

World of Plenty

Version 1.0

List of Wares

weaponshop repair shop collector hut												
output 01	output 01 amount	cycle duration	processor / buildings	input 01	input 01 amount	input 02	input 02 amount	input 03	input 03 amount	base price	demand	supply
clay	1	10	claypit	<<								
bricks	1	10	brickyard	clay	2							
trash	1	5	waste dump	<<geo						10		50
scrap metal	1	10	scrapyard	<<geo						20		20
metal	1	10	foundry	trash	2	scrap metal	1			60		10
wood	1	10	wood collector	<<						20	50	20
sawn off shotgun	1	80	weaponshop shotgun	metal	5	scrap metal	3	wood	2	300	50	0
bush knife	1	40	weaponshop bush knife	metal	1	wood	1				200	0
pick axe	1	40	weaponshop pick axe	metal	1	wood	1				15	5
empty fuel can	1	10	fuel can workshop	metal	5						30	0
yellow slime	5	20	nuclear power plant	<<geo		empty fuel can	1			5		50
tin can	1	12	can factory	scrap metal	2					30		20
atomic cola	1	8	atomic cola company	yellow slime	3	tin can	1			70	50	0
broken cell phone	1	20	cell phone collector	<<geo						10		30
copper	25	50	copper mine	<<geo		pick axe	1			100		30
wire	2	8	wire drawer	copper	1						10	10
plastics	1	3	waste sorting plant	trash	4					16	10	20
electronic parts	5	10	repair shop	copper	1	broken cell phone	3	plastics	5		0	5
radio	1	40	radio repair shop	metal	3	electronic parts	1	wire	1		50	0
geiger counter	1	40	gc repair shop	metal	2	electronic parts	1				50	0
flax	50	50	flax cultivation	pick axe	1							
textiles	1	16	weaving mill	flax	6						50	20
tent	1	20	tentmaker	textiles	5	wire	1				50	0
sneakers	1	20	cobbler	plastics	4	textiles	3				50	0
syringe	30	40	syringe workshop	plastics	8	metal	3				5	3
anti radiation medication	1	20	hospital	yellow slime	1	syringe	2				50	0