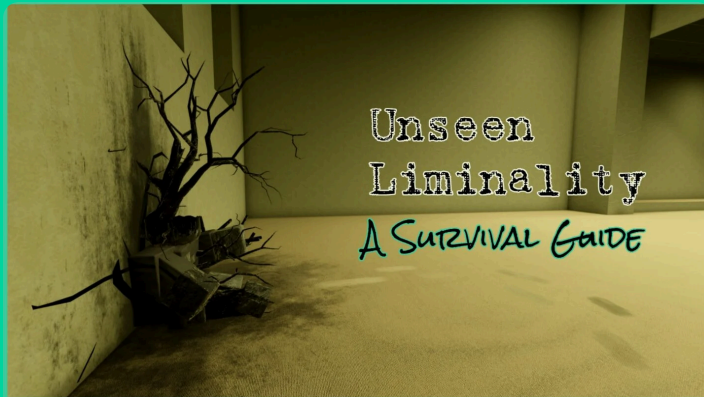




WALKTHROUGHS



Unseen Liminality Walkthrough

By **Meriel Green**

May 21, 2026



FEATURED

Best Horror Games On Itch.io – May 2026

By **Adele Wilson**

May 27, 2026

WALKTHROUGHS

IOS



FARMVILLE WALKTHROUGH

Rock the farm. We have taken our **FarmVille** Strategy Guide and Walkthrough, the biggest free such games guide on the Internet, and updated it to make it even bigger. How can this be? Check it out and see.

By **Kellie Cardwell-Winters** May 13, 2010

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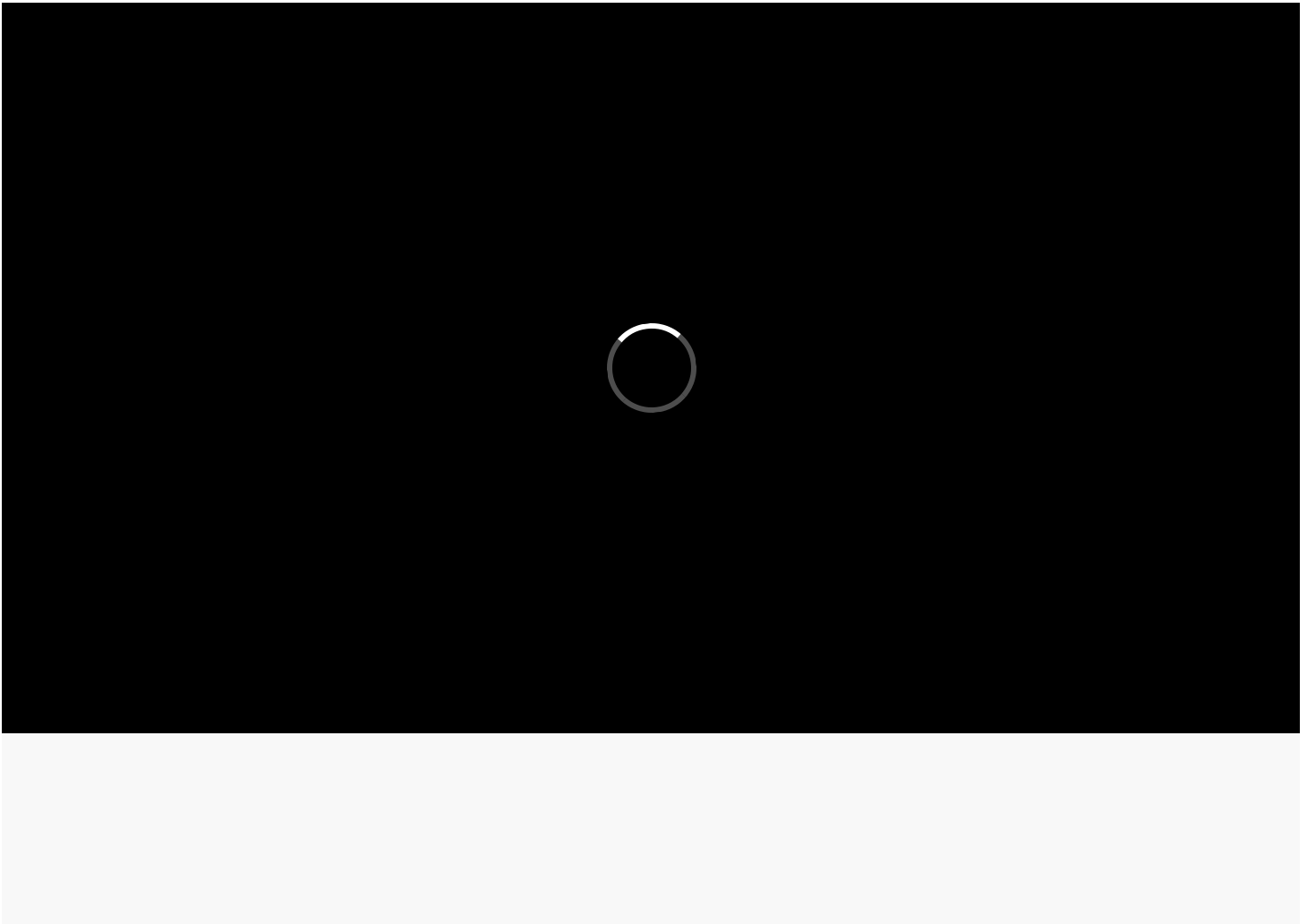




Game strategies/Important Considerations/Tips and Tricks

Welcome to Gamezebo's **FarmVille** game guide and walkthrough. **FarmVille** is a farm simulation game played on Facebook by Zynga. This walkthrough includes tips and tricks, helpful hints, and a strategy guide to help you play **FarmVille**.

This walkthrough will be updated as the game changes, so bookmark this page and come back often!



General Game Information



- Farmville is a real-time Farming Simulation game developed by Zynga which is played on the social networking site Facebook since since June 19th of 2009.

- The object of the game is to start out with a small piece of farm land and a little money and by making wise choices in your purchases, planting strategies, and investing your profits back into the farm wisely, over time you can grow the farm into an amazing farming empire.
- You purchase seeds for items such as flowers and vegetables and harvest and sell them for profit. You can also purchase animals and trees that you can harvest for funds. The more money you make the bigger and more elaborate of a farm you can build.
- The game is highly dependent on its social component for success. The more neighbors you have the more items that can be gifted to you for use in your farm and you can also visit your neighbor's farm helping with various tasks such as chasing away a destructive group of pests, raking leaves, pulling weeds, or fertilizing crops for extra points.
- There are two types of currencies in the game which are Farmville Coins and Farmville Cash.
- Farmville coins can be earned by harvesting your crops, trees and products from animals, or selling items back to the game.
- Farmville Cash is a special currency that allows you to purchase luxury items for your farm. This currency must be purchased with your own cash using Paypal or a credit card. Farmville cash allows you to purchase items in the game that will help you to level up much faster. You earn 1 Farmville Dollar each time you advance a level which makes them very precious.
- XP (Experience Points) are earned throughout the game in varying amounts and are what you need to level up in the game. The more XP points you earn, the faster you move up in levels and can unlock items for purchase and use on your farm.
- The game has 70 levels (437,000 XP) and the beginning levels are very short but the further up in the game you advance the further apart the levels are eventually reaching 10,000 points between levels at the mid point of the game. Once you reach level 34 you will be awarded 10,000 coins each time you move up a level in addition to the 1 Farmville Cash earned each level from the start of the game.
- The more you play the more items you can unlock for purchase and for gifting.
- There are multiple ribbons you can earn in the game and by sharing the news with your friends they can pick up cash bonuses as well.
- Many of the items in the game you can decorate your farm with are animated and have great special effects.
- The game offers an ever changing amount of items that coincide with the season. At Christmas the game offers Christmas Trees and special holiday gifts you could send

to your friends which can not be opened until Christmas day. The seasonal gifts are rare items to be used on the farm or sold back for coins.

- The game is constantly changing and evolving offering special themes for holidays and seasons. Many rare items can be collected during the holiday seasons.
- You can upgrade the size of your farm from time to time and place more plots of land increasing your overall profits.
- Chickens can be placed into a coop and when you have enough they will produce mystery eggs with random prizes to use on your farm or sell back for coins.
- Cows can be placed in a dairy shed and if you place female cows and bulls inside you will occasionally have a baby calf added to your farm.
- Each animal in the game has a period of time until it is mature and can have something harvested from it. (See animals below.)
- Crops consist of vegetables, fruits, grains, flowers and rare plants all harvested at varying times.
- Animals in the game produce an item which can be harvested at varying times. (See Animals below.)
- Animals never die or are slaughtered in the game but can wander off of your land if not attended to.
- Animals can be obtained by purchase from the Market, gift or adoption if it wanders onto your farm.
- You can take pictures of your Farm with a special camera feature found at the lower right menu. (See image and instructions in “Game Elements” and “Taking Farmville Photos”) These images will appear on your Facebook profile page and in your Facebook photo album for friends and neighbors to see.
- You can join in one of several available Co-Op jobs with your neighbors. The faster you complete the job the more coins and XP you will earn. Those completing several jobs with gold medal status will earn ribbons for their achievements.
- Purchase a Puppy for your Farm! Puppies can be purchased for coins or Cash and have different requirements based on the puppy you choose. After feeding your puppy each day for 14 days he will grow into an adult dog that can do tricks and even help you out around the Farm. You can set the dog to follow your avatar around the farm or stay put wherever you want him.
- Ask your neighbors to help you build Botanical Gardens or a Nursery Barn for your baby Foals. Purchase the foundation in the Market and ask your neighbors to send you 10 of each part needed until you have all 50 pieces. Once you have everything you will have a completed structure to place on your Farm.

Game Strategies

- Farmville works on a 23 hour day so be sure to take this into consideration when calculating per hour values.
- Before you begin playing the game it is a good idea to think about the amount of time you can devote to Farmville. If you can check on your crops multiple times throughout the day you will use a very different strategy than someone that can only check in once a day or once a week.
- Do not purchase decorative items for your farm right away. Use all of your money to plant seeds and depending on how often you can check back you will want to do this for quite a while. If you really want decorative items right away ask your friends to gift it to you until you can safely afford it yourself.
- Sell back gifts you don't like for extra coins and store the ones you do want to keep on the outer perimeter of your farm saving as much land for planting crops as possible.
- Expand your farm as soon as you can safely do so financially. When you reach the point you can afford to pay for a land size increase (expansion) and still have enough to plant 4 your current crop at least twice you are safe to expand your farm.
- There are several ways to determine which crops are the most lucrative to plant in the game. To determine the profit per hour an item will give you take the amount earned at harvest and deduct the cost of the seed and 15 coins to cover the cost for prepping the land. Divide this number by the number of hours until the crop reaches maturity and this will give you the profit per hour of a particular crop. Compare these values to determine which crops are best for you to plant. (These values have been calculated for you in this guide. See Crops below.)
- Consider the amount of XP (experience points) you will earn per planted plot of land. If you choose to plant crops that take a day or more to mature divide the harvest time by the number of XP to determine how many XP you can earn per day.
- Having a large number of friends is the best way to do well in this game. While in the game click on the tab at the upper left that says, "My Neighbors" as you scroll down it will show you which friends are already your Farmville neighbor and which ones play the game but are not yet your neighbor. This menu shows what level each person is on and how many coins they have. Choose friends that are at least on level 5 or higher as they are actually playing the game. Some people may try it but decide not to play and they usually are at level 1 with no points. Choose each friend which is level 5 and over and it will send them an individual invitation that must be approved by the person you send it to. You can only invite a certain number of neighbors each day which can vary but usually it is around 20 or 30 per day.
- Once you have several neighbors you can visit each one of them daily for extra experience points (XP) and coins. You will earn 20 coins and 5 XP for each neighbor you help out and 4 Coins and 1 XP for *each* plot of land you fertilize for them up to a

maximum of 5 plots of land per day. You can only do this once per day per neighbor in a 23 hour day. (Potentially a maximum of 10XP and 40 Coins per Neighbor visit.)

- You can also earn extra coins and XP by feeding your Neighbor's Chickens that are in a Chicken Coop. This will earn you an additional 4 coins and 1 XP per day. This can only be done 1 x per day for a maximum of 20 Neighbors.
- Harvest Time – The time it takes for a crop to mature is the amount of time you have to harvest it before it dies. For example, if an item takes 1 day to reach maturity once it actually reaches maturity you have 1 day to harvest it. Each crop has a varying maturity time so be sure to take note of it. If an item takes 4 hours to mature, once it reaches maturity you have 4 hours to harvest it.
- NOTE – Do not purchase crops that have the shorter harvest times unless you are certain you will be there in time to harvest it. This is the most common mistake that loses money for players in the game.
- Trees and animals do not die and do not have a harvest deadline or penalty so if you can't check in frequently it may be a better strategy for you to have a farm dependent on animal and tree production.
- Some players are so advanced in the game they no longer choose to plant flowers or vegetables. If you visit a neighbor with an elaborate farm you will be asked to help them out by clearing weeds or leaves or chasing away pests but if they have no fields to plant you will see a red circle around the bottle of fertilizer at the upper left corner of the screen. NOTE – You will also see this if there are no plots of land left to fertilize in an individual's farm.
- Optional Strategy – Strawberries at first, then Soybeans, Peppers, Grapes and Peas are the crops that give you the most profit for your initial investment. These were the only crops I planted the entire time I played the game and I was able to become a millionaire in under 2 weeks without buying any extras or decor until I had earned my first 5,000 coins.
- Soybeans are a great crop for people with limited time to play the game. They earn a high yield and give you nearly 2 days (maturity and recovery time) before you have to harvest them. As you progress in the game, Chili Peppers, Grapes and Peas are also excellent choices.
- The crop in the game with the highest coin per hour yield (as of the publish date of this writing) is peas with 7.65 Coins earned/Hour.
- The crop in the game with the lowest coin per hour yield (as of the publish date of this writing) is wheat with 0.94 coins earned /Hour.
- Once you have a very large farm you may want to consider dividing it up into 3 large crops alternating crops that take several days to harvest so that you have at least 1 crop to harvest each day. This is ideal once you have at least 100,000 coins in reserve.

- Beware of sites at that promise you large amounts of free Farmville cash for inviting friends to their site as many of these are scams owned by people trying to get personal information from you. There are links at the bottom of this guide with reputable sites to meet potential Farmville friends.

Tricks to Level up Fast



- **Hay Bale Purchase Trick** – If you want to level up fast in the game one popular method is to purchase yellow hay bales for 100 coins each. You will earn 5 XP for every one you place and you do not have to give up crop space to do so as in other methods. After you place the hay bales and get your XPs you can sell back each hay bale for 5 coins each which is equal to 19 coins per XP.
- **Soybean Delete Method** – In this method as soon as you harvest your Soybean crop immediately plant more soybean seeds then delete each plot, place new plots, and plant soybeans in them again. This is a lot of work and will cost you 30 Coins per plot (15 to plow and 15 for the soybean seed.) but will earn you 3 XP (1 XP for plowing expense and 2 XP for sowing expense) which comes out to 10 coins per 1 XP. After you finish this process replant the crops again and continue with the game.
- These methods will cost a lot of coins but if you are waiting on purchasing buildings and decor you should have enough coins to try these methods if you wish.
- Make sure you have enough cash reserve (At least 100,000 Coins) before you try these methods as if you run completely out of money you will have to start all over.

Trapping your Farmer to Gain Time



- GREAT TIP** – Your Farmer avatar will walk to any location you click on in the game. If you have a very large farm this can take a considerable amount of time for the farmer to walk to all the locations to harvest items. Each time you begin the game the avatar is always positioned in a specific area of the game board. Take note of this location and purchase at least 4 -6 bales of hay (100-125 Coins each) and surround your farmer avatar so he/she will not be able to walk. Anytime the farmer can not walk somewhere in the game due to a fence or structure the game will let you click on the area you want to harvest without your farmer having to walk there. Trapping the farmer is a great way to increase your speed in harvesting.

Level information

Levels



- Farmville has 70 levels with varying amounts of points per level.
- The beginning levels are very short and it takes more points to advance the further along in the game you are.
- Each level has a name and Gold coins and XPs are awarded each time you advance a level.
- Once you reach level 35 in the game you will be awarded 10,000 coins each time you advance a level.

Level 1

- **“Field Hand”**
- 1-19 XP

Level 2

- **“Kinderfarmer”**
- 20 – 39 XP
- Unlocked Item – Plum Tree

Level 3

- **“Amateur Farmer”**
- 40-89 XP
- Unlocked Items – Fig Tree, Green Hay Bale, Barrel (all colors)

Level 4

- **“Able Farmer”**
- 90 – 199 XP
- Unlocked Items – Chicken, Haystack, Peach Trees, Squash, Rest Tent and Crate.
- NOTE – Farmer can now fertilize neighbor’s crops.

Level 5

- **“Handy Farmer”**
- 200–349 XP
- Unlocked Items – White and Brown Stools, Pumpkin.

Level 6

- **“Nimble Farmer”**
- 350 – 549 XP
- Unlocked Items – Mailbox, Tool Shed, Artichokes
- NOTE – This is the first level in which you can buy Storage for your farm items. (See Storage)

Level 7

- **“Savvy Farmer”**
- 550–799 XP
- Unlocked Items – Butter Churn, Sheep, Lemon Tree, Rice and Hay Roll.

Level 8

- **“Fancy Farmer”**
- 800–1,299 XP
- Unlocked Items – Tool Shed, Wood Pile, Daffodils, Raspberries, and Apricot Tree.

Level 9

- **“Sophisticated Farmer”**
- 1,300 – 1,799 XP
- Unlocked Items – Bird Bath, Bicycles, Cotton, Cow Topiary, and Wagon.

Level 10

- **“Splendid Farmer”**

- 1,800 – 2,299 XP
- Unlocked Items – Bell Peppers and Grapefruit Tree.

Level 11

- **“Farming Magician”**
- 2,300 – 2,799 XP
- Unlocked Items – Stone Mailboxes.

Level 12

- **“Farming Wizard”**
- 2,800 – 3,299 XP
- Unlocked Items – Red and Pink Tractors, Rabbits, Peppers and Wheelbarrow.

Level 13

- **“Jolly Rancher”**
- 3,300 – 3,899 XP
- Unlocked Items – Harvester, Pink Fence, Wood Bench, Soybeans, Apple Trees, Cherry Trees, Grain Silo and Wheat.

Level 14

- **“Produce Professional”**
- 3,900 – 4,499 XP
- Unlocked Items – Aloe Vera Plant, Banana Tree, Seeder, Black, Blue, and Green Fences.

Level 15

- **“Professor of Agriculture”**
- 4,500 – 5,499 XP
- Unlocked Items – Duck, Covered Wagon, Workshop, Pineapple Seeds, and Red Tulip Seeds.

Level 16

- **“Hot Shot Farmer”**
- 5,500 – 6,499 XP
- Unlocked Items – Lil’ Red Wagon, Patty-pan Squash Seeds, and Pig Topiary.

Level 17

- **“Super Shoveler”**
- 6,500 – 7,499 XP
- Unlocked Items – Passion Fruit, Flag for USA, BBQ, and Blueberry Seeds.

Level 18

- **“Super Grower”**
- 7,500 – 8,499 XP
- Unlocked Items – Goat, Hay Wagon, and Watermelon Seeds.

Level 19

- **“Professional Plower”**
- 8,500 – 9,499 XP
- Unlocked Items – Bunny Topiary, Bird House, Hedge, Pink Cottage, Black Cottage, and Grape Seeds.

Level 20

- **“Green Giant”**
- 9,500 – 11,499 XP
- Unlocked Items – Date Tree, Pagoda, Pink Rose Seeds and Tomato Seeds.

Level 21

- **“Rockstar Farmer”**
- 11,500 – 13,499 XP
- Unlocked Items – Horse, Lawnmower, Sand Box, and Potato seeds.

Level 22

- **“Barnyard Behemoth”**
- 13,500 – 15,499 XP
- Unlocked Items – Windmill, Duck Topiary, Axe, Wagon Wheel, Carrot Seeds.

Level 23

- **“Magnificent Farmer”**
- 15,500 – 17,499 XP

- Unlocked Items – Pomegranate Tree, Water Pump, and Coffee Beans.

Level 24

- **“Cream of the Crop”**
- 17,500 – 20,499 XP
- Unlocked Items – Log Cabin, Telephone Pole, and Corn seeds.

Level 25

- **“Sensational Sower”**
- 20,500 – 24,499 XP
- Unlocked Items – Elephant Topiary, Light Post, and Sunflower Seeds.

Level 26

- **“Sultan of Soil”**
- 25,000 – 29,999 XP
- Unlocked Items – Farm House, and Ghost Chili Pepper Seeds.

Level 27

- **“Thrill of the Till”**
- 30,000 – 34,999 XP
- Unlocked Items – Iron Bench, and Cabbage Seeds.

Level 28

- **“Master of the Pasture”**
- 35,000 – 39,999 XP
- Unlocked Items – Green Tea

Level 29

- **“Sensation of the Plantation”**
- 40,000 – 45,999 XP
- Unlocked Items – Black Berry Seeds.

Level 30

- **“Lord of the Plow”**
- 46,000 – 52,999 XP
- Unlocked Items – Green House, Lavender and Red Wheat.

