversary in the remaining years and he will keep the lead. For simplicity, player no. 1 is first all years in the example given below.

In the testrun, the first two years, 1982 and 1983, are past without use of the menus. After the third year the large menu is demonstrated. After the last year, 1991, the small menu is demonstrated.

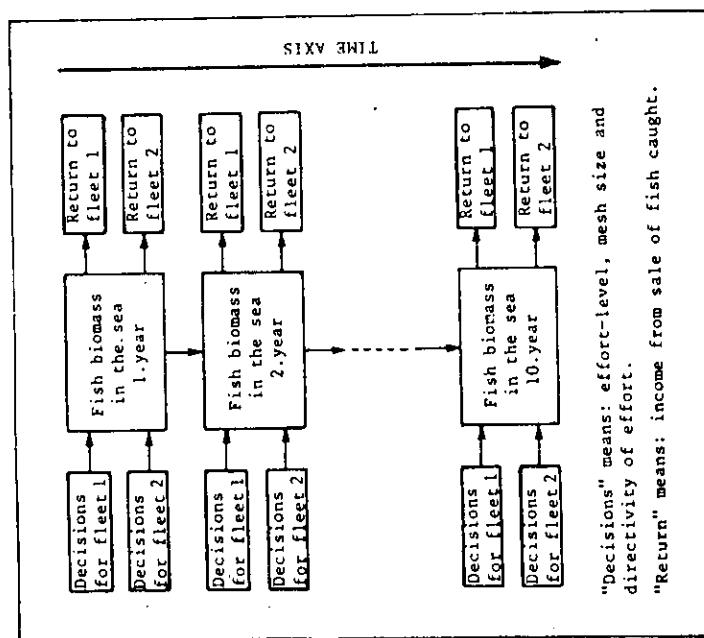


Figure 2.2. Dynamic description of LAGS.

Thus, in total, each player has to take 40 decisions during the 10 years period. Depending on the decisions taken each player gets a catch which he sells (to a fixed price). From the income of sale the cost of fishing is subtracted to give the profit. At the beginning of the game each player has a fleet of a certain size. If a player wants to put more effort into the fishery he has to invest in extra vessels and consequently take loans, for which he has to pay instalments and interests in the following years. The player which obtain the highest profit during the ten years wins the game.

Figure 2.2 illustrates the time table of the game. For beginners a game may last from 20 minutes to more than an hour, depending on the number of question to be answered by LAGS. Actually, one does not need to know anything about population

Return from fisheries is determined by

age	Cod	Plaice	Herring
1	1.71	1.71	1.43
2	4.00	4.00	3.93
3	5.45	5.45	5.38
4	6.40	6.40	6.07
5	7.40	7.40	6.47
6	7.74	8.24	6.84
7	8.24	8.24	7.14
8	8.57	8.57	7.44
9	8.57	8.57	7.44
10	8.57	8.57	7.44

To continue - press "RETURN" [RETURN]

Do you run this program for the first time? (yes=1, no=RETURN) 1

WELCOME TO THE FISHERY GAME

This game contains three fish stocks: Cod, plaice and herring. Cod acts as a predator to plaice, herring and (smaller) cod. Number of age groups and average body weight for each age group are shown on the table below:

Average weight at age (Kg.)

age	Cod	Plaice	Herring
1	0.49	0.09	0.06
2	1.60	0.17	0.14
3	3.40	0.28	0.21
4	5.45	0.39	0.27
5	7.50	0.52	0.32
6	9.67	0.64	0.42
7	11.59	0.70	0.53
8	13.30	0.88	0.74
9	14.78	0.99	0.89
10	16.06	1.09	0.99

To continue - press "RETURN" [RETURN]

When the game starts in year 1982 there are survivors at the beginning of 1982 the following

age	Cod	Plaice	Herring
1	10000	20000	00000
2	3679	12396	363918
3	2231	73576	2230728
4	1353	44620	1338728
5	821	27067	812021
6	498	16417	49221
7	302	9657	29872
8	183	5039	18118
9	128	3643	16940
Biomass (tons)	74890	123609	171993

Spawning stock biomass (tons), (biomass of age 3 and older fish)
To continue - press "RETURN" [RETURN]

There are two fishing fleets in the game - one for each player. Each year you must decide the "fishing strategy" for each fleet. You must decide the number of fishing effort units to be used by your fleet which mesh size you want and the quantity of your effort on the three species. The game runs over ten years, and the player who obtains the highest profit during the ten years becomes the winner of the game. If a player does not invest and fish in a sensible way he may get ruined, and thus loose the game. To continue - press "RETURN" [RETURN]

HERE WE GO - WE START IN YEAR 1982

When starting the game (year 1982) you have a maximum fishing effort unit if you want more effort units you must invest in new vessel(s).

Cost per effort unit 300 Dkr/he Year of investment per year installment amounts to 1/5 of the investment per year. Rate of interest is 10.0 percent per year. Investment for one extra effort unit amounts to 1000 Dkr. You are ruined if your accumulated profit comes below zero. In last year all remaining loans are paid back. Do you want the introduction one more time (yes=1/no=RETURN) [RETURN]

GIVE MESH SIZES FOR EACH FLEET IN YEAR 1982

Mesh size of fleet 1 (nm) : Last years decision : 0 20
Mesh size of fleet 2 (nm) : Last years decision : 0 30

GIVE NUMBER OF EFFORT UNITS FOR EACH FLEET IN YEAR 1982

Number of effort units of fleet 1 Last years decision : 0 250
You have now invested in extra effort units
Number of effort units of fleet 2 Last years decision : 0 150
You have now invested in extra effort units

GIVE DIRECTIVITY FOR EACH OF THE 3 STOCKS / IN YEAR 1982

Directivity figures are expressed in percentage. The sum of the three directivity figures must thus be 100. Percentage should be given for Cod and Plaice only - I calculate the percentage for Herring

Directivity of fleet no. 1 Last years decision : 0 20
Percentage for Cod
Percentage for Plaice
Percentage for Herring

Directivity of fleet no. 2 Last years decision : 0 0
Percentage for Plaice
Percentage for Herring

The following decisions were taken in year 1982

fleet 1 fleet 2

Mesh size 80 20
Number of effort u. 250 250
Investments (ef.u.) 50 50
Directivity Cod 80 0
Directivity Plaice 20 70
Directivity Herring 0

Is input for year 1982 ok? (Yes=RETURN, No=) RETURN

Accumulated profit

1970

1487 1-3-84-5-86-1-7-88-1-89-90-91
To continue - press "RETURN"

Catch (tons) and total biomass (ton^t) of Cod
(biomass is the average biomass during a year)
56628

To continue - press "RETURN"

To continue - press "RETURN"

Catch (tons) and total biomass (ton^t) of Plaice
(biomass is the average biomass during a year)
96680

To continue - press "RETURN"

Catch (tons) and total biomass (ton^t) of Herring
(biomass is the average biomass during a year)
122032

Do you want the small or the large menue ?
| small=1, large=2, none=RETURN | RETURN

RETURN

RETURN

GIVE MESH SIZES FOR EACH FLEET IN YEAR 1983

By using the "RETURN" key, the decision of this year becomes the same as last years decision
mesh size of fleet 1 (mm) : Last Years decision : 80 [RETURN]
mesh size of fleet 2 (mm) : Last Years decision : 30 [RETURN]

GIVE NUMBER OF EFFORT UNITS FOR EACH FLEET IN YEAR 1983

By using the "RETURN" key, the decision of this year becomes the same as last years decision
Number of effort units of fleet 1 (mm) : Last years decision : 250 [RETURN]
Number of effort units of fleet 2 (mm) : Last Years decision : 0 [RETURN]

GIVE DIRECTIVITY FOR EACH OF THE 3 STOCKS / IN YEAR 1983

Directivity figures expressed in percentage. The sum of the three directivity figures must thus be 100. Percentage for herring, percentage for plaice and plaice only - I calculate the percentage for herring

By using the "RETURN" key, the decision of this year becomes the same as last years decision

Directivity of fleet no. 1 : Last years decision : 80 [RETURN]
Percentage for Cod : Last years decision : 0 [RETURN]
Percentage for Plaice : Last years decision : 0 [RETURN]

Directivity of fleet no. 2 : Last years decision : 30 [RETURN]
Percentage for Cod : Last years decision : 0 [RETURN]
Percentage for Plaice : Last years decision : 0 [RETURN]

The following decisions were taken in year 1983

fleet 1 fleet 2

Mesh size : 150

Number of effort units : 250

Investments (left.u.) : 0

Directivity Cod : 80

Directivity Plaice : 20

Directivity Herring : 0

Is input for year 1983 ok? (yes=RETURN, no=1)

(or should fleet 1 take decisions after fleet 2 ?) [RETURN]

Accumulated profit

4454 [RETURN]

2971 [RETURN]

2 1

1487 [RETURN]

82 83 84 85 86 87 88 89 90 91 [RETURN]

To continue press RETURN

Catch (tons) and total biomass (ton) of Cod
56628 B
To continue - press RETURN

38893

21157 C
82 83 84 85 86 87 88 89 90 91 [RETURN]
To continue - press RETURN

56628 B
To continue - press RETURN

60172

21390 C
82 83 84 85 86 87 88 89 90 91 [RETURN]
To continue - press RETURN

56628 B
To continue - press RETURN

82821

43589 C
82 83 84 85 86 87 88 89 90 91 [RETURN]
To continue - press RETURN

Do you want the small or the large menu?
(small=1, large=2, none=RETURN) [RETURN]

GIVE MESH SIZES FOR EACH FLEET IN YEAR 1984

Do you want the "RETURN" key, the decision of this year
becomes the same as last years decision :

Mesh size of fleet 1 (mm) : 120 50
Mesh size of fleet 2 (mm) : 30 50

GIVE NUMBER OF EFFORT UNITS FOR EACH FLEET IN YEAR 1984

By using the "RETURN" key, the decision of this year
becomes the same as last years decision
Number of effort units of fleet 1 (mm) : 250 300
You have now invested in extra effort units
Number of effort units of fleet 2 (mm) : 250 [RETURN]

GIVE DIRECTIVITY FOR EACH OF THE 3 STOCKS / IN YEAR 1984

By using the "RETURN" key, the decision of this year
becomes the same as last years decision
Number of effort units of fleet 1 (mm) : 250 300
You have now invested in extra effort units
Number of effort units of fleet 2 (mm) : 250 [RETURN]

GIVE DIRECTIVITY FOR EACH OF THE 3 STOCKS / IN YEAR 1984

By using the "RETURN" key, the decision of this year
becomes the same as last years decision
Number of effort units of fleet 1 (mm) : 250 300
You have now invested in extra effort units
Number of effort units of fleet 2 (mm) : 250 [RETURN]

GIVE DIRECTIVITY FOR EACH OF THE 3 STOCKS / IN YEAR 1984

By using the "RETURN" key, the decision of this year
becomes the same as last years decision
Number of effort units of fleet 1 (mm) : 250 300
You have now invested in extra effort units
Number of effort units of fleet 2 (mm) : 250 [RETURN]

The following decisions were taken in year 1984

Fleet no. 1 Last years decision : 80 50 [RETURN]
Fleet no. 2 Last years decision : 30 70 [RETURN]
Fleet no. 3 Last years decision : 0 0 [RETURN]

GIVE CATCH (TONS) AND TOTAL BIOMASS (TONS) OF COD

Catch (tons) and total biomass (ton) of Cod
(biomass is the average biomass during a year)
C B
21157 82-83-84-85-86-87-88-89-90-91 [RETURN]
To continue - press "RETURN"

GIVE CATCH (TONS) AND TOTAL BIOMASS (TONS) OF PLAICE

Catch (tons) and total biomass (ton) of Plaice
(biomass is the average biomass during a year)
C B
21390 82-83-84-85-86-87-88-89-90-91 [RETURN]
To continue - press "RETURN"

GIVE CATCH (TONS) AND TOTAL BIOMASS (TONS) OF HERRING

Catch (tons) and total biomass (ton) of Herring
(biomass is the average biomass during a year)
C B
27731 82-83-84-85-86-87-88-89-90-91 [RETURN]
To continue - press "RETURN"

DO YOU WANT THE SMALL OR THE LARGE MENU ?

(small=1, large=2, none=RETURN) 2
1487 82-83-84-85-86-87-88-89-90-91 [RETURN]
To continue - press "RETURN"

SELECT A COURSE FROM THE LAAGE MENU :

1 Mean weight at age in the three stocks
 2 Mean weights at age and species
 3 Course selection and management in the foregoing years
 4 New stock
 5 Directives used in the foregoing years
 6 Number of survivors in each stock
 7 Number caught by each fleet
 8 Weight and value of the catch of each fleet
 9 Percentage fish died due to the predator (the cod)
 10 Year class strengths and profit (boot-keeping for a single year)
 11 Costs, income and profit (boot-keeping for a single year)
 12 Relative stomach content of cod
 13 Stop displaying results - return to the game [1]

RETURN : Stop displaying results - return to the game [2]

Mean weight at age (Kg.)

Age	Cod	Plaice	Herring
1	0.69	0.09	0.06
2	0.11	0.01	0.00
3	0.11	0.01	0.00
4	0.11	0.01	0.00
5	0.11	0.01	0.00
6	0.11	0.01	0.00
7	0.11	0.01	0.00
8	0.11	0.01	0.00
9	0.11	0.01	0.00
10	16.06	1.09	0.25

Back to the large menu : RETURN [RETURN]

Mean weight at age (Kg.)

Age	Cod	Plaice	Herring
1	0.69	0.09	0.06
2	0.11	0.01	0.00
3	0.11	0.01	0.00
4	0.11	0.01	0.00
5	0.11	0.01	0.00
6	0.11	0.01	0.00
7	0.11	0.01	0.00
8	0.11	0.01	0.00
9	0.11	0.01	0.00
10	16.06	1.09	0.25

Back to the large menu : RETURN [RETURN]

SELECT A COURSE FROM THE LAAGE MENU :

1 Mean weight at age in the three stocks
 2 Mean weights at age and species
 3 Course selection and management in the foregoing years
 4 New stock
 5 Directives used in the foregoing years
 6 Number of survivors in each stock
 7 Number caught by each fleet
 8 Weight and value of the catch of each fleet
 9 Percentage fish died due to the predator (the cod)
 10 Year class strengths and profit (boot-keeping for a single year)
 11 Costs, income and profit (boot-keeping for a single year)
 12 Food selection of cod (food suitabilities)
 13 Grafical display
 14 Relative stomach content of cod
 15 Grafical display
 16 Grafical display
 17 Grafical display
 18 Grafical display
 RETURN : Stop displaying results - return to the game [2]

NOTE:
 In the slow mode the menu-list will be displayed on the video before any course is displayed. We have now seen the menu-list three times, and in the following pages you will only see it once again, in order to reduce the number of pages in this report.
 You can suppress the video display of the menu-list by selecting the fast mode as will be demonstrated later.
 Courses 3, and 4 have already been shown in the introductory screen displays, and they are not repeated here.

