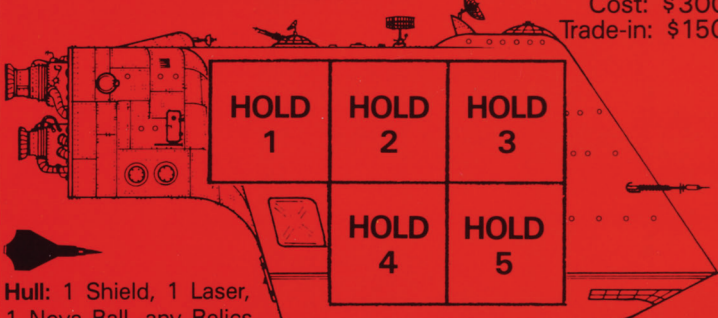


Freighter 2

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$300
Trade-in: \$150

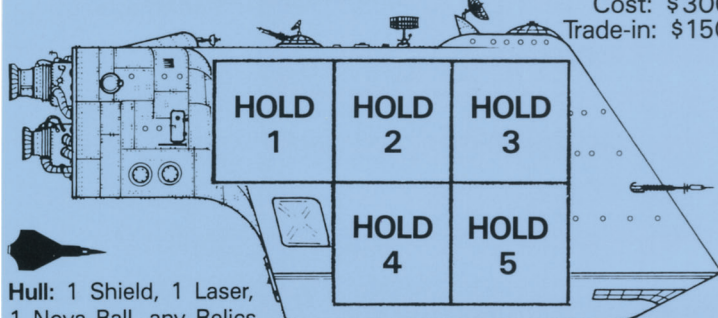


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Freighter 2

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$300
Trade-in: \$150

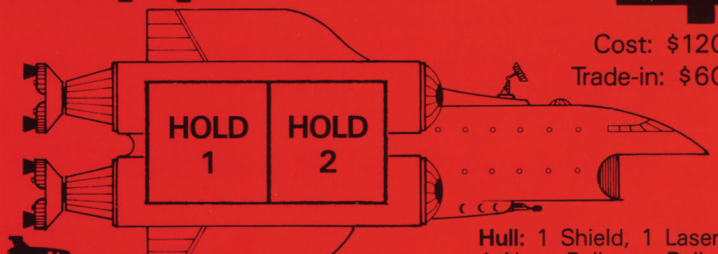


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Clipper 4

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$120
Trade-in: \$60

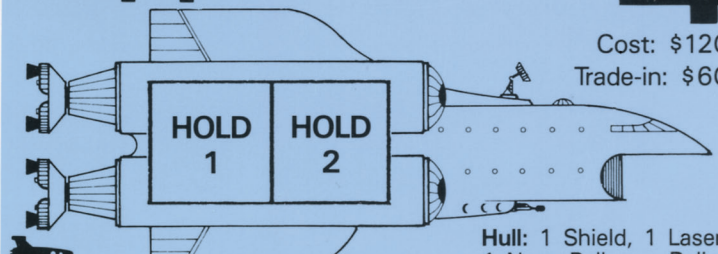


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Clipper 4

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$120
Trade-in: \$60

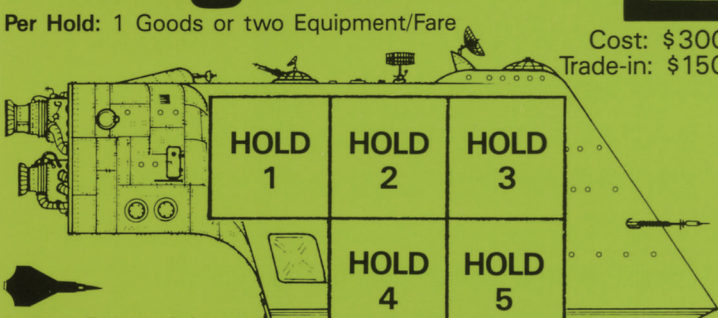


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Freighter 2

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$300
Trade-in: \$150

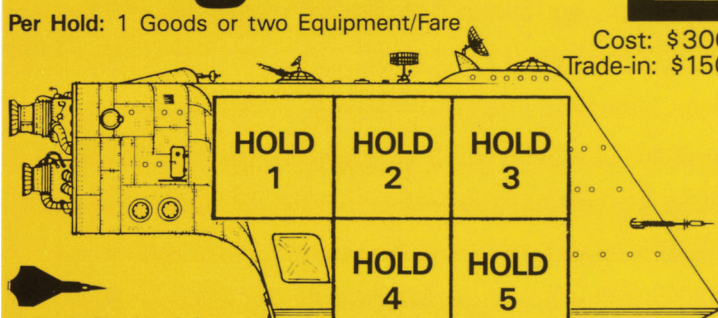


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Freighter 2

