| Hypothetical labour productivity, production per hour |  |  |
| :--- | :--- | :--- |
|  | USA | EU |
| Cloth | 6 | 1 |
| Wine | 4 | 2 |

Table 1- §C. 2 'Comparative advantage- David Ricardo's contribution’

| Production of cloth and wine in the EU and the USA |  |  |  |
| :---: | :---: | :---: | :---: |
| Situation a; Autarky |  |  |  |
|  | USA (4 Hours) | EU (12 Hours) | World production |
| Cloth | 12 | 8 | 20 |
| Wine | 8 | 8 | 16 |
| Situation b; Specialization with the first number according to CA and the second against CA |  |  |  |
|  | USA | EU | World production |
| Cloth | 24, 0 | 0,12 | 24 Cloth or 12 Cloth |
| Wine | 0,16 | 24, 0 | 24 Wine or 16 Wine |

Table 2- §C. 2 ‘Comparative advantage- David Ricardo's contribution'

| Airbus-Boeing strategic interaction pay-off matrix |  |  |  |
| :--- | :--- | :--- | :--- |
|  | (Boeing pay-off,Airbus pay-off) | Prbus Strategy |  |
| Boeing Strategy | Produce | (loss,loss) | Do not produce |
|  | Do not produce | (0,profit) | (0,0) |

Table 3- §E. 7 'The theory of games-Airbus and Boeing as an example'

| Airbus-Boeing strategic interaction pay-off matrix after Airbus subsidy |  |  |  |
| :--- | :--- | :--- | :--- |
| (Boeing pay-off,Airbus pay-off) |  | Airbus Strategy |  |
|  | Produce | Do not produce |  |
| Boeing Strategy | Produce | (loss,profit) | (profit,0) |
|  | Do not produce | (0,large profit) | $(0,0)$ |

Table 4- §E. 7 'The theory of games- Airbus and Boeing as an example'

