ID'd	Use	F. #	F. %	Name	Sell 0	Sell +1	Sell 3	Sell 4	Sell 5	Buy 0	Buy +1	Buy 3	Buy 4	Buy 5	Targ.
	Insert	20	22%	Jar of Holding	360	36	468	504	540	1,200	120	1,560	1,680	1,800	Y
	Insert	12	13%	Jar of Identity	900	90	1,170	1,260	1,350	3,000	300	3,900	4,200	4,500	Y
	Insert	10	11%	Melding Jar	1,500	150	1,950	2,100	2,250	5,000	500	6,500	7,000	7,500	Y
	Insert	8	9%	Jar of Hiding	360	36	468	504	540	1,200	120	1,560	1,680	1,800	
	Insert	8	9%	Storehouse Jar	750	75	975	1,050	1,125	2,500	250	3,250	3,500	3,750	Y
	Insert	7	8%	Jar of Change	360	36	468	504	540	1,200	120	1,560	1,680	1,800	Y
	Insert	5	6%	Pointless Jar	360	36	468	504	540	1,200	120	1,560	1,680	1,800	Y
	Insert	4	4%	Bottomless Jar	750	75	975	1,050	1,125	2,500	250	3,250	3,500	3,750	Y
	Insert	4	4%	Strengthening Jar	3,000	300	3,900	4,200	4,500	10,000	1,000	13,000	14,000	15,000	Y
	Insert	4	4%	Venting Jar	3,000	300	3,900	4,200	4,500	10,000	1,000	13,000	14,000	15,000	Y
	Insert	3	3%	Unbreakable Jar	900	90	1,170	1,260	1,350	3,000	300	3,900	4,200	4,500	Y
	Insert	3	3%	Weakening Jar	3,000	300	3,900	4,200	4,500	10,000	1,000	13,000	14,000	15,000	Y
	Insert	1	1%	Gaibara's Jar	4,500	450	5,850	6,300	6,750	15,000	1,500	19,500	21,000	22,500	Y
	Press	13	52%	Chiropractic Jar	450	45	585	630	675	1,500	150	1,950	2,100	2,250	
	Press	6	24%	Monster Jar	450	45	585	630	675	1,500	150	1,950	2,100	2,250	
	Press	6	24%	Walrus Jar	450	45	585	630	675	1,500	150	1,950	2,100	2,250	

ID'd	Use	Sell 0	Sell +1	Sell 3	Sell 4	Sell 5	Buy 0	Buy +1	Buy 3	Buy 4	Buy 5	F. #	F. %	Name	Targ.
	Insert	360	36	468	504	540	1,200	120	1,560	1,680	1,800	20	50%	Jar of Holding	Y
	Insert	360	36	468	504	540	1,200	120	1,560	1,680	1,800	8	20%	Jar of Hiding	
	Insert	360	36	468	504	540	1,200	120	1,560	1,680	1,800	7	18%	Jar of Change	Y
	Insert	360	36	468	504	540	1,200	120	1,560	1,680	1,800	5	13%	Pointless Jar	Y
	Insert	750	75	975	1,050	1,125	2,500	250	3,250	3,500	3,750	8	67%	Storehouse Jar	Y
	Insert	750	75	975	1,050	1,125	2,500	250	3,250	3,500	3,750	4	33%	Bottomless Jar	Y
	Insert	900	90	1,170	1,260	1,350	3,000	300	3,900	4,200	4,500	12	80%	Jar of Identity	Y
	Insert	900	90	1,170	1,260	1,350	3,000	300	3,900	4,200	4,500	3	20%	Unbreakable Jar	Y
	Insert	1,500	150	1,950	2,100	2,250	5,000	500	6,500	7,000	7,500	10	100%	Melding Jar	Y
	Insert	3,000	300	3,900	4,200	4,500	10,000	1,000	13,000	14,000	15,000	4	36%	Strengthening Jar	Y
	Insert	3,000	300	3,900	4,200	4,500	10,000	1,000	13,000	14,000	15,000	4	36%	Venting Jar	Y
	Insert	3,000	300	3,900	4,200	4,500	10,000	1,000	13,000	14,000	15,000	3	27%	Weakening Jar	Y
	Insert	4,500	450	5,850	6,300	6,750	15,000	1,500	19,500	21,000	22,500	1	100%	Gaibara's Jar	Y
	Press	450	45	585	630	675	1,500	150	1,950	2,100	2,250	13	52%	Chiropractic Jar	
	Press	450	45	585	630	675	1,500	150	1,950	2,100	2,250	6	24%	Monster Jar	
	Press	450	45	585	630	675	1,500	150	1,950	2,100	2,250	6	24%	Walrus Jar	