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$300
Trade-in: \$150

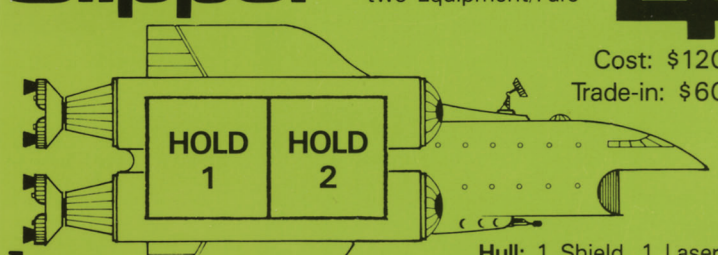


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Clipper 4

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$120
Trade-in: \$60

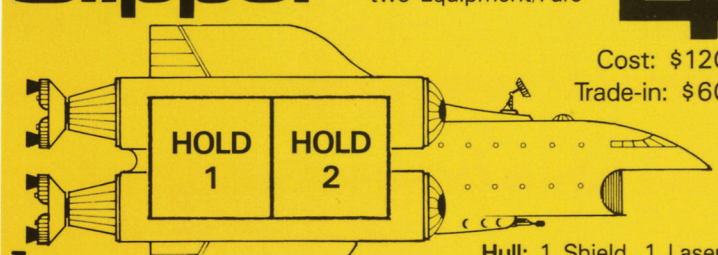


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Clipper 4

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$120
Trade-in: \$60

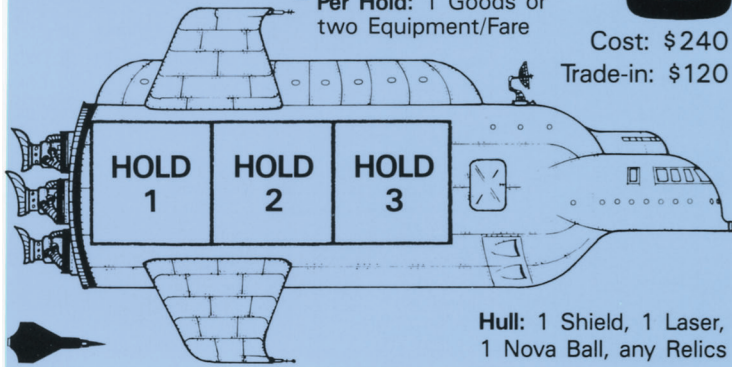


Hull: 1 Shield, 1 Laser,
1 Nova Ball, any Relics

Transport 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$240
Trade-in: \$120

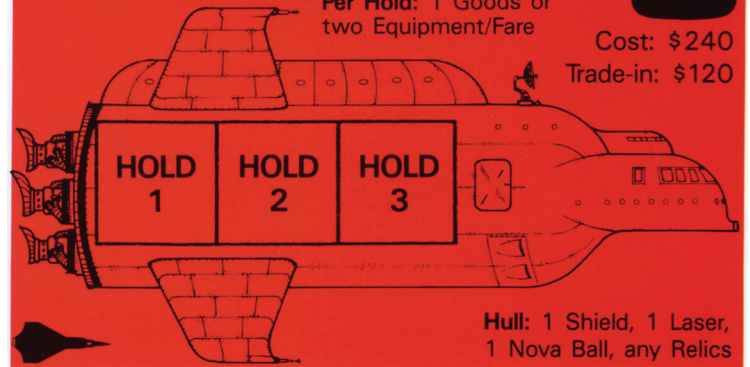


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Transport 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$240
Trade-in: \$120

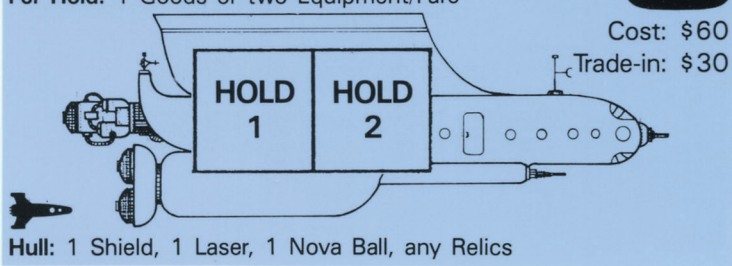


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Scout 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$60
Trade-in: \$30

