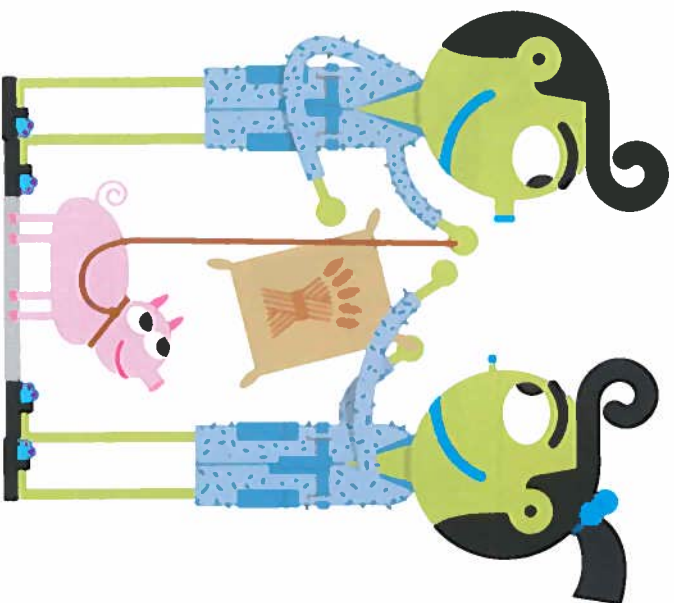


# Making Money

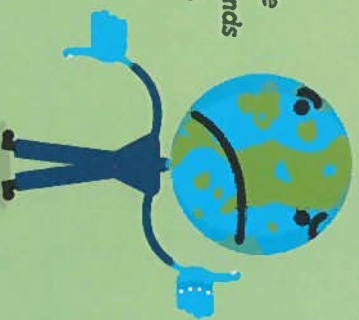
Did you notice that jobs were high on the shopping list on page 24? People need to earn money to support themselves and their families. And you can help them do this by making sure your country has an economy.

What exactly is an economy? It's the production, distribution, exchange and consumption of goods and services. Whew! Long ago, people didn't need an economy. They were self-sufficient — they hunted and grew and built and spun everything they needed. But once they started trading ("I'll give you a sack of wheat for that pig") — voilà — an instant economy. And the more specialized people became (in raising pigs, growing wheat, selling cars, making radios, designing websites), the bigger the economy grew.



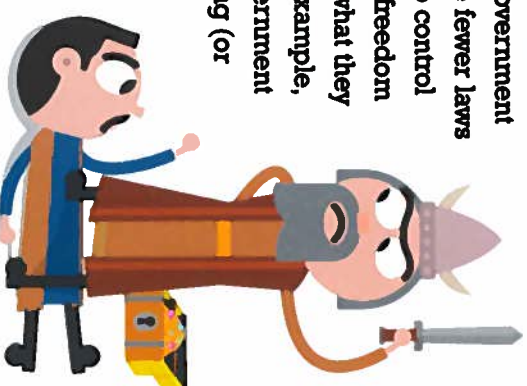
## Going Global or Staying Local?

*Today, most countries' economies are linked with one another through trade and investment. Some people say too linked. They think that globalization ends up giving too much wealth to a few big corporations and too little money to poor countries and their workers. But if you decide not to trade with other countries, you may find that your country's economy doesn't grow and your citizens don't prosper. It's a balancing act.*



You can choose to let the government run the economy. Several countries have attempted this. The former Soviet Union (now split into Russia and several other countries) had a government-run economy from 1917-1991. During this time, the government used the people's taxes to fund some brilliant successes, such as their space program. But they never managed to set up a healthy economy. Instead, they tried to tightly control all businesses, from butcher shops and clothing stores to factories and farms. Life became miserable for ordinary people, who were plagued by shortages of food, fuel and housing. Eventually, even the government had to admit they weren't doing such a great job. They let in private businesses to help fill the gaps.

You can go the other extreme by choosing to keep the government out of the economy. The fewer laws a government passes to control the economy, the more freedom businesses have to do what they want. The Vikings, for example, didn't have a lot of government control over their trading (or should we say raiding). Their plundering and pillaging in the ninth century may have made them rich, but it didn't exactly make them popular.



If your citizens are like the citizens of other countries, they'll probably prefer a mixed economy, with some rules from government and some freedom for businesses. Whatever you choose, keep in mind that your job is to keep the economy running smoothly so that your citizens prosper.

## Cold, Hard Cash

*Everyone likes to make money, but in your case, you'll be doing it literally. You'll need currency (coins and bills) that people can use for transactions in your country. Many countries put their kings and queens or other famous people on their money. But since this is your country, feel free to use your own likeness. And your currency should have a name. Warning: "dollar" has been taken by more than twenty countries, and "dinar" is also popular. If you want to stick with d-words, what about the "doo-dad" or the "dimple"?*

*Once you've named and manufactured currency, it's time to establish its value, and that will depend on how well your economy does. If your economy slumps, so will your dimple. If your economy booms, your dimple will, too.*

