Card

Game (

Global Trade

Country Cards

Global Trade

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

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

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

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

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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

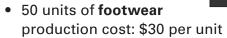
- End the round with an equal balance of trade or a trade surplus: 10 points
- End the round with a trade deficit:
 -5 points
- Import 20 units of grapes: -5 points
- Import 10 units of oil: 5 points
- Import additional goods (that you do not export): 1 point per 10 units or more of each additional good

Brazil

Game Card

Global Trade





 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

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

Ghana

Principal Exports



 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

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