**Global Simulation Quick Version**

There are two main units in this version: Industry and Military.

**Industry** units are the main source of income in the simulation. Each cycle, each industry will produce one money unit as long as they are supplied with one food and oil unit. New industries can be bought from the World Bank and cost one money unit and one resource unit.

**Military** units produce no income and are used in war. New military units can be purchased from the World Bank and cost one money unit and one resource unit. Anytime a military unit goes to war, it must have an oil unit to hand in.

**Oil, food, and resource** areas are assigned to each country based on the real world. These areas produce units each cycle that the country can sell, save, or use to supply their own industries and military.

**At the start of each cycle**, each country will receive their assigned number of oil, food, and resource units.

**At the end of each cycle**, each country will receive one money unit for each industry unit they have in their country and have supplied with one food and one oil unit each.

**During each game cycle**, countries can solve their problems, buy and sell oil, food, and resource units, and take any military or other actions.

**To go to war:**

* Each team must place the number of Military units they are committing to the battle in the battle zone.
* After giving one (1) Oil Card for each Military unit committed to the battle to the facilitator, each team will be given their two (2) battle die. The team that has the lowest total after the roll loses one of their committed Military units.
* After each roll (battle), if both sides wish to stop, the war is over otherwise the battle continues until one country loses all of their committed Military units.
* When one country loses all of their Military units, the winning side gets to decide which option they wish to pursue: A) they can take over the entire country which means that the losing government becomes part of the winning government. B) take one of any complete item that are removable (money, food, oil, resources, water) C) any other option they can come up with.

**Nuclear Weapon**

If a country has a nuclear weapon they wish to launch, they give a signed declaration of which country they wish to bomb along with the Nuclear Weapon Card to the facilitator during the game. Whosever country is bombed will lose half of each type of units that they currently have in their country. Nuclear weapons cost 5 money units.

Starting Units for Simple Version of Global Sim

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| Country | GDP in trillions | Population | Industry (yellow) | Military (red) | Nuclear | Food Areas (yellow f) | Oil Areas (dark blue) | Resource Areas (oil) |
| Canada | 1.574 | 34 278 400 | 5 | 2 | 0 | 20 | 20 | 5 |
| United States | 14.657 | 307 006 550 | 15 | 20 | 5 | 10 | 5 | 0 |
| Central America (Ecuador, Guatemala, El Salvador and Panama) | 0.107 | 41 739 000 | 2 | 1 | 0 | 5 | 5 | 0 |
| Mexico | 1.039 | 107 431 230 | 2 | 1 | 0 | 5 | 5 | 2 |
| Brazil | 2.090 | 193 733 800 | 6 | 2 | 0 | 15 | 5 | 2 |
| South America(Argentina, Venezuela, Colombia, Chile, Peru) | 1.115 | 192 008 754 | 5 | 4 | 0 | 15 | 20 | 5 |
| European Union(Germany, United Kingdom, France, Italy, Greece, Spain, Sweden, Belgium, Poland, Ireland, etc) | 16.282 | 502 486 499 | 15 | 15 | 2 | 10 | 0 | 0 |
| Middle East(Saudi Arabia, Iran, United Arab Emirates, Israel, Kuwait, Qatar, Iraq, Syria, Lebanon, Bahrain) | 4.155 | 230 000 000 | 3 | 5 | 1 | 0 | 25 | 0 |
| Russia | 1.465 | 141 850 000 | 5 | 10 | 5 | 5 | 15 | 2 |
| China | 5.878 | 1 331 460 000 | 10 | 6 | 2 | 15 | 5 | 0 |
| Japan | 5.458 | 127,560,000 | 10 | 3 | 0 | 1 | 0 | 0 |
| Africa(South Africa, Nigeria, Algeria, Egypt, Angola, Libya, Sudan, Tunisia, Kenya, Yemen, Ivory Coast, Ethiopia, etc) | 1.730 | 1 022 234 000 | 2 | 2 | 0 | 1 | 15 | 5 |
| South and South East Asia(South Korea, Indonesia, Thailand, Malaysia, Singapore, Pakistan, Bangladesh, Vietnam, Sri Lanka, etc) | 2.137 | 1 034 000 000 | 3 | 5 | 2 | 15 | 10 | 2 |
| India | 1.537 | 1 155 347 700 | 5 | 5 | 2 | 10 | 7 | 0 |
| Australia | 1.235 | 21 874 900 | 5 | 5 | 0 | 20 | 6 | 2 |
|  |  |  | 84 | 136 | 20 | 147 | 143 |  |

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