Level 31

- **“Bastillion of the Barn”**
- 53,000 – 60,999 XP
- Unlocked Items – Lodge, and Sugar Cane.

Level 32

- **“Ace of Acreage”**
- 61,000 – 68,999 XP
- Unlocked Items – Peas and Olive Tree.

Level 33

- **“Livestock Lord”**
- 69,000 – 77,999 XP
- Unlocked Items – Yellow Melon Seeds.

Level 34

- **“Practiced Farmer”**
- 78,000 – 86,999 XP
- Unlocked Items – Onion, Villa.

Level 35

- **“Skilled Farmer”**
- 87,000 – 96,999 XP
- Unlocked Items – Lillies and Broccoli seeds.

Level 36

- **“Green Ribbon Farmer”**
- 97,000 – 106,999 XP
- Unlocked Items – Acorn Squash Seeds.

Level 37

- **“Clever Farmer”**
- 107,000 – 116,999 XP
- Unlocked Items – Asparagus Seeds.

Level 38

- **“Great Farmer”**
- 117,000 – 126,999 XP
- Unlocked Items – None.

Level 39

- **“Smart Farmer”**
- 127,000 – 136,999 XP
- Unlocked Items – None.

Level 40

- **“Model Farmer”**
- 137,000 – 146,999 XP
- Unlocked Item – Buffalo Topiary.

Level 41

- **“Frugal Farmer”**
- 147,000 – 156,999 XP
- Unlocked Items – None.

Level 42

- **“Hot Shot Farmer”**
- 157,000 – 166,999 XP
- Unlocked Items – None.

Level 43

- **“Proficient Farmer”**
- 167,000 – 176,999 XP
- Unlocked Items – None.

Level 44

- **“Sophisticated Farmer”**
- 177,000 – 186,999 XP
- Unlocked Items – None.

Level 45

- **Accomplished Farmer”**
- 187,000 – 196,999 XP
- Unlocked Items – None.

Level 46

- **“Brilliant Farmer”**
- 197,000 – 206,999 XP
- Unlocked Items – None.

Level 47

- **“Prominent Farmer”**
- 207,000 – 216,999 XP
- Unlocked Items – None.

Level 48

- **“Expert Farmer”**
- 217,000 – 226,999 XP
- Unlocked Items – None.

Level 49

- **“Genius Farmer”**
- 227,000 – 236,999 XP
- Unlocked Items – None.

Level 50

- **“Big League Farmer”**
- 237,000 – 246,999 XP

- Unlocked Items – None.

Level 51

- **“Master Farmer”**
- 247,000 – 256,999 XP
- Unlocked Items – None.

Level 52

- **“Grand Master Farmer”**
- 257,000 – 266,999 XP
- Unlocked Items – None

Level 53

- **“Farming Authority”**
- 267,000 – 276,999 XP
- Unlocked Items – None.

Level 54

- **“Yellow Ribbon Farmer”**
- 277,000 – 286,999 XP
- Unlocked Items – None

Level 55

- **“Farmer Cash Crop”**
- 287,000 – 296,999 XP
- Unlocked Items – None.

Level 56

- **“The Real Deal”**
- 297,000 – 306,999 XP
- Unlocked Items – None.

Level 57

- **“Killer Tiller”**

- 307,000 – 316,999 XP
- Unlocked Items – None.

Level 58

- **“Farm-O-Saurus-Rex”**
- 317,000 – 326,999 XP
- Unlocked Items – None.

Level 59

- **“White Ribbon Farmer”**
- 327,000 – 336,999 XP
- Unlocked Items – None.

Level 60

- **“I Can Haz Farm?!”**
- 337,000 – 346,999 XP
- Unlocked Items – None.

Level 61

- **“Old McWho?!”**
- 347,000 – 356,999 XP
- Unlocked Items – None.

Level 62

- **“Educated Farmer”**
- 357,000 – 366,999 XP
- Unlocked Items – None.

Level 63

- **“Red Ribbon Farmer”**
- 367,000 – 376,999 XP
- Unlocked Items – None.

Level 64

- **“Hay Roller”**
- 377,000 – 386,999 XP
- Unlocked Items – None.

Level 65

- **“Farming Virtuoso”**
- 387,000 – 396,999 XP
- Unlocked Items – None.

Level 66

- **“Blue Ribbon Farmer”**
- 397,000 – 406,999 XP
- Unlocked Items – None.

Level 67

- **“Purple Ribbon Farmer”**
- 407,000 – 416,999 XP
- Unlocked Items – None.

Level 68

- **“County Fair Champ”**
- 417,000 – 426,999 XP
- Unlocked Items – None.

Level 69

- **“State Fair Champ”**
- 427,000 – 436,999 XP
- Unlocked Items – None.

Level 70

- **“World Fair Champ”**

- 437,000 +
- Unlocked Items – None.
- NOTE – This is the highest attainable/last level of the game.
- You can continue to play the game after this level has been met.

Zynga Toolbar for FarmVille





- Now there is a toolbar you can install to make playing Zynga games easier than ever!
- At the top of your game screen you will see an option to download the toolbar.
- Click on it and make sure you do not have any pop up blocker software blocking it.
- Once the toolbar is installed you will need to restart your browser.
- Use the toolbar to harvest your crops and keep track of when you need to visit your Farm.
- You can choose which Zynga game you wish to monitor from the pull down menu at the left side of the toolbar.
- Set to "Farmville" then you will see daily announcements and a notification of when your crops are ready to harvest.
- You can also access your Facebook messages from the toolbar as well as Zynga's website and your Farmville Game at Facebook.
- NOTE – The game bar across the screen lists all Zynga games you currently play and how many pending gifts you have to open for each one.

Game Elements



- **A. Game Audio/Video Settings** – (Top to Bottom) Adjust graphics quality and toggle the game's sound and music on and off here.
- **B. Currency Indicator** – Farmville Gold Coins and FV Cash totals are seen here. Click on bottom to add cash. (See adding additional funds.)
- **C. Game Score** – This is your current total of XP (experience points) and your level indicator.
- **D. Farm Name/Message Posting** – Here you will see the name of the farm you are visiting.
- **NOTE** – Clicking on the left side of the sign allows you to place a sign post and leave a message for all that visit your farm. You can place as many signs with message around your farm as you wish. This is very helpful if you would like to label areas of your land for different crops or leave notes for your friends.

- **E. Message/Information Center** – Click here and you will see a listing of all neighbors that have visited your Farm and what they did to help you. The number you see indicates how many visitors you have had since the last time you played the game.
- **F. Fuel Gauge** – Here you will see how much fuel you have to run your Machines. Each time the bar fills up you have 1 full Gas Can.
- **G. Neighbor Area** – Here you will find all of your neighbors in order of score and level. The highest scoring person will be on the far right of your list. Use this area when you want to visit a neighbor. (See visiting neighbors below.)
- **H. Viewing Menu** – 1st Row – From left to right you can zoom in, zoom out, change to full screen mode and take a picture. (See Taking Pictures in Farmville below.) NOTE – If you have a roller wheel on your mouse you can use that to zoom in and out also.
- **I. Co-Op Farming Menu** – Click here to access the Co-op Farming Jobs. (See Co-Op Farming for more information)
- **Game Play/Farming Menu** – Here you will find your central menu to play the game.
- **1. Multi Tool** – Click on the arrow to the right of the Multi Tool and it will expand as shown above. Here you have a delete tool, Seeder and Harvester (If you own one) and the Multi tool which is used to point at objects and to move them around the screen. Click on multi tool then left click on an item and it will stick to your cursor until you place it where you want it be. (See Moving items below for more details.) Also click on multi tool before you visit neighbors or exit out of the game.
- **2. Plow Tool** – When you are ready to plow new plots on your land click on the green plow tool. This will allow you to plow land anywhere the green square can securely sit. (See Plowing land below for more details.) You will pay 15 coins for each square plot and gain 1 XP.
- **3. Co-Op Menu** – Click here to access the Farmville Co-Op Job Menu. (See Co-Op Farming below for more information)
- **4. Ribbons** – Click here to see which ribbons/medals can be earned in the game. Not only does it tell you what needs to be done to earn a ribbon, it tells you how many you have yet to go before you earn the next available ribbon. (See Ribbons/Medals Below)
- **5. Market** – Here is the store where you buy all of the items you will use in the game. Click on Market then choose the items you wish to purchase.
- **6. Gifts/Storage** – Click on this icon to see your gifts menu and your storage buildings. (See Storage and Gifts below.)

How to Maneuver around your Farm



- Your farm is much bigger than what can be shown on screen.
- Full Screen – There is a feature to toggle your game to full screen mode located at the lower right next to the camera icon.
- You can not take pictures using your game camera in full screen mode at this time.
- To move around your farm place your mouse as if you are grabbing the screen and hold down your left mouse button while you move your mouse up or down.
- Zoom In/Zoom Out – Next to the full screen icon you will see small magnifying glasses with “+” and “-” signs inside them. These are your zoom in and zoom out buttons.
- TIP – Sometimes when you have a really large farm it is easier to see if you missed a plot of land if you zoom out right after planting as plots without seeds stand out.

Farmville Currency

Farmville Coins – (Gold Coins)



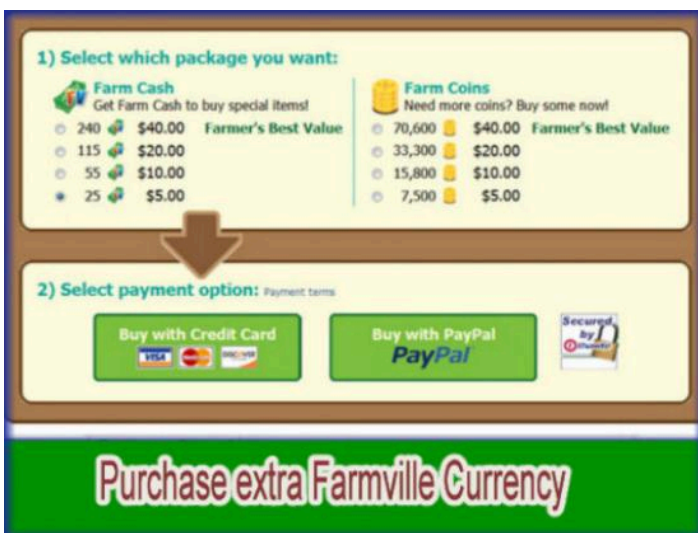
- Farmville Gold Coins are the major form of currency in the game.
- Each player is given 200 Gold Coins at the start of their game.
- The amount of coins you own can be found in the upper left corner of the game screen.
- Coins are earned by harvesting crops, fruit from trees, and various items from animals as well as for earning ribbons and helping out your neighbors in the game.
- Items purchased in the market can be sold back at a fraction of the gold coins that was paid for the item.
- Gifted items can be sold back for cash.

FV Cash – (AKA Farmville Dollars)

- Farmville Cash (Also know as Farmville Dollars or Farmville Bucks) is the second type of currency in the game that is used to purchase rare items in the game.

- Each Player is given 5 Farmville Dollars when they start the game.
- Several items in the game can only be purchased with Farmville Cash.
- You can obtain Farmville cash by purchasing it with real world currency using your credit card or Paypal account.
- You will also slowly earn 1 Farmville Dollar as you level up in the game. Each level increase = 1 Farmville Dollar.
- Farmville Cash can also be earned by completing surveys but they are not recommended as many people have had problems collecting their money after giving their personal information to the survey company.
- Some items in the game can be purchased in the Market with Farmville coins OR Farmville Cash.

Purchasing Extra Farmville Coins and Cash



- If you wish to purchase extra Farmville Coins and Farmville Cash it is offered for purchase in the game by using a major credit card or your Paypal account.

- Click on the “Add Coins or Cash” icon at the upper left corner under the area where you coin total is listed.

XP Points



- XP or “Experience Points” are the points that accumulate for you to advance to the next level.
- There are 70 levels in the game with the early levels being very short and progressively increasing until they are 10,000 points apart.
- See levels above for the names and breakdown of XP Points and items unlocked at each level.
- Planting crops that take at least 1 day to mature will gain you 2 XP points for each crop planted and crops with a maturity time of less than a day will earn you 1 XP point per crop.
- NOTE – You do not always have to choose crops that earn 2 XP if you can check back into the game frequently. If you choose a 4 hour crop and stay on top of it without losing any harvests you can actually earn just as much if not more XP than the longer maturing crops.
- Make your decisions based on a realistic expectation of how often you will be able to play the game and tend to the crops cycles and harvest times.

New! Zynga Gift/Cash Cards



Get Farm Cash to buy special items! Need more coins? Buy some now!

☒ 310  \$50.00 USD Best Value!	☐ 70,600  \$40.00 USD Best Value!
☐ 240  \$40.00 USD	☐ 33,300  \$20.00 USD
☐ 115  \$20.00 USD	☐ 15,800  \$10.00 USD
☐ 55  \$10.00 USD	☐ 7,500  \$5.00 USD
☐ 25  \$5.00 USD	

3) Select Payment Method

☒ Credit Card    

☐ PayPal 

☐ Facebook Credits     

[Continue >](#) or [Sign into Your Zynga Account](#)

Redeem Game Cards Here

zynga  [Secure Payment](#)

Have a FarmVille Game Card? [Click here](#) to redeem.

Redeem Game Card



Have a FarmVille game card? [What's this?](#)

☒ Redeem for FarmCash 

☐ Redeem for FarmVille Coins 

Email (Optional)

Card # 

Redeem Now >

Game Card Redemption Chart

\$10 Game Card =	55 Farm Cash 	or 15,800 Farm Coins 
\$25 Game Card =	145 Farm Cash 	or 42,500 Farm Coins 

Cancel

- In October 2009 Zynga Introduced Cash Gift Cards to its YoVille players.
- In March of 2010 Zynga Introduced Cash Gift Cards with Virtual Currency available for all of their Facebook Games including Farmville.
- Cash Cards allow you to gift Cash to purchase high end merchandise for any Zynga game without having to use a credit card or Paypal account.
- You can purchase these game cash gift cards at Target (Found in the Music Department), Best Buy and 7-Eleven Stores in the United States.
- The cards range in price from \$5.00 – \$50.00 and must be activated at the cash register.
- Farmville Cards specifically are available in \$10.00 or \$25.00 Increments
- **\$10.00** – Redeems for 55 Farm Cash or 15,800 Farm Coins.
- **\$25.00** – Redeems for 145 Farm Cash or 42,500 Farm Coins.
- To Redeem : Visit <http://www.zynga.com> or visit <http://www.apps.facebook.com/onthefarm/index.php> and click on “Add Coins and Cash” in the upper left corner of the game screen.

- You will be taken to a screen where you can purchase additional coins using a major credit card. Look under the box until you see “If you have a Zynga Cash Card redeem here” and click on the “Redeem Here” link.
- A screen will appear where you must choose between Farmville Cash or Farmville Coins. (You can not have both at this time on one card.)
- Enter in the PIN number on your card and your email address associated with your Facebook Account. (Or Myspace if playing from there)
- Your game will open with your Farmville Cash credited to your account.
- NOTE – If you do not see your Farmville Cash credited be sure to look in the gift area as sometimes you have to activate it from there first.
- If you still do not see your Farmville Cash Credited visit the Zynga Website – <http://www.zynga.com> and click on the “Contact Us” link.
- You can also call customer service and they will help you immediately at 1-800-762-2530 (San Francisco CA, PST) Phones answered 24 hours/Day.

Starting the Game

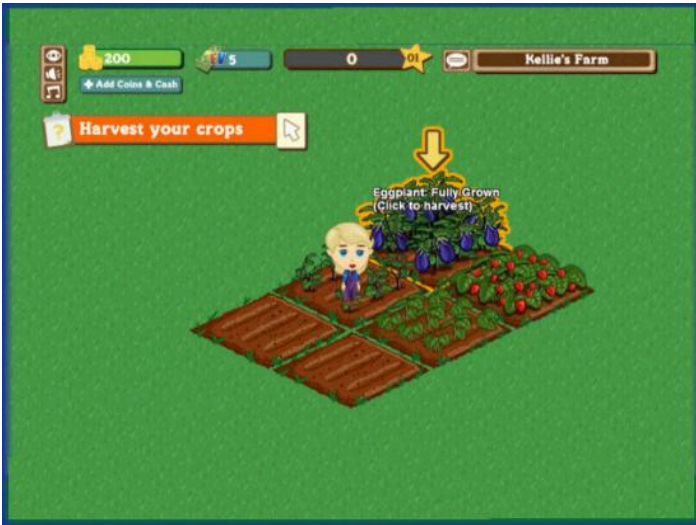




- The first thing you will be asked to do is design your farmer.
- Click on the little white faceless person and a menu will come up asking you to choose the gender of your farmer.
- After that, choose the skin color, facial features, hair color and design your farmer to look the way you prefer.

- You can change your farmer at any time in the game but it will cost money for most of the upgrades.
- **TIP** – Use all the free features when you start the game. Save your money for planting crops. Once you have a large amount of money you can purchase different features or clothing for your farmer.

Your First Crops



- You are given 6 plots of land in a 3 x 2 formation, 200 gold coins and 5 Farmville Dollars. (FV Dollars)
- There is a brief tutorial to show you how to plow the land, purchase and plant seeds from the Market and how to harvest crops.
- Out of the 6 plots of land, 2 of them have crops that are fully grown and ready for harvest, 2 crops that are halfway grown, and 2 bare plots of land for you to plant on in the tutorial.
- Follow the tutorial and harvest the full grown crops and plant new crops that will mature quickly.
- Note that you will earn money for harvesting the 2 crops. This is the main way to earn money throughout the game and the more plots of land you own the more money you will earn but you must do this slowly over time to be successful.
- **TIP** – At this point it will be tempting for most people to spend money on cute decor items but if you can be patient and set a goal for yourself such as \$5,000 in Farmville coins must be earned before I spend any money on decor, you will find you reach the goal a lot faster.
- You can ask friends to gift decor items to you while you are waiting to reach your goal and if you don't like the items they gift you sell them back for coins to reach your goal even sooner.

- Start out with no more than 16 plots of land. You start out with a 3 x 2 area of plots. Purchase 10 plots of land and make a 4 x 4 square of plots. TIP – Be sure to line your plots of evenly end to end or you will have trouble using machinery at a later time and you want to utilize every available bit of land you can for the most profits.
- The first seeds you will plant is based on how frequently you will be able to check back into the game. (See profit chart below to make decisions about planting crops.) If you can check back in less than 8 hours choose strawberries as your first crop to get some money in the bank fast. If you can't check back until a day or so later plant soybeans.
- Crops that take longer to grow generally make you a higher profit at harvest time but if you can check the game frequently without losing any short maturing crops you may be able to do just as well with short maturity time crops. Think out your steps carefully.
- TIP – You may be tempted to plant several different types of crops at once but this can backfire on you. It is better to stick with one crop at a time to lessen the risk you will forget a time and lose a crop.
- REMEMBER – Slow and steady wins the race in Farmville. If you are patient you will do well.

Shopping in the Market

Shopping in the Market



- Shop in the Market for crop seeds, trees, animals, machines, buildings, decor and fuel.
- **NOTE** – Some items can only be obtained as a gift or in a mystery box or egg. (See Mystery Boxes, Gifting, and Mystery Eggs for more information.)
- To access the Market, click on the Market icon at the lower right menu.

- Once the Market screen opens click on the tab of the item you are looking for and click “buy” on the item you wish to purchase.
- **NOTE** – Some items will be locked until you reach certain levels of the game and some can only be purchased with a specific currency or both kinds of currency.
- **TIP** – Before you purchase an item using Farmville Cash make sure it is not also offered in Farmville Coins.

Working with the Land/Planting and Harvesting Crops

Adding new Plots of Land



- To add a new plot of land click on the “Multi tool” button and bring your mouse to the area you would like to place your land plot.
- You will see a green square on any area of land it is allowed for you to place your new plot.
- If the square turns red you can not fit that plot in that particular area.
- Once you have the green square in the correct place simply click your mouse and it will add the land plot and deduct 15 coins as payment.
- **TIP** – Be sure to place all of your land plots evenly next to each other so that as you expand your farm you will get the optimal use out of your land. If you put the plots down crooked you will lose land and find you need to delete plots later on to fix the problem and you will lose 15 coins for every land plot you have to delete.
- You earn 2 XP for each new plot of land you add.

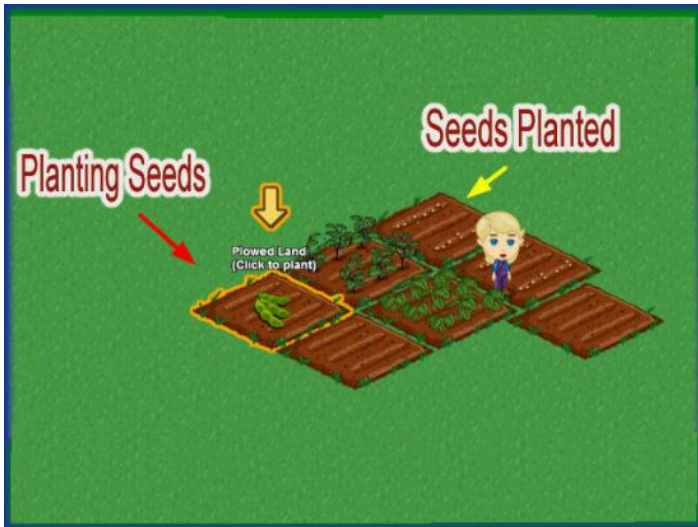
Plowing the Land



- After you harvest a crop from a plot of land it is known as "Fallow land" and has a dried up appearance.
- Click on the "Plow" tool found at the menu on the lower right hand of your screen.

