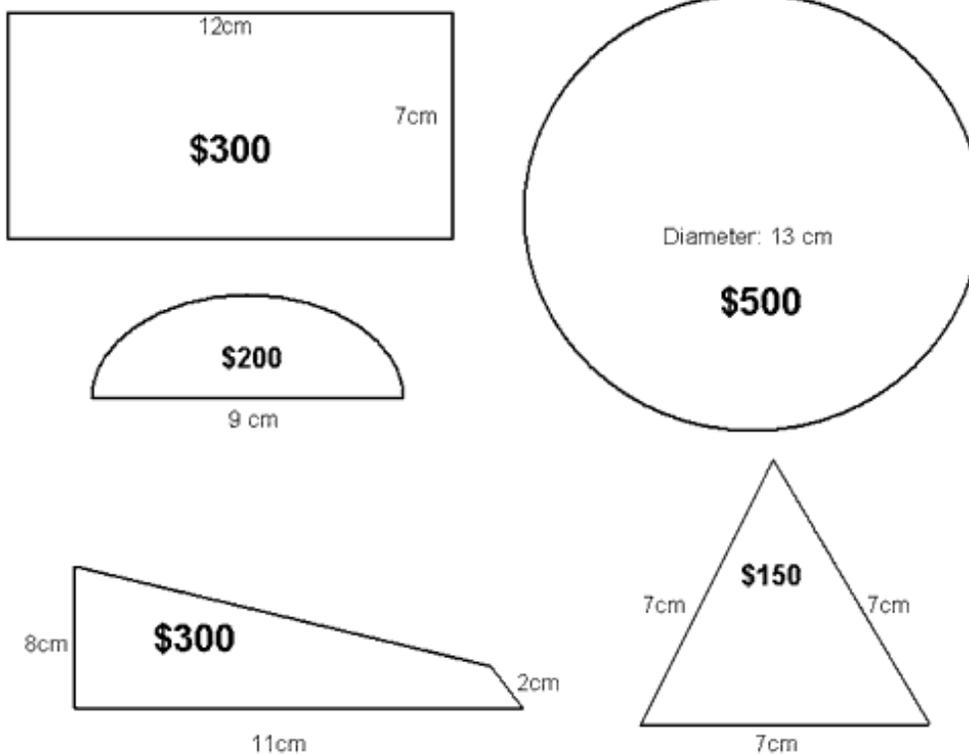


## The Rules

- All products must have sharp ends, be cut by a pair of scissors and have the exact size.
- When you have produced 5 examples of one product you can present this to the Bank.
- If the quality is good enough the amount of money your products are worth will be written down in your bank account.
- Every 10 minutes the Bank will add 10% interest to the amount of money already in your account.
- You are only allowed to use distributed resources and equipment.
- You are not allowed to use physical force or violence.
- The facilitator, who represents the UN, will mediate in case of disputes between countries.
- Only what is already in your bank account when the game ends counts when the result is summarized.

## Products



These are the 5 different products the groups can produce. When you have produced for example five triangles you go to the bank for quality check and if they are good enough you will get  $\$150 \times 5 = \$750$  into your account.

## Notes for the Teacher (a.k.a. United Nations):

1. The category "A" countries will probably start producing goods at once but they will run out raw material (paper) quite soon. Then they will have to try and get hold of more paper from the other groups. Because you are the only one that can see how the game really develops it is important that you notice how alliances and trade conditions change throughout the game. Use your observations in the discussion after the game. Take notes.
2. Sometimes the teacher will have to give additional information and try to create new situations. Some of the information can be given to the whole group while some information will be given secretly to some countries. **Remember to inform the bank about all the changes you make.**

- *Price-changes on the global market*

After a while you can change the price of some products. That way the rich countries for example will find out that their compasses are not as useful as they used to be.

From this you can draw parallels to the real world: When a country finds out that their technology is getting out of date they usually sell it to poorer, less developed countries. The prices can also drop if there is an overproduction of one product on the market. (Like oil prices in the mid 80's)

- *Raw materials*

You can for example give a bunch of papers to one country and then announce for "the whole world" that a new source of raw material has now been found in this country.

- *The colored paper*

Two of the groups have a colored paper and some glue. They have no idea what to use it for. This represents an unknown natural resource. You can make it known for two other groups, e.g.: If you stick a little piece of the colored paper on to your normal products the price of those products will increase 4 times.

These two countries will then start searching for the colored paper and the glue. Because the country that owns it doesn't know the value of it they might sell it really cheap. (Like Zambia sold the rights to exploit and export copper to Rhodes in the late 19th century.) Or they get suspicious and won't sell it.

- *Development assistance*

You might want to inspire a country or two by giving them some economic assistance from the UN, with conditionalities: 1/3 of what they produce with UN support must be paid back to the UN. You can also support a country with technology (e.g. a pair of scissors). If you decide to support a country or one of the rich countries start supporting a poorer country, this can be used later to discuss the motives behind development assistance.

- *Import taxes*

A group of countries can make restrictions on trade with other countries to protect their own interests.

E.g. the EU has higher import taxes on treated goods than raw materials. A couple of years ago the import tax on fresh pineapples was 9%, on tinned pineapple the tax rate was 32% while tax on pineapple-juice was 42%. This way the EU make sure that the Third World countries keep on producing and exporting primary goods.

- *Trade restrictions and sanctions*

Both you and the different countries can set up either multi- or bilateral trading

restrictions or sanctions. Examples from the real world: South Africa, Iraq, Cuba etc.