[5]

Number of effort units and investments
Year effort u. invest. effort u. invest.
1982 500 500
1983 250 250
1984 300 500
Back to the large menu : RETURN

[8]

Which year do you want ? (default : 1984)
default : RETURN, no more year type "0"

[22]

Number of survivors at the beginning of 1982

age	Cod	Plaice	Herring
1	10000	20000	60000
2	9670	17326	50318
3	9670	17326	50318
4	47420	80200	24371
5	47420	80200	24371
6	19027	29027	43027
7	19027	29027	43027
8	4468	18000	23000
9	4468	18000	23000
10	6037	18000	23000
11	3264	16940	16940
12	3264	16940	16940
Biomass	59228	96880	121052
Biomass (tons)	1660	58145	67000
Spawning biomass (tons)	(biomass of age 3 and older fish)		

[6]

Which year do you want ? (default : 1984)
default : RETURN, no more year type "0"

[RETURN]

Number of survivors at the beginning of 1984

age	Cod	Plaice	Herring
1	9789	202294	667033
2	7694	122205	554464
3	5185	728857	1836979
4	1895	46881	519100
5	1103	28385	32114
6	670	17373	19714
7	408	10644	12125
8	247	6496	7411
9	150	3966	6166
10	231	6166	11530
Biomass	59228	59221	87608
(tons)			
Spawning biomass (tons)	41753	49879	32091
Which year do you want ? (biomass of age 3 and older fish)			
default : RETURN, no more year type "0"			
[Q]			

[7]

Which year do you want ? (default : 1984)
default : RETURN, no more year

[743]

Total number of fish caught in year 1983	Cod	Plaice	Herring
1	57	29600	163000
2	825	107701	303000
3	107701	47728	31088
4	47728	31088	40631
5	31088	103	4416
6	103	96	2416
7	96	1387	4403
8	1387	21157	43589
Catch	21157	21390	
(tons)			

Directivity of effort (percentage) in each year at fleet 1 fleet 2 fleet 1 fleet 2 fleet Herring	Cod	Plaice
1982 80 0 20 0 0		
1983 80 0 20 0 0		
1984 50 0 30 0 0		

Which Year do you want ? (default : type "0": RETURN)

Total number of fish caught in year 1984

age	Cod	Plaice	Herring
1	2273	71385	50397
2	2265	46344	59184
3	1605	29553	38734
4	565	18383	25187
5	329	11122	15046
6	200	687	995
7	122	442	6162
8	74	290	579
9	45	199	324
10	60	281	362
Catch	22239	49512	27731
(tons)			

Which Year do you want ? (default : type "0": RETURN)

Number of fish caught by each fleet in year 1984

age	Fleet	Cod	Plaice	Herring
1	2273	0	0	0
2	2265	21305	47544	50397
3	1605	12054	29553	38734
4	565	7045	18383	25187
5	329	3521	11122	15046
6	200	1974	687	995
7	122	1144	442	6162
8	74	670	290	579
9	45	357	199	324
10	60	69	281	362
Catch	22239	0	49512	27731
(tons)				

Which Year do you want ? (default : type "0": RETURN)

Number of fish caught by each fleet in year 1983

age	Fleet	Cod	Plaice	Herring
1	2273	0	0	0
2	2265	1893	3579	29517
3	1605	4587	11021	18114
4	565	4089	6613	53159
5	329	4279	4039	20398
6	200	103	6947	2481
7	122	103	587	1521
8	74	0	437	7653
9	45	0	301	4071
10	60	96	503	569
Catch	21157	0	2838	18552
(tons)				43589

Which Year do you want ? (default : type "0": RETURN)

Percentage fish dead due to fishing in year 1984

age	Cod	Plaice	Herring
1	0.72	0.72	0.72
2	0.71	0.71	0.71
3	0.70	0.70	0.70
4	0.69	0.69	0.69
5	0.68	0.68	0.68
6	0.67	0.67	0.67
7	0.66	0.66	0.66
8	0.65	0.65	0.65
9	0.64	0.64	0.64
10	0.63	0.63	0.63
which year do you want ? (default : type "0": RETURN)	20.85	40.14	31.29
default : RETURN, no more year : type "0": []			

Which Year do you want ? (default : type "0": RETURN)

Number of fish dead due to predation (by cod) in year 1984

age	Cod	Plaice	Herring
1	7.88	7.88	7.88
2	12.40	12.40	12.40
3	16.45	16.45	16.45
4	20.51	20.51	20.51
5	24.52	24.52	24.52
6	28.53	28.53	28.53
7	32.54	32.54	32.54
8	36.55	36.55	36.55
9	40.56	40.56	40.56
10	44.57	44.57	44.57
which year do you want ? (default : type "0": RETURN)	20.85	40.14	31.29
default : RETURN, no more year : type "0": []			

14
Which age group do you want ? RETURN if you do not want more groups.
Food preference of 10 years old cod

Year	Spawning stock biomass (number of 1 year old fish)	Herring	Plaice	S.S.B.	Yr. C.	S.S.B.
1932	10000	59222	200000	84874	600000	96946
1984	9789	53755	205294	83894	532059	77222
	57755	467033	467033	89490	61773	

15
Food selection of cod
Which age group do you want ? RETURN if you do not want more groups.
Food preference of 10 years old cod

Age	Cod	Plaice	Herring
1	0.019	0.019	0.019
2	0.016	0.016	0.016
3	0.013	0.013	0.013
4	0.010	0.010	0.010
5	0.008	0.008	0.008
6	0.007	0.007	0.007
7	0.006	0.006	0.006
8	0.005	0.005	0.005
9	0.004	0.004	0.004
10	0.003	0.003	0.003
	0.002	0.002	0.002
	0.001	0.001	0.001
	0.000	0.000	0.000

10 other food" 0.600
Biomass of "other food" 300000 tons old cod : 7.5 kg. [RETURN]

16
WHICH GRAPH DO YOU WANT TO SEE ?
1: Accumulated profit
2: Total catch (tons)
3: Costs (number of effort units)
4: Income
5: Investments
6: Catch and total biomass of plaice
7: Catch and total biomass of herring
8: Spawning stock biomass and recruitment of plaice
9: Spawning stock biomass and recruitment of herring
10: Spawning stock biomass and recruitment of plaice
11: Spawning stock biomass and recruitment of herring
12: Spawning stock biomass and recruitment of plaice
13: Spawning stock biomass and recruitment of herring
14: Spawning stock biomass and recruitment of plaice
15: Spawning stock biomass and recruitment of herring
16: Spawning stock biomass and recruitment of plaice
17: Spawning stock biomass and recruitment of herring
18: Spawning stock biomass and recruitment of plaice
19: Spawning stock biomass and recruitment of herring
20: Spawning stock biomass and recruitment of plaice
21: do not want to see more curves [2]
RETURN : 11 do not want to see more curves [2]

16
Food selection of cod
Which age group do you want ? RETURN if you do not want more groups.
Food preference of 2 years old cod

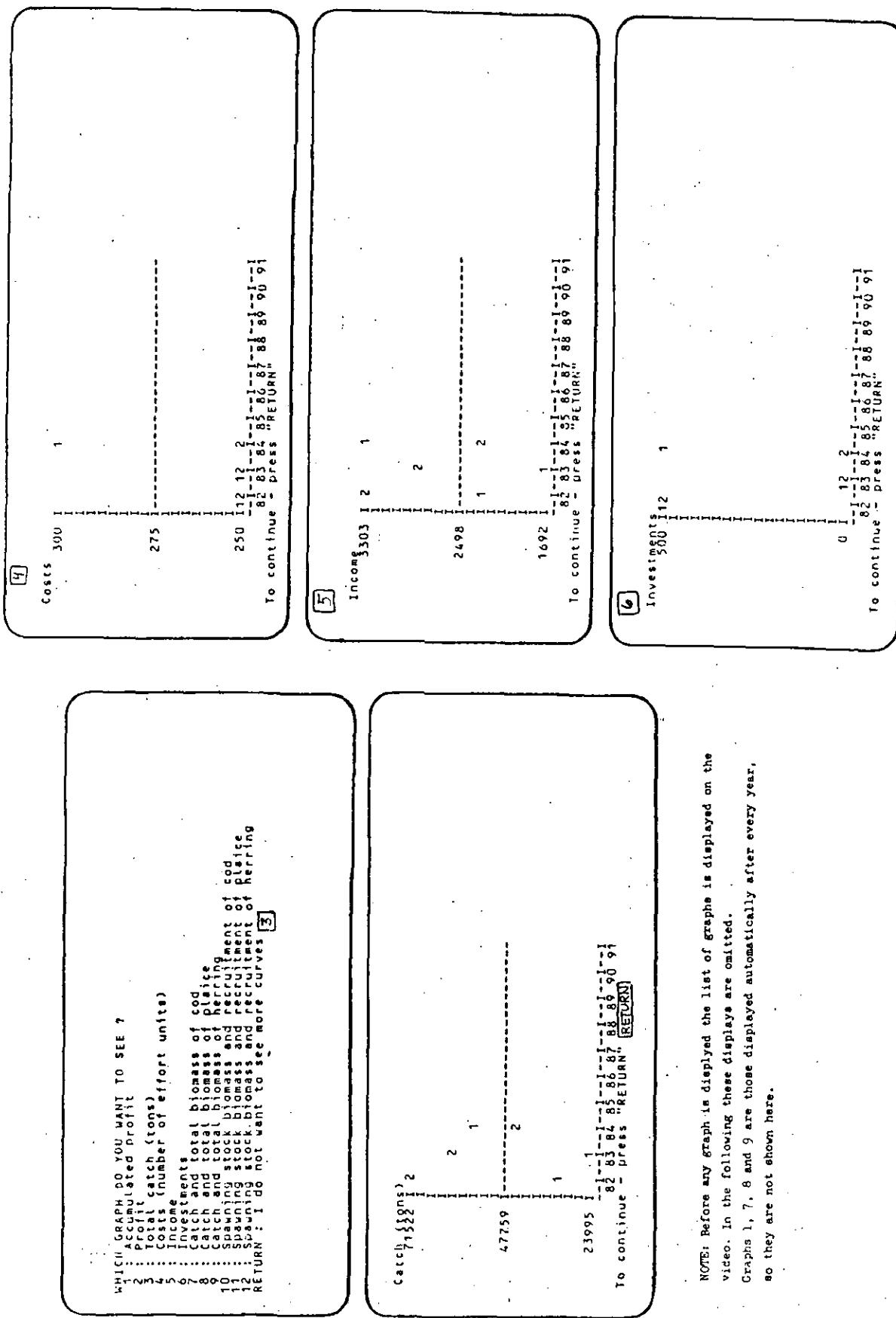
Age	Cod	Plaice	Herring
1	0.007	0.047	0.159
2	0.006	0.026	0.092
3	0.005	0.016	0.057
4	0.004	0.010	0.041
5	0.003	0.005	0.024
6	0.002	0.003	0.013
7	0.001	0.002	0.007
8	0.000	0.001	0.003
9	0.000	0.000	0.001
10	0.000	0.000	0.000

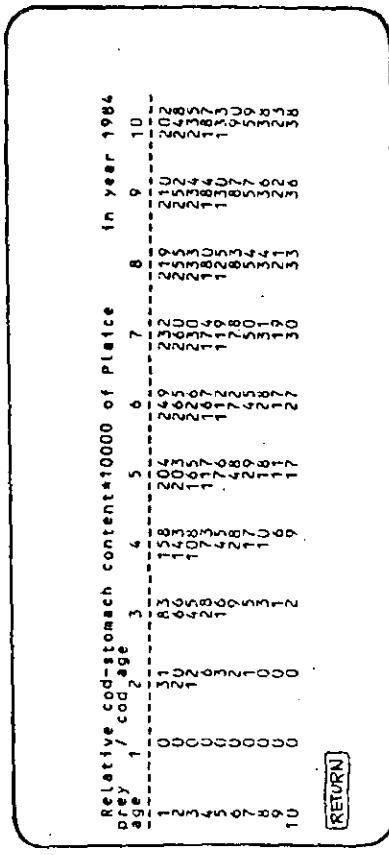
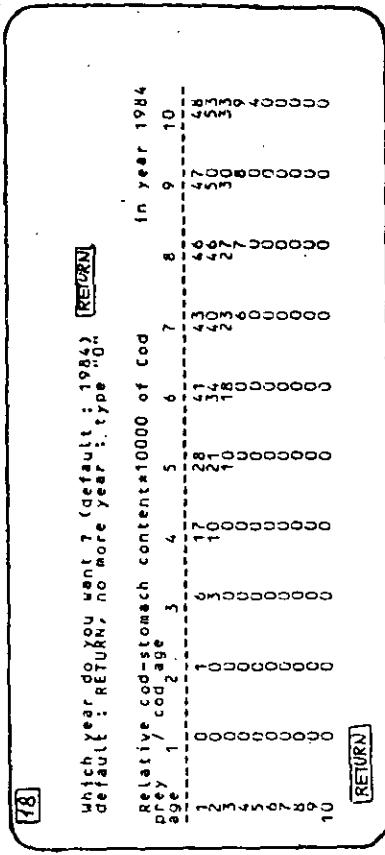
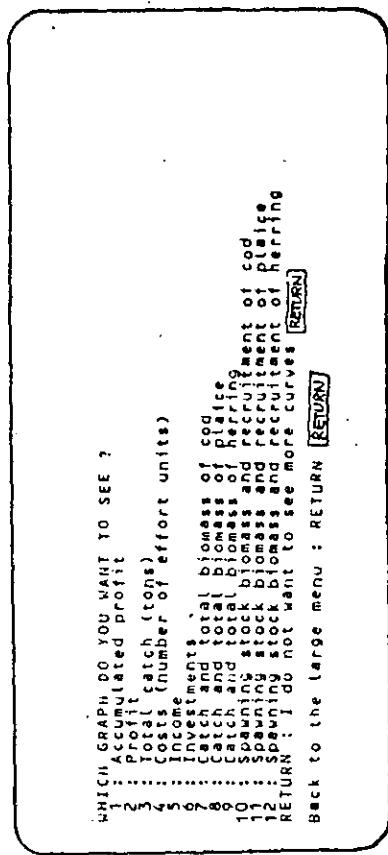
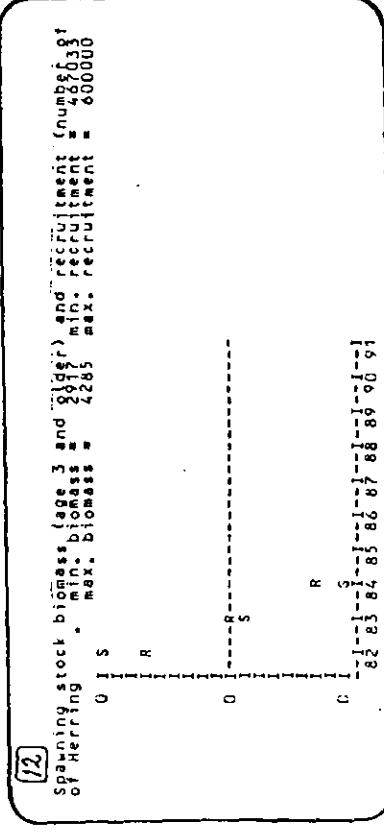
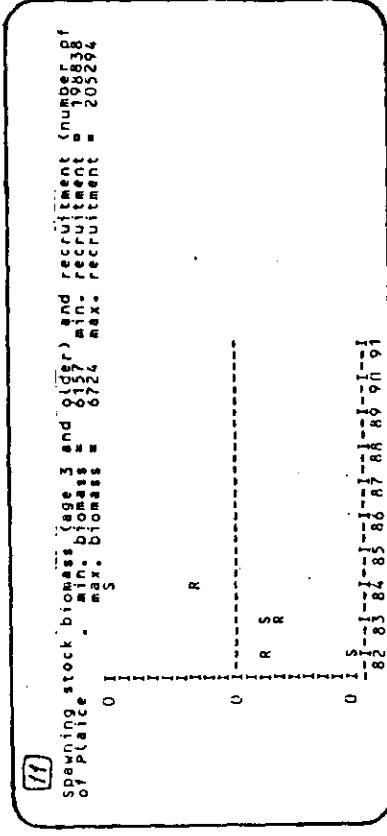
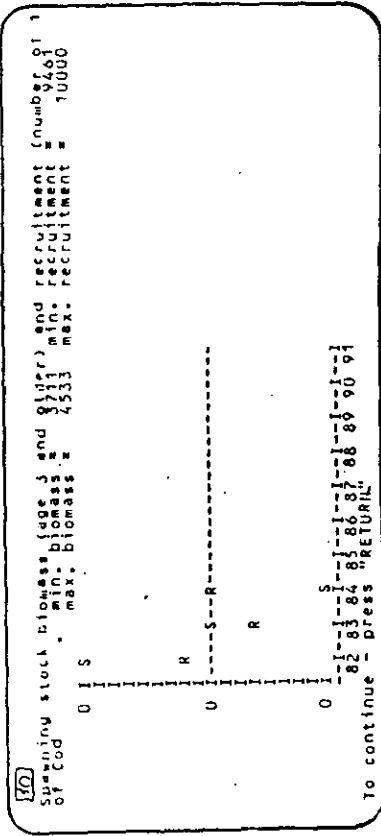
10 other food" 0.600
Biomass of "other food" 300000 tons old cod : 7.5 kg. [RETURN]