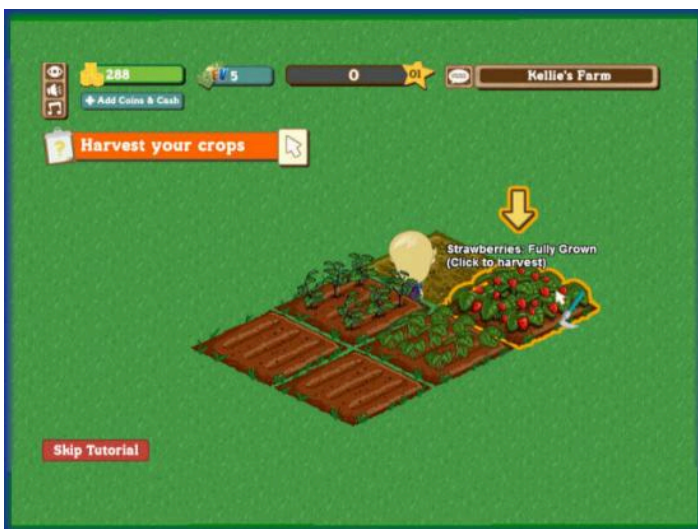
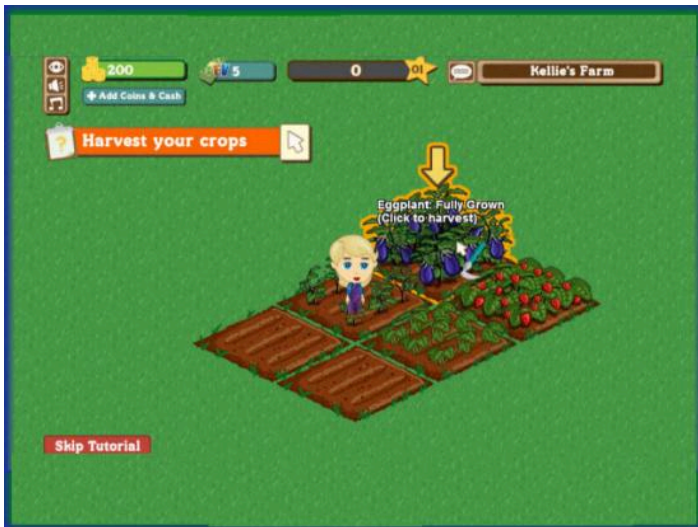
- Drag tool to the fallow land and click on it. 15 Coins will be deducted and 1 XP will be awarded for each plot of land you plow.
- Now your land is ready to plant seeds in.
- NOTE – As you proceed in the game you can purchase a tractor to plow the land for you 4 plots at a time. You will have to pay fuel costs so make sure you have a large financial reserve before you purchase machines. (See Machines below for more details.)

Planting seeds



- After you plow the land you are ready to plant your seeds.
- After you decide which crop you wish to plant click on the “Market” button located on the menu at the lower right side of game screen.
- Once you click on “Buy” that item will stick to your mouse.
- Simply click on each plot of plowed land and your farmer will plant your seeds.
- The cost of each seed will be deducted and the number of XP points awarded for that particular seed will be calculated the moment you click on the plot.
- NOTE – As you proceed in the game you can purchase a seeder machine to plant seeds for you 4 plots at a time. You will have to pay fuel costs so make sure you have a large enough financial reserve before you purchase this machine. (See machines below for more details.)

Harvesting Items in Farmville



- You can harvest crops of fruits, vegetables, grains, fruits from trees, and various items from farm animals.
- To harvest a crop simply place your mouse over it and click on it. The profit for your crop will automatically add to your cash total along with the XP points for that crop.
- To harvest from a tree simply click on it and choose "harvest" from the pull down menu.
- To harvest from an animal simply click on it and choose the product you can harvest from that item from the list.
- Each crop, animal and tree has a different cost and a different amount of time before they can be harvested.
- Planted crops have a deadline for harvest, trees and animals do not.
- It is up to you to make the correct choices to make money on your farm.
- An important consideration is how much time will you realistically devote to the game?

- If you can check on your crops many times a day it may be wiser to choose crops with a shorter growing time.
- If you can only check in once a day or every few days choose those items which take a longer time to harvest.
- As you advance in the game you can purchase a Harvester machine to help you harvest crops 4 plots at a time. You will need to purchase fuel so make sure you have a large financial reserve before you purchase equipment to help you harvest. (See Machines for more information.)



- **NOTE –** The amount of time an item takes to grow to maturity is the amount of time you are given to harvest the item before it withers and dies. For Example – If you plant Soybeans and they take 1 day to mature, you have 1 day to harvest them before they wither and die.

Crop Mastery – Premium Crops



- **Crop Mastery Points**

- Once you reach level 10 in the game you will begin to work on mastery of individual crops.
- Farmville has 3 levels of crop mastery you can work toward for each individual type of crop that will allow you to win coins, XP points and prizes as you harvest crops over time.
- Each crop can be mastered and the game keeps track of your mastery points for each crop as each crop has different requirements.
- You only receive mastery points for harvesting.
- The more you plant and harvest a particular type of vegetable or flower the more mastery points you accumulate.
- When a particular crop is mastered you will be awarded a sign with the vegetable or flower to display and show you have mastered that crop.
- Crop mastery is tracked in the market above each item's description. (Each Star Represents a mastery level.)

Mastery Bonuses

- Here is a breakdown of the bonuses earned at each level of Mastery.
- NOTE – If you share your news with your Neighbors they will obtain a bonus as well.

Level	Experience Gained	Coins Awarded	Bonus awarded to Neighbors
Level 1	25 XP	50 Coins	50 Coins
Level 2	75 XP	1,500 Coins	100 Coins
Level 3	250 XP	5,000 Coins	150 Coins

How to track Crop Mastery Progress



- Note when you are in the market under each vegetable there is a progress bar and 3 stars.
- As you harvest crops for that particular item it will be tracked here.
- Every 150 crops will highlight a star.
- When all 3 stars are highlighted you have mastered that crop and it becomes a Premium Crop.
- Premium Crops will reward you will extra funds and a sign to show you have mastered that particular crop.

Premium Crops



- Premium crops look larger than usual and can be obtained when a neighbor fertilizes crops for you or you have mastered a particular crop.
- You will earn extra XPs and coins for premium crops.
- You can identify a Premium crop fertilized by your neighbor as it will have a sparkling effect and will be larger than usual at full maturity.
- Plots of land without seeds planted can also be fertilized ahead of time so as long as you have your land plots plowed your neighbors can fertilize them for you for premium crops and extra points.

Vegetable Crops



- Each Vegetable has a cost per seed, a specific amount of time before it grows to maturity, and a certain number of XP points earned upon harvest.
- To access Vegetables click on the "Market" button at the lower left of the game screen and click on "Seeds" and then "Vegetables."
- Each Vegetable is listed below in order of availability.
- The overall seed earnings per hour was calculated based on a 23 hours day.
- Net profit is based on deducting 15 coins for plowing each plot of land along with seed cost divided by number of hours until crop matures.

Vegetable Seeds



Soybeans

- Purchase Price – 15 Coins
- Harvest in – 23 Hours
- Harvest Profit – 53 Coins
- XP Gained – 2
- Level Available – 1
- Net Profit – 33 Coins/Crop
- Profit/Hour – 1.43

Squash

- Purchase Price – 40 Coins
- Harvest in – 46 Hours
- Harvest Profit – 121 Coins
- XP Gained – 2
- Level Available – 4
- Net Profit – 66 Coins/Crop
- Profit/Hour – 1.43

Pumpkin

- Purchase Price – 30 Coins
- Harvest in – 8 Hours
- Harvest Profit – 68 Coins
- XP Gained – 1
- Level Available – 5
- Net Profit – 23 Coins
- Profit/Hour – 2.88

Artichokes

- Purchase Price – 70 Coins
- Harvest in – 92 Hours
- Harvest Profit -204 Coins
- XP Gained – 2
- Level Available -6
- Net Profit -119 Coins/Crop
- Profit/Hour – 1.29
- NOTE – This seed earns the least profit of any in the game per hour.

Pattypan Squash

- Purchase Price – 65 Coins
- Harvest in – 16 Hours
- Harvest Profit -160 Coins
- XP Gained – 1
- Level Available – 16
- Net Profit -80 Coins/Crop
- Profit/Hour – 5

Potatoes

- Purchase Price – 135 Coins
- Harvest in – 69 Hours
- Harvest Profit -345 Coins
- XP Gained – 2
- Level Available -21
- Net Profit -195 Coins/Crop
- Profit/Hour -2.83

Carrots

- Purchase Price – 110 Coins
- Harvest in – 12 Hours
- Harvest Profit -200 coins
- XP Gained – 1
- Level Available – 22
- Net Profit -75 Coins/Crop
- Profit/Hour -6.25

Cabbage

- Purchase Price -140 Coins
- Harvest in – 46 Hours
- Harvest Profit – 388 Coins
- XP Gained – 2
- Level Available -27
- Net Profit -233 Coins/Crop
- Profit/Hour -5.07

Peas

- Purchase Price – 190 Coins
- Harvest in – 23 Hours
- Harvest Profit -381 Coins
- XP Gained – 3
- Level Available – 32
- Net Profit -176 Coins/Crop
- Profit/Hour -7.65

Onion

- Purchase Price – 170 Coins
- Harvest in – 12 Hours
- Harvest Profit -275
- XP Gained – 1
- Level Available – 34
- Net Profit -90 Coins/Crop
- Profit/Hour -7.5

Broccoli

- Purchase Price – 200 Coins
- Harvest in – 46 Hours
- Harvest Profit -473
- XP Gained – 2
- Level Available – 35
- Net Profit -258 Coins/Crop
- Profit/Hour -5.61

Acorn Squash

- Purchase Price – 175 Coins
- Harvest in – 10 Hours
- Harvest Profit – 258
- XP Gained – 1
- Level Available – 36
- Net Profit -68 Coins/Crop
- Profit/Hour -6.8

Asparagus

- Purchase Price – 220 Coins
- Harvest in – 16 Hours
- Harvest Profit – 357 Coins
- XP Gained – 2
- Level Available -37
- Net Profit -122 Coins/Crop
- Profit/Hour – 7.63

Fruit Crops



- Each Fruit has a cost per seed, a specific amount of time before it grows to maturity, and a certain number of XP points earned upon harvest.
- To access fruit seeds click on the "Market" button at the lower left of the game screen and click on "Seeds" then "Fruits"
- Fruits are listed below in order of availability.
- Each fruit is listed in the order it becomes available in the game.

Fruit Seeds



Strawberries

- Purchase Price – 10 Coins
- Harvest in – 4 Hours
- Harvest Profit – 35
- XP Gained – 1
- Level Available – 1
- Net Profit -10 Coins/Crop
- Profit/Hour -2.5 Coins

Eggplant

- Purchase Price – 25 Coins
- Harvest in – 46 Hours
- Harvest Profit – 88 Coins
- XP Gained – 2
- Level Available – 1
- Net Profit -48 Coins/Crop
- Profit/Hour -1.04 Coins

Raspberries

- Purchase Price – 20 Coins
- Harvest in – 2 Hours
- Harvest Profit -46 Coins
- XP Gained – 0
- Level Available -8
- Net Profit -11 Coins/Crop

- Profit/Hour – 5.5 Coins

Cranberries

- Purchase Price – 55 Coins
- Harvest in – 10 Hours
- Harvest Profit – 98 Coins
- XP Gained – 1
- Level Available – 10
- Net Profit – 28 Coins/Crop
- Profit/Hour – 2.8 Coins

Bell Peppers

- Purchase Price – 75 Coins
- Harvest in – 46 Hours
- Harvest Profit – 198 Coins
- XP Gained – 2
- Level Available – 11
- Net Profit – 108 Coins/Crop
- Profit/Hour – 2.35 Coins

Peppers (Red)

- Purchase Price – 70 Coins
- Harvest in – 23 Hours
- Harvest Profit – 162 Coins
- XP Gained – 2
- Level Available – 12
- Net Profit – 77 Coins/Crop
- Profit/Hour – 3.35 Coins

Pineapples

- Purchase Price – 95 Coins
- Harvest in – 46 Hours
- Harvest Profit – 242 Coins
- XP Gained – 2
- Level Available – 15
- Net Profit – 132 Coins/Crop

- Profit/Hour -2.87 Coins

Blueberries

- Purchase Price – 50 Coins
- Harvest in – 4 Hours
- Harvest Profit – 91 Coins
- XP Gained – 1
- Level Available -17
- Net Profit -26 Coins/Crop
- Profit/Hour -6.5 Coins

Watermelon

- Purchase Price – 130 Coins
- Harvest in – 92 Hours
- Harvest Profit -348 Coins
- XP Gained – 2
- Level Available -18
- Net Profit – 203 Coins/Crop
- Profit/Hour – 2.21 Coins

Grapes

- Purchase Price – 85 Coins
- Harvest in – 23 Hours
- Harvest Profit -270 Coins
- XP Gained – 2
- Level Available -19
- Net Profit -170 Coins/Crop
- Profit/Hour -7.39 Coins

Tomatoes

- Purchase Price – 100 Coins
- Harvest in – 8 Hours
- Harvest Profit – 173 Coins
- XP Gained – 1
- Level Available -20
- Net Profit -58 Coins/Crop
- Profit/Hour -7.25 Coins

Ghost Chili (Peppers)

- Purchase Price – 80 Coins
- Harvest in – 6 Hours
- Harvest Profit –136 Coins
- XP Gained – 1
- Level Available –26
- Net Profit –41 Coins/Crop
- Profit/Hour –6.83 Coins

Blackberries

- Purchase Price – 75 Coins
- Harvest in – 4 Hours
- Harvest Profit –117 Coins
- XP Gained – 1
- Level Available –29
- Net Profit –27 Coins/Crop
- Profit/Hour –6.75 Coins

Yellow Melon

- Purchase Price – 205 Coins
- Harvest in – 92 Hours
- Harvest Profit –528 Coins
- XP Gained – 2
- Level Available –33
- Net Profit –308 Coins/Crop
- Profit/Hour –3.35 Coins

Grain Crops



- Each grain has a cost per seed, a specific amount of time before it grows to maturity, and a certain number of XP points earned upon harvest.
- To access grain seeds click on the “Market” button at the lower left of the game screen and click on “Seeds” then “Grains”
- Grains are listed below in order of availability.
- Each grain is listed in the order it becomes available in the game.

Grain Seeds



Wheat

- Purchase Price – 35 Coins
- Harvest in – 69 Hours
- Harvest Profit – 115 Coins
- XP Gained – 2
- Level Available – 1
- Net Profit – 65 Coins/Crop
- Profit/Hour – 0.94 Coins

Rice

- Purchase Price – 45 Coins
- Harvest in – 12 Hours
- Harvest Profit – 96 Coins
- XP Gained – 1
- Level Available – 7
- Net Profit – 36 Coins/Crop
- Profit/Hour – 3 Coins

Corn

- Purchase Price – 150 Coins
- Harvest in – 69 Hours
- Harvest Profit – 380 Coins
- XP Gained – 2
- Level Available – 24
- Net Profit – 215 Coins/Crop

- Profit/Hour -3.12 Coins

Red Wheat

- Purchase Price – 180 Coins
- Harvest in – 69 Hours
- Harvest Profit -449 Coins
- XP Gained -2
- Level Available – 30
- Net Profit -254 Coins/Crop
- Profit/Hour -3.68 Coins

Flower Crops



- Each flower has a cost per seed, a specific amount of time before it grows to maturity, and a certain number of XP points earned upon harvest.

- To access flower seeds click on the “Market” button at the lower left of the game screen and click on “Seeds” then “Flowers”
- Flowers are listed below in order of availability.
- Each flower is listed in the order it becomes available in the game.
- NOTE – As you are harvesting flowers you will be stopped when you have gathered a “Perfect Flower Bunch” and you will be given the option to share these flower bunches with your neighbors.
- These flower bunches only live for 14 to 20 days depending on the type of flower.
- You can also gain flower bunches from your neighbors by watching the news feeds on Facebook.
- Flower bunches can be sold for coins or placed on your farm.
- Ribbons are awarded for placing flowers on your farm.

Flower Seeds



Daffodils

- Purchase Price – 60 Coins.
- Harvest in – 46 Hours
- Harvest Profit – 135 Coins.
- XP Gained – 2
- Available Level – 8
- Net Profit – 60 Coins/Crop
- Profit/Hour – 1.3 Coins

Red Tulips

- Purchase Price – 75 Coins
- Harvest in – 23 Hours

- Harvest Profit – 159 Coins.
- XP Gained –2
- Available Level – 15
- Net Profit –69 Coins/Crop
- Profit/Hour –3 Coins

Pink Roses

- Purchase Price – 120 Coins
- Harvest in – 46 Hours
- Harvest Profit – 254 Coins.
- XP Gained –2
- Available Level – 20
- Net Profit –119 Coins/Crop
- Profit/Hour –2.59 Coins

Sunflowers

- Purchase Price – 135 Coins
- Harvest in – 23 Hours
- Harvest Profit – 315 Coins
- XP Gained –2
- Available Level – 25
- Net Profit –165 Coins/Crops
- Profit/Hour –7.17 Coins
- NOTE – Sunflowers are the most profitable flowers in the game.

Lavender

- Purchase Price – 130 Coins
- Harvest in – 46 Hours
- Harvest Profit –384 Coins
- XP Gained –2
- Available Level –30
- Net Profit –209 Coins/Crop
- Profit/Hour – 4.54 Coins

Lillies

- Purchase Price – 195 Coins

- Harvest in – 23 Hours
- Harvest Profit –369 Coins
- XP Gained –2
- Available Level –30
- Net Profit-159 Coins/Crop
- Profit/Hour- 6.91 Coins

Morning Glory

- Purchase Price – 60 Coins
- Harvest in – 12 Hours
- Harvest Profit – 123 Coins
- XP Gained – 1
- Available Level – 13
- Net Profit – 48 Coins/Crop
- Profit/Hour – 4 Coins
- NOTE – Flower added January 2010

Miscellaneous Crops

Miscellaneous Crops



- These are crops offered in the game that do not fall under Vegetable, Fruit, or Flower Crops.

Cotton

- Purchase Price -75 Coins
- Harvest in -69 Hours
- Harvest Profit - 207 Coins
- XP Gained -2
- Available Level -9
- Net Profit - 117 Coins/Crop
- Profit/Hour- 1.7 Coins

Aloe Vera

- Purchase Price - 50 Coins
- Harvest in - 6 Hours

- Harvest Profit – 85 Coins
- XP Gained – 1
- Available Level – 14
- Net Profit – 20 Coins/Crop
- Profit/Hour- 3.33 Coins

Coffee

- Purchase Price – 120 Coins
- Harvest in – 16 Hours
- Harvest Profit –
- XP Gained –1
- Available Level –23
- Net Profit – 108 Coins/Crop
- Profit/Hour- 6.75 Coins

Green Tea

- Purchase Price – 105 Coins
- Harvest in –10 Hours
- Harvest Profit –191 Coins
- XP Gained –1
- Available Level –28
- Net Profit – 71 Coins/Crop
- Profit/Hour- 7.1 Coins

Sugar Cane

- Purchase Price – 165 Coins
- Harvest in –8 Hours
- Harvest Profit – 239 Coins
- XP Gained – 1
- Available Level –31
- Net Profit – 59 Coins/Crop
- Profit/Hour- 7.38 Coins

Top 10 Crops yielding Highest Hourly Profit

- Hourly Profit calculated using 23 hours as 1 game day.
- Calculated by dividing net profit with hours grown.
- Look under “Farmville Crops” to learn the hourly rate earned for all other crops.

Type of Crop	Coins earned per Hour
1. Peas	7.65
2. Asparagus	7.63
3. Onion	7.5
4. Grapes	7.39
5. Sugar Cane	7.38
6. Tomatoes	7.25
7. Sunflower	7.17
8. Green Tea	7.1
9. Lillies	6.9
Ghost Chili Peppers	6.83

10 Crops with Lowest Hourly Yield

- Hourly profit calculated using 23 hours as 1 game day.
- Calculated by dividing net profit with hours grown.
- Look under “Farmville Crops” to find the hourly rate earned for all other crops.

