## Division of Labour

These quotations taken from Adam Smith's Wealth of Nations might be helpful:
"To take an example, therefore, from a very trifling manufacture; but one in which the division of labour has been very often taken notice of, the trade of the pin-maker; a workman not educated to this business (which the division of labour has rendered a distinct trade), nor acquainted with the use of the machinery employed in it (to the invention of which the same division of labour has probably given occasion), could scarce, perhaps, with his utmost industry, make one pin in a day, and certainly could not make twenty. But in the way in which this business is now carried on, not only the whole work is a peculiar trade, but it is divided into a number of branches, of which the greater part are likewise peculiar trades.

One man draws out the wire, another straights it, a third cuts it, a fourth points it, a fifth grinds it at the top for receiving, the head; to make the head requires two or three distinct operations; to put it on is a peculiar business, to whiten the pins is another; it is even a trade by itself to put them into the paper; and the important business of making a pin is, in this manner, divided into about eighteen distinct operations, which, in some manufactories, are all performed by distinct hands, though in others the same man will sometimes perform two or three of them. I have seen a small manufactory of this kind where ten men only were employed, and where some of them consequently performed two or three distinct operations. But though they were very poor, and therefore but indifferently accommodated with the necessary machinery, they could, when they exerted themselves, make among them about twelve pounds of pins in a day. There are in a pound upwards of four thousand pins of a middling size.

Those ten persons, therefore, could make among them upwards of forty-eight thousand pins in a day. Each person, therefore, making a tenth part of forty-eight thousand pins, might be considered as making four thousand eight hundred pins in a day. But if they had all wrought separately and independently, and without any of them having been educated to this peculiar business, they certainly could not each of them have made twenty, perhaps not one pin in a day; that is, certainly, not the two hundred and fortieth, perhaps not the four thousand eight hundredth part of what they are at present capable of performing, in consequence of a proper division and combination of their different operations."

- Adam Smith, Wealth of Nations
"This division of labour, from which so many advantages are derived, is not originally the effect of any human wisdom, which foresees and intends that general opulence to which it gives occasion. It is the necessary, though very slow and gradual consequence of a certain propensity in human nature which has in view no such extensive utility; the propensity to truck, barter, and exchange one thing for another."
- Adam Smith, Wealth of Nations

You may view a copy of the full text here (though it is not necessary to solve the puzzle): https://www.marxists.org/reference/archive/smith-adam/works/wealth-of-nations/

## Part One: Easy as 1, 2, 3

At the Factorio Manufactory, efficiency means everything. We currently have 6 products slated for production. Since this is your first time working here, it might be difficult for you to understand what the instructions are asking you to do. But l'm sure that after some experience, you'll start to get the hang of it.

## Product 1 Assembly Instructions

Step 1. Start with a primate as initial material.
Step 2. Produce a fruit that contains the material.
Step 3. Label the final product with a word one might commonly associate with it.

## Product 2 Assembly Instructions

Step 1. Start with an insect as initial material.
Step 2. Produce a vegetable by attaching a unit to it.
Step 3. Label the final product with a word that can be combined with it.

## Product 3 Assembly Instructions

Step 1. Start with a household pet as initial material.
Step 2. Produce a food item by flipping it over and attaching a unit to it.
Step 3. Label the final product by a word you might think of when you look at its outer part.

## Product 4 Assembly Instructions

Step 1. Start with a household pet as initial material.
Step 2. Produce the enigmatic second word in the title of a kid's show related to the base.
Step 3. Label the final product with a character from that show.

## Product 5 Assembly Instructions

Step 1. Start with an aquatic creature as initial material.
Step 2. Produce a word by attaching a unit of $P$ to the front of the base.
Step 3. Label the final product with an object that could be associated with it.

[^0]After you've assembled the final products, organize them to get them ready for trucking.

## Part Two: The First Law of Alchemy

You arrive at the marketplace, ready to sell your products. However, you've misplaced the reports from Marketing on the recommended prices. If only there was a way for you to figure out how much people are willing to pay for your products. Perhaps if you talk to the other vendors they can give you some ideas. If no one's willing to buy it, it's not worth anything!
Note: All prices are listed at cost per one unit of the listed product.
Disclaimer: Knowledge of fictional characters referenced is not necessary.

## A Surprisingly Knowledgeable Merchant of Cabbage

Due to the tragic loss of many of MY CABBAGES, I am selling knowledge on elements instead.

| Earth | Water | Fire | Air |
| :--- | :--- | :--- | :--- |
| $\$ 15.00$ | $\$ 10.00$ | $\$ 20.00$ | $\$ 5.00$ |

## Blue Fairy Reul Ghorm

I can grant you anything you wish for - as long as it's listed here.

| Beauty | Happiness | Wealth | True Love |
| :--- | :--- | :--- | :--- |
| $\$ 1.00$ | $\$ 3.00$ | $\$ 7.00$ | $\$ 16.00$ |

## Chemistry Teacher Heisenberg

These are unwanted byproducts of my experiments. I'll pay you to handle them for me.

| Cesium | Thorium | Uranium | Plutonium |
| :--- | :--- | :--- | :--- |
| $-\$ 5.00$ | $-\$ 10.00$ | $-\$ 15.00$ | $-\$ 20.00$ |

## Derby the Gambler

Whenever I gamble, I always come up the sole winner. Buy in at your own risk.

| Call | Deal | Fold | Raise |
| :--- | :--- | :--- | :--- |
| $\$ 10.00$ | $\$ 0.00$ | $\$ 0.00$ | $\$ 100.00$ |

## Exotic Creature Collector

Here's this week's rotation of 4 creatures for sale, out of 151 total. Gotta collect 'em all!

| Charmander | Togepi | Eevee | Snorlax |
| :--- | :--- | :--- | :--- |
| $\$ 0.00$ | $\$ 6.00$ | $\$ 9.00$ | $\$ 13.00$ |

## Fandom Thief 1412

Ladies and gentlemen! Tonight, I offer the chance for you to perform your own feats of magic!

| Showmanship | Effects | Misdirection | Mystery |
| :--- | :--- | :--- | :--- |
| $\$ 3.00$ | $\$ 4.00$ | $\$ 8.00$ | $\$ 12.00$ |


[^0]:    Product 6 Assembly Instructions
    Step 1. Start with an animal as initial material.
    Step 2. Produce the NATO codeword that comes after the codeword that contains the base.
    Step 3. Label the final product with an associated term.