17
WHICH GRAPH DO YOU WANT TO SEE ?
1: Accumulated profit
2: Total catch (tons)
3: Costs (number of effort units)
4: Income
5: Investments
6: Catch and total biomass of plaice
7: Catch and total biomass of herring
8: Spawning stock biomass and recruitment of plaice
9: Spawning stock biomass and recruitment of herring
10: Spawning stock biomass and recruitment of plaice
11: Spawning stock biomass and recruitment of herring
12: Spawning stock biomass and recruitment of plaice
13: Spawning stock biomass and recruitment of herring
14: Spawning stock biomass and recruitment of plaice
15: Spawning stock biomass and recruitment of herring
16: Spawning stock biomass and recruitment of plaice
17: Spawning stock biomass and recruitment of herring
18: Spawning stock biomass and recruitment of plaice
19: Spawning stock biomass and recruitment of herring
20: Spawning stock biomass and recruitment of plaice
21: do not want to see more curves [2]
RETURN : 11 do not want to see more curves [2]

Profit	1	2
1	1	
2		2
1628	1	2
802	1	

To continue - press RETURN [1]





Relative cod-stomach content*10000 of Herring		in year 1984									
prey age	cod age	1	2	3	4	5	6	7	8	9	10
1	U	75	180	317	390	459	416	385	163	345	345
2	U	44	122	237	317	390	459	416	385	163	345
3	U	24	135	250	320	392	462	420	389	170	350
4	U	14	37	103	148	210	270	230	190	50	250
5	U	5	30	88	122	180	240	200	160	50	200
6	U	3	22	62	92	127	167	215	255	50	150
7	U	1	12	41	67	102	137	172	207	35	130
8	U	1	7	22	47	72	102	137	172	35	130
9	U	1	1	7	16	25	34	43	52	35	130
10	U	0	7	16	25	34	43	52	61	35	130

Relative cod-stomach content*10000 of "other food" in year 1984

Cod age	1	2	3	4	5	6	7	8	9	10
1	10000	9739	9219	8378	7721	7029	7075	7109	7135	7156

Wh5b do you want? (default type 0) []

default : RETURN, no more year! type 0: []

SELECT A COURSE FROM THE LARGE MENU :

- 1 Mean weight at age in the three stocks
- 2 Mean prices at age and species
- 3 Cost per effort unit and investment in the foregoing years
- 4 Fishing effort and investments in the foregoing years
- 5 Mesh sizes used in the foregoing years
- 6 Directivities used in each fleet
- 7 Number of survivors in each stock
- 8 Number caught from each stock
- 9 Number caused by each fleet
- 10 Weight and value of the catch of each fleet
- 11 Percentage fished due to the predator (the cod)
- 12 Percentage fished due to the herring
- 13 Percentage strength and known biomass
- 14 Years of income and profit (book-keeping for a single year)
- 15 Food selection of cod (food suitabilities)
- 16 Graafical display
- 17 Relative stomach content of cod
- 18 Displaying results - return to the game [RETURN]
- RETURN : Stop displaying results - return to the game [RETURN]

The following decisions were taken in year 1985

The following decisions were taken in year 1986

The following decisions were taken in year 1987

The following decisions were taken in year 1988

The following decisions were taken in year 1989

The following decisions were taken in year 1990

NOTE: All causes of the large menu have now been shown and we are back in the game. To reduce the size of the report the full display for the years 1985 - 1990 are not shown. Next page shows the resume of the decisions taken in this period and then we continue with the last year, 1991.

GIVE MESH SIZES FOR EACH FLEET IN YEAR 1985

By using the "RETURN" key, the decision of this year becomes the same as last years decision : 50 [RETURN]
mesh size of fleet 1 (mm) : Last years decision : 50 [RETURN]

The following decisions were taken in year 1990

fleet 1		fleet 2	
Mesh size	20	20	20
Number of effort	300	300	300
Investments (ef. u.)	300	300	300
Directivity Cod	20	20	20
Directivity Plaice	30	30	30
Directivity Herring	30	30	30

GIVE MESH SIZES FOR EACH FLEET IN YEAR 1991
BY Using the "RETURN" key the decision of this year
Becomes the same as last years decision
mesh size of fleet 1 (mm) Last years decision : 20 RETURN
mesh size of fleet 2 (mm) Last years decision : 20 RETURN

GIVE NUMBER OF EFFORT UNITS FOR EACH FLEET IN YEAR 1991

BY Using the "RETURN" key, the decision of this year
Number of effort units of fleet 1 -Last years decision : 300 RETURN
Number of effort units of fleet 2 -Last years decision : 250 RETURN

GIVE DIRECTIVITY FOR EACH OF THE 3 STOCKS IN YEAR 1991
BY Using the "RETURN" key, the decision of this year
Becomes the same as last years decision

Directivity of fleet no. 1 Last years decision : 200 RETURN
Percentage for Cod Last years decision : 300 RETURN
Percentage for Plaice Last years decision : 50 RETURN
Percentage for Herring

Directivity of fleet no. 2 Last years decision : 200 RETURN
Percentage for Cod Last years decision : 60 RETURN
Percentage for Plaice Last years decision : 60 RETURN
Percentage for Herring

The following decisions were taken in year 1991
fleet 1 fleet 2
mesh size 20 250
Number of effort u 300 300
Investments (ef.u) 0 0
Directivity Cod 30 20
Directivity Plaice 30 20
Directivity Herring 40 60
Is input for year 1991 ok? (Yes=RETURN, no=") RETURN
(Or should fleet 1 take decisions after fleet 2 ?) RETURN

Accumulated profit
12913 2
2 2
2 1
2 1
1 1
2 1
1 1
2 1
2 1
2 1
2 1

1487 2
- 83 - 84 - 85 - 86 - 87 - 88 - 89 - 90 - 91
To continue - press RETURN

{Gash (tons) and total biomass (ton) of Cod
Biomass (tons) the average biomass during a year}
798328 0 B
33360 C C C B B
C C C

{Gash (tons) and total biomass (ton) of Plaice
(biomass) the average biomass during a year}
7392 -1- -1- -1- -1- -1- -1- -1- -1-
To continue - press RETURN

{Gash (tons) and total biomass (ton) of Plaice
(biomass) the average biomass during a year}
1198953 G H
55739 C B
C C C B B B B
C C

RETURN

{Gash (tons) and total biomass (ton) of Herring
Biomass (tons) the average biomass during a year}
12524 -1- -1- -1- -1- -1- -1- -1-
To continue - press RETURN

{Gash (tons) and total biomass (ton) of Herring
Biomass (tons) the average biomass during a year}
9332 -1- -1- -1- -1- -1- -1- -1-
To continue - press RETURN

Do you want the small or the large menu ?
(small=1, large=2, none=RETURN) 1

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [RETURN]

SELECT A COURSE FROM THE SMALL MENU :

- 1 : Number of survivors
- 2 : Total number caught
- 3 : Total fishing mortality
- 4 : Predation mortality
- 5 : Number caught by each fleet
- 6 : Fishing mortality by each fleet

RETURN : Stop displaying results - return to game [3]

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [1]

Fishing mortalities :

Cod age	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991
1	0.139	0.007	0.373	0.497	0.559	0.709	0.709	0.275	0.275	0.350
2	0.492	0.143	0.375	0.500	0.562	0.712	0.712	0.275	0.275	0.350
3	0.500	0.429	0.375	0.500	0.562	0.712	0.712	0.275	0.275	0.350
4	0.500	0.491	0.375	0.500	0.562	0.712	0.712	0.275	0.275	0.350
5	0.500	0.498	0.375	0.500	0.562	0.712	0.712	0.275	0.275	0.350
6	0.500	0.500	0.375	0.500	0.562	0.713	0.713	0.275	0.275	0.350
7	0.500	0.500	0.375	0.500	0.562	0.713	0.713	0.275	0.275	0.350
8	0.500	0.500	0.375	0.500	0.562	0.713	0.713	0.275	0.275	0.350
9	0.500	0.500	0.375	0.500	0.562	0.713	0.713	0.275	0.275	0.350
10	0.500	0.500	0.375	0.500	0.562	0.713	0.713	0.275	0.275	0.350

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [RETURN]

SELECT A COURSE FROM THE SMALL MENU :

- 1 : Number of survivors
- 2 : Total number caught
- 3 : Total fishing mortality
- 4 : Predation mortality
- 5 : Number caught by each fleet
- 6 : Fishing mortality by each fleet

RETURN : Stop displaying results - return to game [4]

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [3]

Predation mortalities :

Herring Age	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991
1	0.210	0.200	0.217	0.232	0.210	0.166	0.118	0.106	0.128	0.151
2	0.207	0.196	0.210	0.226	0.207	0.164	0.117	0.105	0.126	0.148
3	0.196	0.185	0.197	0.212	0.195	0.156	0.112	0.100	0.119	0.140
4	0.186	0.175	0.185	0.200	0.185	0.148	0.106	0.095	0.113	0.132
5	0.177	0.167	0.176	0.190	0.176	0.142	0.101	0.091	0.108	0.120
6	0.171	0.161	0.169	0.182	0.169	0.136	0.098	0.087	0.104	0.121
7	0.166	0.156	0.164	0.177	0.164	0.133	0.095	0.085	0.101	0.118
8	0.163	0.153	0.161	0.173	0.161	0.130	0.093	0.083	0.099	0.115
9	0.160	0.150	0.158	0.170	0.158	0.128	0.092	0.082	0.098	0.114
10	0.158	0.149	0.156	0.168	0.156	0.126	0.091	0.081	0.096	0.112

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [RETURN]

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [3]

FLEET NO. 1

Fishing mortalities :

Herring age	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991
1	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
2	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
3	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
4	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
5	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
6	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
7	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
8	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
9	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300
10	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.375	0.375	0.300

which species do you want ? (cod=1,plaice=2,herring=3,none=RETURN) [RETURN]

mesh	80	120	50	50	50	50	20	20	20	20
effort	250	250	300	300	300	300	300	300	300	300
1 byc.	80.00	80.00	50.00	50.00	50.00	70.00	70.00	20.00	20.00	30.00
2 byc.	20.00	20.00	50.00	50.00	50.00	30.00	30.00	30.00	30.00	30.00
3 byc.	0.00	0.00	0.00	0.00	0.00	0.00	50.00	50.00	50.00	40.00

[RETURN]

SELECT A COURSE FROM THE SMALL MENU :

- 1 : Number of survivors
- 2 : Total number caught
- 3 : Total fishing mortality
- 4 : Predation mortality
- 5 : Number caught by each fleet
- 6 : Fishing mortality by each fleet

RETURN : Stop displaying results - return to game [RETURN]

'DO you want the small or the large menu ?

(small=1, large=2, none=RETURN) [RETURN]

GAME IS FINISHED

	Fleet 1	Fleet 2
Accum. profit	10851	12913
Loans not paid	0	0

Ac. prof.-loan 10851 12913

! FLEET NO 2 WON THE GAME !

To continue - press "RETURN" [RETURN]

SELECT A COURSE FROM THE LARGE MENU :

- 1 : Mean weight at age in the three stocks
 - 2 : Mean lengths at age in the three stocks
 - 3 : Kg-prices at age and species
 - 4 : Cost per effort unit, interest and instalment
 - 5 : Fishing effort and investments in the foregoing years
 - 6 : Mesh sizes used in the foregoing years
 - 7 : Directivities used in the foregoing years
 - 8 : Number of survivors in each stock
 - 9 : Number caught from each stock
 - 10 : Number caught by each fleet
 - 11 : Weight and value of the catch of each fleet
 - 12 : Percentage fish died due to fishing
 - 13 : Percentage fish died due to the predator (the cod)
 - 14 : Year class strengths and spawning stock biomasses
 - 15 : Costs, income and profit (book-keeping for a single year)
 - 16 : Food selection of cod (food suitabilities)
 - 17 : Grafical display
 - 18 : Relative stomach content of cod
- RETURN : Stop displaying results - return to the game [RETURN]

NOTE:

This brings us to the end of the testrun.

4. The model behind LAGS

This section contains a concentrated presentation of "Legion Analysis". All equations of Legion Analysis are presented and based on this section it is possible for an experienced model maker to see through everything that happens in LAGS.

The following indices are used

y: index of year y = 1982, 1983,
 s: index of species s = 1, 2, 3.
 e: index of fleet e = 1, 2.
 a,b: index of age group a = 1,2, 10

4.1 Number of survivors and number caught

The number of survivors at the beginning of year y, of species s and agegroup a is

$$N(y, s, a)$$

(unit: 1000 fish)

The total mortality coefficient is

$$Z(y, s, a)$$

(unit: years⁻¹)

The number of survivors at the end of year y (or at the beginning of year y + 1) are given by

$$N(y + 1, s, a + 1) = N(y, s, a) \exp(-Z(y, s, a))$$

Z is assumed to remain constant during the year. Thus, Legion Analysis is based on difference equations.

The recruitment, i.e. $N(y, s, 1)$ will be explained in next subsection. The oldest age group (10-group) is a Plusgroup, i.e.

$$N(y+1, s, 10) = N(y, s, 9) \exp(-Z(y, s, 9)) \\ + N(y, s, 10) \exp(-Z(y, s, 10))$$

The average number of survivors during year y is

$$\bar{N}(y, s, a) = N(y, s, a) (1 - \exp(-Z(y, s, a))) / Z(y, s, a)$$

The total number caught is given by

$$C(y, s, a) = F(y, e, s, a) \bar{N}(y, s, a)$$

where $F(y, e, s, a)$ is the total fishing mortality coefficient.

The number of species s caught by fleet e is

$$C(y, e, s, a) = F(y, e, s, a) \bar{N}(y, s, a)$$

where $F(y, e, s, a)$ is fishing mortality caused by fleet e.

$$C(y, s, a) = \sum_e C(y, e, s, a)$$

$$F(y, s, a) = \frac{1}{e} \sum_e F(y, e, s, a)$$

The model for $F(y, e, s, a)$ is given in subsections 4.4 and 4.5.

The total mortality is split into three major terms

$$Z(y, s, a) = F(y, s, a) + M2(y, s, a) + M1$$

Where $M2$ is the predation mortality coefficient caused by cod and $M1$ is the natural mortality coefficient caused by other natural factors (disease, old age, spawning stress, etc).

$M1$ is assumed to remain constant from year to year, from species to species and from age group to age group. The derivation of $M2$ is given in sub-section 4.8.