Type of Crop	Coins earned per Hour

1. Wheat	0.94
2. Eggplant	1.04
3. Artichokes	1.29
4. Daffodil	1.3
5. Soybeans and Squash	1.43
6. Watermelon	2.21
7. Bell Peppers	2.35
8. Strawberries	2.5
9. Pink Roses	2.6
10. Cranberries	2.8

Garden Sheds

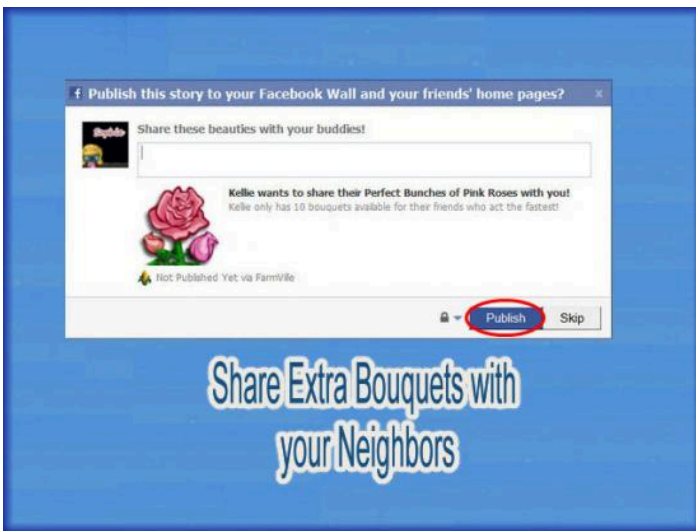




- A Garden Shed is a building that Perfect Bunches of Flowers can be placed in.
- Each Shed can hold 30 Perfect Bunches of Flowers once they are harvested.
- The flowers inside will live from 14 to 20 days then disappear.
- A Garden shed can be purchased from the Market for 30,000 Coins or 30 FV Cash and can be sold back for 1,500 Coins.
- Perfect Bunches can be obtained by harvesting your own flowers or by getting them from your neighbors.
- You can put them on your farm or in a Garden shed but the life of the flowers is not affected or lessened by placing in a shed.
- Once you have a shed mouse over it to see how many bunches are inside.
- If you want to see specifically what is inside left click on the shed and then click on “look inside” and you will see a menu detailing all of your flowers.
- Flowers can be mixed inside the shed.
- (See Buildings below for more information about Garden Sheds)

Sharing Flowers with neighbors





- Once you hit the maximum capacity of your garden shed which is 30 bunches of flowers you can share them with your Neighbors or sell them.
- Simply click on “Sell” to sell them or click on “share” and you will be prompted to enter in the number you wish to share and a message will appear on the live feeds and your Neighbors that click on the link will get a bouquet of flowers to use on their farm that will stay beautiful for 2 weeks then wither and die away.

Farmville Animals





- The Animals in Farmville if you have a large enough number can be a significant income source but it will take some time and patience.
- Animals never die in the game nor are they slaughtered but they can become lost and wander off of your land.
- **NOTE** – When you place an animal on your land the animal will change positions and walk around over time. If you left click on your animal a menu will appear. Click on “Stay” and your animal will stay in place and will no wander off of your farm.
- Each animal has a different cost, becomes available at different levels, earns you a different amount of coins and XP points after a certain amount of time.
- Mouse over an animal to see what percentage of time is left before harvesting.
- When you see a pink icon over an animal it has reached maturity and is ready to be harvested.
- Some animals can be purchased for gold coins, some with FV cash only and some can only be gifted to you by neighbors or found in mystery boxes or eggs.
- Animals will walk around your farm and change directions.
- TIP – Click on your animal and choose “Stay” from the pull down menu to keep your animals on your land if they are not fenced in otherwise they may wander off of your farm and you will lose the value of your animal.

Animal Storage

Animal Shelters



Chicken Coop



Dairy Farm

Chickens – Chicken Coop

- Up to 20 Chickens can be placed in a Chicken Coop and only 1 Chicken Coop is allowed per farm.
- You can purchase a Chicken Coop in the Market for 5,000 Coins or you could receive it for free in a Mystery egg if you click on a Neighbor's Mystery Egg link in your News feed – This only works if you do not have a Chicken Coop and happens once only placing the Coop will give you 50 XP.
- Placing different color Chickens in your coop will increase your odds of receiving a mystery egg in the more valuable colors. (See Mystery Eggs)
- Chicken Coop takes 1 day to fully harvest and varies based on the number of chickens in the coop.
- Chickens from least to greatest value are white, brown, black and gold.
- The more higher value chickens in your coop the more money you will make at harvest time and the better odds of a rare mystery egg.

- Feed the Chickens in your Neighbor's Coops (Maximum 20 Neighbor's Coops/Day) to increase your chances of getting Mystery Eggs.
- Mouse over your Chicken Coop at any time to see how many Chickens are inside and how long you have until you can harvest eggs from it.

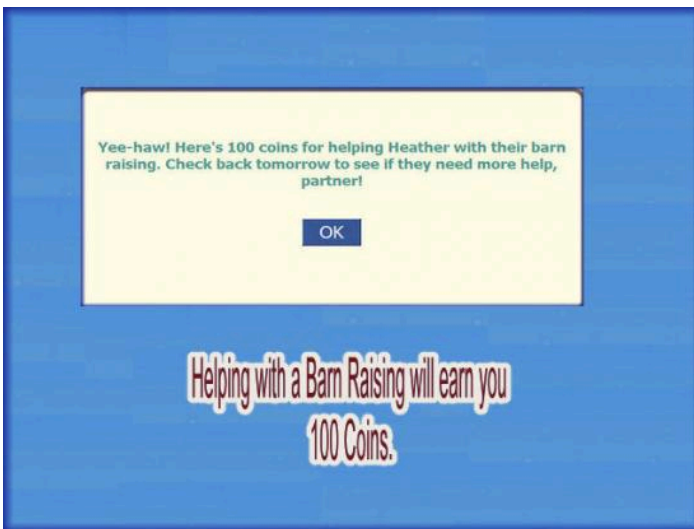
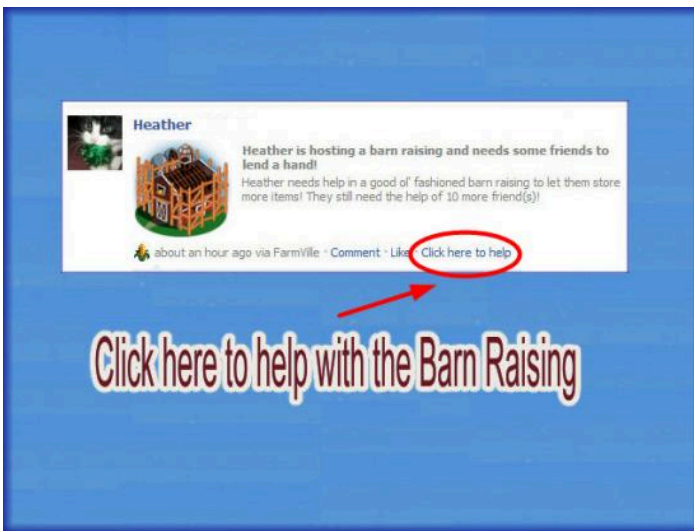
Cows – Dairy Farm

- The Dairy farm can hold 1 Bull and 19 Cows or 20 Cows.
- Each Farm can have a maximum of 3 dairy farms only.
- If you have a Bull in your Dairy Farm you will occasionally find you have a baby calf on your farm.
- The Dairy Farm costs 10,000 coins and will earn you 100 XP for placement on your farm.
- It takes 1 day to harvest the Milk from the Dairy Farm and can earn you up to 360 coins per day if you have 20 cows.
- The amount varies based on how many cows in your dairy farm.
- Mouse over the Dairy Farm to see how many cows and bulls you have and how much time until your next milk harvest.

Barn and Stable Raisings

Barn Raising





- After you purchase the foundation you can do a barn Raising. A barn raising increases the storage capacity to 5 the first time and to 7 the second time for a total of 12 items being added for storage in the barn.
- Once you have purchased the foundation of the barn you will be prompted to send out a message via the Facebook live feed and you need 10 of your friends to click on a link to help you over 3 days.
- If your friends click on the link they will receive 100 coins for helping you.
- If after 3 days the Barn isn't finished you will be offered the option to purchase the upgrade using Facebook Dollars.
- Instead of doing a second barn raising you can instead pay 10 Farmville Dollars for an instant upgrade.
- There is a maximum storage capacity of 100 items on the farm so be sure to keep track of how much storage you have between buildings.

Horse Stable Raising



- If you wish to build a Horse Stable capable of housing 20 horses you can do so with the help of your Neighbors.
- Click on “Buildings” in the shop and then purchase the foundation for 5000 coins.

- NOTE – Several Foundations were given out for free during the month of February, 2010 when the feature was introduced into the game.
- Once you have the foundation placed on your land you will need to send out a notification to your friends asking for help.
- You will need 50 pieces, 10 each of 5 items.
- You are given 3 days to acquire all the needed materials.
- Items and Quantity of each Needed:
 - **Nails – 10**
 - **Bricks – 10**
 - **Harness – 10**
 - **Horseshoes – 10**
 - **Wooden Boards – 10**
- If you purchase the foundation from the shop you will be given 1 brick for free.
- The total cost for purchasing a Horse Stable without the help of your Neighbors is 49 Farmville Dollars. (1 Brick comes with foundation.)
- Your Neighbors will be gifting these items to you over the next few days.
- In addition to having your Neighbors gift these items to you, you can also purchase them yourself for 1 Farmville Dollar each.
- Once you have all the necessary items you can place up to 20 horses in your Stable.
- There are 8 Different types of horses that can be placed into the Stable. – Brown Horse, Grey Horse, Horse Spectator, White Stallion, Clydesdale, Mini Pony, Pink Hair Pony, and the black and white Pinto Horse.
- NOTE – Horses outside of a Stable can be harvested every 3 days. When they are placed in a Horse Stable they can be harvested once every 24 hours.

Horse Stable Bonuses



- When your Horse Stable is 50% completed you will be prompted to post a message on the live feeds giving your friends one free construction item they can use to build their Stables.
- When your Stable is completed you will be given 1 free Grey Horse and the chance to post this on the live feed wall allowing a few of your lucky Neighbors to also get a free Grey Horse.

Collecting Daily from the Horse Stable

- You will be able to collect from the Horse stable once every 24 hours.
- At random you could win what are known as “Consumable Buffs” which can include an “Arborist”, a “Farm Hand, Or 100 Free XP. They will also be able to post a message allowing your Neighbors to win one of the gifts as well. The items can be found in your gift box.
- If you collect enough Buffs you can earn the “Horse Power” Ribbon.

Painting your Buildings Different colors



- As of February 19th, 2010 you now have the option of purchasing paint to paint your Horse Stable, Chicken Coops or Barns.
- The five Colors available are White, Pink, Blue, Green and Red and the cost is 5 Farmville Dollars each.

Botanical Garden





- As of April 30th, 2010 you can build a beautiful Botanical Garden structure on your Farm with the help of your Neighbors.
- Go to the Market and purchase the framework which costs 5,000 Coins.
- You will receive 1 of the 5 pieces needed with your purchase.
- You will need 10 pieces of 5 different items to build your Garden and you can either purchase these pieces for 1 FV Cash each or they can be gifted to you by your neighbors.
- There is a link to request these items from your Neighbor at any time but only one request can be sent out per day.
- TIP – Where you can add a personal message tell your friends what you need in detail.
- You can place your mouse over the foundation at any time to see how many pieces you have collected.
- If you left click on the foundation you will produce a pull down menu
- *Items Needed:*
- **Irrigation Pipe – 10**

- **Green Beam – 10**
- **Glass Sheet – 10**
- **White Trellis – 10**
- **Floral Bracket – 10**
- When the Garden is 50 and 100% completed it will change appearance.
- You can also pay 50 FV Cash to complete the Garden all at once if you wish.
- Be sure to send out requests daily for needed parts.

Nursery Barn





- As of April 15th 2010 Farmville introduced the Nursery Barn which can be built and placed on your Farms for the storage of 20 of your baby Foals or Calves.
- You will need to purchase the foundation at the Market for 5,000 Coins and place it on your land. Note that there is already 1 Bottle inside.
- Next you will need to collect the additional 49 pieces needed to complete construction of the Nursery Barn.
- These items can be purchased for 1 FV Cash each in the Market or you can ask your neighbors to send them to you as a free daily gift.
- You will need 10 each of the following items to complete your Nursery Barn:
 - **Bottle – 10**
 - **Blanket – 10**
 - **Nails – 10**
 - **Brick – 10**
 - **Wooden Board – 10**
- Once you complete 50% and 100% of the items needed your Nursery Barn will change appearance.
- When the Nursery Barn is completed you will be awarded with 1 gray baby Foal which will be inside the Nursery Barn.
- You will be able to store up to 20 baby foals or calf's inside.
- Only 1 Nursery Barn per farm is allowed.
- NOTE – If you are also building a Horse Stable you will note that there are a few items in common such as the Nail and Wooden Board. If you are building both you will be asked to choose which structure you want the part to go to.
- Be sure to send out notification over the live feed if you are building a structure and use the personal message area to let your Neighbors know what you need.
- NOTE – You also have the option of paying 50 FV Cash to complete the Nursery Barn all at once if you choose.

- The Nursery Barns are usually yellow but some have been seen in blue as well. You can purchase paint for your Nursery Barn in the Market if you wish to change the color.

Lost Wandering Animals/Adopting Animals



- Occasionally you will see a message saying that a lost animal has wandered onto your farm.
- You have the option of adopting the animal or posting a notification allowing others to adopt the animal.
- You may also adopt animals from clicking on your neighbor's notifications if they find a lost animal.
- Adopted animals will yield a profit for you when they produce in the allotted amount of time.

- **TIP** – To keep your animals from wandering off of your farm either fence them in, place them in a storage building or left click on an animal and choose “Stay” from the pull down menu to keep them from wandering off your land while you are out of the game.

Notes about Animals in Farmville



- Some animals can only be gifted and some can be adopted after wandering onto your or a neighbor's farm.
- If you purchase an animal it may only be available for purchase with gold coins, FV cash or either.
- Animals are listed here in order they are available.
- **TIP** – It is a wise move to group similar animals together on your farm if you are using their products as a source of income. Fence in your animals or set them on “Stay” to keep them from wandering off of your land.
- **Harvesting Products from Animals** – Look for the pink icon above an animal as this indicates they are ready for harvest. Left click on the animal and choose the harvest option. The clock immediately resets after you harvest from an animal.
- **NOTE** – Moving an animal to a new location does not change the amount of time before it can be harvested for product.

Harvesting Products from Animals



- Look for the pink icon above an animal which indicates it is ready for harvest.

Animals for Purchase in Market/Animals Found in Mystery Boxes or Eggs/Animals only be Gifted by Neighbors



Alpaca

- Purchase Cost – Available from Mystery Box Only.
- XP Gained – 250
- Harvest Time – 2 Days

- Harvest Profit – 84 Coins
- Harvested Product – Alpaca Hair
- Sells back for – 125 Coins
- Level Available – 20
- NOTE – Available from the 9th Mystery Box Released.
- NOTE – Considered an exclusive rare animal in the game.

Orange Tabby Cat

- Purchase Cost – 9 FV Cash or Gifted by Neighbor
- XP Gained – 0
- Harvest Time – 3 Days
- Harvest Profit – 90 Coins
- Harvested Goods – Cat Hair
- Sells Back For – 150 Coins
- Level Available – 1
- NOTE – Considered and exclusive rare animal in the game.

Black Cat

- XP Gained – 0
- Days until Harvest – 3
- Amount earned at Harvest – 86 Coins
- Harvested Product – Cat Hair (Brush Kitten)
- Sells for – 95 Coins
- Level Available – 1
- NOTE – This item can not be purchased or gifted it can only be obtained if it wanders onto your farm and you choose to adopt it.
- NOTE – Halloween of 2009 the Black Cat was found inside the “Cat-O-Lantern” but now can only be adopted.

Grey Tabby Cat

- XP Gained – 0
- Days until Harvest – 3
- Harvested Product – Cat Hair (Brush Kitten)
- Amount earned at Harvest – 90 Coins
- Sells back for – 150 Coins
- Level Available – 1

- NOTE – This item can not be purchased it can only be obtained as a prize via the Holiday gifts which can be purchased and gifted to you buy a neighbor.

White Kitty

- XP Gained – 0
- Days until Harvest – 3
- Harvested Product – Cat Hair (Brush Kitten)
- Amount earned at Harvest – 95 Coins
- Sells back for – 95 Coins
- Level Available – 1
- NOTE – This item can not be purchased it can only be obtained if it wanders onto your farm and you choose to adopt it.

White Chicken

- XP Gained – 5
- Harvest Time – 1 Day
- Harvested Goods – Eggs
- Harvest Profit – 8 Coins
- Sells back for – 20 Coins
- Level Available – 1
- NOTE – Chickens can not be purchased they can only be gifted from a neighbor or found in Mystery Eggs or Mystery Boxes.
- NOTE – Chickens must be placed in a Coop (20 at a time) to have a chance at the daily Mystery Eggs.

Brown Chicken

- Purchase Cost – 7 FV Cash or found in Brown Mystery Eggs, Mystery Boxes, or Holiday Christmas Gifts.
- XP Gained – 5
- Harvest Time – 1 Day
- Harvest Profit – 16 Coins
- Harvested Product – Brown Eggs
- Sells back for – 20 Coins
- Level Available – 1
- NOTE – Brown Chickens are most likely found in Brown Mystery Eggs and Can be gifted by Neighbors at no charge to them.

Black Chicken

- Purchase Cost – 15 FV Cash or rewarded from Black or Uncommon Brown Mystery Eggs, Mystery Boxes or Holiday Christmas Gifts.
- XP Gained – 5
- Harvest Time – 1 Day
- Harvest Profit – 32 Coins
- Harvested Product – Eggs
- Sells back for – 20 Coins
- Level Available – 1
- NOTE –

Golden Chicken

- Purchase Cost – 25 FV Cash
- XP Gained – 0
- Harvest Time – 1 Day
- Harvest Profit – 64 Coins
- Harvested Product – Golden Eggs
- Sells back for – 20 Coins
- Level Available – 1
- NOTE – Can also be found inside black and gold mystery eggs and the 6th Mystery Box. (Dark Blue gift box with bright green ribbon.)
- NOTE – This is the most valuable Chicken in the game.
- NOTE – The more golden chickens in the Chicken coop the higher the odds you will receive a golden Mystery Egg which holds the most valuable prizes.

White Sheep

- Purchase Cost – 700 Coins
- XP Gained – 7
- Harvest Time – 3 Days
- Harvest Profit – 28 Coins
- Harvested Product – Wool
- Sells back for – 35 Coins
- Level Available – 1
- NOTE – Sheep can be purchased in the Market or gifted from a Neighbor.

Black Sheep

- Purchase Cost – Lost Animal. Can only be adopted if it wanders onto a farm.
- XP Gained – 0
- Harvest Time – 3 Days
- Harvest Profit – 56 Coins
- Harvested Product – Wool
- Sells back for – 35 Coins
- Level Available – 1
- NOTE – This sheep can be adopted if it wanders onto someones farm and they post it for others to adopt.
- If a black sheep wanders onto your farm you will be asked if you will help to find a home for it. Click on “Accept” and a message will post on your Facebook Profile Page wall and on the recent news feed where others will see it and adopt the sheep.
- NOTE – The black sheep produces wool that is worth twice the amount of coins gained from the white sheep.

Pig

- Purchase Cost – 1,000 Coins
- XP Gained – 10
- Harvest Time – 2 Days
- Harvest Profit – 30 Coins
- Harvested Product – Truffles
- Sells back for – 50 Coins
- Level Available – 1
- NOTE – Pigs are only available for purchase in the Market and can not be gifted by neighbors as of November 2009.

Grey Goose

- XP Gained – 300
- Days until Harvest – 2 Days
- Harvest Profit – 100 Coins
- Harvested Product – Down Feathers
- Sells back for – 150 Coins
- Level Available – 1
- NOTE – At this time the Grey Goose is only available as a Prize in a Purchased Mystery Box.

Lamb

- Purchase Cost – 9 FV Cash
- XP Gained – 0
- Days until Harvest – 3 Days
- Harvest Profit – 90 Coins
- Harvested Product – Lamb Hair
- Sells back for – 90 Coins
- Level Available – 1
- NOTE – Lambs do not grow up to be sheep in the game.
- NOTE – Lambs are considered rare animals in the game.
- NOTE – Lambs can occasionally be found in Mystery Boxes.

Clydesdale Horse – Limited Edition Item (December 2009 – January 2010)

- Purchase Cost – 12 FV Cash
- XP Gained – 90
- Days until Harvest – 3 Days
- Harvested Product – Horse Hair
- Amount earned at Harvest – 105 Coins
- Sells for – 105 Coins
- Level Available – 1
- NOTE – This is a Holiday Item and considered a rare animal in the game.

Cow (Spotted Dairy Cow)

- XP Gained – 5
- Days until Harvest – 1
- Harvested Product – Milk
- Amount earned at Harvest – 6 Coins.
- Sells for -15 Coins
- Level Available – 1
- NOTE – This item can only be gifted.
- TIP – Place your cows in a Dairy Farm as soon as possible along with 1 Bull and you will soon have baby calves on your farm.

Alien Cow (AKA BOVINE – Limited Edition Item from November 2009)

- XP Gained – 24 (Purchase only)
- Days until Harvest – 1
- Harvested Product – “Milktonium”
- Amount earned at Harvest – 18 Coins
- Sells for –120 Coins.
- Level Available – 1
- NOTE – You can no longer purchase this cow but it shows up frequently in gift boxes.

