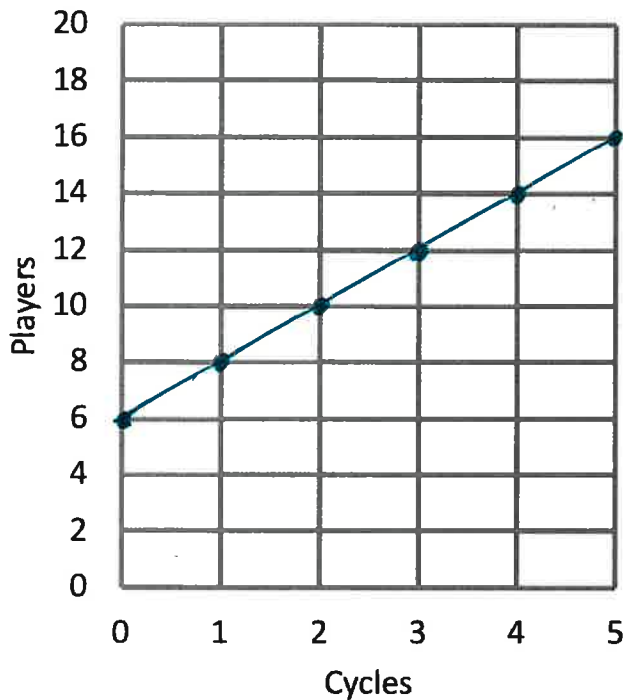


# The Bathtub Game

Name Key

Players vs. Cycles

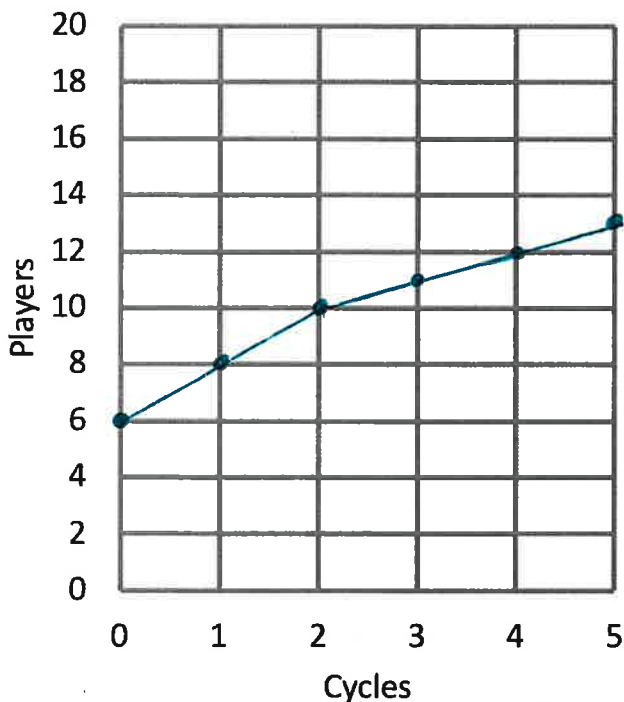


Trial 1	
Cycle	Players
0	6
1	8
2	10
3	12
4	14
5	16

Start with 6 players  
**Five cycles of:**  
 Inflow: 2 players in  
 Outflow: 0 players out  
 The stock of players is  
increasing at a  
steady rate.

Inflow vs. Outflow Lesson: If the inflow is greater than the outflow, the stock will increase.