The number devoured by cod is determined by:

$$D(y, s, a) = M2(y, s, a) \cdot \bar{N}(y, s, a)$$

4.2 Recruitment

LAGS allows for two stock/recruitment models of users choice.

The two models are both of the Beverton and Holt type:

$$N(y, s, 1) = \frac{NOMAX(s)}{1 + HALFSAT(S) / SSB(y, s)}$$

where $SSB(y, s) = \sum_{a \geq 3} N(y, s, a) \cdot W(s, a)$

is the spawning stock biomass

$W(s, a)$ is the average weight of an a years old fish (unit:kg).

Thus, in this model fish mature at the age of 3 years.

$NOMAX(S)$ is the maximum recruitment (see Figure 4.2.1) and $HALFSAT$ is the SSB-value which produces $NOMAX/2$ recruits.

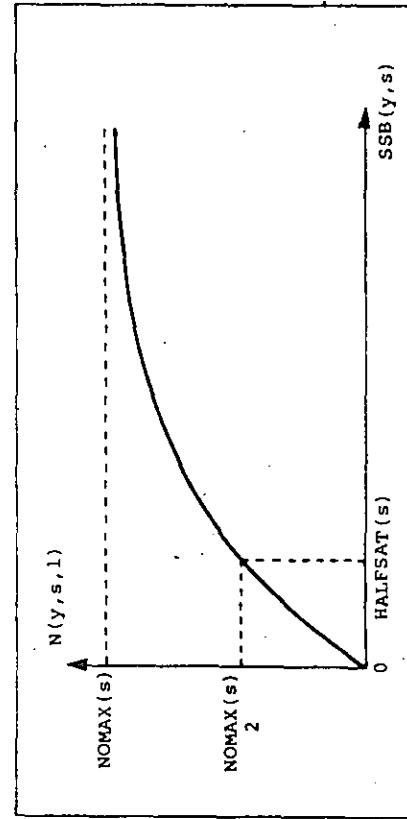


Figure 4.2.1. Stock/recruitment model.

One of the two alternative models, the deterministic model, is defined by the expression for $N(Y, s, l)$ given above. The other model, the stochastic model, is defined by:

$$N(Y, s, l) = \frac{\text{NOMAX}(S)}{1 + \text{HALFSAT}(S)/\text{SSB}(Y, s)} \rightarrow \text{EBS}$$

where EBS is a stochastic term. The actual values of EBS are drawn by aid of a random number generator. In this model EBS can take at most ten different values. Which values EBS is allowed to take can be specified by the user if he wishes so, and also the probability of each possible EBS value can be chosen by the user. (How to do this is explained in subsection 4.2).

4.3 Growth

Body weight and length growth are assumed to remain constant from year to year, and the average length of an s years old species s 's fish is given by the von Bertalanffy growth equation

$$\text{LGR}(S, a) = L_B(S) [1 - \exp \{ -K_{BER}(S) \cdot (a + 0.5 - T_0(S)) \}]$$

(unit: cm)

where $L_B(s)$ is the asymptotic length of species s , $K_{BER}(s)$ and $T_0(s)$ are the von Bertalanffy growth parameters. Body weight is determined by

$$W(S, a) = \text{CONF}(S) \cdot \text{LGR}(S, a)^3 \quad (\text{unit . kg})$$

where $\text{CONF}(S)$ is the condition factor of species s .

4.4 Mesh selection

Both fleets are treated as if they used trawls. A certain proportion of the fish entering the gear is assumed to escape through the meshes. This proportion depends on the length, and thus also of the age, of the fish. The length of the fish at which 50 % of the fish escape, when entering the gear of fleet e is determined by

$$L_{50}(Y, e, s) = \text{MESH}(Y, e) \cdot \text{SELFAC}(s)$$

(unit of mesh: mm, unit of L_{50} : cm)

where $\text{MESH}(Y, e)$ is the mesh size used by fleet e in year y , and SELFAC is the selection factor of species s .

The selection range, i.e.

$$\frac{\text{L75}(Y, e, s)}{\text{L50}(Y, e, s)}$$

is assumed to be a constant (selection range = 1.1). The selection curve, i.e.

$\text{Prob.} \{ \text{the fish is retained the length is } \text{LGR} \}$

is given by:

$$\text{GSEL}(Y, e, s, a) = \left[1 + \exp \left\{ -\text{LGT}(s, a) \cdot \frac{10 \cdot 986}{\text{L50}(Y, s, a)} \right\} \right]^{-1}$$

(see Figure 4.4)

(For a discussion of this model, see Hoydal et al., 1982)

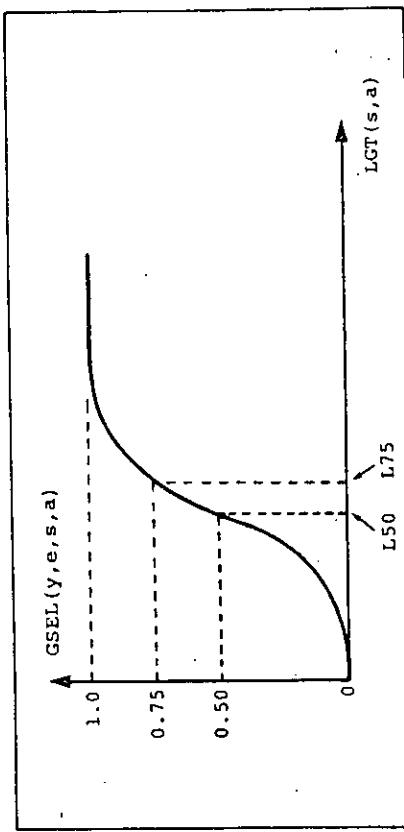


Figure 4.4. Gear selection curve.

4.5 Fishing mortality

Fishing mortality on species s , age group a caused by fleet e is given by

$$F(y, e, s, a) = BYC(y, e, s) \cdot EF(y, e) \cdot GSEL(y, e, s, a) \cdot ECON.$$

where $EF(y, e)$ = "directivity" of fleet e against species s .

$ECON$: a constant

$BYC(y, e, s)$ determines the fraction of EF which is directed against species s . Thus,

$$\sum_{s=1}^3 BYC(y, e, s) = 1.0$$

4.6 Catch in weight and income from sale of catch

The yield in weight of species s age group a caught in year y by fleet e is

$$YIELD(y, e, s, a) = C(y, e, s, a) \cdot W(s, a) \quad (\text{unit: tonnes})$$

And the return from that yield is

$$RETURN(y, e, s, a) = YIELD(y, e, s, a) \cdot PR(s, a) \cdot 1000$$

where PR is the kg price of fish species s age group a . (unit of PR:D.kr.)

PR is a fixed price, independent of supply of fish to the market.

Total return to fleet e from the fishery in year y , thus becomes

$$RETURN(y, e) = \sum_{s=1}^3 \sum_{a=1}^{10} RETURN(y, e, s, a)$$

4.7 Cod's food selection

The model of cod's food selection is in essence that of Andersen and Ursin, (1977).

In the present application, food selection is assumed to be a function of the ratio weight of the cod weight of prey as far as fish prey is concerned.

Let $SPREF$ be the logarithm of the preferred (the optimum predator/prey weight ratio of cod.

$$\text{Then } SIZEP(b, s, a) = \exp \left[- \frac{\left(\ln \frac{W(1, b)}{W(s, a)} - SPREF \right)^2}{SVAR} \right]$$

is used as a measure of "Food suitability" of prey of size $W(s, a)$ as food for cod of weight $W(1, b)$ (see Figure 4.7)

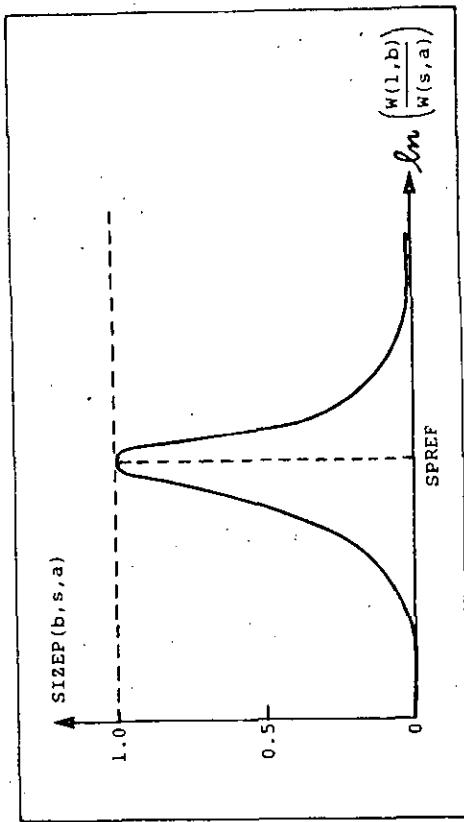


Figure 4.7. Size preference of cod.

SVAR (which corresponds to $2\delta^2$ in normal distribution) is a measure for how particular the cod also have the opportunity to eat "other food".

"Other food" is a somewhat artificial compartment introduced in the model to avoid inconsistencies. In the model the cod always gets the food it need (which is a consequence of the assumption of constant growth). If then fish prey becomes scarce there must be something else the cod can eat, and for that purpose the compartment other food has been invented. Other food consist in one "species" of body weight 1 kg and only one age group.

The suitability of "other food" as food for cod must be given as input, as well as the biomass of other food must be specified by the user. The higher values of suitability indexes or biomass of other food, the smaller will the predation pressure on the fish be.

Let $SUIT(b, s, a)$ be the suitability coefficient of species s age group a as food for cod of age b .

Then $SUIT(b,4,1)$ is the suitability of "other food" (here given the species index: $s=4$) $SUIT(b,4,1)$ has to be specified by the user and the remaining suitability coefficients are calculated by:

$$SUIT(b,s,a) = \frac{\sum_j \sum_d SIZEP(b,j,d)}{\sum_j d} (1 - SUIT(b,4,1))$$

where $SUIT(b,4,1) \leq 1.0$. It follows that

$$\sum_{s=1}^4 \sum_a SUIT(b,s,a) = 1.0$$

Thus, the $SUIT$'s are generated by the 12 parameters $SIZEPREF$, $SVAR$, $SUIT(1,4,1)$, $SUIT(2,4,1)$, ... $SUIT(10,4,1)$.

4.8 Predation mortalities

The "available" biomass of food for b years old cod in year y is defined

$$AVAILABLE(y,b) = \sum_{s=1}^4 \sum_a \bar{N}(y,s,a) W(s,a) SUIT(b,s,a)$$

i.e. the biomass of food weighted by its suitability.

The yearly food consumption of age group b cod is given by

$$FOOD(b) = HF \cdot W(1,b) MFOOD$$

where HF and $MFOOD$ are constant parameters.

The relative stomach content of prey s age a in the stomach of b -group cod is given by

$$STOC(y,b,s,a) = \frac{\bar{N}(y,s,a) SUIT(b,s,a)}{AVAILABLE(y,b)}$$

The total consumption (in tonnes) of prey s age a thus becomes

$$\sum_b \bar{N}(y,1,b) FOOD(b) \cdot STOC(y,b,s,a)$$

and the number devoured by cod is obtained by dividing with $W(s,a)$.

The predation mortality then becomes

$$M2(y,s,a) = \frac{1}{\bar{N}(y,s,a) W(s,a)} \sum_{b=1}^{10} \bar{N}(y,1,b) FOOD(b) \cdot STOC(y,b,s,a)$$

The calculation of $M2$ has to be made by an iterative process, as $M2$ is required to calculate \bar{N} , and \bar{N} is required to calculate $M2$.

This procedure works as follows:

```

A: Give an initial guess on M2(y,s,a)
B: M2.old := M2.new
C: Calculate  $\bar{N}(y,s,a)$ 
D: Calculate AVAILABLE(y,b)
E: Calculate  $M2.new$  (by the formula given above)
F: If  $|M2.new(y,s,a) - M2.old(y,s,a)|^2 > 0.0001$ , then goto B.
   FINIS:

```

There are two alternative hypothesis about "other food" of the user's choice. These are:

1. The biomass of "other food" remains constant (Helgason and Gislason, 1979)
2. The biomass of "other food" plus biomass of fish remains constant (Sparre, 1980)

If hypothesis two above is chosen the iterative procedure is modified, by inserting an extra point between C and D:

```

CL: calculate the biomass of "other food"
 $\bar{N}(y,4,1) = (\text{total biomass}) - \sum_{s=1}^3 \sum_{a=1}^4 \bar{N}(y,s,a) W(s,a)$ 
where "total biomass" is a constant.

```

4.9 Other natural mortality

Other natural mortality (old age, diseases, spawning, stress etc)

$$M1 = Z - F - M2$$

is assumed to remain constant for all species all age groups in all years.

4.10 Costs, investments and interests

The cost of Fishing (salaries, oil, maintenance etc) pr unit of effort is a constant parameter in the present model. Thus the cost of fishing in year y of fleet e becomes

$$EF(y, e) \cdot ECOST$$

(unit: d.kr.)

where ECOST is the cost of fishing pr unit of effort (e.g. pr fishing year of, say, 10 trawlers).

When starting the game each player has a fleet which at maximum can fish with an effort of ESTART effort units pr year.

If EF exceeds ESTART for a fleet this means that there has been invested in new vessels. The investments are determined by

$$\text{INV}(y, e) = \max \left\{ EFL(y, e) - \max_{i \leq y} \{ ERL(i, e) \}, 0 \right\}$$

where $EFL(y, e) = EPR \max \{ EF(y, e) - ESTART, 0 \}$

EPR is the price of new vessels corresponding to one effort unit. (see Figure 4.10.1)

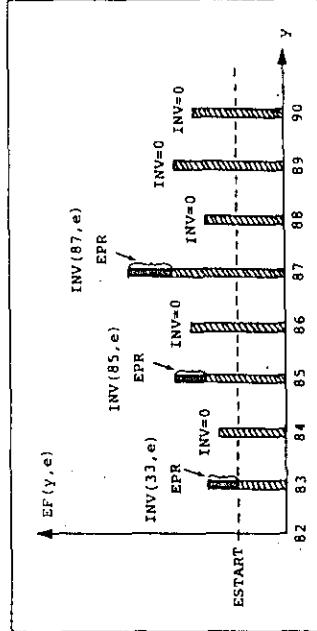


Figure 4.10.1. Investments as a function of year and EF(effort).

Investments are based on loans the yearly instalments of which constitutes 20 % of the initial loan and the rate of interest amounts to INTE.

Thus it takes five years to pay back the loan. If there remains a debt in the last year (10 years after the start) the total remaining debt has to be paid.

Thus, for years earlier than the last year we have

$$\text{instalment} = 0.2 \cdot \text{INV}(y, e)$$

where y is the investment year.

Interest in year y thus becomes

$$\text{INV}(y, e) \cdot \text{INTE} (1-(y-i) \cdot 0.2)$$

where i is the investment year

$$(i+1 \leq y < i+5) \quad (\text{see Figure 4.10.2})$$

Finally, total costs in year y of fleet e are

$$\begin{aligned} \text{COST}(y, e) = \\ \text{EF}(y, e) \cdot \text{ECOST} + \sum_{i=y-4}^y \text{INV}[0.2 + (1+0.2(y-i)) \cdot \text{INTE}] \\ + 0.2 \cdot \text{INV}(y, e) \end{aligned}$$

4.11 Profit

If y is not the last game year the profit for that year is

$$\text{PROFIT}(y, e) = \text{RETURN}(y, e) - \text{COST}(y, e)$$

For last year, say, 1991 the profit is

$$\begin{aligned} \text{PROFIT}(1991, e) = \text{RETURN}(1991, e) - \text{COST}(1991, e) \\ - \sum_{i=1986}^{1991} \text{INV}(i, e) (1-(1991-i) \cdot 0.2) \end{aligned}$$

The accumulated profit (in case 1982 is the first year) is

$$\text{ACCP}(y, e) = \sum_{i=1982}^y \text{PROFIT}(i, e)$$

and the player who obtain the highest accumulated profit in the last year wins the game.