Brown Cow

- XP Gained – 0
- Days until Harvest – 1
- Harvested Product – Chocolate Milk
- Amount earned at Harvest – 12 Coins
- Sells for – 15 Coins
- Level Available – 1
- NOTE – This item can not be purchased or gifted it can only be obtained if it wanders onto your farm and you agree to adopt it.
- NOTE – Considered a rare item in the game.

Pink Cow

- XP Gained – 0
- Days until Harvest – 1
- Harvested Product – Strawberry Milk
- Amount earned at Harvest – 18 Coins
- Sells for – 15 Coins
- Level Available – 1
- NOTE – This item can not be purchased or gifted it can only be obtained if it wanders onto your farm and you agree to adopt it.
- NOTE – This is considered a rare item in the game.

Baby Calf (Brown or Pink)

- XP Gained – 0
- Days until Harvest – 1

- Harvested Product – Calf Hair
- Amount earned at Harvest – 80 Coins
- Sells for –120 Coins
- Level Available – 1
- NOTES – The baby calf can only be obtained by starting a dairy farm and placing a bull and at least 1 cow in it.
- NOTES – Each time you collect milk from your dairy farm there is a chance you will see a notice that you have a baby calf. If this happens be sure to share the notification as your friends will be able to adopt a baby calf too.

Bull

- XP Gained – 0
- Days Until Harvest – 1 Day
- Harvested Product – Brush Bull
- Amount earned at Harvest – 80 Coins
- Sells for – 120 Coins
- Level Available – 1
- NOTES – The bull can not be purchased or gifted and can only be obtained if it wanders onto your farm and you choose to adopt it.
- NOTES – Placing a bull in the dairy farm with at least 1 cow. (holds 20 maximum) will allow you to receive a baby calf for your farm from time to time.
- NOTE -Each day you have a chance of a new baby calf after harvesting the Dairy Farm.

Reindeer

- XP Gained – 0
- Days until Harvest – 2
- Harvested Product – Reindeer Hair (Brush Reindeer)
- Amount earned at Harvest – 80 Coins
- Sells for –150 Coins
- Level available – 1
- NOTE – This item can not be purchased or gifted, it can only be adopted if it wanders onto your farm.
- This item is considered rare in the game.

Clumsy Reindeer (Limited Edition Christmas Item)

- XP Gained – 0
- Days until Harvest – 2
- Harvested Product – Reindeer Hair (Brush Reindeer)
- Amount earned at Harvest – 80 Coins
- Sells for 150 Coins
- Level Available – 1
- NOTE – This item can not be purchased or gifted, it can only be adopted if it wanders onto your farm.
- NOTE – This reindeer has Christmas lights tangled onto its antlers and has a red nose that lights up.
- NOTE – This is considered a rare item in the game.

Turkey/Baby Turkey

- XP Gained – 0
- Days until Harvest – 2
- Harvested Product – Feathers
- Amount earned at Harvest – 80 Coins
- Sells for -125 Coins
- Level Available -1
- NOTE – This item was introduced in November of 2009
- NOTE – This item can not be gifted at this time it can only be found in holiday gifts and mystery boxes.
- NOTE – Baby turkeys take 3 days to grow into adults. Once they are adults they can be harvested for feathers every 2 days.
- NOTE – Baby Turkeys have no goods to harvest.

Wild Turkey

- XP Gained – 0
- Days Until Harvest – 2
- Harvested Product – Feathers
- Amount earned at Harvest – 80 Coins
- Sells for 125 Coins
- Level Available – 1
- NOTE – There is no baby version of the Wild Turkey.
- NOTE – This item can not be purchased or gifted it can only be obtained if it wanders onto your farm and you choose to adopt it.

- NOTE – Sending out notifications that you have adopted the wild turkey will allow your neighbors the opportunity to adopt one too so be sure to send out notifications.

Donkey

- XP Gained – 5
- Days until Harvest – 1
- Harvested Product – Donkey Hair (Brush Donkey)
- Amount earned at Harvest – 100 Coins
- Sells for –250 Coins
- NOTE – This item can not be purchased or gifted it can only be found in Mystery Eggs.

Horse

- XP Gained –
- Days until Harvest – 3 Days
- Harvested Product – Horse Hair
- Amount earned at Harvest – 84 Coins
- Sells for – 105 Coins
- Level Available – Unlocks to be gifted at level 21
- NOTE – This item can only be gifted to you from a neighbor that has reached level 21.

Goat

- XP Gained – 0
- Days until Harvest – 2
- Amount earned at Harvest – 54 Coins
- Harvested Product – Goat's Milk
- Sells for –90 Coins
- NOTE – This item can only be gifted to you from a Neighbor.

Brown Goose

- XP Gained – 0
- Days until Harvest – 2 Days
- Harvested Product – Goose Feathers
- Amount earned at Harvest – 80 Coins.
- Sells for –100 Coins.
- Level Available – 1
- NOTES – This item can only be gifted by a neighbor.

Grey Goose

- XP Gained – 300
- Days until Harvest – 2
- Harvested Product – Feathers
- Amount earned at Harvest – 100 Coins
- Sells for – 150 Coins
- Level Available – 1
- NOTES – This is a very rare item in the game and can only be obtained by purchasing a mystery box with Farmville cash.

Duck

- XP Gained – 0
- Days until Harvest – 3
- Amount earned at Harvest – 45 Coins
- Harvested Product – Down Feathers
- Sells for -75 Coins
- Level Available – 1
- NOTE – This item can only be gifted to you from a neighbor.

Ugly Duckling/Swan

- XP Gained – 0
- Days until Harvest – Ugly Duckling – None, Swan – 3 Days
- Amount earned at Harvest – 80 Coins
- Harvested Product – Feathers
- Sells for -100 Coins (Swan) 75 Coins (Ugly Duckling)
- Level Available – 1
- NOTE – The Ugly Duckling turns into the Swan after 3 days.
- NOTE – The Ugly Duckling can be sold before it matures into a Swan for 75 Coins.
- NOTE – Lost Animal. The Ugly Duckling can not be purchased or gifted it can only be obtained if it wanders onto your farm and you choose to adopt it.

Penguin

- XP Gained – 0
- Days until Harvest – 3
- Amount earned at Harvest – 45 Coins
- Harvested Product – Ice Cubes

- Sells back for – 75 Coins
- Level Available –1
- NOTE – Lost Animal. Penguins can not be purchased they can only be obtained if they wander onto your farm and you choose to adopt it.

Turtle

- XP Gained – 0
- Days until Harvest – 3
- Amount earned at Harvest – 86 Coins
- Harvested Product – Turtle Eggs
- Sells back for – 95 Coins
- Level Available – 1
- NOTE – Lost Animal. Turtles can not be purchased or gifted, as they can only be obtained if they wander onto your farm and you choose to adopt it.

Rabbit

- XP Gained –
- Days until Harvest – 4
- Amount earned at Harvest – 60 Coins
- Harvested Product – Angora Wool
- Sells for – 60 Coins
- Level Available – 1
- NOTE – The Rabbit can only be obtained if it is gifted to you by a Neighbor.

Rare Farmville Animals

Future Farmville Animals

- There is talk on the Zynga website and in the forums of future animals that include dog, pink baby elephants, wild pigs, and Tan Rabbits.
- Will update if these items become available.

Farmville Puppies/General Information



- In March of 2010 Farmville added Puppies to their Animal Family.
- Puppies come in a few different breeds and can be purchased using either Farmville Coins or Farmville Cash depending on which breed you choose and you will also need to have at least 15 Neighbors in order to purchase the Terrier available for Coins.
- Puppies purchased with Coins – You must feed your puppies daily and once you feed them 14 times and wait 24 hours later they will be adult dogs and will not run away.
- Puppies purchased with FV Cash – The major difference between puppies purchased with FV Cash and Coins is that those purchased with FV Cash will NOT run away if you forget to feed them. You still need to feed them for 14 days so they can grow to an adult dog.
- Once you have an adult dog you can start feeding him/her treats which will allow them to learn tricks. 1 treat = 1 trick per day for a maximum of 5 days.
- Puppies will follow your game Avatar around the Farm unless you click on it and choose "Stay" from the pull down menu.
- If you neglect to feed your coin purchased puppy even one time out of the 14 times required your puppy will run away and you will have to pay 2 Farmville Cash to free

him.

- Puppies are fed Puppy Kibble which can be purchased with Farmville Cash in bundles of 7 or gifted to you one at a time from your Neighbors. There is a feature where you can request Neighbors send Kibble to you if needed.
- Once you feed your Puppy for 14 days you will have to wait an additional 23 hours until you see your puppy as a grown dog. He will not run away once you reach this period and you can now teach him tricks.
- Tricks include Harvesting sheep – This means you can click on your sheep dog and choose to “Harvest” or “Collect” all funds from sheep that are ready to be collected from which can be harvested every 3 days.

Buying your Puppy

Buying your Puppy



- Click on “Market” at the lower right corner and then click on “Animals” and then “Pets” from the menu at the top of the Market.
- You will see all the breeds available.
- Click on either “What is this?” for more information or “Buy” if you are certain you want to purchase a certain puppy.
- NOTE – You have not officially purchased a puppy until you place it on the land of your farm.
- Your puppy will be seen running on your farm after you purchase it.
- You have the option of clicking on the dog and then on “Stay” to keep it in one location.
- TIP – If you have your avatar blocked or locked down your puppy will not be able to follow it.

- TIP – If you set the puppy to “Follow” he will follow the Avatar of your or your Neighbor’s game.

Naming Your Puppy/Important Information



- IMPORTANT – If you receive a message such as “Invalid Name Choice – Try again” this means that you have named your puppy something inappropriate. Even if you have part of a word in the name such as “Lassie” you will not be allowed to use that name.
- Once you name your puppy you will NOT be able to rename it so be sure you have the name you want.
- The only way to change this would be to sell your puppy and re-buy him which is very expensive so be sure you have the name you want before you hit submit.

Puppies available for Coins





- There are currently only two puppies that can be purchased with Farmville coins and they each have different requirements for purchase.
- **Honey Terrier** – 5,000 Farmville Coins – Limit 1 Per Player. Must have 15 Neighbors to purchase and comes with 1 Bag of Kibble.
- **Red Border Collie** – 300,000 Farmville Coins – Limit 1 Per Player with no Neighbor limit and comes with 1 bag of Kibble.
- These puppies will require you to feed them once every 24 hours from the time of purchase.
- NOTE – You will have a 24 hour grace period after your puppy becomes hungry after reaching the first 24 hour period after his first feeding.
- For example – If you feed your puppy at 4PM he will become hungry at 4PM the next day and then a countdown of 23 hours will appear on the clock and if you do not feed your Puppy before this countdown is completed he will disappear to the pound and you will have to pay 2 FV Cash to get him out. So you actually have 47 hours and 59 minutes to feed your pet after each feeding.

Puppies available for Farmville Cash



Terrier

What is this?

65 FV Cash

BUY

Terrier

Color Choices - Honey Only

Tasks - Harvests Rabbits

Requirements: 65 FV Cash

Comes with - 2 Weeks Puppy Kibble



Golden Retriever

What is this?

65 FV Cash

BUY

Golden Retriever

Color Choices - Gold, Cream, or Mahogany

Tasks - Fetches things for You.

Requirements : 65 FV Cash

Comes with - 2 Week Supply Puppy Kibble



Sheep Dog

What is this?

65 FV Cash

BUY

Sheep Dog

Colors - White, Black, or Gray

Requirements : 65 FV Cash

Comes with - 2 Week Supply Kibble

Tasks - Harvests Sheep



Border Collie

What is this?

65 FV Cash

BUY

Border Collie

Colors - Black, Red, or Chocolate

Tasks - When Grown Works with other Animals

Requirements : 65 FV Cash

Comes with - 2 Week Supply of Kibble

- There are currently 4 Dog Breeds available for purchase with Farmville Cash.
- NOTE – The biggest difference between puppies purchased with coins and FV Cash is that those purchased with coins can run away if not fed and must be rescued from the pound. Those purchased with FV Cash do NOT run away if you forget to feed them.
- When puppies grow up they can learn tricks. (See Tricks below)
- With the exception of the Terrier you will be able to choose among 3 color choices for your puppy.
- Each Dog costs 65 Farmville Cash and comes with a 2 week supply of Kibble which is all you need to bring your puppy to adulthood if you feed daily.
- **Terrier** – This is identical to the 5,000 Coin Terrier and appears to be available if you wish to purchase a second terrier or if you have less than 15 Neighbors and can't purchase the cheaper one. It comes in one color – honey (States more colors are

“Coming soon”) and a 2 week supply of Kibble. When grown it harvests Rabbits after learning all tricks.

- **Sheepdog** – This dog comes in 3 color choices of white, black or gray and with a 2 week supply of kibble. When grown it harvests Sheep after learning all tricks.
- **Border Collie** – This dog comes in 3 color choices of black, red, or chocolate and a with a 2 weeks supply of kibble. When grown it works with other animals on the Farm after learning all tricks.
- **Golden Retriever** – This dog comes in 3 color choices of gold, cream, or mahogany and with a 2 weeks supply of Kibble. When grown it is able to fetch items for you after learning all tricks.

How to Feed Your Puppy







- our puppy you will need to either purchase puppy Kibble from the Market or ask your friends to gift it to you.
- Once you accept the kibble it will be found in your gift location at the bottom right of the screen.
- When your puppy is hungry (24 hours from the time you first bought him and 24 hours grace period to feed him) you will see a thought bubble over his head with a bag of kibble as shown in image above.
- Click "Use" under the Kibble in your gift area and the bag will stick to your cursor.
- Click on the puppy while the Kibble is on the cursor and this will feed your Puppy.
NOTE – Place your mouse over the puppy and you will see information about feeding status. You should see how long until they require the next feeding as well as how many feedings they have already had.
- Once all feedings are complete the information will change to how many treats your grown dog has had and how many tricks they have mastered.

Adult Dogs



Terrier



Sheepdog

Grown Farmville Dogs



Border Collie



Golden Retriever

- After you have fed your puppy for 14 days in a row and wait an additional 23 hours for him or her to mature you will have a grown dog.
- Adult dogs can now be fed Dog Treats which can be purchased in the Market for Farmville Cash or gifted to you from your Neighbors.
- Feeding your Dog 1 treat per day will teach him tricks.
- Once you have fed your dog treats for 5 days he will be fully trained and will no longer require feeding or treats and will do tricks when prompted to do so.

Tricks Performed by Adult Farmville Dogs

- After you spend 14 days growing your dog to an adult you will spend the next 14 days teaching him tricks by feeding him snacks which can be purchased in the Market or gifted to you by your Neighbors.
- You can also requests these from your Neighbor from the Market menu.

Dog Breed	Trick 1	Trick 2	Trick 3	Trick 4	Final Trick
Terrier	Roll Over 1 Treat 1 Day	Play Dead 3 Treats 3 Days	Shake 3 Treats 3 Days	Harvests Rabbits 7 Treats 7 Days	Harvests Rabbits
Border Collie	Roll Over 1 Treat 1 Day	Play Dead 3 Treats 3 Days	Shake 3 Treats 3 Days	Herds Animals 7 Treats 7 Days	Herds Animals
Sheepdog	Roll Over 1 Treat 1 Day	Play Dead 3 Treats 3 Days	Shake 3 Treats 3 Days	Harvests Sheep 7 Treats 7 Days	Harvests Sheep
Golden Retriever	Roll Over 1 Treat 1 Day	Play Dead 3 Treats 3 Days	Shake 3 Treats 3 Days	Fetches Items 7 Treats 7 Days	Fetches Items

Farmville Trees



- Trees in Farmville never wither or die and once they are ready for harvest there is no time limit as to when you can collect items.
- Each Tree has a cost per seed, a specific amount of time before it grows to maturity, and a certain number of XP points earned upon harvest and a specific amount of coins it earns you each harvest.
- To access Trees click on the "Market" button at the lower left of the game screen and click on "Trees"
- Trees are listed below in order of availability.
- Each Tree is listed in the order it becomes available in the game.
- **NOTE** – Some Trees can only be gifted.
- Some trees can only be purchased with FV Cash, Gold Coins or both.
- Planting Trees – Drag the tree to the location you wish to place it and click the left mouse button to secure it.
- Moving trees – To change a tree's location left click on it and choose "move" from the menu that appears. Drag the tree to the new location.

- **NOTE** – Moving a tree does not change the amount of time left before it can be harvested.

Types of Trees



- Click on the “Market” button at the lower left menu.
- Click on “Trees” and then click on “Buy” when you find the tree you wish to purchase.

Cherry Tree

- Purchase price – 225 Coins.
- XP Given – 5
- Harvest Time – 2 Days.
- Amount awarded at Harvest – 18 Coins.
- Sells for – 11 Coins
- NOTE – Can also be gifted by neighbors.

Apple Tree

- Purchase price – 325 Coins.
- XP Given – 5
- Harvest Time – 3 Days.
- Amount awarded at Harvest – 28 Coins.
- Sells for – 16 Coins.
- NOTE – This tree can be purchased in the Market and it can also be gifted by Neighbors.

Orange Tree

- Purchase price – 425 Coins.

- XP Given – 5
- Harvest Time – 4 Days
- Amount Earned at Harvest – 40 Coins.
- Sells for – 21 Coins

Plum Tree

- Purchase price – 350 Coins.
- XP Given – 5
- Harvest Time – 3 Days
- Amount awarded at Harvest – 30 Coins.
- Sells for – 17 Coins.
- NOTE – This tree can be purchased in the Market or gifted by a Neighbor.

Peach Tree

- Purchase price – 500 Coins.
- XP Given – 5
- Harvest Time – 4 Days.
- Amount awarded at Harvest – 47 Coins.
- Sells for – 23 Coins.
- NOTE – Available at Level 4.
- NOTE – This tree can be purchased from the Market once you have reached level 4 or gifted to you by a Neighbor.

Lemon Tree

- Purchase price – 475 Coins.
- XP Given – 5
- Harvest Time – 3 Days.
- Amount awarded at Harvest – 41 Coins.
- Sells for – 23 Coins.
- NOTE – This tree can be purchased in the Market or gifted to you by a Neighbor.

Lime Tree

- Purchase price – 750 Coins.
- XP Given – 5
- Harvest Time – 5 Days
- Amount awarded at Harvest – 75 Coins.

- Sells for -37 Coins.
- NOTE – This tree can be purchased in the Market or gifted to you by a Neighbor.

Acai Tree

- Cost – 27 Farmville Cash
- XP Given – 0
- Days until Harvest -2
- Amount awarded at Harvest – 158
- Sell Price -47 Coins
- NOTE – This tree can be purchased in the Market or found in Mystery Boxes only.
- NOTE – This is the most valuable tree in the game and gives the largest harvest profit.

Apricot Tree

- XP Given – 0
- Days until Harvest – 4
- Amount awarded at Harvest – 56 Coins
- Sell Price – 30 Coins.
- NOTE – This tree can only be gifted by a neighbor.

Avocado Tree

- XP Given – 0
- Days until Harvest – 3
- Amount awarded at Harvest – 37 Coins.
- Sell Price – 21 Coins.
- NOTE – This tree can only be gifted by a neighbor.

Banana Tree

- XP Given – 0
- Days until Harvest – 3
- Amount awarded at Harvest – 56 Coins.
- Sell Price – 32 Coins
- NOTE – This Tree can only be gifted by a Neighbor.

Date Tree

- XP Given – 0
- Days until Harvest -3
- Amount awarded at Harvest – 69 Coins

- Sell Price – 40 Coins
- NOTE – This tree can only be gifted by a Neighbor.

Fig Tree

- XP Given – 0
- Days until Harvest – 3
- Amount awarded at Harvest – 33 Coins.
- Sell Price – 18 Coins.
- NOTE – This Tree can only be gifted by a Neighbor.
- NOTE – This tree is only available for a limited time and is considered a rare tree.

Grapefruit Tree

- XP Given – 0
- Days until Harvest – 3
- Amount awarded at Harvest – 50 Coins.
- Sell Price – 28 Coins.
- NOTE – This Tree can only be gifted by a Neighbor.

Maple Tree

- XP Given – 15
- Days until Harvest – 2
- Amount awarded at Harvest – 150 Coins.
- Sell Price – 75 Coins
- NOTE – This Tree can be purchased in the Market for 5 FV Cash or gifted from a Neighbor.
- NOTE – This Tree will only be offered for a limited amount of time.

Olive Tree

- XP Given – 0
- Days until Harvest – 4
- Amount awarded at Harvest – 112 Coins
- Sell Price – 60 Coins.
- NOTE – This Tree can only be gifted by Neighbors.

Passion fruit Tree

- XP Given – 0
- Days until Harvest – 5
- Amount awarded at Harvest – 93
- Sell Price – 46
- NOTE – This tree can only be gifted by Neighbors.

Pomegranate Tree

- XP Given – 0
- Days until Harvest – 5
- Amount Rewarded at Harvest – 108 Coins.
- Sell Price – 53 Coins
- NOTE – This tree can only be gifted by Neighbors.

Red Maple Tree

- XP Given – 0
- Days until Harvest – 2
- Amount awarded at Harvest – 25
- Sell Price – 10
- NOTE – This tree can only be gifted by Neighbors.
- NOTE – This tree may only be available for a limited time.

