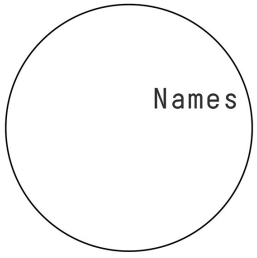


CATALOGUE

First Impressions



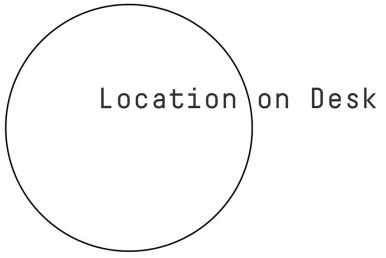


Names I Give Them

Airwaves Chewing Gum

Yu-Gi-Oh! Card

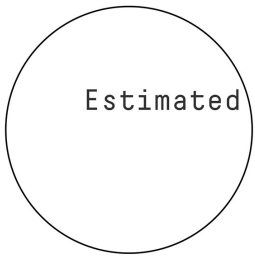
Aphex Twin CD



Aphex Twin CD

Yu-Gi-Oh! Card

Airwaves Chewing Gum



Estimated value



£0.0001



£4.15



£12.50



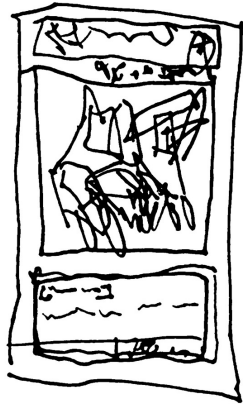
Brief Summary

Airwaves is a brand of sugarfree chewing gum produced by the Wm. Wrigley Jr. Company, and sold primarily in Europe and East Asia. The brand is marketed for its intense flavor similar to the effect one would get from the consumption of cough drops (which are also sold by Wrigley's). This intensity of flavor is obtained by including Eucalyptus and Menthol in the candy coating of the tablets of gum.

The Yu-Gi-Oh! Trading Card Game is a Japanese collectible card game developed and published by Konami. It is based on the fictional game of Duel Monsters created by manga artist Kazuki Takahashi, which is the main plot device during the majority of the manga franchise, Yu-Gi-Oh!, and its various anime adaptations and spinoff series.

...I Care Because You Do is the third studio album by electronic musician Richard D. James under the alias Aphex Twin, released on 24 April 1995 by Warp. Containing material recorded between 1990 and 1994, the album marked James's return to a percussive sound following the largely beatless Selected Ambient Works Volume II (1994), and pairs abrasive rhythms with symphonic and ambient elements. The cover artwork is a self-portrait by James.

Rough Sketch





What They Mean to Me

This album, along with others, was a massively defining work of music we had in a red crate in our car in the 2000s. The music in that car defined my childhood interests, and ultimately impacted on my opinions and tastes today. I recently found a whole set of CDs in our cellar, which is why this is on my desk right now. Despite not having a CD player right now, This album means a lot to me.

Yu-Gi-Oh! is a card game from my youth, most notably Year 3 of Junior School. Nobody really knew how to play properly, which is probably why this card was so good. It's also in Japanese, a language not understood by me, which most likely aided in this card's strength, since nobody could read it. This item means a bit to me for nostalgic reasons, and even triggered a recent spontaneous interest in the game again (ironically, of course).

This pack of chewing gum was found in my trouser pocket, having been through the wash. I was surprised at how in-tact it still was, and was even tempted to to have a piece, but my better judgement stopped me at the last moment. This item doesn't really mean much to me, and should really just be in the bin by now.