The limit for ruin is defined by

$$\text{ACCP}(y, e) < \text{MINACCP} \text{ and } y \geq 3$$

where MINACCP is the lower limit for an acceptable economy of a fleet. In case a fleet is ruined, this player is out of the game and his competitor can continue alone.

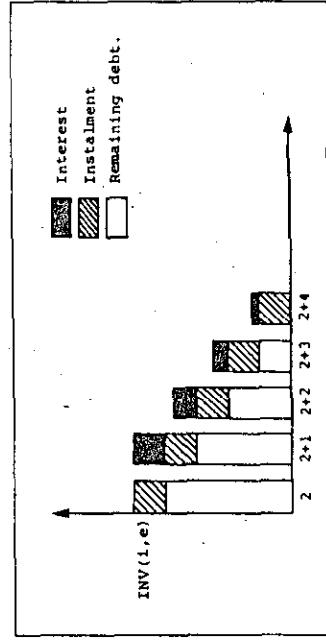


Figure 4.10.2. Instalments, interests and remaining debt.

When ten years have elapsed, the game is over. However, if the players want they can continue for as many ten years periods as they wish. Every new game will start with the stocks left from the foregoing ten years period, but the bookkeeping starts with zero profit and all investments from foregoing ten years period are lost. The option for continuing the game is primary made to make LAGS suitable for simulation studies.

4.12 Survey of parameters

LAGS contains an option for changing parameter values or the initial value of stock numbers, N. Each parameter is given a number, and when changing the parameter values via the screen, the parameter must be identified by its number.

The parameters are :

Parameter 1: If the biomass of "other food" is assumed to remain constant the value of this parameter is the biomass of "other food".

If the total biomass (fish + other food) is assumed to remain constant, the value of 1. parameter is the total biomass parameters 2-11 : SUIT(a,other food) or STIT(a,4,1) for cod ages a = 1,2,...,10.

parameter 12 : HFOOD. Parameters 12 and 13 are the food consumption parameters of cod : FOOD(a) = HFOOD W(1,a) * SFBD

parameter 13 : HFOOD. Parameters 14 and 15 are the food selection parameters of cod : SUIT(b,s,a) \propto exp $\left\{ - \frac{(\ln(W(1,b)/W(s,a)) - SPREF)}{SVAR} \right\}$

parameter 14 : SPREF.

parameter 15 : SVAR. Parameters 14 and 15 are the food selection parameters of cod, plaice and herring resp.

$$W(s,a) = C(s) \cdot IGT(s) \cdot (1 - \exp(-KBER(s)(a+0.5 \cdot TO(s))))$$

$$W(s,a) = C(s) \cdot IGT(s,a)^3 \quad s = 1,2,3,$$

$$IGT(s,a) = I(s) \cdot (1 - \exp(-KBER(s)(a+0.5 \cdot TO(s))))$$

$$I(s) = STOCH(i) \quad i = 1,2,3,4,5,6,7,8,9,10$$

$$STOCH(i) = Prob \{ EBS = STOCH(i) \}$$

$$Prob \{ EBS = STOCH(i) \} = AP(i+1) - AP(i)$$

$$EBS \text{ can take } 6 \text{ different values.}$$

$$AP(i+1) = Prob \{ EBS = STOCH(i) \}$$

$$AP(i) = Prob \{ EBS = STOCH(i) \}$$

$$AP(1) = Prob \{ EBS = STOCH(1) \}$$

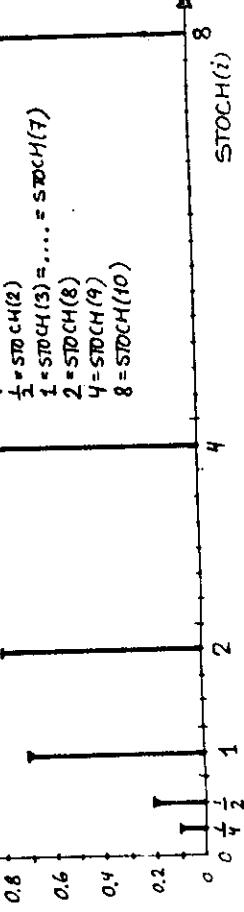
$$AP(2) = Prob \{ EBS = STOCH(2) \}$$

$$AP(3) = ... = Prob \{ EBS = STOCH(7) \}$$

$$AP(8) = Prob \{ EBS = STOCH(8) \}$$

$$AP(9) = Prob \{ EBS = STOCH(9) \}$$

$$AP(10) = Prob \{ EBS = STOCH(10) \}$$



parameter 28 : MI. Residual natural mortality coeff. (all three species)
parameters 29 - 31 : NOMAX(s) for cod, plaice and herring resp.
parameters 32 - 34 : HALFSAT(s) for cod, plaice and herring resp.
Parameters 29 - 34 are the stock/recruitment parameters

Parameters 29 - 34 are the stock/recruitment parameters

NOMAX(s)

$$N(y,s,1) = \frac{NOMAX(s)}{1 + HALFSAT(s)/SSB(y,s)}$$

$$\text{where } SSB(y,s) = \sum_{a=1}^{10} N(y,s,a) \cdot w(s,a)$$

parameters 35 - 37 : SELFAC(s) for cod, plaice and herring resp.

(gear selection factor)

parameter 38 : ECOST. Cost of fishing with one effort unit.

parameter 39 : INTE. Rate of interest.

parameter 40 : ESTART. Initial number of effort units available to each fleet.

parameter 41 : MINACP. Minimum allowable accumulated profit (limit of ruin).

parameter 42 : EPR. Investment price for vessels corresponding to one effort unit.

parameters 43 - 52 : PR(1,a). Kg price for cod a = 1,2,...,10.

parameters 53 - 62 : PR(2,a). Kg price for plaice a = 1,2,...,10.

parameters 63 - 72 : PR(3,a). Kg price for herring a = 1,2,...,10.

Initial values 73 - 82 : N(1982,1,a). Initial number of cod a=1,2,...,10.

Initial values 83 - 92 : N(1982,2,a). Initial number of plaice a=1,2,...,10.

Initial values 93 - 102 : N(1982,3,a). Initial number of herring a=1,2,...,10.

parameters 103 - 112 : AP(i). Accumulated probability function for the stochastic stock/recruitment model (explained below), i=1,2,...,10.

parameters 113 - 122 : STOCH(i). Possible values of the stochastic term, EBS

in the model $N(y,s,1) = \frac{NOMAX(s)}{1 + HALFSAT(s)/SSB(y,s)} EBS$

where the stochastic factor EBS has the distribution :

$$Prob \{ EBS = STOCH(i) \} = AP(i+1) - AP(i)$$

EBS can at most take 10 different values. In the example below

EBS can take 6 different values.

- 26 -

In Appendix B a list of the parameters, as shown on the video screen is given. This list is considered more suitable as an aid to memory when changing parameters.

Param. no.	Param. value
1	1.000000
2	0.000000
3	0.300000
4	0.150000
5	0.075000
6	0.037500
7	0.018750
8	0.009375
9	0.004688
10	0.002344
11	0.001172
12	0.000586
13	0.000293
14	0.000146
15	0.000073
16	0.000037
17	0.000018
18	0.000009
19	0.000004
20	0.000002
21	0.000001
22	0.000000
23	1.000000
24	0.100000
25	0.050000
26	0.025000
27	0.012500
28	0.006250
29	0.003125
30	0.001562
31	0.000781
32	0.000391
33	0.000195
34	0.000098
35	0.000049
36	0.000024
37	0.000012
38	0.000006
39	0.100000
40	-1.000000
41	0.017113
42	0.040000
43	0.005153
44	0.064613
45	0.072000
46	0.077647
47	0.083300
48	0.085714
49	0.085714
50	0.085714
51	0.085714
52	0.040000
53	0.014286
54	0.033333
55	0.025000
56	0.060000
57	0.064706
58	0.098463
59	0.071429
60	0.000000
61	0.000000
62	0.000000
63	0.000000
64	0.000000
65	0.000000
66	0.000000
67	0.000000
68	0.000000
69	0.000000
70	0.000000
71	0.000000
72	0.000000
73	0.000000
74	0.000000
75	0.000000
76	0.000000
77	0.000000
78	0.000000
79	0.000000
80	0.000000
81	0.000000
82	0.000000
83	0.000000
84	0.000000
85	0.000000
86	0.000000
87	0.000000
88	0.000000
89	0.000000
90	0.000000
91	0.000000
92	0.000000
93	0.000000
94	0.000000
95	0.000000
96	0.000000
97	0.000000
98	0.000000
99	0.000000
100	0.000000
101	0.000000
102	0.000000
103	0.000000
104	0.000000
105	0.000000
106	0.000000
107	0.000000
108	0.000000
109	0.000000
110	0.000000
111	0.000000
112	0.000000
113	0.000000
114	0.000000
115	0.000000
116	0.000000
117	1.000000
118	1.000000
119	1.000000
120	1.000000
121	1.000000
122	0.000000

Do you run this program for the first time ? (yes=1, no=RETURN) **[RETURN]**

Do you want total biomass of the ecosystem to remain constant give input : 0
If you want "other food" to remain constant input : 1 **[0]**

Do you want stochastic stock/recruitment ? (yes=1, no=RETURN) **[1]**

Which version do you prefer ? (slow=0, fast=1, very fast=2) **[1]**

Do you want to change parameters (yes=1,no=RETURN) **[1]**

Give the number of the parameter you want to change
If you do not want more changes : RETURN **[RETURN]**

NOTE: In this run the following options are chosen :

- Total biomass of the ecosystem is assumed to remain constant.
- There is a stochastic stock/recruitment relationship.
- The fast mode is chosen.
- If you only want a display of the parameters, answer **[1]** to the first question and **[RETURN]** to the next one.
Thus in this case we get a listing of the parameters on the screen!

Parameter	old value	new value	total biomass
total biomass	2000000	2500000	
STIR(8,4,1)	0.07	0.06	
STIR(9,4,1)	0.07	0.05	
STIR(10,4,1)	0.07	0.04	
HPOUD	5.0	6.0	
KOMAX(2)	400000	600000	
KOMAX(3)	1200000	1500000	

the following input should be given

[1]

Do you want to change parameters (yes=1/no=RETURN)

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [1]
 Give the new parameter value **[2500000]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [2]
 Give the new parameter value **[0.06]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [3]
 Give the new parameter value **[0.05]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [4]
 Give the new parameter value **[0.04]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [5]
 Give the new parameter value **[0.03]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [6]
 Give the new parameter value **[0.02]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [7]
 Give the new parameter value **[0.01]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [8]
 Give the new parameter value **[0.00000]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [9]

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [10]

NOTE : Suppose we want to change the parameters !

Parameter	old value	new value	total biomass
total biomass	2000000	2500000	
SHFT(4,1)	0.07	0.06	
SHFT(5,4,1)	0.07	0.05	
SHFT(6,4,1)	0.07	0.04	
HPOUD	5.0	6.0	
KOMAX(2)	400000	600000	
KOMAX(3)	1200000	1500000	

the following input should be given

[1]

Do you want to change parameters (yes=1/no=RETURN)

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [1]
 Give the new parameter value **[2500000]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [2]
 Give the new parameter value **[0.06]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [3]
 Give the new parameter value **[0.05]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [4]
 Give the new parameter value **[0.04]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [5]
 Give the new parameter value **[0.03]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [6]
 Give the new parameter value **[0.02]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [7]
 Give the new parameter value **[0.01]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [8]
 Give the new parameter value **[0.00000]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [9]

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [10]

NOTE : Suppose we want to change the parameters !

Parameter	old value	new value	total biomass
total biomass	2000000	2500000	
SHFT(4,1)	0.07	0.06	
SHFT(5,4,1)	0.07	0.05	
SHFT(6,4,1)	0.07	0.04	
HPOUD	5.0	6.0	
KOMAX(2)	400000	600000	
KOMAX(3)	1200000	1500000	

the following input should be given

[1]

Do you want to change parameters (yes=1/no=RETURN)

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [1]
 Give the new parameter value **[2500000]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [2]
 Give the new parameter value **[0.06]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [3]
 Give the new parameter value **[0.05]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [4]
 Give the new parameter value **[0.04]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [5]
 Give the new parameter value **[0.03]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [6]
 Give the new parameter value **[0.02]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [7]
 Give the new parameter value **[0.01]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [8]
 Give the new parameter value **[0.00000]**

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [9]

Give the number of the parameter you want to change
 If you do not want more changes : RETURN [10]

NOTE : In case we don't want to change more parameters the answer **[RETURN]** starts the game without any introduction. The fast mode contains all the options of the slow mode - the only difference is that several explanations given in the slow mode are suppressed in the fast mode. The four graphs automatically displayed in the slow mode can still be displayed in the fast mode, but in that case you will have to give a request.

The procedure works as follows :

[1]

Do You want to change Parameters (yes=1/no=RETURN) **[RETURN]**

mesh size of fleet 1 (nm) : **[20]**
 mesh size of fleet 2 (nm) : **[20]**
 Number of effort units of fleet 1 : **[0]**
 Number of effort units of fleet 2 : **[0]**
 Number of effort units of fleet 1 : **[0]**
 Number of effort units of fleet 2 : **[0]**

Directivity of fleet no. 1 : **[0]**
 Percentage for Codice : **[0]**
 Percentage for Pollock : **[0]**
 Percentage for Herring : **[0]**

Directivity of fleet no. 2 : **[0]**
 Percentage for Codice : **[0]**
 Percentage for Pollock : **[0]**
 Percentage for Herring : **[0]**

The following decisions were taken in year 1982

fleet 1 fleet 2

mesh size : **[20]** **[100]**
 Number of effort units : **[200]** **[200]**
 Investments (eff. unit) : **[0]** **[0]**
 Directivity Codice : **[0]** **[60]**
 Directivity Pollock : **[0]** **[40]**
 Directivity Herring : **[0]** **[0]**

1 fish biom. 301066 other food 2198932

Do you want the small or the large menu ?
 (small=1, large=2, none=RETURN) **[RETURN]**

NOTE : When choosing the option of constant total biomass the program will display the biomass of fish and the biomass of other food in every year. In case the parameters are chosen so that the biomass of other food becomes negative (and that may well happen) the results become absurd and the execution of LAGS is stopped.

NOTE : As the fast mode is very much like the slow mode there is little reason in demonstrating all the details and we jump forward to the last year, 1991. and demonstrate how to display courses from the large menu. As an example it is shown how to display information about spawning stock biomass and recruitment (recall that the option stochastic stock/recruitment was chosen). To aid memory concerning the contents of the menu lists Appendix C should be consulted.