Yellow Maple Tree

- XP Given – 5
- Days until Harvest – 2
- Amount awarded at Harvest – 25 Coins.
- Sell Price – 15 Coins.
- NOTE – This tree can only be purchased and gifted during the Autumn Seasons. It is purchased for 300 coins and can also be gifted by Neighbors.

Evergreen Tree

- XP – 0
- Sells back for – 50 Coins
- NOTE – This tree can only be gifted to you by a neighbor.
- NOTE – This tree is only to be considered decor as it produces no harvest for profit.

- NOTE – This tree can also be winterized and lights can be placed on it for a fee in the market during the holiday season.

Ornament Trees – Available only at Christmas (2 Types to Choose From)

- XP Given – 15
- Days until Harvest – 2
- Amount awarded at Harvest – 150 Coins.
- Sell Price – 75 Coins.
- NOTE – These Trees are only available during the Christmas Holiday and can only be purchased for 1,500 coins (2009 Price)
- NOTE – Tree 1 – Orange Decor, Tree 2 – Blue Decor.

Golmohar Trees

- XP Given – 15
- Days until Harvest – 3
- Amount awarded at Harvest – 55 Coins.
- Sell Price – 20 Coins.
- NOTE – These trees are given as gifts only and were introduced into the game February 2010.

Expanding your Farm



- After you have reached your goal of at least 5,000 coins you can start to build up your farm with items other than seeds, trees, and animals in the game.
- Start slow and do not spend all of your reserve on 1 item.
- TIP – A good rule of thumb is never spend more than 1/8th of your total cash reserve on an item. If one item is going to wipe out your cash stores then you will need to start all over and it will take you twice as long to have a profitable farm.
- Start with small items such as fences to keep your animals behind and Chicken Coops and Dairy Farms are excellent first purchases when building up your farm as you can check daily for mystery eggs and storing your animals in a building leaves more land available for you to plant and harvest on.

Expanding your Farm's size

- It will take a long time before you can expand the land of your farm but once you do you will find the profits are well worth the investment.

- Do not expand unless you have well over at least twice the amount of the cost of the land expansion in your financial reserve.

Farm Expansion Information

- You can upgrade the size of your farm 5 times in the game as of publishing of this guide.
- Farm Expansions are purchased in the Market. Click on “Expand Farm”
- At first you can only use Farmville Cash to expand your farm but as you increase your number of neighbors you will be allowed to buy these upgrades with Farmville Coins.
- You start with a farm that is 12.5 x 12.5 inches or 50 x 50 in 1 x 1 plot squares.

Expansions Available/Costs/Requirements



Homestead

- Size – 14×14
- Number of Neighbors needed to Purchase – 8
- Cost in Farmville Cash – 20
- Cost in Farmville Coins – 10,000
- NOTES – Do not purchase until you have at least 30,000 coins in your financial reserves.

Big Ole Plantation (Family Farm)

- Size – 16×16
- Number of Neighbors needed to Purchase – 10
- Cost in Farmville Cash – 20

- Cost in Farmville Coins – 25,000
- NOTES – Do not purchase until you have at least 50,000 coins in your financial reserves.

Big Family Farm

- Size – 18×18
- Number of Neighbors needed to Purchase – 13
- Cost in Farmville Cash – 20
- Cost in Farmville Coins – 50,000
- NOTES – Do not purchase until you have at least 100,000 coins in your financial reserves.

Plantation

- Size – 20×20
- Number of Neighbors needed to Purchase – 16
- Cost in Farmville Cash – 20
- Cost in Farmville Coins – 75,000
- NOTES – Do not purchase until you have at least 150,000 coins in your financial reserves.

Big Ole Plantation

- Size – 22×22
- Number of Neighbors needed to Purchase – 20
- Cost in Farmville Cash – 30
- Cost in Farmville Coins – 250,000
- NOTES – Do not purchase until you have at least 500,000 coins in your financial reserves.

Mighty Plantation – (Coming Soon! – This information will be updated when this is officially added to the game.)

- Size – 24×24
- Number of Neighbors needed to Purchase –
- Cost in Farmville Cash –
- Cost in Farmville Coins –

- NOTES – This is listed in the Market Menu but is not yet available for purchase in the game as of this writing.

Farm Hands



- March of 2010 Farm Hands were added to Farmville.
- Farm Hands can be purchased in the Market (Animal Section) for 5 Farmville Cash each and can only be used once.
- When you use a Farm Hand all of the animals on your farm that are NOT in a building and able to be harvested are harvested all at once.
- After you click on "Use" you will be shown the cash total of all your proceeds from harvesting animals.
- NOTE – Only those with the pink teardrop symbol over them and outside of a building will be harvested.
- TIP – Be sure to wait until all your animals are due before you use the farm hand.

- NOTE – Animals inside a building such as a chicken coop or stable will not be harvested by Farm Hands.
- These can be gifted to your Neighbors and will sometimes be given as gifts in mystery boxes and found as a surprise gift while harvesting your Horse stables.
- NOTE – Farm Hands do not cause animals that Transform to do so early such as baby turkey.

Arborists

Arborists



- March of 2010 Arborists were added to Farmville.
- Arborists are similar to Farm hands except instead of harvesting from Animals you will harvest from all ripe trees.
- Arborists can be purchased in the Market for 5 Farmville Cash each and can only be used once.
- When you click on "Use" every tree that is ripe on your Farm will be harvested all at once.

- You will immediately see a message showing how much money was collected by your harvested trees.
- Arborists can be purchased as gifts and sent to Neighbors and sometimes are found while harvesting from Horse Stables or given as gifts in Mystery boxes.
- It is possible to find collectible items while using an Arborist to harvest Trees. If this happens you will see a notification at the bottom center of your game screen.

Neighbors

Visiting Neighbors



- Your neighbors are listed along the bottom of your screen in order of their score with the highest score to the far right.
- To visit a neighbor left click on their picture and a menu will pop up. Left click on the “visit/help neighbor” option and you will be taken to their farm. Depending on how far along in the game your neighbor is they may have just a few plots or a huge farm and some people with very large farms choose to keep it just for animals, trees or decor.
- To return to your farm click on the Farm icon at the lower right of your screen.

Adding Neighbors



- The more neighbors you have the more income and XP points you can generate by visiting them.
- To add new neighbors you must first have this person on your Facebook Friend list.
- You can invite up to 30 people per day from your Facebook friend list to become your Neighbor on Farmville.
- Find the option at the top of the screen “Invite Friends” and it will lead you to a screen where you can put a check mark next to all the friends you would like to invite to be your neighbors. If they accept they will appear in your neighbor list at the bottom of the game screen.
- If you want to increase your Neighbors even further you can visit Farmville game forums and look for threads titled “Farmville Friends Wanted” and proceed to add people that way. You will have to add them to your Facebook friend list then send them an invitation to join the game or have them send one to you.
- NOTE – Please be very cautious when adding new neighbors through a forum. It is best to take your time and get to know people before you add them. Some forums have lists of people to beware of you may want to look for these lists and check names before you add someone you do not know well.

Helping Neighbors for Profit – Using Crop Fertilizer





- Each time you visit a neighbor you will be asked to perform a task such as clearing leaves, or chasing away raccoons. If you choose "Accept" the task will immediately be done and you will earn 20 coins and 5 XP.
- Next if your neighbor has land available to be fertilized you will be asked if you will fertilize land for them. Hit "accept" again and you will need to click on 1 to 5 plots of land. Doing this for your neighbor will give them more XPs and coins when they harvest that particular plot of land.
- You will see 5 white bottles of fertilizer on the left side of the screen and each one disappears after you use it.
- NOTE – If you see a white bottle of fertilizer circled in red you can not fertilize the land on the farm. Either your neighbor has no land to fertilize or all of their land is already fertilized.
- Fertilizing your neighbors crops depends on whether or not they have land free to plow. If they do you can fertilize up to 5 plots of land earning you 4 coins and 1 XP per plot.
- Added January 2010 – Feeding Neighbors Chickens – In additions to crop fertilizing and helping with random problems on the farm you can also feed up to 20 of your Neighbor's Chickens if they have a Chicken Coop on their farm. This will earn you 4 coins and 1 XP daily from each Neighbor. (See Mystery Eggs and Chicken Coops above.)
- If you visit a neighbor, help them out with whatever problem they are having, feed their Chickens if they have them, and fertilize 5 plots of land you will earn a potential maximum of 44 coins and 11 XP.
- The more neighbors you have the more income you can generate.
- You can only visit for money once in a 24 hours period but you can visit a neighbor as many times as you wish.

- Once you are finished you can either click on another neighbor and go directly to their farm or click on the house icon located at the lower right side of the screen over the tools menu.

Gifts

- Gifts can be sent and received in the game daily.
- You can send 1 gift to a maximum of 25 friends daily. (This amount could change at any time.)
- You can receive an unlimited amount of gifts daily but must accept each gift individually in Facebook's notification "Home" area.
- TIP – Check the Facebook news feeds daily for special items and notifications from your neighbors. This is a great way to obtain gifts for the game.
- TIP – Put out as many notifications offering gifts to others when possible as people tend to return the favor.
- NOTE – Gifts can sometimes be given from the Market area for items purchased with Farmville Cash only.
- TIP – Gifts are the best way to build up your farm fast as they are free. You can sell them back for coins if you have no use for them or you can put them on your farm for future harvests. Ask your friends to send you gifts daily and be sure to return the favor.

Receiving a Gift





- When you are in your Facebook account click on the “Home” button and in the upper left hand corner and you will be taken to your “News Feed” page. Look in the upper right hand corner to see if you have been sent any gifts. (See image above)
- If you have notification of a gift sent click on it.
- Once you click on the link you will see what that person has sent to you.
- Click on Accept if you choose to accept it and you will be taken to one final page to accept the item and will be offered the option to send that person a return gift or go back to the previous page to accept another gift if you have multiple gifts to claim.
- Enter the game click on the gift box in the lower right hand corner menu.
- A page will open that shows you all of the gifts you have accepted.
- You will have the option to “Use” or “Sell” the gift.
- Place your mouse over the item’s image and you will see how much the item can be sold for.
- If you decide to sell the item click on “Sell” and the coins will be immediately added to your total.

- If you decide to use the item click on “Use” and the item will stick to your mouse. Drag the item to the area in the farm you wish for it to be placed.



NEW! As of April 2010 there is an additional way to open Farmville Gifts. Look at the upper right hand corner of the game screen and you will see an envelope icon with a number. Instead of going to the Facebook Requests area or Live feed area you can now click on this icon to open all of your gifts, send return gifts, and accept new Neighbor requests.

If you have the Zynga Toolbar Installed you will be able to access your gifts from there as well by clicking on the gift icon.

Sending a Gift



- You can send 1 gift to 25 of your friends every 24 hours. (This total is subject to change based on holidays and number of friends you have)
- Gifts can be sent to a large group or to individuals.
- If you are visiting a friend left click on their image at the bottom of the game screen and choose "send a gift" and you will be taken to a screen where you can choose a gift to send.
- NOTE – Many of the gifts will be locked. The only way to send these gifts is to play the game until you reach the designated level to unlock that particular item.
- Some gifts can only be purchased with FV Cash. (See FV Currencies)
- If you wish to send a gift to a large group you will have to send the same gift to every person otherwise you will have to send each gift individually.
- Choose your gift and then you will be taken to a screen where you can put a check mark next to each person you wish to send to. The game will let you know when you have reached your daily limit or if you can not send to a particular person.

Machines–Farm Equipment

Machines Available



- After you reach level 12 in the game you will be able to purchase machines that will make your farming chores much easier.
- **Tractor** – Available at Level 12. (Purchase color Red or Pink) Cost \$30,000 Gold Coins. 300 XP Gained – Plows every 2 x 2 area for 4 fuel at a time. Recommended only for very large farms.
- **Seeder** – Available at Level 14. (Color Yellow only) Cost – \$30,000 Gold Coins. 300 XP Gained. – Sows seeds every 2 x 2 area for 4 fuel at a time. Recommended only for very large farms.
- **Harvester** – Available at Level 13. (Color Blue) Cost – \$30,000 Gold Coins. 300 XP Gained. Harvests Crops every 2 x 2 area for 4 fuel at a time. Recommended only for very large farms and for crops that are difficult to click on such as Sugar Cane or Sunflowers.

Purchasing and Using Machines in the game





- Purchase the machine from the Market under “Machines”
- When ready to use the machine click on the Multi tool and a menu will appear with your machine.
- After you choose the machine you wish to use when you start to harvest, seed, or plow instead of 1 plot of land you will move 4 plots of land at a time.
- When you have the correct area highlighted left click your mouse and any amounts of money earned or spent will automatically deduct at this time as well as the addition of any XP points.
- **NOTE** – You do NOT see the machine moving on the land, you will just notice 4 plots of land highlighting between clicks.

Using Fuel in Machines





- Fuel must be used to run the Machines in Farmville which are the Tractor, Harvester, and Seeder.
- Each Full tank on a Farm machine allows it to operate on 150 square plots of land.
- Vehicles use 4 fuel for each 2 x 2 square of land they are used on.
- When a vehicle runs out of fuel there are three ways to replenish it.
- 1. Fuel regenerates at a rate of 1 Fuel for every 2.5 minutes. This means you will have a full tank (150 Fuel per Tank) every six hours and 15 minutes in the game. (See Fuel Gauge in image above.)
- 2. Fuel can be purchased from the Market at a rate of
- 1 Fuel Refill – 3 FV Cash.
- 10 Fuel Refills – 25 FV Cash.
- 20 Fuel Refills – 40 FV Cash.
- 30 Fuel Refills – 55 FV Cash.
- 50 Fuel Refills – 65 FV Cash.
- 3. Fuel can also be gifted in Mystery Boxes, Mystery Eggs, and Holiday Gifts from Neighbors.

- The more fuel refills you buy at once the more money you will save overall.

Free Fuel Week at Farmville

- On Average of once per month (usually the first or second week of the Month) Farmville sponsors a "Free Fuel Week"
- This is announced when you open the game for the first time in a 24 hour period.
- You are given one tank of gas for each consecutive day you log into your Farmville game.
- If you log in each day for a week without missing a day you will have five free tanks of fuel.
- You can also ask people to send you free Fuel during the Free Fuel Weeks at Farmville. (Click on the Fuel Can Icon at the top left of game screen.)
- Be sure not to miss a day or the count starts over and you lose your previous fuel.



Buildings/Storage



- There are several building available for purchase in the Market.
- These buildings upgrade the appearance of your farm, increase your XP points, and provide storage for decor, functional items, flowers and animals.
- Purchasing buildings is also required for the Architect Ribbon. (See Ribbons-Awards below)
- Buildings vary in cost and can be purchased with Farmville Coins and/or Farmville Cash.
- NOTE – Buildings should not be purchased until you have an established farm with at least 25,000 coins.
- The first buildings recommended for purchase are the Chicken Coop and Dairy Farm. (See Animals/Shelter)
- Each building used for storage can hold a predetermined amount of items.
- Place your mouse over a structure and it will display how much storage room you have left.

Commonly Used Structures/Features



- Listed below are many of the commonly used structures in the game and important information about them.
- NOTE -There are many items not listed here such as windmills, Santa's workshop, Haunted houses, etc that you can find in the Market under "Buildings"
- Specialized holiday structures can be purchased in the Market for specified amounts of time listed on the item's description.

Chicken Coop

- Cost -5,000 Coins
- XP Gained – 50
- Size – 5×3
- Storage Capacity – 20 Chickens
- Sells back for – 650 Coins
- Level Available – 1
- NOTE – Only 1 Chicken Coop is allowed per farm with a maximum of 20 chickens stored inside.
- NOTE – You MUST have an occupied Chicken Coop to qualify for the daily chance of winning a mystery egg. (See Mystery Eggs/Animals)
- NOTE – Mouse over the Chicken coop for information about its contents.

Dairy Farm

- Cost -10,000 Coins
- XP Gained – 100
- Size – 6×5

- Storage Capacity – 20 (1 Bull, 19 Cows)
- Sells back for – 500 Coins
- Level Available – 2
- NOTE – You are allowed a maximum of 5 Dairy Farms on your land.
- NOTE – You must have a dairy farm with 1 bull and at least 1 cow to have a daily chance of obtaining a baby calf.
- NOTE – Mouse over the dairy farm for information about contents.

Barn

- Cost – Red Barn is 40,000 Coins. All other styles are 27 Farmville Cash.
- XP Gained – 800
- Size – 8×6
- Storage Capacity – 20 Items
- Sells back for – Red barn – 2,000 Coins. All other styles – 4,000 Coins.
- Level Available – 1
- NOTE – The barns come in various colors and styles – Black, Blue, Red, Pink, White, Weathered, and Groovy.
- NOTE – The red barn is the only barn that can be purchased with Farmville coins.
- NOTE – The White and Groovy Barns may be available in Mystery Boxes.

Garden Shed

- Cost – 30,000 Coins or 30 Farmville Cash
- XP Gained – 300 if purchased with Cash, 900 if purchased with Farmville Cash.
- Size – 4×2
- Storage Capacity – 30 Perfect Bunches of Flowers. (See Perfect Bunches)
- Sells back for – 1,500 Coins
- Level Available – 1
- NOTE – Only 1 Garden shed is allowed per Farm.

Tool Shed

- Cost – White Tool Shed 14,000 Coins. Pink Tool Shed – 22 Farmville Dollars. Green Tool Shed – Found in Mystery Box only.
- XP Gained – White – 140, Pink – 280, Green – 300.
- Size – 4×4
- Storage Capacity – White – 2 items. Pink – 15 Items, Green – 15 items.
- Sells back for – White – 700 Coins, Pink – 1,400 Coins, Green – 1,500 Coins.

- Level Available – White – Level 8, Pink and Green – Level 1.
- NOTE – The White Tool shed isn't available for purchase until it is unlocked at level 8.
- NOTE – The White tool shed isn't worth the cost as it only holds 2 items.

Fruit Stand

- Cost -10,000 Coins
- XP Gained – 100
- Size – 2×2
- Storage Capacity – None – Decorative item only.
- Sells back for – 500 Coins
- Level Available -10
- NOTE – Not available for purchase until it is unlocked at level 10.
- NOTE – There is no storage capacity this is a decor item only.

Farmhouse

- Cost -150,000 Coins
- XP Gained – 1,500
- Size – 8×5
- Storage Capacity – None – Decorative item only.
- Sells back for – 7,500
- Level Available -26
- NOTE – You can not purchase this item until you unlock it at level 26.

Greenhouse

- Cost -100,000 Coins
- XP Gained – 1,000
- Size – 6×4
- Storage Capacity – None – Decorative item only.
- Sells back for – 5,000
- Level Available -30
- NOTE – This is only to be purchased if you have a large amount of reserve cash as it serves no function to increase your profits. Decorative use only.

Lodge

- Cost -800,000 Coins
- XP Gained – 8,000
- Size – 10×12

- Storage Capacity – None – Decorative item only.
- Sells back for – 40,000
- Level Available –31
- NOTE –Not available for purchase until it is unlocked at level 31.
- NOTE – This item serves no function for profit and is the second most expensive structure in the game.

Villa

- Cost -1,000,000
- XP Gained – 10,000
- Size – 10×12
- Storage Capacity – None – Decorative item only.
- Sells back for – 50,000
- Level Available –34
- NOTE – Not available for purchase until it is unlocked at level 34.
- NOTE – This is the most expensive item you can purchase in the game.

Special Decor

Special Decor for your Farm



- There is always special decor offered in the game that changes daily.
- Check the Market for “Special Offers” and based on the time of year there will be items special items you can place on your farm for a limited time.
- Decor if found in the Market and when you are tired of a particular item you can either sell it for coins or store it in a storage building.
- Fences, Hay bales and hedges can be purchased to keep your animals contained and upgrade the appearance of your farm.

Special Decor Effects Available



- During the holidays you can purchase the option to have holiday lights put on various structures in the game and must also pay a fee to have them removed.
- You have the option to place snow on your farm for 1,000 coins or have it reversed for 1,000 coins. (See images above)

Co-op Farming



- In April of 2010 Co-Op Farming was introduced to Farmville.
- Co-Op Farming allows you to join into special tasks with your Neighbors that when completed will earn everyone involved in the task with a cash and XP reward and possibly a structure or animal with the Gold Rewards.
- There are 3 levels of rewards categorized as Gold, Silver and Bronze. If you finish the task in the least amount of time you will win the Gold Reward which has the highest amount of money and XP as well as an additional gift earned only for the Gold reward listed below.
- You must have reached at least level 20 to participate in CO-Op Jobs.
- If you are not yet at level 20 and try to participate in CO-Op jobs you will be rewarded with 20 XP.
- There are currently 9 co-op jobs available to join.
- You can earn 3 new Ribbons by completing co-op Jobs in Farmville. (See Ribbons for Awards)
- Click on the co -op icon at the lower right menu shown circled above.
- From the menu choose a job you would like to participate in.

- All rewards and time limits are listed as well as which Neighbors are working in that particular Co-op.
- After you choose and sign up to participate in a particular job you can always come back to this area to check on the progress and see how much time is left to earn whichever medal you are trying to earn. The faster you and your neighbors can complete a job the more you will all earn.
- NOTE – You can quit a job by clicking on “Quit” but only if you were not the one that initiated the job. Any progress you made on the job will stay with the job but you will not earn any reward for contributing to it if you quit.
- NOTE – If you start a job you can not quit unless there are no other members. If anyone joins a job you started you must stay with the job until it is complete.