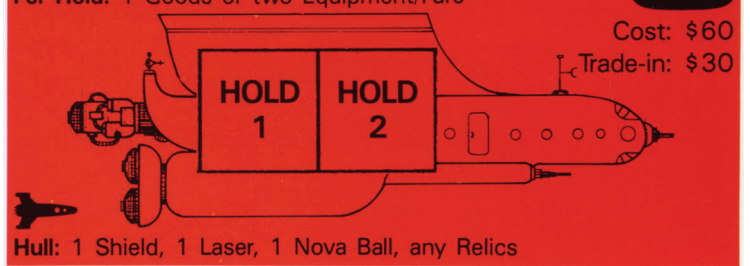


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Scout 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$60
Trade-in: \$30

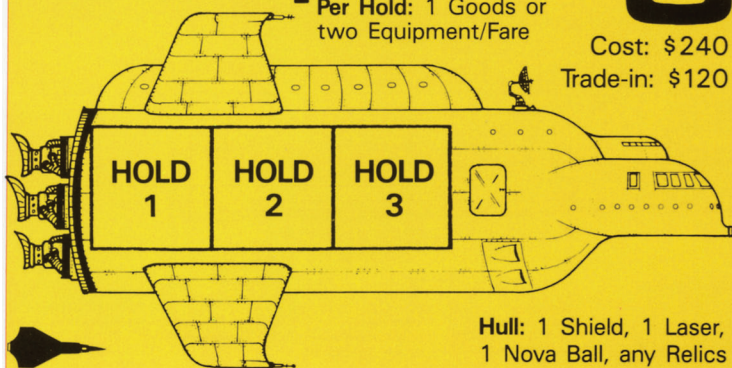


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Transport 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$240
Trade-in: \$120

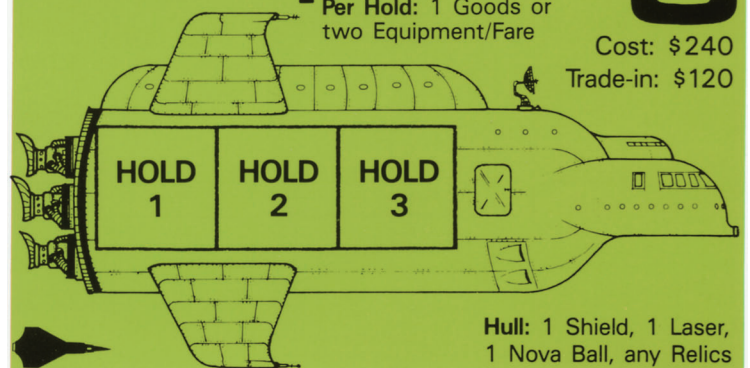


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Transport 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$240
Trade-in: \$120

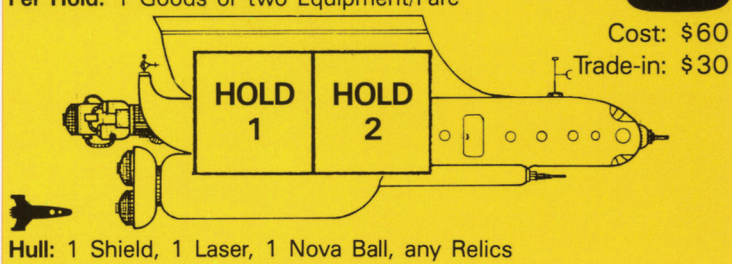


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Scout 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$60
Trade-in: \$30

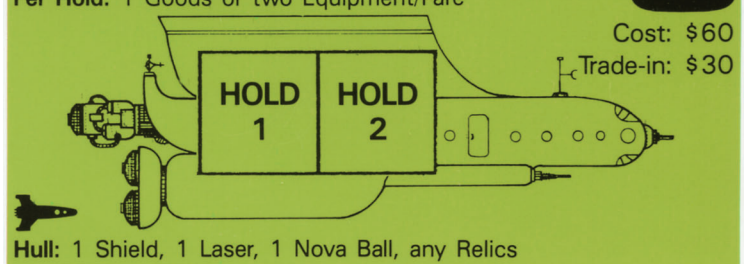


Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Scout 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$60
Trade-in: \$30



Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Freighter

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$300
Trade-in: \$150

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Clipper

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$120
Trade-in: \$60

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Freighter

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$300
Trade-in: \$150

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Clipper

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$120
Trade-in: \$60

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

QOSSUTH REFERENCE CARD

GOODS markers

ID	NAME	IOU	number and type	cost	pays
1a	NILLIS	\$80	5 BIONIC PERFUME	\$80	\$140
1b	VOLOIS	\$120	6 VOLL SILK	\$140	\$220
2	GRAW	\$90	6 SPACE SPICE	\$30	\$80
3	NIKS	\$80	6 MULCH WINE	\$20	\$60
4a	DELL	\$60	6 FINEST DUST	\$10	\$50
4b	HUMANS	\$90	5 ROCK VIDEOS	\$120	\$200
5	SHENNA	\$90	6 MELF PELTS	\$50	\$110
6	YXKLYX	\$100	6 IMMORTAL GREASE	\$50	\$100
7a	ZUM	\$100	6 CHICLE LIQUOR	\$40	\$90
7b	EEEEEEEE	\$100	4 SERVO-MECHANISMS	\$200	\$300
8	WHYNOMS	\$80	5 IMPOSSIBLE FURNITURE	\$110	\$180
9a	CHOLOS	\$90	6 DESIGNER GENES	\$60	\$120
9b	WOLLOW	\$90	5 MEGALITH PAPERWEIGHT	\$90	\$160
10	QOSSUTH	\$120	4 PSYCHOTIC SCULPTURE	\$160	\$250

SHIPS AND EQUIPMENT

SCIENCE and CULTURES	SHIPS	cost:	EQUIPMENT	cost
INDUSTRY: 4a, 7a, 8	Transport Freighter	\$240 \$300	Yellow Drive Laser	\$80 \$100
TECHNOLOGY: 4b, 6, 7b	Scout Clipper	\$60 \$120	Red Drive Nova Ball	\$120 \$20
METAPHYSICS: 1b, 10	none	—	Combined Drive	\$300
BIOENGINEERS: 1a, 3, 9a	none	—	Shield	\$60
GALACTIC BASE	all	same	none	—

Any culture that sells ships will buy all ships. All cultures buy all equipment.

NIK REFERENCE CARD

GOODS markers

ID	NAME	IOU	number and type	cost	pays
1a	NILLIS	\$80	5 BIONIC PERFUME	\$80	\$140
1b	VOLOIS	\$120	6 VOLL SILK	\$140	\$220
2	GRAW	\$90	6 SPACE SPICE	\$30	\$80
3	NIKS	\$80	6 MULCH WINE	\$20	\$60
4a	DELL	\$60	6 FINEST DUST	\$10	\$50
4b	HUMANS	\$90	5 ROCK VIDEOS	\$120	\$200
5	SHENNA	\$90	6 MELF PELTS	\$50	\$110
6	YXKLYX	\$100	6 IMMORTAL GREASE	\$50	\$100
7a	ZUM	\$100	6 CHICLE LIQUOR	\$40	\$90
7b	EEEEEEEE	\$100	4 SERVO-MECHANISMS	\$200	\$300
8	WHYNOMS	\$80	5 IMPOSSIBLE FURNITURE	\$110	\$180
9a	CHOLOS	\$90	6 DESIGNER GENES	\$60	\$120
9b	WOLLOW	\$90	5 MEGALITH PAPERWEIGHT	\$90	\$160
10	QOSSUTH	\$120	4 PSYCHOTIC SCULPTURE	\$160	\$250

SHIPS AND EQUIPMENT

SCIENCE and CULTURES	SHIPS	cost:	EQUIPMENT	cost
INDUSTRY: 4a, 7a, 8	Transport Freighter	\$240 \$300	Yellow Drive Laser	\$80 \$100
TECHNOLOGY: 4b, 6, 7b	Scout Clipper	\$60 \$120	Red Drive Nova Ball	\$120 \$20
METAPHYSICS: 1b, 10	none	—	Combined Drive	\$300
BIOENGINEERS: 1a, 3, 9a	none	—	Shield	\$60
GALACTIC BASE	all	same	none	—

Any culture that sells ships will buy all ships. All cultures buy all equipment.



