

THE ECONOMICS GAME

VIDEO

FOOTAGE

AUDIO

FIVE PLAYERS (MIMES),
SITTING ROUND A GAMING
TABLE WITH A DECK OF
CARDS, GOLD INGOTS AND
PAPER MONEY. ONE
PLAYER SHUFFLES THE
PACK.

000

The object of the economics game is to get rich. For geographical and historical reasons it's played with a stacked deck. The rules are rather complex. Since the richer players make them up as they go along - to suit themselves.

THE CARDS ARE DEALT,
SYMBOLS FOR OIL MINERALS
AND FERTILE FIELDS FOR
SOME PLAYERS, BLANKS FOR
OTHER PLAYERS.

017

First the deal.

Some players get minerals, oil, a fertile soil with a helpful climate. Some players do not.

Minerals, oil, a fertile soil these are called NATURAL RESOURCES, and they're not evenly distributed.

ANOTHER PLAYER DIVIDES
THE MONEY AND GOLD.

034

Next: money, and the gold to back it up, that's called CAPITAL and it's not evenly divided either.

MORE CARDS ARE DEALT
WITH SYMBOLS FOR INDUSTRY
TECHNOLOGY AND PEOPLE.

045

But capital is not just money; some of the things a player has spent money on like roads, railways, and industry ... those count as capital too.

Then scientists, laboratories, computers, that's TECHNOLOGY and again, not everyone gets 'em.

Lastly labour and skills, HUMAN RESOURCES. All the players get people, but some get millions of them, and they are more of a burden than a resource when they are hungry and illiterate.

TOP SHOT PLAYERS GATHER UP THEIR CARDS.
SUPER TITLE
"THE ECONOMICS GAME"

Each of these players represents a group of countries, not just one country, but many different countries with similar conditions, and this is the game of economics as played on earth at the present time. (SUPER TITLE "THE ECONOMICS GAME")

THE FIRST PLAYER DRAWS
CARD REPRESENTING A
COCOA CROP. HE ALIGNS HIS
DESIRE TO SELL IT. THE
OTHER PLAYERS BARGAIN
WITH HIM AND HE GETS A
LOW PRICE FOR IT. PLAYER
NUMBER TWO SENDS A MODEL
CARGO SHIP TO PICK UP
SMALL SACK OF COCOA BEANS.

084

What luck, he's drawn a bumper cocoa
crop, surely he can get rich on that
...no?

Everyone has enough chocolate for
the moment, there's a COCOA GLUT,
and that sends his prices down.

Since he doesn't own any ships, he's
at the mercy of the shipowners who
set the freight rates and that eats
further into his profits.

PLAYER NUMBER 2 DRAWS A
CARD SYMBOLIZING A TRADE
DEFICIT, DECIDES TO DEVALUE
HER CURRENCY AND SELLS HALF
HER TOY TRACTORS TO NUMBER 1.

113

She's drawn a TRADE DEFICIT, that's
a problem. She wasn't dealt any
natural resources, so she has to buy
all her raw materials and most of her
food. She's just not selling enough
to pay for it.

She's decided to DEVALUE HER CURRENCY,
that should make her products cheaper
and more attractive to foreign buyers.
The trouble is, since she paid him in
her currency, his profits are suddenly
worth less too. So he can't buy as
many tractors as he hoped for.

PLAYER NUMBER 3 DRAWS A
CARD SYMBOLIZING A BIG
FISH CATCH. SHE ARRANGES
A LOAN FROM PLAYER NUMBER
5 AND TRIES TO BUY A TOY
TRUCK FROM PLAYER NUMBER 2,
BUT PLAYER NUMBER 5 STOPS
HER.

136

She drew a big catch of fish. Now
she needs a loan to buy refrigerated
trucks so she can market the fish,
because those fish are just about all
she has.

Hold it, she'll have to buy his truck.
Her loan had strings attached. She
has to spend the money where she got
it, that's called a TIED LOAN.

PLAYER NUMBER 4 DRAWS A
CARD SYMBOLIZING AN OIL
PRICE RISE. ALL THE OTHER
PLAYERS PAY HIM AND THEN
HE BUYS CARDS SYMBOLIZING
SCIENTISTS AND ENGINEERS.

161

His OIL has tripled in PRICE, But it's
not all roses. He needs industry, roads,
airports, hospitals and schools. He
can't buy those readymade and even
tailormade ones don't always fit if
the tailors are strangers and don't
know your customs. It will take time
to train his own young men and women.
Until then he has to use foreign
experts. But at least he can afford
them now.

PLAYER NUMBER 5 DRAWS A
CARD SYMBOLIZING A CAR
ASSEMBLY LINE THEN SPREADS
POLLUTION CARDS AROUND
THE TABLE.

182

His economy is booming but that too
has it's drawbacks... pollution is
one of them.

He doesn't care, the object of the
game is to get rich, not to worry
about your neighbours or your grand-
children.

PLAYER NUMBER ONE DRAWS
A CARD SYMBOLIZING BAUXITE.
PLAYER NUMBER 5 PAYS HIM
AND INSTALLS TOY MINING
EQUIPMENT IN NUMBER ONE'S
PLACE. THEN NUMBER ONE
BUYS MODEL FACTORY AND
TRIES TO SELL AN ALUMINIUM
INGOT. BUT THE OTHER
PLAYERS WILL NOT BUY IT.