Co-op Jobs and Rewards



- Scroll through the available jobs and you will see the user profile picture of any friends that have already joined as well as the percentage a task is already

completed.

- There is a history of all jobs completed as well as your current status which you can find at the left of the menu.
- You do not have to enter a task right when it starts. It may be half way finished before you join.
- You can only work toward one job at a time.
- You may cancel by clicking the button at the bottom of the screen that says, "Quit"
- Once a task is completed you will be notified and when you accept the coins and XP based on how well you did will be added to your totals.
- You are free to start another job as soon as one is completed and you have collected your rewards.
- There is a status bar located along the bottom of the menu which shows you how long you have to meet the nearest goal.
- Be sure to check back frequently so you do not lose any crops.

A Pack of Pickled Pattyans



- Grow Pattypan Squash to Pickle and ship out of Town.
- Goal – Grow 1500 Pattypan Squash
- Rewards/Time Limits – Bronze (3 Days and 6 Hours) 455 Coins and 520 XP, Silver (2 Days) 546 Coins and 624 XP, Gold (1 Day and 7 Hours) 619 Coins and 708 XP and Mail Truck for completing Gold Reward only.

A Very Berry Field Trip



A Very Berry Field Trip
Grow Cranberries and Grapes for a school trip lunch!

The school is planning a field trip to the country and will need something to eat. It's a tall order and short notice to boot, but could we get some fruit salad for the trip? The kids will thank you!

Could you seed and harvest the following?

 x1000
Cranberries

 x750
Grapes

 Gold Reward

START **CANCEL**

Rewards and Time Limits:

- Gold:** Complete in: 2 days 0 hrs, 866 Coins, XP 983
- Silver:** Complete in: 3 days 0 hrs, 764 Coins, XP 866
- Bronze:** Complete in: 4 days 21 hrs, 637 Coins, XP 722

- Grow Grapes and Cranberries for fruit salad for the kids to eat on their Field Trip.
- Goal – 1,000 Cranberries and 750 Grapes are to be grown and harvested.
- Rewards/Time Limits – Bronze – (4 Days and 21 Hours) 637 Coins and 722 XP, Silver – (3 Days) 764 Coins and 866 XP, Gold – (2 Days) 866 Coins and 983 XP, and the School Bus Plow for completing the Gold Reward only.

Pumpkin Pie O' Plenty



Pumpkin Pie O' Plenty!
Grow Pumpkins for the bake sale!

My friends said we'd bake pies for a bake sale in town. Unfortunately we said we'd bake more pumpkin pie than we have ingredients for! We need you to harvest enough pumpkins for us to finish!

Could you seed and harvest the following?

 x1400
Pumpkins

Current Progress:

Harvested: 0/1400
Seeded: 1400/1400

Co-op Members:

 Gold

JOIN **CANCEL**

Rewards and Time Limits:

- Gold:** Complete in: 16 hrs 0 min, 462 Coins, XP 527
- Silver:** Complete in: 1 days 0 hrs, 408 Coins, XP 464
- Bronze:** Complete in: 1 days 13 hrs, 340 Coins, XP 387

- Grow Pumpkins for the bake sale!
- Goal – Grow and Harvest 1400 Pumpkins
- Rewards/Time Limits – Bronze (1 Day and 13 Hours) 340 Coins and 347 XP, Silver (24 Hours) 408 Coins and 464 XP, Gold (16 Hours) 462 Coins and 527 XP, and the Cafe Statue for Completing the Gold Reward only.

Tossin' Tomatoes



- Grow Tomatoes for tossing at the County Fair.
- Goal – Grow and harvest 1300 Tomatoes for the County Fair.
- Rewards/Time Limits – Bronze (1 Day and 13 Hours) 373 Coins and 373 XP, Silver (1 Day) 396 Coins and 448 XP, Gold (16 Hours) 449 Coins and 509 XP as well as the Circus Elephant Statue for Completing the Gold Reward only.

Town Greening



- Grow -1450 Morning Glories for the Town Council's Greening Project.
- Goal – Grow and Harvest 1450 Morning Glories
- Rewards/Time Limits – Bronze – (2 Days and 9 Hours) 380 Coins and 433 XP, Silver – (1 Day and 12 Hours) 455 Coins and 519 XP, Gold – (1 Day) 516 Coins and 589 XP as well as the Farmville Monument for completing the Gold Reward only.

Stirring Things Up



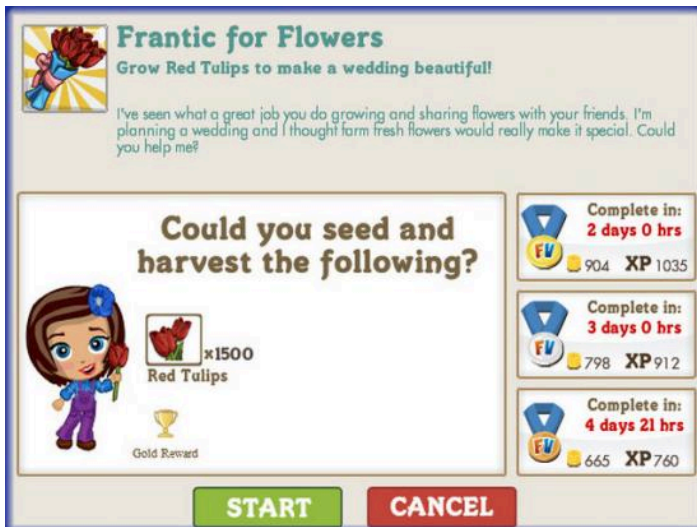
- Grow Rice, Peppers and Soy Beans for a Stir Fry.
- Goal – Rice 750, Peppers – 500, and 500 Soy Beans are to be grown and harvested.
- Rewards/Time Lines – Bronze – (4 Days and 21 Hours) 637 Coins and 722 XP, Silver – (3 Days) 764 Coins and 866 XP, Gold – (2 Days) 866 Coins and 983 XP as well as the Mini Pagoda for completing the Gold Reward only.

Fashion Bug



- Grow and Harvest Grapes to turn into dye for Organic Clothing.
- Goal – Grow and Harvest 1,275 Grapes.
- Reward/Time Lines – Bronze – (4 Days and 21 Hours) 622 Coins and 703 XP, Silver – (3 Days) 747 Coins and 844 XP, Gold – (2 Days) 846 Coins and 958 XP as well as the Grape Sheep for completing the Gold Reward only.

Frantic for Flowers



- Grow Tulips to decorate a Friend's Wedding.
- Goal – Grow and Harvest 1500 Tulips.
- Reward/Time Lines – Bronze – (4 Days and 21 Hours) 665 Coins and 760 XP, Silver – (3 Days) 798 Coins and 912 XP, Gold – (2 Days) 904 Coins and 1,035 XP as well as the Wedding Gazebo for completing the Gold Reward only.

Rice Paper



- Grow Rice to Make paper for Calligraphy.
- Goal – Grow and Harvest 1200 Rice.
- Reward/Time Lines – Bronze – (2 Days) 330 Coins and 380 XP, Silver – (1 Day and 4 Hours) 400 Coins and 455 XP, Gold – (18 Hours and 59 Minutes) 450 Coins and 515 XP as well as the Lantern Tree for completing the Gold Reward only.

Special Collections Challenge



Live Feed Notification



Click here to Claim
Collectible



- In February 2010 The Collections Challenge was added to Farmville.
- There are 5 Collections each with 6 items you must find in either your or your Neighbor's farm while harvesting trees, Plowing or harvesting land, fertilizing land, or harvesting goods from Animals.
- If you find all of the items in a collection you can turn it in for a prize of XP, Coins or Fuel.
- Once you turn in a collection you simply start looking for the items again.
- Some items can only be collected if someone gifts it to you so it is important that you send gifts out and encourage your Neighbors to send to you as well.
- If you find a rare collectible you can share it with your Neighbors on the live feed.
- Keep an eye on the live feed in case your Neighbors post a free collectible for you.
(See example image above)

Collections



- If you would like a hint as to where to find an item run your mouse over it and a hint will appear.



Gardening Tools Collection

- **Gloves** – Common – Hint – “Requires a little help from your friends”
- **Trowel** – Common – Hint – “You need to get a little dirty”
- **Cultivator** – Common – Hint – “Your friends won’t notice when you find this in their crops.”
- **Twine** – Uncommon – Hint – “This twine is spun right from the source”
- **Pruning Saw** – Uncommon – Hint – “Look up!”
- **Shears** – Rare – Hint – “Your friends won’t notice when you find this in their crops.”

Country Kitsch Collection

- **Needlepoint** – Common – Hint – “Requires a little help from your friends”

- **Spigot** – Common – Hint – “You need to get a little dirty”
- **Pocketwatch** – Common – Hint – “You need to get a little dirty”
- **Salt Shaker** – Uncommon – Hint – “You need to get a little dirty”
- **Thimble** – Uncommon – Hint – “You need to get a little dirty”
- **Cow Bell** – Rare – Hint – “Do cows need more cowbell?”

Bugs Collection

- **Ladybug** – Common – Hint – “Your friends won’t notice when you find this in their crops.”
- **Dragonfly** – Common – Hint – “Requires a little help from your friends.”
- **Caterpillar** – Common – Hint – “Look up!”
- **Stick Bug** – Uncommon – Hint – “Look up!”
- **Beetle** – Uncommon – Hint – “Your friends won’t notice when you find this in their crops.”
- **Centipede** – Rare – Hint – “You need to get a little dirty”



Butterfly Collection

- **Emperor** – Common – Hint – “Requires a little help from your friends”
- **Painted Lady** – Common – Hint – “Your friends won’t notice when you find this in their crops.”
- **Blue Butterfly** – Common – Hint – “Look up!”
- **Swallowtail** – Uncommon – Hint – “Your friends won’t notice when you find this in their crops.”
- **Zebra** – Uncommon – Hint – “Look up!”
- **Copper** – Rare – Hint – “Look up!”

Feather Collection

- **Green Plume** – Common – Hint – “Requires a little help from your friends.”
- **Hen Feather** – Common – Hint – “Cluck”
- **Dapple Plume** – Common – Hint – “Sometimes you get a bit more than just down feathers”
- **Red Feather** – Uncommon – Hint – “Your friends won’t notice when you find this in their crops.”
- **Banded Quill** – Uncommon – Hint – “A big bird on a little Farm”
- **Blue Feather** – Rare – Hint – “Look up”

Mystery Eggs

Mystery Eggs

Click on Friend's Notifications
to Gain Mystery Eggs

Found on your
Facebook Newsfeed





Sarah found some White Mystery Eggs to share with their friends!

Sarah was just feeding Aspasa Kontoyanis's chickens and made them so happy that they laid an extra batch of White Mystery Eggs!

5 hours ago via Farmville
Comment · Like · Hatch an egg





Sarah found some Uncommon Brown Mystery Eggs to share with their friends!

Sarah was collecting eggs from their Chicken Coop and found these mysterious eggs...

5 hours ago via Farmville
Comment · Like · Hatch an egg





Tiziana found some Rare Black Mystery Eggs to share with their friends!

Tiziana was just feeding Camela Sgarlata's chickens and made them so happy that they laid an extra batch of Rare Black Mystery Eggs!

Today at 8:02am via Farmville
Comment · Like · Hatch an egg



Mystery Eggs/Chickens/Chicken Coops

- Mystery Eggs were introduced into the game in Mid-November 2009 in addition to the Chicken Coop.
- The only way to obtain mystery eggs is if you have a Chicken Coop on your farm.
- A chicken Coop can hold 20 Chickens at once.
- Chickens can no longer be purchased in the Market and must be gifted to you via neighbors or found in Mystery Eggs.
- Once you place at least 8 Chickens inside you will see the Chickens faces showing out the front of the coop.
- There is a 10% chance with every harvest of the Chicken Coop that you will obtain a Mystery Egg.
- Each Mystery Egg contains prizes and the highest likelihood is that you will find a colored chicken in your mystery egg but it varies as the prizes change over time.
- TIP – As of January 2010 in addition to fertilizing crops you can also feed your Neighbor's Chickens in their Chicken Coop. Now instead of having a chance once daily you will have a chance every time you feed your Neighbor's Chickens.

Types of Mystery Eggs



- There are 4 Types of Mystery Eggs
- **Premium White Mystery Egg** – White and Brown Chickens, Scarecrows and Picnic Tables as well as other items are found in this egg.
- **Uncommon Brown Mystery Egg** – This Mystery Egg can yield Brown or Black Chickens and sometimes fuel refills.
- **Rare Black Mystery Egg** – This Mystery Egg could yield Black or Golden Chickens as well as fuel refills.
- **Treasured Golden Mystery Egg** – This Mystery Egg is the hardest to obtain. If you are lucky enough to get one it could yield a Golden Chicken, Donkey, Carousel, Zen Garden, Animal Float and possibly other items in the future.
- NOTE – You MUST have a chicken coop to obtain mystery eggs at each harvest. The type of Mystery Eggs you will get depends on the color of the chickens inside your coop. To increase the odds put as many chickens as possible in your coop. (Each Coop holds 20 chickens.)

Mystery Boxes

Mystery Boxes

Boxes from June 2009 - February 2010



1.



2.



3.



4.



5.



6.



7.



8.



9.



10.

Mystery Boxes

- Farmville has a variety of Mystery Boxes available you can purchase for 16 FV Dollars each.
- The Mystery Boxes are upgraded frequently and contain random decorative items you can use around your farm or sell back for coins.
- More Mystery Boxes will be added as the game progresses.
- Some of the items in the Mystery boxes are very rare and others are items you can currently purchase in the Market.
- Mystery Boxes Cost 15-16 FV Cash and sometimes can rarely be found in holiday gifts sent by neighbors.
- Each Mystery box is Listed below from oldest to newest with items you could potentially win listed in alphabetical order along with their value in XP or Farmville Cash.

Mystery Box 1 – (Wooden Box with “?” on each side.)

- Country Picnic Table – 0 XP Gained.
- Fire Pit – 80 XP Gained
- Gold Gnome – 500 XP Gained.
- Hot Tub – 20 XP Gained.
- Lounge Chair – 50 XP Gained.
- Red Bicycle – 5 XP Gained.
- Tree Swing – 150 XP Gained (Can also be found in Golden Mystery Eggs)

Mystery Box 2 – (Blue Gift Box with Red Ribbon)

- 20 Fuel Refills – Worth 40 Farmville Cash.
- 30 Fuel Refills – Worth 55 Farmville Cash.
- Acai Tree – Worth 27 Farmville Cash.
- Gazebo – 500 XP
- Large Pond – 600 XP
- Manor – 2,000 XP
- White Owl – 800 XP

Mystery Box 3 – (Pink Gift Box with Green Ribbon)

- Animal Parade Float – 250 XP
- Carousel – 500 XP
- Donkey – 5 XP
- Silver Streak Trailer – 150 XP
- Water Tower – 250 XP
- Zen Garden – (Could not verify Possibly 0 XP)

Mystery Box 4 – (Green Gift Box with Purple Ribbon)

- 50 Fuel Refills – Worth 65 Farmville Cash
- Black Manor – 2,000 XP
- Green Tool Shed – 300 XP
- Groovy Barn – 800 XP
- Pagoda – 1,500 XP
- Tree House – 600 XP

Mystery Box 5 – (White Gift Box with Gold Ribbon)

- NOTE – On Rare occasions you can obtain this MB from the Wrapped Holiday Gifts.
- Gold Sleigh – 150 XP

- Golden Fountain – 450 XP
- Holiday Gate – 100 XP
- Platinum Gnome – 300 XP
- Tinsel Tree – 150 XP

Mystery Box 6 – (Dark Blue Gift Box with Bright Green Ribbon)

- 50 Fuel Refills – Worth 65 Farmville Cash
- Barn (White) – 500 XP
- Golden Chicken – 50 XP
- Gumdrop Tree – 600 XP
- Snow Globe – 450 XP

Mystery Box 7 – (Dark blue box with a Dark Purple Ribbon)

- Dancing Snow Lady – 750 XP
- Frozen Pond – 650 XP
- Gingerbread House – 1,000 XP
- Holiday Sleigh – 500 XP
- Santa Gnome – 500 XP
- Santa's Workshop – 1000 XP

Mystery Box 8 – (Yellow Gift Box with Red Ribbon)

- Grey Goose – 300 XP
- Porch Swing – 250 XP
- Rock Stream – 400 XP
- Scarecrow – 200 XP
- Stone Well – 350 XP
- Melting Snowman – 150 XP

Mystery Box 9 – (Light Blue Gift Box with Dusky Pink Ribbon)

- Alpaca – 250 XP
- Animals Statue – 200 XP
- Giant Bell – 350 XP
- Jack in the box – 400 XP
- Snowman Family Lighted Sign – 300 XP

- Welcome Sign – 150 XP

Mystery Box 10 (Yellow Gift Box with Blue Ribbon) **Current Mystery Box

- Mini Train Set – 450 XP
- Gazebo – 500 XP
- Golden Chicken – 50 XP
- White Barn – 800 XP
- Bunny Slope – 800 XP
- 50 Fuel Refill – Worth 65 Farmville Cash

Ribbons– Game Awards



Ribbon Values–Bonus for your Neighbors



- As you play the game and meet various milestones you will earn yellow, white, red and blue ribbons. Each time you win a ribbon you will be awarded a specific amount of XP points, Gold Coins and with some ribbons a prize to use on your farm.
- Each time you earn a ribbon it is very important that you share the good news with your neighbors by choosing the “Share the Wealth” option as this gives them the chance to click on a link on your wall or their news feed that will earn them goods and money for their games.
- Your neighbors will earn the following for each ribbon you earn and share with them:
 - **Yellow** – 50 Bonus Coins for your Friends.
 - **White** – 100 Bonus Coins for your Friends.
 - **Red** – 250 Bonus Coins for your Friends.
 - **Blue** – 500 Bonus Coins for your Friends.
- As you play the game check your news feed in the “Home” area on Facebook to see if you neighbors have posted about their advancements in the game. This is a great way for you to adopt free animals, flowers and gifts throughout the game to make your farm more valuable.

Ribbons you can earn in the game



Local Celebrity

- Local Celebrity – Earn Ribbons by Befriending a certain number of Neighbors.
- Yellow – 4 Neighbors. Reward – 10 XP and 1000 Gold Coins.
- White – 8 Neighbors. Reward – 20 XP and 2,500 Gold Coins.
- Red – 25 Neighbors. Reward – 50 XP and 5,000 Gold Coins.
- Blue – 50 Neighbors. Reward – 100 XP and 10,000 Gold Coins.

Good Samaritan

- Good Samaritan – Earn Ribbons by helping your neighbors with their farms.
- Yellow – 20 Friends Reward – 25 XP and 1,000 Gold Coins.
- White – 150 Friends Reward – 50 XP and 2,500 Gold Coins.
- Red – 500 Friends Reward – 100 XP and 5,000 Gold Coins.
- Blue – 2500 Friends Reward – 250 XP and 10,000 Gold Coins.

High Roller

- High Roller – Earn ribbons by earning gold coins in the game.
- Yellow – Earn 1,500 Coins Reward – 50 XP, 500 Gold Coins and 1 Hay Bale.
- White – Earn 50,000 Coins. Reward – 100 XP, 2,500 Gold Coins and 1 Butter Churn.
- Red – Earn 500,000 Coins. Reward – 250 XP, 5,000 Gold Coins and 1 Wheel Barrow.
- Blue – Earn 1,000,000 Coins. Reward – 1,000 XP, 10,000 Gold Coins and 1 Hay Wagon.

A Pretty Penny

- A Pretty Penny – Earn Ribbons by spending gold coins in the game.
- Yellow – Spend 750 Coins. Reward 50 XP and a Rest Tent.

- White – Spend 50,000 Coins. Reward 100 XP and a Well.
- Red – Spend 500,000 Coins. Reward 250 XP and a Tool Shed.
- Blue – Spend 1,500,000 Coins. Reward 1000 XP and a Fruit Stand.

Cream of the Crop

- Cream of the Crop – Earn Ribbons by harvesting a particular number of crops.
- Yellow – Harvest 30 Crops. Reward 25 XP and 500 Gold Coins.
- White – Harvest 1,000 Crops. Reward 50 XP and 2,500 Gold Coins.
- Red – Harvest 5,000 Crops. Reward 100 XP and 5,000 Gold Coins.
- Blue – Harvest 50,000 Crops. Reward 250 XP and 10,000 Gold Coins.



Knock on Wood

- Knock on Wood – Earn Ribbons by Harvesting Trees on your Farm.
- Yellow – Harvest 20 Trees. Reward – 25 XP, 1,000 Gold Coins and 1 Fig Tree.
- White – Harvest 250 Trees. Reward – 50 XP, 2,500 Gold Coins and 1 Apricot Tree.
- Red – Harvest 1,500 Trees. Reward – 100 XP, 5,000 Gold Coins and 1 Banana Tree.
- Blue – Harvest 5,000 Trees. Reward – 250 XP, 10,000 Gold Coins and 1 Pomegranate Tree.