QOSSUTH REFERENCE CARD

Each port in the QOSSUTH system costs \$160. All other ports cost \$200.

Each fort in the QOSSUTH system costs \$40. All other forts cost \$50.

FACTORIES

CULTURE	cost	FACTORY GOODS	cost	pays
1a NILLIS	\$100	GUARD PLANTS	\$60	\$140
1b VOLOIS	\$200	CANNED TRAITS	\$120	\$240
2 GRAW	\$200	GLORIOUS JUNK	\$100	\$200
3 NIKS	\$200	LIVING TOYS	\$80	\$180
4a DELL	\$200	DRIBBLE GLASS	\$120	\$200
4b HUMANS	\$100	PRIMITIVE ART	\$60	\$160
5 SHENNA	\$100	PET MONSTERS	\$80	\$150
6 YXKLYX	\$200	SHINING SLIME	\$100	\$200
7a ZUM	\$200	CUSTOM HIVES	\$140	\$220
7b EEEEEEP	\$100	PEDIGREE BOLTS	\$100	\$200
8 WHYNOMS	\$100	OTHER SHOES	\$80	\$160
9a CHOLOS	\$200	LIFE PROJECT	\$160	\$240
9b WOLLOW	\$100	PORTABLE PIPE ORGAN	\$80	\$160
10 QOSSUTH	\$160*	INFINITE PUZZLES	\$120	\$250

* This price has been reduced by 20%. Only the QOSSUTH merchant can build by paying this price.



NIKS REFERENCE CARD

Each port in the NIKS system costs \$160. All other ports cost \$200.

Each fort in the NIKS system costs \$40. All other forts cost \$50.

FACTORIES

CULTURE	cost	FACTORY GOODS	cost	pays
1a NILLIS	\$100	GUARD PLANTS	\$60	\$140
1b VOLOIS	\$200	CANNED TRAITS	\$120	\$240
2 GRAW	\$200	GLORIOUS JUNK	\$100	\$200
3 NIKS	\$160*	LIVING TOYS	\$80	\$180
4a DELL	\$200	DRIBBLE GLASS	\$120	\$200
4b HUMANS	\$100	PRIMITIVE ART	\$60	\$160
5 SHENNA	\$100	PET MONSTERS	\$80	\$150
6 YXKLYX	\$200	SHINING SLIME	\$100	\$200
7a ZUM	\$200	CUSTOM HIVES	\$140	\$220
7b EEEEEEP	\$100	PEDIGREE BOLTS	\$100	\$200
8 WHYNOMS	\$100	OTHER SHOES	\$80	\$160
9a CHOLOS	\$200	LIFE PROJECT	\$160	\$240
9b WOLLOW	\$100	PORTABLE PIPE ORGAN	\$80	\$160
10 QOSSUTH	\$200	INFINITE PUZZLES	\$120	\$250

* This price has been reduced by 20%. Only the NIK merchant can build by paying this price.

Transport 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$240
Trade-in: \$120

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Scout 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$60
Trade-in: \$30

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Transport 3

Per Hold: 1 Goods or two Equipment/Fare

Cost: \$240
Trade-in: \$120

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

Scout 3

Per Hold: 1 Goods or two Equipment/Fare






Cost: \$60
Trade-in: \$30

Hull: 1 Shield, 1 Laser, 1 Nova Ball, any Relics

WHYNOM REFERENCE CARD**GOODS markers**

ID	NAME	IOU	number and type	cost	pays
1a	NILLIS	\$80	5 BIONIC PERFUME	\$80	\$140
1b	VOLOIS	\$120	6 VOLL SILK	\$140	\$220
2	GRAW	\$90	6 SPACE SPICE	\$30	\$80
3	NIKS	\$80	6 MULCH WINE	\$20	\$60
4a	DELL	\$60	6 FINEST DUST	\$10	\$50
4b	HUMANS	\$90	5 ROCK VIDEOS	\$120	\$200
5	SHENNA	\$90	6 MELF PELTS	\$50	\$110
6	YXKLYX	\$100	6 IMMORTAL GREASE	\$50	\$100
7a	ZUM	\$100	6 CHICLE LIQUOR	\$40	\$90
7b	EEEEPEEP	\$100	4 SERVO-MECHANISMS	\$200	\$300
8	WHYNOMS	\$80	5 IMPOSSIBLE FURNITURE	\$110	\$180
9a	CHOLOS	\$90	6 DESIGNER GENES	\$60	\$120
9b	WOLLOW	\$90	5 MEGALITH PAPERWEIGHT	\$90	\$160
10	QOSSUTH	\$120	4 PSYCHOTIC SCULPTURE	\$160	\$250