Players vs. Cycles



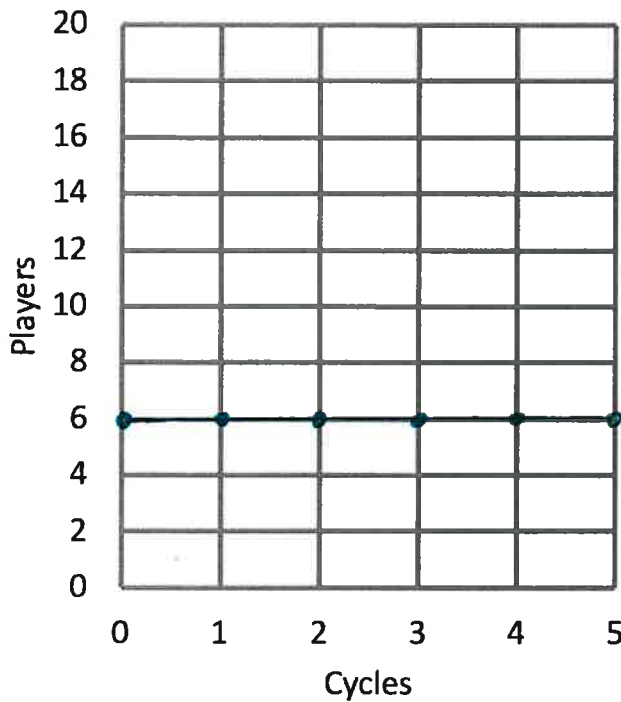
Trial 2	
Cycle	Players
0	6
1	8
2	10
3	11
4	12
5	13

Start with 6 players  
**Two cycles of:**  
 Inflow: 2 players in  
 Outflow: 0 players out  
**Three cycles of:**  
 Inflow: 1 players in  
 Outflow: 0 players out  
 The stock of players increases quickly at first and then still increases but slower.

Inflow vs. Outflow Lesson: Even if the inflow is made smaller, if inflow is greater than outflow, the stock keeps increasing.

## The Bathtub Game

Players vs. Cycles



Trial 3	
Cycle	Players
0	6
1	6
2	6
3	6
4	6
5	6

Start with 6 players

**Five cycles of:**

Inflow: 2 players in

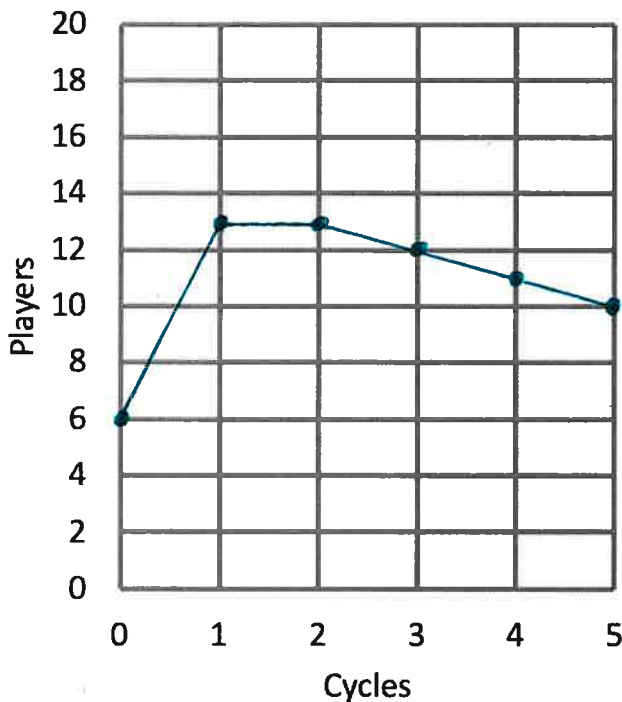
Outflow: 2 players out

The stock of players       

stays the same.

Inflow vs. Outflow Lesson: If the inflow is the same as the outflow, the stock will stay the same.

Players vs. Cycles



Trial 4	
Cycle	Players
0	6
1	13
2	13
3	12
4	11
5	10

Start with 6 players

**One cycle of:**

Inflow: 9 players in

Outflow: 2 players out

**One cycle of:**

Inflow: 2 players in

Outflow: 2 players out

**Three cycles of:**

Inflow: 1 players in

Outflow: 2 players out

The stock of players goes

up dramatically, levels off, and then comes down slowly.

Inflow vs. Outflow Lesson: Even if the inflow is less than the outflow, it can take the stock a long time to decrease again.