

Country Cards

Global Trade Game Card

Saudi Arabia**Principal Exports**

- 50 units of **oil**
production cost: \$40 per unit
- 50 units of **tomatoes**
production cost: \$40 per unit

Principal Imports

footwear, soybeans

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **footwear**: 5 points
- Import 20 units of **soybeans**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

France**Principal Exports**

- 50 units of **steel**
production cost: \$50 per unit
- 50 units of **grapes**
production cost: \$30 per unit

Principal Imports

soybeans, bananas

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **soybeans**: 5 points
- Import 20 units of **bananas**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

South Africa**Principal Exports**

- 50 units of **steel**
production cost: \$50 per unit
- 50 units of **soybeans**
production cost: \$30 per unit

Principal Imports

MP3 players, tomatoes

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **MP3 players**: 5 points
- Import 20 units of **tomatoes**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

India**Principal Exports**

- 50 units of **cell phones**
production cost: \$50 per unit
- 50 units of **MP3 players**
production cost: \$50 per unit

Principal Imports

oil, steel

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **oil**: 5 points
- Import 10 units of **steel**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

China



Principal Exports

- 50 units of **cell phones**
production cost: \$50 per unit
- 50 units of **stereos**
production cost: \$40 per unit

Principal Imports

grapes, oil

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 20 units of **grapes**: -5 points
- Import 10 units of **oil**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

Brazil



Principal Exports

- 50 units of **footwear**
production cost: \$30 per unit
- 50 units of **soybeans**
production cost: \$30 per unit

Principal Imports

cell phones, corn

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **cell phones**: 5 points
- Import 20 units of **corn**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

Venezuela



Principal Exports

- 50 units of **oil**
production cost: \$40 per unit
- 50 units of **corn**
production cost: \$30 per unit

Principal Imports

cell phones, steel

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **cell phones**: 5 points
- Import 10 units of **steel**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Global Trade Game Card

Ghana



Principal Exports

- 50 units of **bananas**
production cost: \$40 per unit
- 50 units of **corn**
production cost: \$30 per unit

Principal Imports

stereos, tomatoes

Potential Points per Round

- End the round with an **equal balance of trade** or a **trade surplus**: 10 points
- End the round with a **trade deficit**: -5 points
- Import 10 units of **stereos**: 5 points
- Import 10 units of **tomatoes**: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good