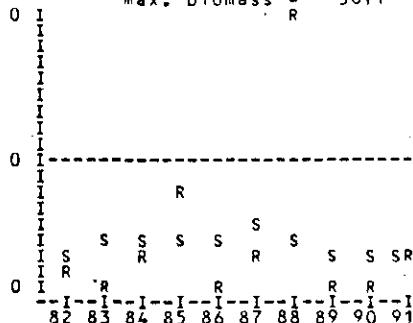
Give course no. on large menu **[9]**

Year year	Year class strength (number of 1 year old fish) and spawning stock biomass (3 year and older fish) on 1. January.						
	Cod	Plaice	Herring	Yr. cl.	S.S.B.	Yr. cl.	S.S.B.
Yr. cl.	S.S.B.	Yr. cl.	S.S.B.	Yr. cl.	S.S.B.	Yr. cl.	S.S.B.
1982	10000	59922	200000	84874	600000	96946	
1983	5285	67162	2548144	96042	750364	97040	
1984	11419	79746	173359	116185	383340	101557	
1985	22299	75486	251000	434768	6350988	108267	
1986	5701	79455	492220	387612	1472937	93510	
1987	12565	101259	477118	329546	1193165	384839	
1988	46190	81865	468302	301803	1150821	319515	
1989	5524	73944	460028	278945	1085652	254013	
1990	6373	114924	226654	262280	8186872	208146	
1991	12294	95598	447361	248754	3858859	174721	

Give course no. on large menu **[7]**

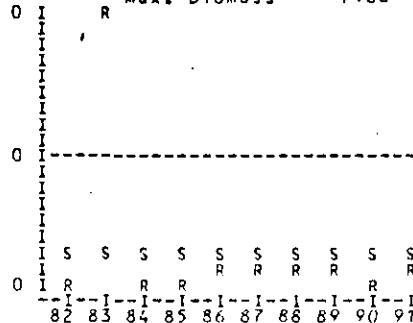
Give graph no. **[10]**

Spawning stock biomass (age 3 and older) and recruitment (number of 1-years)
of Cod min. biomass = 4073 min. recruitment = 5285
 max. biomass = 5677 max. recruitment = 46190

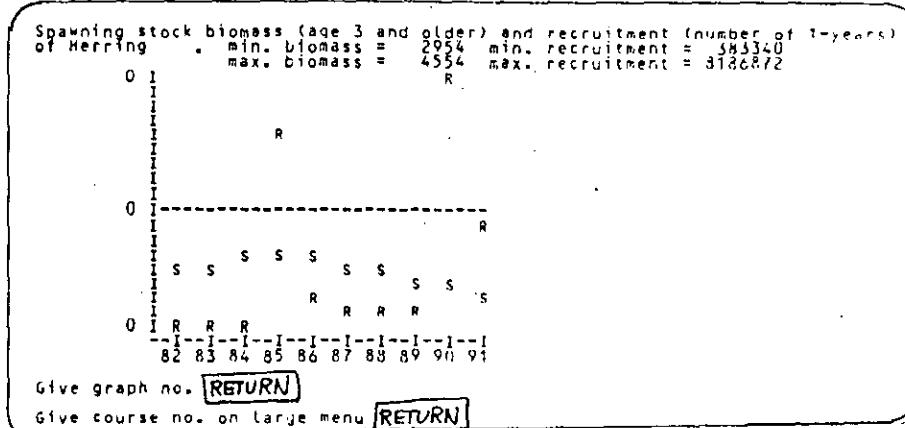


Give graph no. **[11]**

Spawning stock biomass (age 3 and older) and recruitment (number of 1-years)
of Plaice min. biomass = 6157 min. recruitment = 173359
 max. biomass = 7108 max. recruitment = 2548144



Give graph no. **[12]**



GAME IS FINISHED

Accum. profit	Fleet 1	Fleet 2
Loans not paid	0	0
Ac. prof.-loan	71469	42537

! FLEET NO 1 WON THE GAME !

Give course no. on large menu **RETURN**

Do you want to continue ? (yes=1, no=0) **1**

Which version do you prefer ? (slow=0, fast=1, very fast=2) **2**

NOTE : When terminararing the game for a ten years period, there is an option for continuation in the next decade, i.e. 1992 - 2000. The players may continue for as many decades as they want, but due to limited capacity of the computer only results for the current decade is kept and available for display. The stock numbers in 1992 will be those at the end of 1991. In this example the option for continuation is chosen, and as can be seen, the mode has been shiftet from the fast mode to the very fast mode. The continuation will be dealt with in next section.

6. AN EXAMPLE OF A RUN WITH LAGS IN THE VERY FAST MODE.

This example continues the example of Section 5. Thus we start in year 1992 with the stock left at the end of 1991.

In the very fast mode the decisions for the first year applies to all ten year, and can not be changed during the decade. In the present case it will be the decisions taken in year 1991, which apply to the years 1992 - 2001.

In case we started in 1982 we would have to give the decisions as input (in exactly the same manner as for the fast mode).

In this case where total biomass is assumed to remain constant the output during the execution of the decade calulations will be :

Do you want to change parameters (yes=1, no=RETURN) [1]

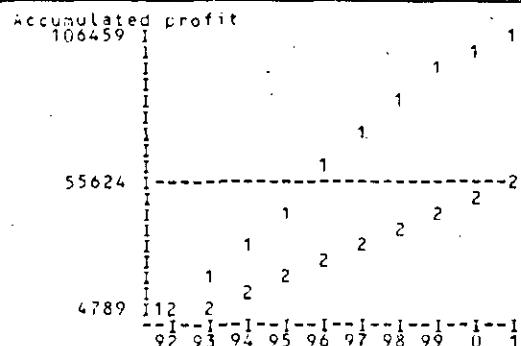
1 fish biom.	1006320 other food	1493680
2 fish biom.	930263 other food	1568707
3 fish biom.	850317 other food	1646683
4 fish biom.	1152096 other food	1310904
5 fish biom.	1172529 other food	1327471
6 fish biom.	1024517 other food	1475483
7 fish biom.	869316 other food	1630684
8 fish biom.	740525 other food	1759475
9 fish biom.	645503 other food	1854497
10 fish biom.	580486 other food	1919514

Do you want the small or the large menu? (small=1, Large=2, none=RETURN) [2]

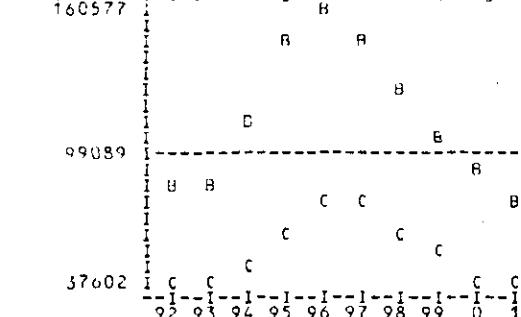
Give course no. on large menu [7]

Give graph no. [1]

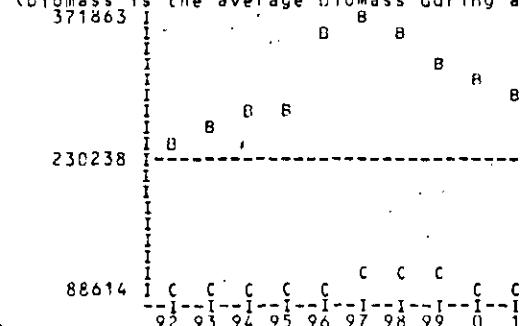
NOTE : Calculations terminated. Some courses from the large menu are displayed.



Catch (tons) and total biomass (tons) of Cod
(biomass is the average biomass during a year)

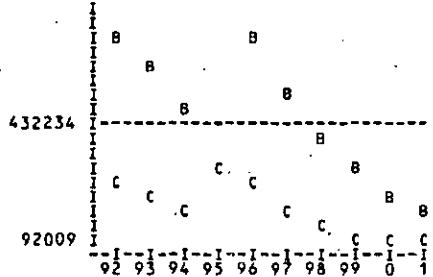


Catch (tons) and total biomass (tons) of Plaice
(biomass is the average biomass during a year)



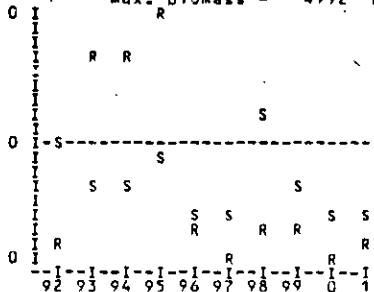
Give graph no. [9]

Catch (tons) and total biomass (tons) of Herring
(biomass is the average biomass during a year)
772458 I



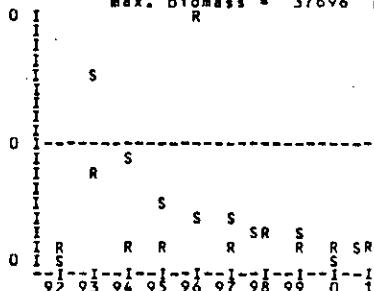
Give graph no. [10]

Spawning stock biomass (age 3 and older) and recruitment (number of 1-years)
of Cod min. biomass = 2171 min. recruitment = 6283
 max. biomass = 4992 max. recruitment = 51793



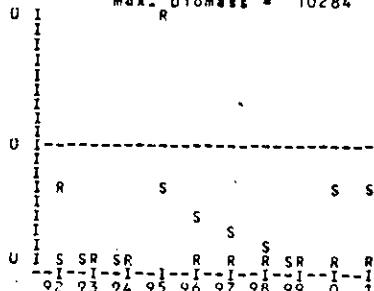
Give graph no. [11]

Spawning stock biomass (age 3 and older) and recruitment (number of 1-years)
of Plaice min. biomass = 7708 min. recruitment = 424092
 max. biomass = 37696 max. recruitment = 1786103



Give graph no. [12]

Spawning stock biomass (age 3 and older) and recruitment (number of 1-years)
of Herring min. biomass = 2207 min. recruitment = 953951
 max. biomass = 10284 max. recruitment = 9403412



Give graph no. [RETURN]

Give course no. on large menu [RETURN]

7. EXAMPLES OF SENSITIVITY ANALYSIS ON LAGS.

So far we have concentrated on the same aspect of LAGS. However, when run in the fast mode LAGS is suitable for all kinds of system analysis. We shall look at two examples to illustrate the sort of calculations which can be made in a few minutes with LAGS run in the very fast mode.

In the first example we investigate the development of the system in case of no fishery. If we assume the biomass of other food to remain constant, the stock/recruitment to be deterministic and all the parameters to have default values (cf. App. B.) the prey stocks will be depleted due to predation pressure. This situation is illustrated in Figure 7.1.B. In case the value of the parameter "other food" is increased from the default value 30000 to 2000000 the plaice and herring stock will not suffer so much from the cod because cod will shift its diet to other food. This is illustrated in Figure 7.1.A.

From this exercise we have learned that the parameter "other food" is a very important one (unfortunately, this parameter is extremely complicated to estimate in practise). Tables 7.1-2 give further details about the predation pattern. As can be seen the predation mortality increases with a factor of about 10 for plaice and herring during the decade. For many reasons, this depletion of the prey stocks when fishing is absence, is not satisfactory and we may be interested in parameter sets which produce more stable systems. The second example deals with the effect of a mesh change. In this case we have again assumed other food to remain constant and a deterministic stock/recruitment relationship. In Table 7.3 examples of fishing mortality as a function of mesh size is shown for the three species. In the present example fleet no. 1 fish on cod exclusively and fleet no. 2 on plaice and herring exclusively. Figure 7.2.B shows the development of the system when cod are fished with a large mesh size (120 mm). It should be noted that with the large mesh size the cod biomass stabilizes on a level which reduces the prey stocks to half of their initial size. If mesh size for cod is reduced to 20 mm (no selectivity of the trawl) the cod stock will be reduced to less than ten percent of its initial size, and the prey stocks remain at their initial size. Thus, a change of a mesh size for the predator causes a dramatic change of the entire system.

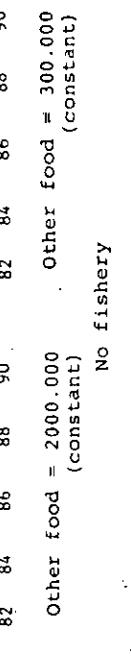


Figure 7.1. The effect of changing the parameter "other food" in case of no fishing (and constant other food) and deterministic stock/recruitment model. The curves are smoothed to the curves displayed by LAGS:

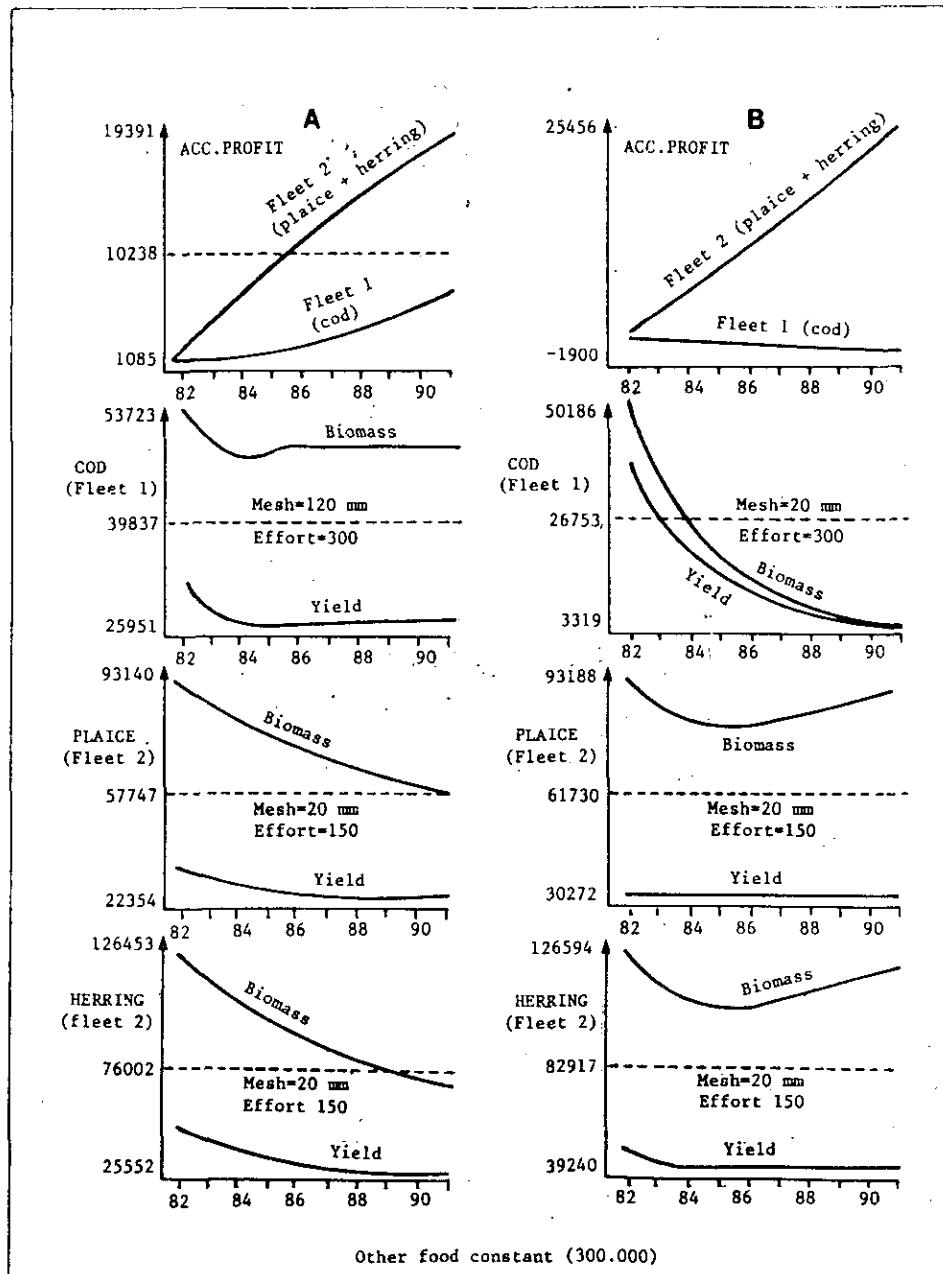


Figure 7.2. Assessing the effect of mesh change for cod on all three species.