SHIPS AND EQUIPMENT






SCIENCE and CULTURES	SHIPS	cost:	EQUIPMENT	cost
 INDUSTRY: 4a, 7a, 8	Transport Freighter	\$240 \$300	Yellow Drive Laser	\$80 \$100
 TECHNOLOGY: 4b, 6, 7b	Scout Clipper	\$60 \$120	Red Drive Nova Ball	\$120 \$20
 METAPHYSICS: 1b, 10	none	—	Combined Drive	\$300
 BIOENGINEERS: 1a, 3, 9a	none	—	Shield	\$60
 GALACTIC BASE	all	same	none	—

Any culture that sells ships will buy all ships. All cultures buy all equipment.

HUMAN REFERENCE CARD**GOODS markers**

ID	NAME	IOU	number and type	cost	pays
1a	NILLIS	\$80	5 BIONIC PERFUME	\$80	\$140
1b	VOLOIS	\$120	6 VOLL SILK	\$140	\$220
2	GRAW	\$90	6 SPACE SPICE	\$30	\$80
3	NIKS	\$80	6 MULCH WINE	\$20	\$60
4a	DELL	\$60	6 FINEST DUST	\$10	\$50
4b	HUMANS	\$90	5 ROCK VIDEOS	\$120	\$200
5	SHENNA	\$90	6 MELF PELTS	\$50	\$110
6	YXKLYX	\$100	6 IMMORTAL GREASE	\$50	\$100
7a	ZUM	\$100	6 CHICLE LIQUOR	\$40	\$90
7b	EEEEPEEP	\$100	4 SERVO-MECHANISMS	\$200	\$300
8	WHYNOMS	\$80	5 IMPOSSIBLE FURNITURE	\$110	\$180
9a	CHOLOS	\$90	6 DESIGNER GENES	\$60	\$120
9b	WOLLOW	\$90	5 MEGALITH PAPERWEIGHT	\$90	\$160
10	QOSSUTH	\$120	4 PSYCHOTIC SCULPTURE	\$160	\$250

SHIPS AND EQUIPMENT






SCIENCE and CULTURES	SHIPS	cost:	EQUIPMENT	cost
 INDUSTRY: 4a, 7a, 8	Transport Freighter	\$240 \$300	Yellow Drive Laser	\$80 \$100
 TECHNOLOGY: 4b, 6, 7b	Scout Clipper	\$60 \$120	Red Drive Nova Ball	\$120 \$20
 METAPHYSICS: 1b, 10	none	—	Combined Drive	\$300
 BIOENGINEERS: 1a, 3, 9a	none	—	Shield	\$60
 GALACTIC BASE	all	same	none	—

Any culture that sells ships will buy all ships. All cultures buy all equipment.

EEEP REFERENCE CARD**GOODS markers**

ID	NAME	IOU	number and type	cost	pays
1a	NILLIS	\$80	5 BIONIC PERFUME	\$80	\$140
1b	VOLOIS	\$120	6 VOLL SILK	\$140	\$220
2	GRAW	\$90	6 SPACE SPICE	\$30	\$80
3	NIKS	\$80	6 MULCH WINE	\$20	\$60
4a	DELL	\$60	6 FINEST DUST	\$10	\$50
4b	HUMANS	\$90	5 ROCK VIDEOS	\$120	\$200
5	SHENNA	\$90	6 MELF PELTS	\$50	\$110
6	YXKLYX	\$100	6 IMMORTAL GREASE	\$50	\$100
7a	ZUM	\$100	6 CHICLE LIQUOR	\$40	\$90
7b	EEEEPEEP	\$100	4 SERVO-MECHANISMS	\$200	\$300
8	WHYNOMS	\$80	5 IMPOSSIBLE FURNITURE	\$110	\$180
9a	CHOLOS	\$90	6 DESIGNER GENES	\$60	\$120
9b	WOLLOW	\$90	5 MEGALITH PAPERWEIGHT	\$90	\$160
10	QOSSUTH	\$120	4 PSYCHOTIC SCULPTURE	\$160	\$250

SHIPS AND EQUIPMENT






SCIENCE and CULTURES	SHIPS	cost:	EQUIPMENT	cost
 INDUSTRY: 4a, 7a, 8	Transport Freighter	\$240 \$300	Yellow Drive Laser	\$80 \$100
 TECHNOLOGY: 4b, 6, 7b	Scout Clipper	\$60 \$120	Red Drive Nova Ball	\$120 \$20
 METAPHYSICS: 1b, 10	none	—	Combined Drive	\$300
 BIOENGINEERS: 1a, 3, 9a	none	—	Shield	\$60
 GALACTIC BASE	all	same	none	—

Any culture that sells ships will buy all ships. All cultures buy all equipment.

