You can see what crafts are currently available for sale to your neighbors by clicking the My Sales button in the upper-right corner of your crafting building menu. Clicking this button brings up the My Sales menu, shown in Figure 7-11. Use the left and right arrows to scroll through the list of goods currently for sale. You can also see a listing of recent sales and recipe levels at the bottom of this menu.

Figure 7-11: The My Sales menu.

Your neighbors can buy these goods using the method outlined in the "Buying crafted goods from neighbors" section, earlier in this chapter. When you make such a sale, a white arrow appears above your crafting building to let you know you've made a sale. Click the building when this arrow appears to display a sales report notification that tells you which crafted goods were sold and how many Farm Coins you made from those sales.

When you sell a good, 90 percent of the sale price goes directly to your inventory of Farm Coins. (The rest is absorbed by Zynga.) Selling goods also helps earn experience toward leveling up that recipe, as discussed in the "Leveling up and mastering crafted goods" section, earlier in this chapter.

Upgrading your crafting building

Each crafting building starts with three available recipes and two crafting areas in which to make crafted goods. You can improve these numbers by purchasing new levels for your crafting building.

You can purchase crafting building levels with Farm Cash at any time by clicking the Buy Upgrade button in the upper-right corner of your Crafting Building menu, shown in Figure 7-6. You can also earn the right to purchase a crafting building upgrade with Farm Coins by leveling up your recipes a set number of times.

We show you the specific costs and recipe leveling requirements for each new level of your crafting building in Table 7-3. You can also see how many more recipe levels you need to earn a Farm Coin crafting building upgrade by hovering your mouse over the yellow star gauge located in the top-center of your crafting building menu (refer to Figure 7-6).

Note that you have to purchase all previous level upgrades for a building before purchasing the next level upgrade, so you can't save up to skip ahead.

Table 7-3 Requirements and Costs to Level Up Crafting Buildings with Farm Coins

To Upgrade Your Crafting Building to Level . . .	*You Can Spend . . .*	*Or Level Up Your Recipes . . .*	*And Then Spend . . .*
2	15 Farm Cash	6 times	50,000 Farm Coins
3	25 Farm Cash	18 times	100,000 Farm Coins
4	40 Farm Cash	27 times	400,000 Farm Coins
5	60 Farm Cash	36 times	1,000,000 Farm Coins

With each new level you purchase for your crafting building, you earn three additional recipes and an extra crafting area to make crafted goods. Also, the physical appearance of the crafting building on your farm will improve as you purchase new levels. You can currently upgrade each crafting building only four times — that is, after your crafting building has reached level 5, you can no longer purchase crafting building upgrades.

TIP

You can see what recipes will be unlocked by your next crafting building upgrade by scrolling all the way down to the bottom of the recipes list in your crafting building menu (refer to Figure 7-6). If you plan to upgrade your crafting building soon, you may want to take a peek ahead to see what bushels you will need to stock up on ahead of time.

Part III

Expanding Your Reach

In this part, you move on from the fundamentals of FarmVille to more advanced topics that interest invested players. We discuss the levels of FarmVille and some common methods used for leveling up quickly. Then we cover storage facilities and animal housing, both of which are useful to farmers who need more room on their farms. This part ends with a chapter on limited-edition items and special events in FarmVille. We tell you how you can participate in these special events as well as find out the secrets of FarmVille's mystery items, including Mystery Eggs, Boxes, Games, and Gifts.

8

Reaching New FarmVille Levels

In This Chapter

- Understanding experience points
- Discovering how levels work in FarmVille
- Using common methods for leveling up quickly

What good is building an awesome farm if no one knows just how awesome a farmer you are? Sure, your neighbors can look at your accumulated virtual stuff and see that you've got mad farming skills. Sometimes, though, you want a single number to quantify just how much better your farm is than everyone else's.

Enter experience points and levels, FarmVille's way of measuring your in-game progress. Pretty much every action you take in FarmVille earns you experience points, which in turn earn you new levels, which in turn unlock new items and gameplay features and prove that you are better than all your friends (at FarmVille, at least).

This chapter tells you everything you need to know about FarmVille's experience and leveling systems and how they work. It also shows you some ways to exploit these systems to gain new levels as quickly as possible, with a minimum of all that pesky farming. Hey, no one said virtual farming was a strictly honorable profession.

Understanding Levels

Every new farmer starts out at level 1 (a "Field Hand" in the game's parlance), but with a little hard work (and tons of clicking) you, too, can reach the elite FarmVille levels reserved for veteran farmers. To attain such status, you need do only one thing: Earn experience points. Lots of them.

What are experience points (XP)?

Experience points, also known as XP, are a numerical measurement of your progress in FarmVille. Unlike in-game currency such as Farm Cash and Coins, experience points can be gained but not spent. This means that XP is the best method for telling, at a glance, just how much a farmer has actually done in the game. When you reach certain XP targets, FarmVille grants you a new level. (See Table 8-1 and the XP requirements discussion later in the chapter.)