References.

- Andersen, K.P. and Ursin, E. 1977. A multispecies extension to the Beverton Holt theory of fishing, with account of phosphorus circulation and primary production. *Meddr. Dansk. Fisk. - og Havunders. N.S.* 7: 319-435.
- Helgasom, T. and Gislason, H. 1979. VPA-analysis with species interaction due to predation. ICES C.M. 1979/G:52 (mimeo).
- Hoydal, K., Harvik, C. J. and Sparre, P. 1982. Estimation of effective mesh sizes and their utilization in assessment. *DAMA*, Vol. 2. pp 69-95.
- Pope, John. 1979. A modified cohort analysis in which constant natural mortality is replaced by estimates of predation levels. ICES C.M. 1979/H:16 (mimeo).
- Sparre, P. 1980. A goal function of fisheries (Legion analysis) ICES C.M. 1980/G:40 (mimeo.).


```

c   c calculation of weights at age and length at age
c   c prices and Hf (s) | P(s) at age and length at age
c   do 210 s=1,3
c     v1b(s)=0.0
c     b1n(s)=s>0.0
c     do 200 e=1,10
c       e1e(s)=log((1+s)/(1-s))
c       e1x(s)=exp(-e1e(s))
c       e1p(s)=e1x(s)*s
c       p1e(s)=0.0
c       p1x(s)=0.0
c       p1p(s)=0.0
c       p1c(s)=0.0
c       p1e(1)=0.5
c       p1e(2)=0.5
c       p1e(3)=0.5
c       p1e(4)=0.5
c       p1e(5)=0.5
c       p1e(6)=0.5
c       p1e(7)=0.5
c       p1e(8)=0.5
c       p1e(9)=0.5
c       p1e(10)=0.5
c       p1x(1)=0.5
c       p1x(2)=0.5
c       p1x(3)=0.5
c       p1x(4)=0.5
c       p1x(5)=0.5
c       p1x(6)=0.5
c       p1x(7)=0.5
c       p1x(8)=0.5
c       p1x(9)=0.5
c       p1x(10)=0.5
c       p1p(1)=0.5
c       p1p(2)=0.5
c       p1p(3)=0.5
c       p1p(4)=0.5
c       p1p(5)=0.5
c       p1p(6)=0.5
c       p1p(7)=0.5
c       p1p(8)=0.5
c       p1p(9)=0.5
c       p1p(10)=0.5
c     end do
c     call menu(-1)
c     call vent
c     write(ouy,650)
c   650 format(ouy,'//650')
c   * Format(ouy,'//650') : Game contains three fish stocks : cod, plaice and herring',/
c   * //2x, 'Code contains a predator to place, herring and (plaice) code',/
c   * //2x, 'Number of age groups and average body weight for each age : //'
c   call menu(-1)
c   write(ouy,200)
c   200 format(ouy,'//200') * first
c   * One for each player //2x
c   * Each year you must decide the "fishing strategy" i.e. in each //2x
c   * year you must decide the number of fishing effort units to be //2x
c   * used by your fleet which mesh size you want and the //2x
c   * activity of your effort on the three species //2x
c   * //2x same runs over ten years and the player who obtain the //2x
c   * highest profit during the ten years becomes the winner of the //2x
c   * game //2x
c   * //2x a player does not invest and fish in a sensible way, he may //2x
c   * get ruined and thus loose the game //2x
c   call vent
c   write(ouy,703)
c   703 format(ouy,'//703') * return from fisheries is detreained by //
c   call menu(-3)
c   call vent
c   write(ouy,705)
c   705 format(ouy,'//705') * after the game starts in year '14', there are //1x,
c   * the following
c   141
c   * //1x first
c   call vent
c   write(ouy,710)
c   710 format(ouy,'//710') * first restart the game (year '14') you have a //2x
c   * //2x fishing fleet which start at maximum fishing intensity corresponds to //2x
c   * //2x 15.0, //2x
c   * //2x a you must invest in new vessels, if you want more effort units //2x
c   call menu(-8)
c   call menu(-8)
c   write(ouy,715)
c   715 format(ouy,'//715')
c   * Do you want the introduction one more time (yes=1,no=RETURN) //
c   call q
c   call tasi(risriv)
c   if (i .eq. 1) goto 640
c   call menu(-4)
c   write(ouy,716)
c   716 format(ouy,'//716')
c   * Do you want stochastic stock/recruitment //1x,
c   * //1x
c   612 write(ouy,'//612') * do you want total abioness of the ecosystem to //1x,
c   * //1x, do you want to remain constant input : 0 //2x
c   * //1x you want other food to remain constant input : 1 //2x
c   call tasi(risriv)
c   call tasi(risriv)
c   if (i .eq. 1) goto 611
c   if (i .eq. 2) goto 612
c   write(ouy,'//613') * do you want stochastic stock/recruitment //1x,
c   * //1x
c   613 format(ouy,'//613') * do you want stochastic stock/recruitment //1x,
c   * //1x
c   call tasi(risriv)
c   write(ouy,'//614') * do you want to remain constant input : 0 //2x
c   614 format(ouy,'//614') * which verifion do you prefer ? (stow=0, //1x,
c   * //1x
c   * //1x lasthur, iskrly)
c   call tasi(risriv)
c   call tasi(risriv)
c   if (i .eq. 1) goto 615
c   if (i .eq. 2) goto 616
c   if (i .eq. 1) goto 630
c   if (i .eq. 2) goto 630
c   630 continue
c   if (hurt .eq. 1) goto 750
c   c
c

```


c calculation of fishing mortalities for each fleet
c

2150 do 2200 es1/2
1 = (y/(s-a))
d0 2190 ss1/3
f=1*bycatch(es)*s)*0.01
x500 f=1*(bycatch(es)*selfact(s))
scor10 .86123/500
gse=exp(-con(s,s,a)-s500)
gse=gse/a
f(y,s,a)/2*gse
2180 continue
2190 continue
2200 continue

c calculation of total fishing mortality
c

do 2220 s=1/3
do 2220 s=1/10
do 2215 s=a/0.0
2225 totl(s,a)=totl(y,s,a)+f(y,s,a)
2220 continue

c calculation of predation mortality
c noiter=0

2450 noitern=noiter+1

c----- NEW ITERATION -----
1b=0.0 s=1/3
do 2450 s=1/10
x=(totl(y,s,a)+(y/(s-a))+m)
fb=x*fb+fb*m
2550 fbi=fb+fb*m
2550 if(fbi<0.0) goto 2600
c calculation of other food in the case where total biomass of
c the system is assumed to remain constant
c other=totalfb*fb
if(other>2550.0) goto 2600
write(y,2550)
2550 format(1f,2a)
2600 other food less than 0, THE PROGRAM IS STOPPED'
2600 continue

c do 3410 ib=1/10
do 3420 ib=0.01/3
do 3420 ib=1/10
3400 available(ib)+available(ss,a)+available(ib)
3410 available(ib)+available(ss,a)+available(ib)
3500 sum=0.0 s=1/3
do 3500 s=1/10
do 3500 ib=1/10
3480 do 3420 ib=1/10
xm=x*xm
sum=xm-m(y,s,a)
m(y,s,a)=xm
3500 continue
c if (sum >0.0) goto 3800
c calculations of stock numbers at the beginning of next year
c

c calculation of stock numbers at the beginning of next year
c

3550 if (y/(s-a))=10) goto 3800
do 3550 a=1/3
z=y/(s-a))=10) goto 3800
n(y/(s-a))=10)*y/(s-a)*exp(-f(totl(y,s,a),10)-a(y,s,a,10)-u)

3560 continue
c-----
c calculation of interest and repayment of investments
c

3700 if (stock > ne-1) goto 3800
c generation of stochastic term in the stock/recruitment model
c system and random are routines from the RCG00 library
c generates a random integer between 1 and 3388586
c drawn from a uniform distribution.
c call system(1,0,ine)
c-----
3740 s=1/3
call random(1,0)
xr=f190(i=1/3388586.0
do 3750 i=2/10
if (xr>t) dist(1,i) fm=dist(2,i)
3730 continue
ny+i,s,1)=(y+1*s,1)*fx
3800 continue
c calculation of numbers caught and total average biomass
c

do 4400 s=1/3
biom(x,s)=0
do 4390 s=1/10
biom(y,s)=bam(y,s)+bam(ss,a)*w(ss,a)
4390 c(y,s,a)=fbt(y,s,a)*m(y,s,a)
4400 continue
c calculation of catch in tons and revenue
c

do 4400 e=1/2
prof(e)=0
do 4405 s=1/3
ton(y,e,s)=0
reven(y,e,s)=0
do 4410 s=1/10
if ((totl(y,s,a))=fbt(y,s,a)) then
ton(y,e,s)=reven(y,e,s)+x*fbt(y,s,a)
reven(y,e,s)=reven(y,e,s)+x*fbt(y,s,a)
4450 continue
prof(e)=prof(e)+reven(y,e)
4500 continue
prof(e)=prof(e)+reven(y,e)
4555 continue
c calculation of uprofit
c

do 4600 es1/2
prof(y,e)=prof(y,e)-ef(y,e)*um
if (y<gt; 1) prof(y,e)=prof(y,e)+prof(y-1,e)
4600 continue
c calculation of interest and repayment of investments
c

if (y-4 -gt; 1) i1=y-4
12=(y-4 -gt; 1)*b
do 4980 prof(y,e)=sum
prof(y,e)=sum
do 5000 es1/2
sum=(y-4)*0.2
if (y-4 -gt; 1) goto 4980
do 4650 es1/2
sum=um+invire*(0.2*1.0-float(y-1)/5.0)*rent
4950 sum=um
refaily=refaly
prof(y,e)=sum
prof(y,e)=sum
5000 continue
5100 if (fh9(i=1/2,1) writeout,5100)fbi other
5100 if (fitast(jed,1 fishbiom,1/11/0) other food ,1/11.0)

c-----
c calculations for the year finished display of results
c-----
c-----

```

c display of fishing mortality by each fleet
c
c 5650 do 5720 se/.3
c    do 5770 ax/.10
c      do 5770 jz/.10
c        5770 xt(jz,80) jz/.10
c          call label(xt,3,eyfirst)
c          write(out,580) (meshsize),j=1,10)
c            write(out,585) (effsize),j=1,10)
c      do 5772 s=1,7,3) s,(byc1(j,9,2),j=1,10)
c        5773 format(2x,77,for1,1,byc1(j,9,2),j=1,10)
c          5778 format(2x,77,for1,1,107,05)
c            5780 format(2x,77,(h-1,/,2x,,mesh',,3x,1077,0)
c              goto 5600
c
c 5600 continue
c
c 5600 write(97t55550)
c * format(5t55550)
c   5390 write(97t55550)
c     * format(5t55550)
c       * format(5t55550)
c         * format(5t55550)
c           * format(5t55550)
c             * format(5t55550)
c               * format(5t55550)
c                 * format(5t55550)
c                   * format(5t55550)
c                     * format(5t55550)
c                       * format(5t55550)
c                         * format(5t55550)
c                           * format(5t55550)
c                             * format(5t55550)
c                               * format(5t55550)
c                                 * format(5t55550)
c                                   * format(5t55550)
c                                     * format(5t55550)
c                                       * format(5t55550)
c                                         * format(5t55550)
c                                           * format(5t55550)
c                                             * format(5t55550)
c                                               * format(5t55550)
c                                                 * format(5t55550)
c                                                   * format(5t55550)
c                                                     * format(5t55550)
c                                                       * format(5t55550)
c                                                         * format(5t55550)
c                                                           * format(5t55550)
c                                                             * format(5t55550)
c                                                               * format(5t55550)
c                                                                 * format(5t55550)
c                                                                   * format(5t55550)
c                                                                     * format(5t55550)
c
c display of menus on the screen
c
c 5400 call label(xt,eyfirst)
c
c display of the small menu
c
c 5600 continue
c
c fall (if hurt .ne. 1) write(out,5605)
c
c 5605 * FORMAT(1t2ne/1t2ne/1t2ne/1t2ne)
c * SELECT A COURSE FROM THE SMALL MENU : ' ,/2x,
c   * 1. Number of survivors ' ,/2x,
c   * 2. Total number caught ' ,/2x,
c   * 3. Total fishing mortality ' ,/2x,
c   * 4. Predation mortality ' ,/2x,
c   * 5. Number caught by each fleet ' ,/2x,
c   * 6. Fishing mortality by each fleet ' ,/2x,
c   * RETURN : Stop displaying results - return to game ' ,/ )
c   * (high .ne. 1) write(out,5610)
c   5610 format(2x,1eq1)
c     * give course no. on small menu ' )
c     call label(xt,iskriv)
c
c if (19820,5620,5620,5620,5620,5620,5620,5620,5300
c   goto 5600
c
c 5620 call label(n,1,0,eyfirst)
c
c 5625 goto 5600
c    call label(c,2,0,eyfirst)
c    goto 5600
c    call label(tot,3,0,eyfirst)
c    goto 5600
c    call label(m,4,0,eyfirst)
c    goto 5600
c
c display of numbers caught by each fleet
c
c 5640 write(oyt,5655)
c   5645 format(2x,1eq1)
c     * which fleet do you want ? (1 or 2) ' )
c     call label(xt,iskriv)
c     goto 5640
c     if (c.eq.1 .and. e .ne. 2) goto 5640
c     if (c.eq.2 .and. e .ne. 1) goto 5650
c     do 5760 s=1,10
c       do 5760 a=1,10
c         5760 xt(j,sa)=0.0
c           if (tot(j,sa) .gt. 0.0) xt(j,sa)=c(j,es,a)/tot(j,es,a)
c
c 5760 continue
c   call label(xt,2,eyfirst)
c
c display of fishing mortality by each fleet
c
c 5770 se/.3
c    do 5770 ax/.10
c      do 5770 jz/.10
c        5770 xt(jz,80) jz/.10
c          call label(xt,3,eyfirst)
c          write(out,580) (meshsize),j=1,10)
c            write(out,585) (effsize),j=1,10)
c      do 5772 s=1,7,3) s,(byc1(j,9,2),j=1,10)
c        5773 format(2x,77,for1,1,byc1(j,9,2),j=1,10)
c          5778 format(2x,77,for1,1,107,05)
c            5780 format(2x,77,(h-1,/,2x,,mesh',,3x,1077,0)
c              goto 5600
c
c 5600 continue
c
c 5600 (prellyr)-age, accmin) goto 6000
c
c 6000 if (codd(e),52) goto 2000
c    do 6000 if (itall(e) .eq. 1) goto 6000
c
c check of ruins
c
c 6000 if (prellyr) .eq. accmin) goto 6000
c
c 6000 if (codd(e),51) goto 2000
c    do 6000 if (eq1(e),1) goto 6000
c
c write(out,5900) e,accmin,e
c
c 5900 format(4t//2x,'FLEET NO ',i1,' HAS BEEN RUINED ! ',/2x,
c   * 26t//2x,'ACC. PROFIT ',i1,' IS BELOW THE LOWER LIMIT ',x,
c   * 27t//2x,'FLEET NO ',i1,' IS PROFITABLE ',i1,' OF THE GAME ')
c   * if (codd(e),50) eq1(1) goto 5955
c     write(out,5950) eq1(1)
c   * 5950 format(4t//2x,'Fleet ',i1,' CAN CONTINUE ALONE ')
c     goto 6000
c   * 5955 write(out,5960)
c     format(4t//2x,'Both fleets are ruined - game is over ! ',/2x,
c       dont behave that stupid next time you play with me ! ',/2x,
c       call vent)
c     call menu(1)
c     goto 5955
c
c 6000 if (c .lt. 10) goto 2000
c
c TERMINATION of the game
c
c 6000 continue
c
c 6000 if (c .lt. 10) goto 2000
c
c write(out,3000) (profit(i,10,e),i=1,2),(aux(i,e),i=1,4)
c
c 8300 format(4t//2x,'GAME IS FINISHED ! ',/15x,
c   * Fleet 1 ',/2x,' Fleet 2 ',/2x,
c   * Accum. profit ',i1,' ',/2x,' 6.000 ',/2x,
c   * Loans not paid ',i2,' ',/2x,' 36.1(h-) ',/2x,
c   * Acc. prof.-loan ',i2,' ',/2x,' 16.055 ',/2x,
c
c 8200 sum+sum+inv(i,e)*(float(i)/5.0-1.0)
c   aux(2)=sum
c   aux(2)=profit(10,e)-sum
c
c 8210 aux(2)=sum
c
c write(out,3000) (profit(i,10,e),i=1,2),(aux(i,e),i=1,4)
c
c 8320 format(4t//2x,
c   * ' FLEET NO ',i1,' WON THE GAME '
c   * if (civin .eq. 3) write(out,8325)
c     if (civin .ne. 3) write(out,8320) ivin
c
c 8325 format(2x,' ',/2x,
c   * ' GAME ENDED IN A DRAW ',/2x,
c   * ' ',/2x)
c
c 8320