ID'd	F. #	F. %	Name	Sell 0	Sell +1	Sell 3	Sell 4	Sell 5	Sell 6	Sell 7	Buy 0	Buy +1	Buy 3	Buy 4	Buy 5	Buy 6	Buy 7
	10	15%	Accelerating Staff	210	21	273	294	315	336	357	700	70	910	980	1,050	1,120	1,190
	9	13%	Staff of Paralysis	450	45	585	630	675	720	765	1,500	150	1,950	2,100	2,250	2,400	2,550
	8	12%	Switching Staff	210	21	273	294	315	336	357	700	70	910	980	1,050	1,120	1,190
	7	10%	Knockback Staff	150	15	195	210	225	240	255	500	50	650	700	750	800	850
	7	10%	Pain Sharing Staff	360	36	468	504	540	576	612	1,200	120	1,560	1,680	1,800	1,920	2,040
	5	7%	Staff of Sloth	210	21	273	294	315	336	357	700	70	910	980	1,050	1,120	1,190
	5	7%	Lightning Staff	600	60	780	840	900	960	1,020	2,000	200	2,600	2,800	3,000	3,200	3,400
	4	6%	Doppelganger Staff	450	45	585	630	675	720	765	1,500	150	1,950	2,100	2,250	2,400	2,550
	3	4%	Staff of Misfortune	150	15	195	210	225	240	255	500	50	650	700	750	800	850
	3	4%	Staff of Stability	360	36	468	504	540	576	612	1,200	120	1,560	1,680	1,800	1,920	2,040
	3	4%	Sealing Staff	450	45	585	630	675	720	765	1,500	150	1,950	2,100	2,250	2,400	2,550
	2	3%	Staff of Postpone	150	15	195	210	225	240	255	500	50	650	700	750	800	850
	1	1%	Staff of Happiness	150	15	195	210	225	240	255	500	50	650	700	750	800	850
	0	0%	Staff of Recovery	360	36	468	504	540	576	612	1,200	120	1,560	1,680	1,800	1,920	2,040
	0	0%	Bufu's Staff	900	90	1,170	1,260	1,350	1,440	1,530	3,000	300	3,900	4,200	4,500	4,800	5,100

ID'd	Sell 0	Sell +1	Sell 3	Sell 4	Sell 5	Sell 6	Sell 7	Buy 0	Buy +1	Buy 3	Buy 4	Buy 5	Buy 6	Buy 7	F. #	F. %	Name
	150	15	195	210	225	240	255	500	50	650	700	750	800	850	7	54%	Knockback Staff
	150	15	195	210	225	240	255	500	50	650	700	750	800	850	3	23%	Staff of Misfortune
	150	15	195	210	225	240	255	500	50	650	700	750	800	850	2	15%	Staff of Postpone
	150	15	195	210	225	240	255	500	50	650	700	750	800	850	1	8%	Staff of Happiness
	210	21	273	294	315	336	357	700	70	910	980	1,050	1,120	1,190	10	43%	Accelerating Staff
	210	21	273	294	315	336	357	700	70	910	980	1,050	1,120	1,190	8	35%	Switching Staff
	210	21	273	294	315	336	357	700	70	910	980	1,050	1,120	1,190	5	22%	Staff of Sloth
	360	36	468	504	540	576	612	1,200	120	1,560	1,680	1,800	1,920	2,040	7	70%	Pain Sharing Staff
	360	36	468	504	540	576	612	1,200	120	1,560	1,680	1,800	1,920	2,040	3	30%	Staff of Stability
	360	36	468	504	540	576	612	1,200	120	1,560	1,680	1,800	1,920	2,040	0	0%	Staff of Recovery
	450	45	585	630	675	720	765	1,500	150	1,950	2,100	2,250	2,400	2,550	9	56%	Staff of Paralysis
	450	45	585	630	675	720	765	1,500	150	1,950	2,100	2,250	2,400	2,550	4	25%	Doppelganger Staff
	450	45	585	630	675	720	765	1,500	150	1,950	2,100	2,250	2,400	2,550	3	19%	Sealing Staff
	600	60	780	840	900	960	1,020	2,000	200	2,600	2,800	3,000	3,200	3,400	5	100%	Lightning Staff
	900	90	1,170	1,260	1,350	1,440	1,530	3,000	300	3,900	4,200	4,500	4,800	5,100	0	100%	Bufu's Staff