

Let's Trade!

In the board game "Let's Trade!" players learn how to balance the usage of their money with the resources they need for their country in order to avoid bankruptcy and gain sustainability. The purpose of this game is to educate players by giving them a microscopic look on how trading works between countries. Throughout the game, they will learn how there is a connection in trading within all countries because everyone needs resources, but not everyone has it so they have to make relationships with the countries that can provide the needed resources. It shows players how to keep their money flow going, as well as maintain stability within their country.

To start the game, whoever rolls the highest amount on the two dies (6 sides each) goes first. The dies will also be used so that players know how many spaces to advance. Cards labeled "BUSINESS" will be handed out to each player that tells them what type of resource(s) their country will need to buy in order to keep that business up and running. For example, if Russia was given a card that says they're going to start building gas stations within their nation, then they would need resources such as coal and oil. The card tells how much of each resource they need to buy. \$500,000 will be the starting value for each player, so that they could buy resources. Since the game requires 3-6 people to play, there are 6 different countries the players could choose from as their game piece. The game pieces will be mini flags of the countries that they represent. Countries that they could choose from are United States, India, China, Algeria, Ghana, and Germany. As the game progresses, when players land on another player's business they have to pay the rent. With the money that each player makes as other countries pay them for landing on their resource, they can start building up their company.

Touching base on the idea of the "BUSINESS" cards, there are specific rules to this.

Players will not be able to own the resources that they need for their business because that would defeat the whole purpose of trading with other countries. In result, if a player needs a resource then they will have to wait until another player lands on and owns that resource by buying it, so that they could start the trading process. There will be a number on the given card that tells each player how much of each resource they need to help their country. For example, if the country invests in coffee as their major export, then the card might say that they need to buy 15 supplies of coffee from another country. 1 supply of coffee might be equivalent to \$30,000, so the country couldn't possibly buy all 15 supplies of coffee at once. This is why each player starts trading so that they could earn money from other countries, which will be used towards their needs.

When a country lands on another country's business, they have to pay the rent shown on the space. It's kind of like Monopoly. The motive of this game is to be the most economically sustainable country by obtaining the most money and maintaining resources at the end of the game. It's hard to lose in this game which makes it more appealing because trade is a giant cycle. Every country needs resources that other countries can provide for them, and they will provide resources that other countries need as well. The only way to really lose in this game is by getting yourself in bankruptcy. Players land in bankruptcy by drawing a card from one of the card piles (WTO and Free Trade) OR by landing on a space on the board that says "You've Gone Bankrupt!" This means that they lose all of the money that they have at the moment, but they aren't completely out of the game because they can still earn money while other countries land on the resources they own. It's similar to how people pay a fee for the time they spend in a hotel. After 2 rounds have passed, players may get out of "Bankruptcy" and get back to playing the game under general rules.

The board game has 40 total spaces. 1 is the "LET'S TRADE!" space, which is the

starting point for every player. Another one is the “You've Gone Bankrupt!” space, which means that players have to go to the “BANKRUPT” space on one corner of the board for 2 whole rounds. Aside from those 3 spaces, there will be 6 business spaces, 16 resources spaces, 8 WTO spaces, and 7 Free Trade spaces. The business spaces are there to represent the businesses that each country is building up. The 16 resources are the most important spaces because players will make their money off of these. The other 15 spaces have to do with the WTO and Free Trade cards that will be placed in the middle of the game board. WTO stands for World Trade Organization. When a player lands on one of the 8 “WTO” spaces, they will have to randomly draw a card from the “WTO” card pile and follow whatever it says on there. Generally, these cards will be regulations for each country. An example of this would be: “It is necessary for all countries to have more security within their foreign trading policies. All countries give \$10,000 to the bank in order for these changes to apply.” When a player lands on a “Free Trade” space, they will randomly draw a card from the “Free Trade” card pile. These types of cards usually apply to the country that got the card, rather than to all of the countries. For example, the card could say, “There is a high demand for your resources. Each country pays you \$300 for every resource that you own.” With that, each player will pay the person with the card whatever amount of money that they should owe. If someone doesn't have enough money to pay for a resource or the dues on the cards, then they will immediately go into bankruptcy. There will be various game pieces to represent that a country owns a space.

The game goes on until a country buys all of the needed resources on their “BUSINESS” card. If more than one country reaches their goal, then the player with the most money wins. There is no special prize for winning, but bragging rights are always favored.

“Let's Trade!” isn't just educational, but it's a lot of fun as well. You are competing with

other players to try and make the most money with your business by buying resources to keep it running. With the high competition with other players and grand goal in mind, the game becomes more challenging and fun. It requires players to think strategically to outsmart their opponents so that they could reach their goal first while maintaining a healthy flow of money. It's interesting to see how countries trade among each other to have resources, as well as what they have to do to establish a country that's reliable in wealth, health and resources for their citizens. This game is exciting and a great learning experience for all people age 12 and up!

Works Cited

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