DELL REFERENCE CARD**GOODS markers**

ID	NAME	IOU	number and type	cost	pays
1a	NILLIS	\$80	5 BIONIC PERFUME	\$80	\$140
1b	VOLOIS	\$120	6 VOLL SILK	\$140	\$220
2	GRAW	\$90	6 SPACE SPICE	\$30	\$80
3	NIKS	\$80	6 MULCH WINE	\$20	\$60
4a	DELL	\$60	6 FINEST DUST	\$10	\$50
4b	HUMANS	\$90	5 ROCK VIDEOS	\$120	\$200
5	SHENNA	\$90	6 MELF PELTS	\$50	\$110
6	YXKLYX	\$100	6 IMMORTAL GREASE	\$50	\$100
7a	ZUM	\$100	6 CHICLE LIQUOR	\$40	\$90
7b	EEEEPEEP	\$100	4 SERVO-MECHANISMS	\$200	\$300
8	WHYNOMS	\$80	5 IMPOSSIBLE FURNITURE	\$110	\$180
9a	CHOLOS	\$90	6 DESIGNER GENES	\$60	\$120
9b	WOLLOW	\$90	5 MEGALITH PAPERWEIGHT	\$90	\$160
10	QOSSUTH	\$120	4 PSYCHOTIC SCULPTURE	\$160	\$250

SHIPS AND EQUIPMENT

SCIENCE and CULTURES	SHIPS	cost:	EQUIPMENT	cost
 INDUSTRY: 4a, 7a, 8	Transport Freighter	\$240 \$300	Yellow Drive Laser	\$80 \$100
 TECHNOLOGY: 4b, 6, 7b	Scout Clipper	\$60 \$120	Red Drive Nova Ball	\$120 \$20
 METAPHYSICS: 1b, 10	none	—	Combined Drive	\$300
 BIOENGINEERS: 1a, 3, 9a	none	—	Shield	\$60
 GALACTIC BASE	all	same	none	—

Any culture that sells ships will buy all ships. All cultures buy all equipment.



HUMAN REFERENCE CARD

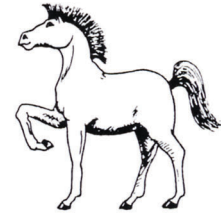
Each port in the HUMANS system costs \$160. All other ports cost \$200.

Each fort in the HUMANS system costs \$40. All other forts cost \$50.

FACTORIES

CULTURE	cost	FACTORY GOODS	cost	pays
1a NILLIS	\$100	GUARD PLANTS	\$60	\$140
1b VOLOIS	\$200	CANNED TRAITS	\$120	\$240
2 GRAW	\$200	GLORIOUS JUNK	\$100	\$200
3 NIKS	\$200	LIVING TOYS	\$80	\$180
4a DELL	\$200	DRIBBLE GLASS	\$120	\$200
4b HUMANS	\$80*	PRIMITIVE ART	\$60	\$160
5 SHENNA	\$100	PET MONSTERS	\$80	\$150
6 YXKLYX	\$200	SHINING SLIME	\$100	\$200
7a ZUM	\$200	CUSTOM HIVES	\$140	\$220
7b EEEPEEEP	\$100	PEDIGREE BOLTS	\$100	\$200
8 WHYNOMS	\$100	OTHER SHOES	\$80	\$160
9a CHOLOS	\$200	LIFE PROJECT	\$160	\$240
9b WOLLOW	\$100	PORTABLE PIPE ORGAN	\$80	\$160
10 QOSSUTH	\$200	INFINITE PUZZLES	\$120	\$250

* This price has been reduced by 20%. Only the HUMAN merchant can build by paying this price.



WHYNOM REFERENCE CARD

Each port in the WHYNOMS system costs \$160. All other ports cost \$200.

