

Ferengi Rules of Acquisition (abbreviated list)

- Rule 001 - Once you have their money, you never give it back.
Rule 002 - The best deal is the one that brings the most profit.
Rule 003 - Never spend more for an acquisition than you have to.
Rule 006 - Never allow family to stand in the way of opportunity.
Rule 007 - Keep your ears open.
Rule 008 - Small print leads to large risk.
Rule 009 - Opportunity plus instinct equals profit.
Rule 010 - Greed is eternal.
Rule 011 - Even if it's free, you can always buy it cheaper.
Rule 012 - Anything worth doing is worth doing for money.
Rule 013 - Anything worth doing is worth doing twice.
Rule 014 - Keep your family close, keep your Latinum closer.
Rule 016 - A deal is a deal. (until a better one comes along).
Rule 017 - A contract is a contract is a contract - but only between Ferengi.
Rule 018 - A Ferengi without profit is no Ferengi at all.
Rule 019 - Satisfaction is not guaranteed.
Rule 020 - Only give money to people you know you can steal from.
Rule 021 - Never place friendship before profit.
Rule 022 - A wise man can hear profit in the wind.
Rule 024 - Latinum can't buy happiness, but you can sure have a blast renting it.
Rule 025 - There's always a way out.
Rule 026 - As the customers go, so goes the wise profiteer.
Rule 027 - There's nothing more dangerous than an honest businessman.
Rule 028 - Whisper your way to success.
Rule 033 - It never hurts to suck up to the boss.
Rule 034 - War is good for business.
Rule 035 - Peace is good for business.
Rule 037 - If it's free, take it and worry about hidden costs later.
Rule 039 - Friendship is temporary; profit is forever.
Rule 041 - Profit is its own reward.
Rule 044 - Never confuse wisdom with luck.
Rule 045 - Ambition knows no family.
Rule 046 - Make your shop easy to find.
Rule 047 - Don't trust a man wearing a better suit than your own.
Rule 048 - The bigger the smile, the sharper the knife.
Rule 049 - Everything is worth something to somebody.
Rule 050 - Gratitude can bring on generosity.
Rule 051 - Reward anyone who adds to your profits so they will continue to do so.
Rule 052 - Never ask when you can take.
Rule 057 - Good customers are as rare as Latinum, Treasure them.
Rule 058 - There is no substitute for success.
Rule 059 - Free advice is seldom cheap.
Rule 060 - Keep your lies consistent.
Rule 062 - The riskier the road, the greater the profit.
Rule 069 - Ferengi are not responsible for the stupidity of other races.
Rule 072 - Never trust your customers.
Rule 075 - Home is where the heart is, but the stars are made of Latinum.
Rule 076 - Every once in a while, declare peace. "It confuses the hell out of your enemies".
Rule 077 - It's better to swallow your pride than to lose your profit.
Rule 078 - When the going gets tough, the tough change the Rules.
Rule 082 - The flimsier the product, the higher the price.
Rule 084 - A friend is not a friend if he asks for a discount.
Rule 085 - Never let the competition know what you're thinking.
Rule 087 - A friend in need means three times the profit.
Rule 092 - There are many paths to profit.
Rule 093 - Act without delay! The sharp knife cuts quickly.
Rule 095 - Expand or die.
Rule 097 - Enough... is never enough.
Rule 098 - Every man has his price.
Rule 099 - Trust is the biggest liability of all.
Rule 100 - If they take your first offer, you either asked too little or offered too much.
Rule 101 - The only value of a collectible is what you can get somebody else to pay for it.
Rule 102 - Nature decays, but Latinum lasts forever.
Rule 105 - Don't trust anyone who trusts you.
Rule 106 - There is no honor in poverty.
Rule 107 - A warranty is valid only if they can find you.
Rule 109 - Dignity and an empty sack is worth the sack.
Rule 111 - Treat people in your debt like family, exploit them [ruthlessly].
Rule 112 - Never have sex with the boss' sister.
Rule 113 - Always have sex with the boss.
Rule 115 - The best contract always has a lot of fine print.
Rule 116 - There's always a catch.
Rule 125 - You can't make a deal if you're dead.
Rule 126 - Count it.
Rule 127 - Stay neutral in conflict so that you can sell supplies to both sides.
Rule 135 - Never trust a beneficiary.
Rule 141 - Only fools pay retail.
Rule 142 - There's no such thing as an unfair advantage.
Rule 143 - Risk is part of the game... play it for all it's worth.
Rule 146 - Necessity, n. The mother of invention. Profit is the father.
Rule 162 - Even in the worst of times, someone turns a profit.
Rule 169 - Competition and fair play are mutually exclusive.
Rule 171 - Blood is thicker than water, and Latinum is thicker than both.
Rule 177 - Know your enemies... but do business with them always.
Rule 181 - Not even dishonesty can tarnish the shine of profit.
Rule 188 - A fool and his money is the best customer.
Rule 189 - Let others keep their reputation. You keep their money.
Rule 190 - Hear all, trust nothing.
Rule 191 - A Ferengi waits to bid until his opponents have exhausted themselves.
Rule 194 - It's always good business to know about new customers before they walk in your door.
Rule 202 - The justification of profit is profit.
Rule 208 - Sometimes the only thing more dangerous than a question is an answer.
Rule 211 - Employees are the rungs on the ladder of success... don't hesitate to step on them.
Rule 217 - You can't free a fish from water.
Rule 218 - Always know what you're buying.
Rule 219 - Possession is 11/10 of the law.
Rule 236 - You can't buy fate.
Rule 239 - Never be afraid to mislabel a product.
Rule 241 - Never trust a hardworking employee.
Rule 242 - More is good... all is better.
Rule 255 - A wife is a luxury... a smart accountant, a necessity.
Rule 256 - Accountants do not play the game; they only keep the score.
Rule 260 - Life's not fair. How else would you turn a profit?
Rule 261 - A wealthy man can afford anything except a conscience.
Rule 262 - A verbal contract isn't worth the paper it's written on.
Rule 263 - Never allow doubt to tarnish your lust for Latinum.
Rule 265 - The customer is always right, (...until you get their cash).
Rule 266 - When in doubt, lie.
Rule 267 - If you believe it, they believe it.
Rule 270 - In business deals, a disruptor can be almost as important as a calculator.
Rule 277 - Anything worth fighting for is worth hiding from.
Rule 284 - Deep down, everyone's a Ferengi.
Rule 285 - No good deed ever goes unpunished.
The Unwritten Rule - When no appropriate Rule applies, make one up!