

## **The art of the [exchange]**

On Venlil Prime, a small but daring set of entrepreneurs are setting up to tackle a new market, ~~predators~~ humans. To do so, the small staff of at least 2 venlil and one gojid hire(?) a (singular due to budget constraints,) human refugee, who tests/reviews their “new” gadgets/prototypes/ideas. What kinds of devices/accessories would the prey species think humans want or need, (based on funny assumptions mostly,) especially without (deep) knowledge of Earth’s history, trends, and industries?

## **Secondary Prompt: The [Claws] of Life**

At the tail end of a major space battle (,which one is your pick,) a ship is sent on a mission to save as many lives as possible from the parts of the fleet that were damaged and/or disabled. They (a mixed group of course) end up finding various people in different levels of barely surviving plasma hits and maintaining failing life support systems. How do different species approach rescue missions, prying out survivors while keeping calm about the ticking time bombs that are damaged ship drives?