196

More luck... bauxite, but the
technology to dig it up wasn't in his
cards. He has to sell the mining
rights to someone with the KNOWHOW.
And it doesn't seem like it's his
bauxite any more. Also most of the
profits are in the aluminum that comes
from bauxite.

Maybe, if he could make the aluminum
himself...

But when he tries to sell it... They
set high import duties to protect
their own aluminum. That's called
a TARIFF WALL.

PLAYER NUMBER 3 DRAWS A
CARD SYMBOLIZING A CROP
RUINED BY PESTS. APPEALS
TO OTHER PLAYERS FOR A
PESTICIDE BUT THEY DO NOT
HAVE ONE, SO SHE BUYS FOOD
FROM NUMBER ONE.

229

ALL THE PLAYERS TRADE
FASTER AND FASTER BUYING
ARMAMENTS UNTIL SUDDENLY
THEY STOP TO TAKE STOCK,
PLAYERS NUMBER ONE, THREE
AND FOUR HUDDLE TOGETHER,
PLAYERS 2 AND 5 LOOK
WORRIED.

243

Oh, Oh, her main crop is ruined by
bugs. They don't have a cure for that.
The ones with technology felt no need
to do reseazch on her pests. So she
has to spend what little money she
has on food, and she has none left
to invest in her future.

This is a crazy game. It's true:
everyone seems to be getting richer,
but the poor ones are still not really
better off, and the rich ones have
gained a lot, but at the expense of
everyone's environment and by using
up everyone's resources. It's been
going on like this for years and now
some players have had enough. They
don't want to play any more unless
the rules are changed. And it would
be hard for the others to play by
themselves.

PLAYERS COME OUT OF THE
HUDDLE TO REVEAL THE
TABLE CLEARED OF TOYS AND
THE CARDS LAID OUT AGAIN
AS THEY WERE AT THE START.

264

This is one way the game could be played. The history still stands and the geography hasn't changed so the deck is still stacked and the cards are in the same order. But now the object is for everyone to win, at least enough for a decent life, and they've all agreed on the rules.

PLAYER NUMBER ONE DRAWS
COCOA CARD, BRINGS OUT
GLASS JAR AND POURS A
SACK OF COCOA BEANS INTO
IT. THEN SELLS ANOTHER
SACK OF BEANS TO PLAYER
NUMBER 2. WHO SEND MODEL
CARGO SHIP TO PICK IT UP.

277

This time some of his bumper cocoa crop can be stored if there's a glut, that keeps prices steady, and it's called a BUFFER STOCK.

The rich players now pay a fair price for all the raw materials they buy. And even though they're still not his ships, at least he has a say in setting the freight rates.

PLAYER NUMBER TWO DRAWS
TRADE DEFICIT CARD. THE
PLAYERS AGREE ON THE VALUE
OF HER CURRENCY THEN SHE
SELLS 10 MODEL TRACTOR'S
TO NUMBER ONE.

309

All the players decide together what their money is worth and how to set exchange rates.

Since he got a decent price for his cocca, he can afford all ten tractors.

PLAYER NUMBER THREE
DRAWS HER FISH CARD GETS
HER LOAN AND BUYS THE TOY
TRUCK SHE WANTS.

324

For the poorest players, there is easier credit. Loans that are not tied to so many conditions about how to spend the money.

PLAYER NUMBER FOUR DRAWS
OIL CARD ALL THE PLAYERS
PAY HIM.

343

He still gets a higher price for his oil, but perhaps it will persuade the richer players to waste less, conserve energy. There'd be less pollution and the world's oil might last longer.

NUMBERS 2 AND 5 PUT OUT
SCIENTIST CARDS AND THE
OTHER PLAYERS BUY THEM.
NUMBER 3 DRAWS CROP RUINED
BY PESTS CARD AND COVERS
IT WITH A SCIENTIST CARD.

355

Scientist will work on the problems of all the players.

NUMBER ONE DRAWS, BAUXITE
CARD NUMBER 5 GIVES HIM
LOTS OF MONEY AND LETS HIM
PLAY WITH MINING TOYS.

368

That's his bauxite --- now he gets a good price for it and has a say in how it's mined.

NUMBERS ONE 3 AND 4 BUY
FACTORIES. CLOSE UP OF
POLLUTION CARD COVERED
BY A SCIENTIST CARD.

378

The poorer players are helped to build up their own industries, tariff walls will be knocked down and markets opened up for the new products. Of course, spreading the pollution is no answer but at least we'll all be working on the problem.

PULL BACK AS PLAYERS
CONTINUE TO TRADE SHOWING
THAT THEY ARE IN A STUDIO
SET WITH LIGHTS.

387

You see, a whole new game, but this is only a game. In real life things are much more complicated and it's not so easy to change the rules. But one thing is certain, the old rules haven't worked, we've all agreed on that, that's why the member states of the United Nations have called for new rules, a NEW INTERNATIONAL ECONOMIC ORDER.

SUPER TITLES

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THE ECONOMICS GAME

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