```


c 18-18

```
c 2100 continue
c calculation of available food
c do 3200 b=1,10
  av=1.0
  do 3300 s=1,10
    do 3400 i=1,5
      s=s+m((i,i)*r)
    3400 a=av*(b-s)/2
    3500 av=av*(b-a)
    c
    do 3500 s=1,30
      if(hn(i,i)>10) jy(b,ba160)
      in year //2x, Relative cod-stomach content*10000 of ,10a1,
      //px //1x, /cod age ,/1x,
      //px //1x, /cod age ,/1x, /age ,/10(21,12,21),/
      xpx 3500
      z1=1.0/(3*s)+m((3,s)*m)
      xnx 3500
      z2=1.0/(3*s*a)*(1.0-exp(-z1))/2
      xnx 3500
      xs=10000.0*xnx(w(s,a))*wt(b,s,a)/avail(b)
      av=b*xs
      stock(b)=xs
    3550 continue
    write(out,'3600') //2x, Relative cod-stomach content*10000 of "other food",
    * //x,6360//Year //1x,150(b),b=1,10)
    3600 continue
    call last(),0
    3500 continue
    c
    do 3600 i=1,2x,10(2x,12,2x),/1x,63(1h-)
    iaux(b)
    do 3620 b=1,10
    stock(b)=10000-i
    continue
    write(out,'3360') 1,(stoc(b),b=1,10)
    call last(),0
    goto 1100
    9000 continue
    call q
    c
    if (lopt1 .lt. 0) return(out,9010)
    9010 format(7,2x,1) write(out,9010)
    read(in,300) 1
    call r
    c
    if (ihyrt .eq. 1) goto 100
    goto 130
    end
    c
    subroutine haded
    c *****head for tables with 3 species *****
    c *****internal in/out*****
    integer fish(3,10), legn(42), regn(42)
    common /name/ fish, regn, iskriv, hurt
    write(out,'3360') ((fish(i,j)/500,600,650,680,900,900,900,900,900,900)
    100 format(7,2x,1) write(out,9010)
    call last(),5,6
    goto 9000
    end
    c
    subroutine haved
    c *****head for tables with 3 species *****
    c *****internal in/out*****
    integer fish(3,10), legn(42), regn(42)
    common /name/ fish, regn, iskriv, hurt
    write(out,'3360') ((fish(i,j)/500,600,650,680,900,900,900,900,900,900)
    100 format(7,2x,1) write(out,9010)
    call q
    return
    end
```

```

300 continue
00 310 y=1/
01 310 i=0,j=3
02 310 x=(i-3)*3+ton(i,rs)
320 format(out,32x,'Catch (tons)',i=1,5,6)
call kurv(x,y,first,ylast,5,6)
goto 9000

c 400 continue
00 410 write(out,410)
410 format(out,'Costs'),i=1,5,6
call kurv(x,y,first,ylast,5,6)
9000

c 500 continue
00 510 f=1/2
01 510 i=1/
02 510 j=0,i=3
510 x=(i-3)*3+revenu(i,rs)
520 format(out,52x,'Revenue'),i=1,5,6
call kurv(x,y,first,ylast,5,6)
9000

c 600 continue
00 610 write(out,610)
610 format(out,'Investments'),i=1,5,6
call kurv(x,y,first,ylast,5,6)
9000

c 650 continue
00 660 d=q*(q-1)*(q-2)/6
01 660 x=q*(q-1)*(q-2)*80/(fishn(q))**1.10
02 680 * biomass = the average biomass during a year
* biomass = the average biomass during a year
call 6800
9000

c 900 continue
sum=0.0
sum=0.0
00 905 x=0.1,y=0.1
01 905 x=0.1,y=0.1+nuc(s,a)
02 910 sum+=x
sum+=y
920 continue
xmin=20,xmax=100
00 921 x(1)=x(1)*1.0*xmin1=x(1)*xmin*xmax
01 921 x(1)=x(1)*1.0*xmin2=x(1)*xmax
02 921 continue
00 922 x(1)=x(1)*1.0/sum1=0.01
01 922 x(1)=x(1)*2.0*syu2=0.01
02 922 format(out,922,'Spawning stock biomass (age 3 and older) and',
* recruitment (number of 1-years),/2,,
* of total biomass = ',f6.0,', min. recruitment = ',f7.0/',
* max. biomass = ',f6.0,', max. recruitment = ',f7.0/'
call kurv(x,y,first,ylast,9,10)
930 format(out,930,'Recruitment (number of 1-years),/2,,
* of total biomass = ',f6.0,', min. recruitment = ',f7.0/',
* max. biomass = ',f6.0,', max. recruitment = ',f7.0/'
call kurv(x,y,first,ylast,9,10)

c 9000 continue
00 910 q=0
01 910 if (ix .lt. 0) return
02 910 if (apt .ne. -1) goto 1
03 910 return
end

subroutine kurv(x,y,first,ylast,ib1,ib2)
c curve-drawing
c external (in,out; zone in,out
real(x(10))
integer(first,ylast,y,yy(10,2),bog(32),fishn(3,10),tegn(42))
common /name/, fisun,tegn,iskriv,ihurt
islure=last-first+1
xm=xa-max
xm=xm-xa
do 200 i=1,12
00 200 if (i>1)islur
01 200 if (i>1)islur
02 200 if (i>1)islur
if (max(x(1),x(2)) .gt. xmax) xmax=x(1)
if (min(x(1),x(2)) .lt. xmin) xmin=x(1)
200 continue
range=max-min
if (range .eq. 0.0) range=1.0
00 300 i=1,12
01 300 i=1,12
02 300 i=1,12
if (x(1)-x(2) .gt. 0.5) range
y1=y(1)*0.5
y2=y(1)*0.5
y3=y(1)*0.5
if (y1 .eq. 0) i=i+1
if (y2 .eq. 0) i=i+1
if (y3 .eq. 0) i=i+1
300 yy(i)=yy(i)+1
i=i+1
xnum=0.0
-----
```

```

c subroutine i_setposition
c   external in, zone in
c   logical setposition
c   call setposition(in,0,0)
c   return
c

c
c   subroutine d_setposition
c     external out, zone out
c     logical setposition
c     call setposition(out,0,0)
c   end

c
c   subroutine vent
c     *Waiting*-routine
c
c   external in(405); in(295);
c   integer fish(3,10),tegn(42),
c   common /name/ fishn,tegn,niskriva,hurt
c
c   if (ihurt>1) write(out,100)
c   100 format(2x,1ne-1) continue
c   call(9,200) i
c   read(*,200) i
c   200 format(i4)
c   call r
c   return
c end

c
c   subroutine tabel(x,1out,1yt)
c
c   **** Display of YTables **** Used for the small menu
c   ****
c   external in/out; zone in/out
c   real x(10,3/0)
c   integer fish(3,10),tegn(42),esgary
c   common /name/ fishn,tegn,niskriva,hurt
c
c   100 write(out,200)
c   200 format(1x,'which species do you want ? ',1x,
c   * (cod=1,plaice=2,herring=3:none=RETURN);1x)
c   call lass(tskiv)
c   if (s = 1) return
c   if (s = 0) s = ne. 2 and. s = ne. 3 goto 100
c
c   300 format(1x,1d,4f4.2) write(out,300) e
c   410 format(1x,2x,1d,4f4.2) write(out,410)
c   420 format(1x,2x,1d,4f4.2) write(out,420)
c   430 format(1x,2x,1d,4f4.2) write(out,430)
c   440 format(1x,2x,1d,4f4.2) write(out,440)
c
c   if (i>1) i=1+9
c   500 format(1x,2x,1d,4f4.2) write(out,500)
c   do 900 a=1,10
c   if (i>1) i=1+2) write(out,520) a,(x(y,a),y=1,10)
c   520 format(4x,i2,5x,2) write(out,540) a,(x(y,a),y=1,10)
c   540 format(4x,i2,5x,2) (out,540) a,(x(y,a),y=1,10)
c   900 continue
c   call lass(j,0)
c   goto 100
c   return
c end

c
c   subroutine las(tal,iopt)
c
c   **** Format-free reading ****
c   external in/out; zone in/out
c   integer x(20),tal/tregn(18)
c   common /clas/ tregn,tal
c
c   call(9,100) ((i),i=1,20)
c   100 format(20a1)
c   call r
c   jx=0
c   sign=1
c   idec=1
c   if (idec<0)
c   do 200 i=1,20
c   taxex(i)=8/2
c   do 150 j=1,10
c   if (ix>ne. tregn(j)) goto 150
c   icif=icif+i-1
c   goto 200
c   150 continue
c   idec=icif
c   goto 200
c   160 continue
c   if (ix>ne. tregn(12)) goto 200
c   sign=-1
c   200 continue
c   if (icif>0) goto 400
c   tal = -10.8
c   if (iopt>eq-1) write(out,380)
c   380 format(2x,RETURN<=>)
c   400 format(1x,i1,icif)
c   x1=x*float(icif(i+1-i))*x10
c   500 x1=x10*x10
c   tal=0
c   if (xtal < lt. 83000000.0) tal=xtal
c   if (icif>eq-1) goto 580
c   idec=icif
c   xtal=x*xtal*idec
c   580 xtal=xtal*idec
c   if (iopt>eq-1) write(out,600) tal
c   600 format(1x,i8,<=>) call q
c   return
c end

```

APPENDIX B.
List of parameters as displayed on the video screen.
(default values)

param. no. param. value

param. no. biomass of other food or total biomass of the ecosystem
(depending on which option is chosen)
default total biomass of ecosystem: 2000000

SUIT(a,other food)

initial stock numbers.

param. no. param. value

1 300000 HFOOD food consumption $F_{FOOD} = HFOOD \cdot w(s,a)$

2 1.00000 HFOOD

3 0.00000 HFOOD

4 0.00000 SPRET food selection $SUIT(b,s,a) \propto \exp\left[-\frac{\ln(w(s,a)) - SPRET}{SPAR}\right]$

5 0.00000 SPRET

6 0.00000 SPAR

7 0.00000 KBER cod age prey

8 0.00000 L8 growth $LCT(s,a) = L8(s)(1.0 - \exp(-KBER(a + 0.5 - TO)))$

9 0.00000 CONF parameters $w(s,a) = CONF(s) \cdot LCT(s)^3$

10 0.00000 TO

param. no. param. value

1 0.00000 COD residual nat. mort.

2 0.00000 PLAC residual nat. mort.

3 0.00000 HERR residual nat. mort.

4 0.00000 CONF

5 0.00000 HALFSAT

6 0.00000 SSELFAC (gear selection)

7 0.00000 SELFAC (gear selection)

param. no. param. value

1 0.00000 NMAX(s) stock/recruitment $N(y,s,i) = \frac{NMAX(s)}{1 + HALFSAT(s)/SSB(y,s)}$

2 0.00000 SSB(y,s) where $SSB(y,s) = \sum_{a=3}^{10} N(y,s,a) w(s,a)$

param. no. param. value

1 0.00000 COST cost of 1 effort unit.

2 0.10000 rate of interest eff99

3 0.20000 "free" number of effort units

4 150000 "max" number of acc. profit.

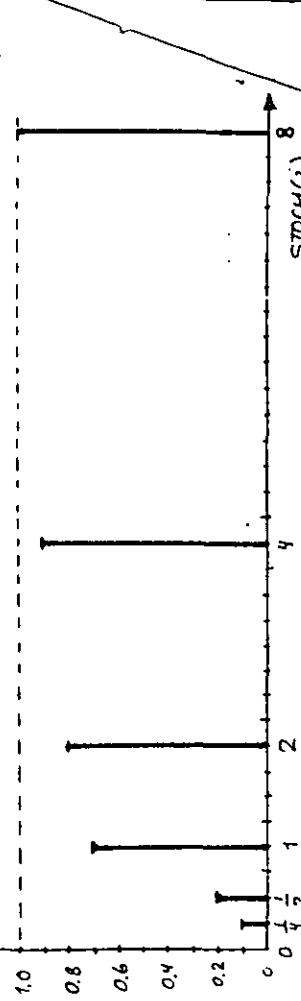
5 100000 price of 1 extra effort u.

kg. price of cod /100

STOCK(i)

kg. price of plaice /100

AP(i+1) = Prob { $E \leq STOCK(i)$ }



(continued)

APPENDIX C.

MENU LISTS (to be used when running the fast mode)

SELECT A COURSE FROM THE SMALL MENU :

- 1 : Number of survivors
- 2 : Total number caught
- 3 : Total fishing mortality
- 4 : Predation mortality
- 5 : Number caught by each fleet
- 6 : Fishing mortality by each fleet

RETURN : Stop displaying results = return to game

SELECT A COURSE FROM THE LAEGE MENU :

- 1 : Mean weight at age in the three stocks
- 2 : Mean lengths at age in the three stocks
- 3 : Kg-prices at age and species
- 4 : Cost per effort unit, interest and instalment
- 5 : Fishing effort and investments in the foregoing years
- 6 : Mesh sizes used in the foregoing years
- 7 : Directivities used in the foregoing years
- 8 : Number of survivors in each stock
- 9 : Number caught from each stock
- 10 : Number caught by each fleet
- 11 : Weight and value of the catch of each fleet
- 12 : Percentage fish died due to fishing
- 13 : Percentage fish died due to the predator (the cod)
- 14 : Year class strengths and spawning stock biomasses
- 15 : Costs, income and profit (book-keeping for a single year)
- 16 : Food selection of cod (food suitabilities)
- 17 : Grafical display
- 18 : Relative stomach content of cod

RETURN : Stop displaying results = return to the game

[17]

WHICH GRAPH DO YOU WANT TO SEE ?

- 1 : Accumulated profit
- 2 : Profit
- 3 : Total catch (tons)
- 4 : Costs (number of effort units)
- 5 : Income
- 6 : Investments
- 7 : Catch and total biomass of cod
- 8 : Catch and total biomass of plaice
- 9 : Catch and total biomass of herring
- 10 : Spawning stock biomass and recruitment of cod
- 11 : Spawning stock biomass and recruitment of plaice
- 12 : Spawning stock biomass and recruitment of herring

RETURN : I do not want to see more curves