Each fort in the WHYNOMS system costs \$40. All other forts cost \$50.

FACTORIES

CULTURE	cost	FACTORY GOODS	cost	pays
1a NILLIS	\$100	GUARD PLANTS	\$60	\$140
1b VOLOIS	\$200	CANNED TRAITS	\$120	\$240
2 GRAW	\$200	GLORIOUS JUNK	\$100	\$200
3 NIKS	\$200	LIVING TOYS	\$80	\$180
4a DELL	\$200	DRIBBLE GLASS	\$120	\$200
4b HUMANS	\$100	PRIMITIVE ART	\$60	\$160
5 SHENNA	\$100	PET MONSTERS	\$80	\$150
6 YXKLYX	\$200	SHINING SLIME	\$100	\$200
7a ZUM	\$200	CUSTOM HIVES	\$140	\$220
7b EEEPEEEP	\$100	PEDIGREE BOLTS	\$100	\$200
8 WHYNOMS	\$80*	OTHER SHOES	\$80	\$160
9a CHOLOS	\$200	LIFE PROJECT	\$160	\$240
9b WOLLOW	\$100	PORTABLE PIPE ORGAN	\$80	\$160
10 QOSSUTH	\$200	INFINITE PUZZLES	\$120	\$250

* This price has been reduced by 20%. Only the WHYNOM merchant can build by paying this price.



DELL REFERENCE CARD

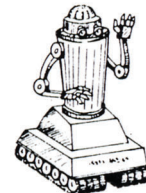
Each port in the DELL system costs \$160. All other ports cost \$200.

Each fort in the DELL system costs \$40. All other forts cost \$50.

FACTORIES

CULTURE	cost	FACTORY GOODS	cost	pays
1a NILLIS	\$100	GUARD PLANTS	\$60	\$140
1b VOLOIS	\$200	CANNED TRAITS	\$120	\$240
2 GRAW	\$200	GLORIOUS JUNK	\$100	\$200
3 NIKS	\$200	LIVING TOYS	\$80	\$180
4a DELL	\$160*	DRIBBLE GLASS	\$120	\$200
4b HUMANS	\$100	PRIMITIVE ART	\$60	\$160
5 SHENNA	\$100	PET MONSTERS	\$80	\$150
6 YXKLYX	\$200	SHINING SLIME	\$100	\$200
7a ZUM	\$200	CUSTOM HIVES	\$140	\$220
7b EEEPEEEP	\$100	PEDIGREE BOLTS	\$100	\$200
8 WHYNOMS	\$100	OTHER SHOES	\$80	\$160
9a CHOLOS	\$200	LIFE PROJECT	\$160	\$240
9b WOLLOW	\$100	PORTABLE PIPE ORGAN	\$80	\$160
10 QOSSUTH	\$200	INFINITE PUZZLES	\$120	\$250

* This price has been reduced by 20%. Only the DELL merchant can build by paying this price.



EEEP REFERENCE CARD

Each port in the EEEPEEEP system costs \$160. All other ports cost \$200.

Optional: Each fort in the EEEPEEEP system costs \$40. All other forts cost \$50.

FACTORIES

CULTURE	cost	FACTORY GOODS	cost	pays
1a NILLIS	\$100	GUARD PLANTS	\$60	\$140
1b VOLOIS	\$200	CANNED TRAITS	\$120	\$240
2 GRAW	\$200	GLORIOUS JUNK	\$100	\$200
3 NIKS	\$200	LIVING TOYS	\$80	\$180
4a DELL	\$200	DRIBBLE GLASS	\$120	\$200
4b HUMANS	\$100	PRIMITIVE ART	\$60	\$160
5 SHENNA	\$100	PET MONSTERS	\$80	\$150
6 YXKLYX	\$200	SHINING SLIME	\$100	\$200
7a ZUM	\$200	CUSTOM HIVES	\$140	\$220
7b EEEPEEEP	\$80*	PEDIGREE BOLTS	\$100	\$200
8 WHYNOMS	\$100	OTHER SHOES	\$80	\$160
9a CHOLOS	\$200	LIFE PROJECT	\$160	\$240
9b WOLLOW	\$100	PORTABLE PIPE ORGAN	\$80	\$160
10 QOSSUTH	\$200	INFINITE PUZZLES	\$120	\$250

* This price has been reduced by 20%. Only the EEEP merchant can build by paying this price.