

### A quick reference for calculating your fair trades

Bronze Age (value =1)	Iron age (value =2)	Early Middle Age (value =4)
Stone	Iron	Copper
Lumber	Jewelry	Granite
Dye	Cloth	Gold
Wine	Ebony	Alabaster
Marble	Limestone	Honey
High Middle Age (value =8)	Late Middle age (value =16)	Colonial Era (value =32)
Rope	Basalt	Paper
Brick	Brass	Coffee
Salt	Silk	Wire
Glass	Talc Powder	Porcelain
Dried herbs	Gunpowder	Tar
Industrial Age (value =64)	Progressive Era (value =128)	Modern Era (value =256)
Rubber	Machine Parts	Packaging
Whale Oil	Explosives	Luxury Goods
Coke	Gasoline	Flavourants
Fertiliser	Asbestos	Convenience Food
Textiles	Tinplate	Ferroconcrete

For a trade to be fair, the value of the goods offered must be the same as those required.

As an example, if you are offering goods from the Iron Age (value 2) and require goods from Early Middle Ages (value 4) you would need two of every Iron Age goods to pay for one EMA goods.

The maximum allowed exchange rate in the FOE market place is 2:1 or 1:2 so for that reason, a fair trade can only be made if goods are from the same era or one era apart ( see the relevant values in the chart above). If you required Early Middle Age goods, but only had Bronze Age goods, you would need to sell bronze age goods in the market place and buy Iron Age goods at the rate of 2 Bronze age goods for 1 Iron Age. You could then offer the Iron Age goods for sale in return for Early Middle age goods at the rate of 2 Iron Age goods for 1 EMA goods. This effectively means you have used four Bronze Age goods to buy one Early Middle age good which ,as you can see in the relative values of each era above, is a fair trade.

The cost of goods beyond the Modern era is slightly more complicated, but most guilds continue to use the 2:1 ratio for each era all the way through to Future.