Zoologist

- Zoologist – Earn Ribbons by Collecting from Animals on your Farm.
- Yellow – Collect from 15 Animals. Reward 25 XP, 1,000 Gold Coins and 1 Sheep.
- White – Collect from 500 Animals. Reward 50 XP, 2,500 Gold Coins and 1 Duck.
- Red – Collect from 1,000 Animals. Reward 100 XP, 5,000 Gold Coins and 1 Goat.
- Blue – Collect from 5,000 Animals. Reward 250 XP, 10,000 Gold Coins and 1 Horse.

Architect

- Architect – Earn Ribbons by owning Buildings on your Farm.
- Yellow – Own 2 Buildings. Reward – 100 XP and 500 Gold Coins.
- White – Own 6 Buildings. Reward – 250 XP and 2,500 Gold Coins.
- Red – Own 15 Buildings. Reward – 500 XP and 5,000 Gold Coins.
- Blue – Own 30 Buildings. Reward – 1,000 XP and 10,000 Gold Coins.

Pack Rat

- Pack Rat – Earn Ribbons by owning Decorations for your Farm.
- Yellow – Own 5 Decorations. Reward – 25 XP, and 1 Picnic Table.
- White – Own 50 Decorations. Reward – 50 XP, and 1 Stone Mail Box.
- Red – Own 100 Decorations. Reward – 100 XP, and 1 Covered Wagon.
- Blue – Own 250 Decorations. Reward – 250 XP, and 1 Small Pond.

Animal Shelter

- Animal Shelter – Earn Ribbons by Adopting lost Animals.
- Yellow – Adopt 2 Lost Animals. Reward – 25 XP, 1,000 Gold Coins and 1 Sheep.
- White – Adopt 3 Lost Animals. Reward – 50 XP, 2,500 Gold Coins and 1 Duck.
- Red – Adopt 4 Lost Animals. Reward – 100 XP, 5,000 Gold Coins and 1 Goat.
- Blue – Adopt 15 Lost Animals. Reward – 250 XP, 10,000 Gold Coins and 1 Horse.



Green Thumb

- Green Thumb – Earn Ribbons by Harvesting Unique Crops.
- Yellow – Harvest 5 Unique Crops. Reward – 10 XP, and 500 Gold Coins.

- White – Harvest 10 Unique Crops. Reward – 20 XP, and 2,500 Gold Coins.
- Red – Harvest 14 Unique Crops. Reward – 50 XP, and 5,000 Gold Coins.
- Blue – Harvest 17 Unique Crops. Reward – 100 XP, and 10,000 Gold Coins.

Tree Hugger

- Tree Hugger – Earn Ribbons by Harvesting Unique Trees on your Farm.
- Yellow – Harvest 3 Unique Trees. Reward – 10 XP, 500 Gold Coins, and 1 Plum Tree.
- White – Harvest 8 Unique Trees. Reward – 20 XP, 2,500 Gold Coins, and 1 Lemon Tree.
- Red – Harvest 12 Unique Trees. Reward – 50 XP, 5,000 Gold Coins, and 1 Grapefruit Tree.
- Blue – Harvest 15 Unique Trees. Reward – 100 XP, 10,000 Gold Coins and 1 Passion Fruit Tree.

Noah's Ark

- Noah's Ark – Earn Ribbons by Collecting from Unique Animals.
- Yellow – Collect from 2 Unique Animals. Reward – 10 XP, 500 Gold Coins, and 1 Chicken.
- White – Collect from 4 Unique Animals. Reward – 20 XP, 2,500 Gold Coins, and 1 Pig.
- Red – Collect from 6 Unique Animals. Reward – 50 XP, 5,000 Gold Coins, and 1 Duck.
- Blue – Collect from 8 Unique Animals. Reward – 100 XP, 10,000 Gold Coins, and 1 Horse.

Not Spoiled, Gifted!

- Not Spoiled, Gifted! – Earn Ribbons by having Unique gifts in your gift box.
- Yellow – Acquire 3 Unique Gifts. Reward – 10 XP, 1,000 Gold Coins, and 1 Hay Bale.
- White – Acquire 9 Unique Gifts. Reward – 20 XP, 2,500 Gold Coins, and 1 Barrel.
- Red – Acquire 15 Unique Gifts. Reward – 50 XP, 5,000 Gold Coins, and 1 Crate.
- Blue – Acquire 21 Unique Gifts. Reward – 100 XP, 10,000 Gold Coins, and 1 Wood Pile.

Crop Whisperer

- Crop Whisperer – Earn Ribbons by Fertilizing your neighbor's crops.
- Yellow – Fertilize 100 of your neighbor's crops. Reward – 25 XP, and 500 Gold Coins.
- White – Fertilize 500 of your neighbor's crops. Reward – 50 XP, and 1,000 Gold Coins.
- Red – Fertilize 1,000 of your neighbor's crops. Reward – 100 XP, and 2,500 Gold Coins.
- Blue – Fertilize 2,500 of your neighbor's crops. Reward – 250 XP, and 5,000 Gold Coins.



Flower Power

- Flower Power – Earn Ribbons by harvesting Flowers.
- Yellow – Harvest 30 Flowers. Reward 25 XP, and 500 Gold Coins.
- White – Harvest 500 Flowers. Reward 50 XP, and 2,500 Gold Coins.
- Red – Harvest 2,500 Flowers. Reward 100 XP, and 5,000 Gold Coins.
- Blue – Harvest 10,000 Flowers. Reward 250 XP, and 10,000 Gold Coins.

Pretty Garden

- Pretty Garden – Earn Ribbons by Placing Flower Bouquets on your Farm.
- Yellow – Place 5 Bouquets. Reward – 25 XP, and 1 Daffodil Bouquet.
- White – Place 10 Bouquets. Reward – 50 XP, and 1 Red Tulip Bouquet.
- Red – Place 25 Bouquets. Reward – 100 XP, and 1 Pink Roses Bouquet.
- Blue – Place 50 Bouquets. Reward – 250 XP, and 1 Sunflower Bouquet.

King of Compost

- King of Compost – Earn Ribbons by harvesting Fertilized Crops.
- Yellow – Harvest 75 Fertilized Crops. Reward 25 XP, and 1,000 Gold Coins.
- White – Harvest 150 Fertilized Crops. Reward 50 XP, and 2,500 Gold Coins.
- Red – Harvest 300 Fertilized Crops. Reward 100 XP, and 5,000 Gold Coins.
- Blue – Harvest 600 Fertilized Crops. Reward 250 XP, and 10,000 Gold Coins.

They of Mystery

- They of Mystery – Earn Ribbons by Opening Mystery Boxes in the Game.
- Yellow – Open 2 Mystery Boxes. Reward – 50 XP, and 500 Gold Coins.
- White – Open 6 Mystery Boxes. Reward – 100 XP, and 2,500 Gold Coins.

- Red – Open 15 Mystery Boxes. Reward – 250 XP, and 5,000 Gold Coins.
- Blue – Open 30 Mystery Boxes. Reward – 500 XP, and 10,000 Gold Coins.
- NOTE – To purchase Mystery Boxes you must use FV Dollars.
- Each Mystery Box costs 16 FV Dollars and of this writing FV dollars are the only way to purchase them. (Cost is subject to change if there is a Holiday Special)
- To earn all of the Ribbons you will need to purchase 30 Mystery Boxes which will cost 480 FV Dollars. (See FV Dollars for more information)

Fenced In

- Fenced In – Earn Ribbons by placing fences on your Farm.
- Yellow – Place 5 Fences on your Farm. Reward – 25 XP, and 500 Gold Coins.
- White – Place 50 Fences on your Farm. Reward – 100 XP, and 2,500 Gold Coins.
- Red – Place 100 Fences on your Farm. Reward – 250 XP, and 5,000 Gold Coins.
- Blue – Place 250 Fences on your Farm. Reward – 1,000 XP, and 10,000 Gold Coins.
- NOTE – This Ribbon was added in January of 2010.



Lord of the Plow

- Lord of the Plow – Earn Ribbons by Plowing Plots with a Tractor on your Farm.
- Yellow – Plow 200 Plots with Tractor. Reward 50 XP, and 1,000 Gold Coins.
- White – Plow 1,000 Plots with Tractor. Reward 100 XP, and 2,500 Gold Coins.
- Red – Plow 2,500 Plots with Tractor. Reward 250 XP, and 5,000 Gold Coins.
- Blue – Plow 10,000 Plots with Tractor. Reward 1,000 XP and 10,000 Gold Coins.

Need for Seed

- Need for seed – Earn Ribbons by using the Seeder to Seed Plots.
- Yellow – Seed 200 Plots with Seeder. Reward – 50 XP, and 1000 Gold Coins.

- White – Seed 1,000 Plots with Seeder. Reward 100 XP, and 2,500 Gold Coins.
- Red – Seed 2,500 Plots with Seeder. Reward 250 XP, and 5,000 Gold Coins.
- Blue – Seed 10,000 Plots with Seeder. Reward 1000 XP, and 10,000 Gold Coins.

Cat Lady

- Cat Lady – Earn Ribbons by Brushing Cats.
- Yellow – Brush 5 Cats. Reward – 50 XP, and 1000 Gold Coins.
- White – Brush 50 Cats. Reward – 100 XP, and 2,500 Gold Coins.
- Red – Brush 100 Cats. Reward – 250 XP, and 5,000 Gold Coins.
- Blue – Brush 250 Cats. Reward – 1,000 XP and 10,000 Gold Coins.

Vegetable Virtuoso

- Vegetable Virtuoso – Earn Ribbons by Harvesting Vegetable Crops.
- Yellow – Harvest 15 Vegetable Crops. Reward – 25 XP, and 500 Gold Coins.
- White – Harvest 500 Vegetable Crops. Reward – 100 XP and 2,500 Gold Coins.
- Red – Harvest 2,500 Vegetable Crops. Reward – 250 XP, and 5,000 Gold Coins.
- Blue – Harvest 10,000 Vegetable Crops. Reward – 1,000 XP, and 10,000 Gold Coins.

Foremost Fruit Farmer

- Foremost Fruit Farmer – Earn Ribbons by Harvesting Fruit Crops.
- Yellow – Harvest 15 Fruit Crops. Reward 50 XP, and 500 Gold Coins.
- White – Harvest 500 Fruit Crops. Reward 100 XP, and 2,500 Gold Coins.
- Red – Harvest 2,500 Fruit Crops. Reward 250 XP, and 5,000 Gold Coins.
- Blue – Harvest 10,000 Fruit Crops. Reward 500 XP, and 10,000 Gold Coins.



Egg-cellent Discovery

- Egg-cellent Discovery – Earn Ribbons by finding Mystery Eggs in your Neighbor's Chicken Coops.
- Yellow – Find 5 Mystery Eggs. Reward – 50 XP, and 1,000 Gold Coins.
- White – Find 25 Mystery Eggs. Reward – 100 XP, and 2,500 Gold Coins.
- Red – Find 50 Mystery Eggs. Reward – 250 XP, and 5,000 Gold Coins.
- Blue – Find 100 Mystery Eggs. Reward – 1,000 XP, and 10,000 Gold Coins.

Cunning Collector

- Earn Ribbons by Completing Collections.
- Yellow – Complete 2 Collections. Reward – 25 XP, and 500 Gold Coins.
- White – Complete 25 Collections. Reward – 50 XP, and 2,500 Gold Coins.
- Red – Complete 50 Collections. Reward – 100 XP, and 5,000 Gold Coins.
- Blue – Complete 100 Collections. Reward – 250 XP, and 10,000 Gold Coins.

Horse Power

- Horse Power – Earn Ribbons by harvesting the "Collectible Buffs" from your Horse Stable.
- Yellow – Collect 5 Buffs. Reward – 50 XP, and 1000 Gold Coins.
- White – Collect 25 Buffs. Reward – 100 XP, and 2,500 Gold Coins.
- Red – Collect 50 Buffs. Reward – 250 XP, and 5,000 Gold Coins.
- Blue – Collect 100 Buffs. Reward – 1,000 XP, and 10,000 Gold Coins.

Employee of the Month

- Employee of the Month – Earn Ribbons by completing the fastest times in Co-op Farming.
- Yellow – Complete 5 Jobs with a "Gold" rating. Reward – 50 XP and 1,000 Coins.
- White – Complete 25 Jobs with a "Gold" rating. Reward – 100 XP and 2,500 Coins.
- Red – Complete 50 Jobs with a "Gold" rating. Reward – 250 XP and 5,000 Coins.
- Blue – Complete 100 Jobs with a "Gold" rating. Reward – 1,000 XP and 10,000 Coins.

Fabulous Foreman

- Fabulous Foreman – To earn this medal you must start a co-op yourself and finish it earning a "Gold" reward.
- Yellow – Start and Complete 1 Job with a "Gold" rating. Reward – 50 XP and 1,000 Coins

- White – Start and Complete 5 Jobs with a “Gold” rating Reward – 100 XP and 2,500 Coins
- Red – Start and Complete 10 Jobs with a “Gold” rating. Reward – 250 XP and 5,000 Coins.
- Blue – Start and Complete 20 Jobs with a “Gold” rating. Reward – 1,000 XP and 10,000 Coins.

Best of the Rest

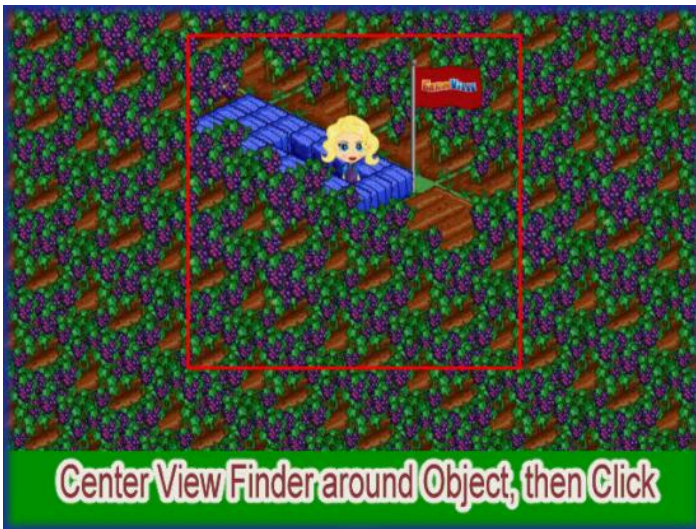
- Best of the Rest – To earn this medal you must finish a co-op job with the highest percentage completed among all that worked it and win the title of “MVP”
- Yellow – Earn “MVP” title for 1 co-op job. Reward – 50 XP and 1,000 Coins.
- White – Earn “MVP” title for 10 Co-op Jobs. Reward – 100 XP and 2,500 Coins.
- Red – Earn “MVP” title for 20 Co-op Jobs. Reward – 250 XP and 5,000 Coins.
- Blue – Earn “MVP” title for 40 Co-op Jobs. Reward – 1,000 XP and 10,000 Coins.

Farmville Camera



- The game offers a feature that allows you to take pictures of your farm that will appear on your Facebook profile and in your Facebook photo album for friends to see.

How to take an Image



- 1. Click on the camera icon at the lower right menu.
- 2. A red square frame will appear on your cursor. This outlines the area of your image.
- 3. Center the frame around the area you wish to take a picture of and click the left mouse button.
- 4. The image will appear for you to approve or decline and you also have the option of adding a caption or text to your image.
- 5. Once you approve the image you can find it right away on your wall on your Facebook profile and then in your photo album.

Leaving Messages

Farmville Sign Posts – Leave a message for your friends!



- The game offers a feature for you to leave messages in the form of little farm signs on your own farm or your neighbor's farms while you are visiting.

How to leave a sign post message





- 1. Click on the icon with the text bubble to the left of your name at the upper right side of your screen.
- 2. A sign will appear on your cursor. Place the sign on your farm or anywhere it will let you on your neighbor's farm.
- 3. A box will appear asking you for your message. Type in your message.
- 4. Click accept to finalize your message and the sign will be waiting for your neighbor to click on when they return to their game.
- 5. If you decide to delete your sign click on it and you will have the option to delete it.
- 6. You can leave several messages at once.

Notifications/Facebook Mail





- As of March 2010 a new Notifications/Communications feature was added to Farmville.
- In the upper right hand corner of the game screen you will see an icon of a person speaking with a number next to it.
- Click on this notification symbol and a screen will open showing you all activity in your game since your last log in.
- You will see who has visited your farm, what they did and if they left you any gifts.
- You can also send private messages back and forth with your Farmville neighbors.
- NOTE – You can also send sign post messages from here in addition to the method mentioned above. Just type your message into the top of the screen then place the signpost that sticks to your cursor wherever you want it on your Farm.
- NOTE – After you read the notifications the screen clears so you will not be able to go back and see any kind of history so don't close the screen until you are finished reading it.

Sweet Seeds for Haiti





- Beginning in May of 2010 Zynga games is offering an opportunity to help those affected by the tragedy in Haiti by Purchasing yam seeds to plant and harvest while playing Farmville.
- Each person is offered a chance to purchase one of 3 permits which will allow them to plant as many Yam seeds as they want for 1 week and these yams are guaranteed to NEVER wither!
- The permits are available for Farmville Cash only and can be purchased as follows:
 - 25 Farmville Cash
 - 55 Farmville Cash
 - 240 Farmville Cash
- Choose whichever amount you wish to donate as Zynga will donate 50% of the proceeds to the development of a new K-12 school for the Children of Mirebalais.
- Sweet Yams – Cost 10, Harvest Time – 6 Hours, Sell for 125 and earn 3 XP each.
- For more information about this charity you can visit this link – <http://apps.facebook.com/onthefarm/seedsforhaiti.php>
- It is not know how long this will be available so be sure to act now if you want to help.

Useful Farmville Links



- **Zynga Forums** – To connect with other Farmville fans and meet new potential neighbors visit the forum at Zynga Games. <http://forums.zynga.com>
- **Farmville Wikia** – A great Farmville database updated by members daily. http://farmville.wikia.com/wiki/Farmville_Wiki
- **Farmville.com** – Play your game from this site for special deals on Farmville Cash. <http://www.farmville.com>
- **FAA – Farmville Addicts Anonymous** – <http://www.facebook.com/pages/FAA-Farmville-Addicts-Anonymous/128092928880>

Farmville Trivia/Fun Facts

- Farmville Launched in June of 2009 and as of January 2010 it is the largest and most popular social game on the Facebook Network.

- The number of people playing Farmville outnumbers real Farmers in the United States at more than 60 to 1.
- At first people were chosen at random to fertilize their neighbor's crops and now everyone can do this.
- At first when you would harvest the cat's on the farm it would say "Collect Yarn" and now it says, "Brush Kitten" even though they are full grown cats.
- The Cat was the first animal (once it was changed) to perform an act upon ("Brush Kitten") versus collecting an item.
- On the adoption notice for penguins it states they are from the North Pole when in fact Penguins live primarily in the South Pole.
- There have been images of a dog in several advertisements for Farmville but there has never been a dog in the game as of this publishing.

Farmville Millionaires and Advanced Players Farms

- Here are a few images of Farms owned by players that have made more than 1 million coins or have finished the game.
- You can gain useful ideas for your farm by studying the farms of your Neighbors.





- Courtesy of Mikhail



- Courtesy of Tiziana B.



- Courtesy of Gail M.



- Courtesy of Jane T.

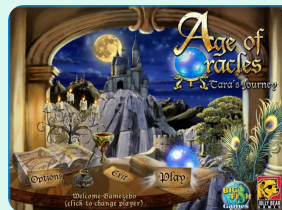
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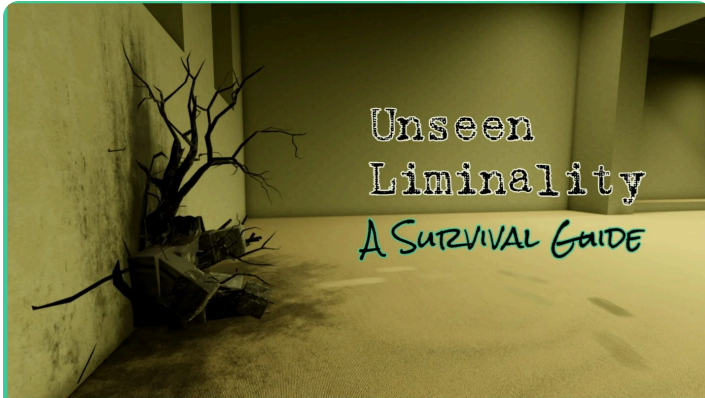


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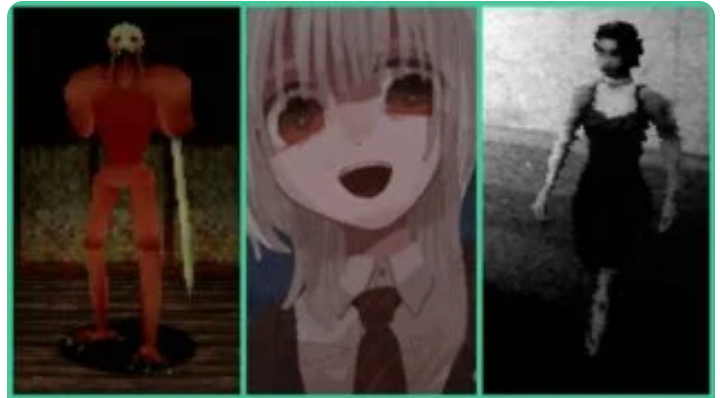
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