The total number of XP you've earned so far is displayed as a white number in your XP status bar, located centrally in the top row of the FarmVville play area. The white bar behind this number shows how close you are to reaching the next level, and the accompanying number inside the gold star shows your current level.

TIP

You can compare your XP and level to that of your neighbors by looking at the similar numbers listed along with their name and picture on your neighbor bar at the bottom of the play area. (See Chapter 4 for more on interacting with neighbors.)

How to Earn XP

You can earn XP for everything from working your farm and buying items from the market to helping out your neighbors, selling goods, or clicking bonus links on a Facebook news feed.

Here's a detailed list of all the ways you can gain XP in FarmVille, and how much you can expect from each action.

Farming:

- Plowing a plot of land: 1 XP
- Planting seeds: 1–3 XP (depending on the seed)

  For more on maximizing your rate of XP gain through crops, see the section on maximizing profits in Chapter 6.
- Harvesting premium crops: 1–8 XP

  Although harvesting normal crops doesn't earn any XP, after a crop has been mastered, it will grant up to 8 XP per plot harvested. (See Chapter 11 for more on mastering crops and the benefits associated with it.)
- Harvesting fertilized crops: 1 XP

  Crops can be fertilized by a neighbor or a Fertilize All item. For more on fertilizing crops, see Chapter 4.

TIP

- Collecting from your horse stable: 100 XP

  Note that you receive this XP bonus only as an occasional gift for collecting from a stable. For more on building and maintaining horse stables and other buildings, see Chapter 9.

Buying items:

- Buildings: Up to 50,000 XP
- Decorations: Up to 15,000 XP
- Animals: Up to 10,000 XP
- Vehicles: Up to 5,000 XP
- Pets: 50–500 XP
- Trees: Up to 332 XP
- Limited Edition Theme Items = 0–3,500 XP
- Crafting a good in a crafting building: 50 XP

  For more on crafting and crafting buildings, see Chapter 7.

For more on which items provide the most XP bang for the buck, see the Big Spender leveling method discussed later in this chapter.

Helping neighbors:

- Fertilizing or unwithering neighbors' crops or plowing neighbors' plots: 1 XP

  Note that you can perform these combined only five times per neighbor per day. (For more on visiting and helping neighbors' farms, see Chapter 4.)

- Feeding neighbors' chicken coops: 10 XP

  Note that you can feed each neighbor's chicken coop only once a day.

Earning XP as rewards:

- Completing a collection set: 250 XP

  For more on collections, see Chapter 11.

- Completing a co-op farming challenge: 260–1035 XP

  For more on co-op farming, see Chapter 12.

- Mastering crops: 25–250 XP

  Level 1 mastery is worth 25 XP, level 2 mastery 50 XP, and level 3 250 XP. For more on mastering crops, see Chapter 11.

- Earning ribbons: 10–1,000 XP

  This includes 10–50 XP for a yellow ribbon, 20–50 XP for a white ribbon, 50–100 XP for a red ribbon, and 100–1,000 XP for a blue ribbon. For more on earning ribbons, see Chapter 11.

- Receiving XP in gifts: 20–1,520 XP

  This includes 20 XP bonuses found in mystery gifts, up to 500 XP bonuses found in mystery eggs (shown in Figure 8-1) and bonuses of up to 2,000 XP found in mystery boxes. For more on giving and receiving gifts, see Chapter 4.

Figure 8-1: An example of an XP bonus gained from a mystery egg.

What are levels?

In FarmVille, levels are simply the game's way of acknowledging when you attain certain amounts of experience points. Each level, starting with the beginning level 1 (Farm Hand), is noted with a number and a unique name. Your current level is always displayed within the gold star in the middle of the top row of the FarmVille play area, next to your experience points.

When you reach a new level, the game informs you with a pop-up notification like the one shown in Figure 8-2. Click the Share button to bring up the Facebook news post menu and share your accomplishment with your Facebook friends, or click Cancel to get back to your farm.

FarmVille's leveling system currently maxes out at levels 999, although this wasn't always the case, as you can read in the "Reaching the highest levels" sidebar. Note that you can continue playing FarmVille and gaining XP after reaching level 999, but your level will no longer increase.

Reaching the highest levels

When FarmVille was first released, farmers couldn't advance past level 70. Farmers who reached this highest level continued to accumulate XP but didn't have any new levels to show for it. As more and more diligent farmers reached level 70, many started demanding a more expansive level system to recognize their continued progress.

FarmVille maker Zynga finally expanded the leveling system a bit in June 2010, raising the level caps from 70 to 90. Just a few weeks later, Zynga increased the cap to level 100 and then increased it further, finally settling on the current cap of 999. The new level caps also brought new incentives for high-level players, including exclusive crops, items, and gifts that can be unlocked only at higher levels (see Table 8-2, later in this chapter, for a list of what gifts you unlock at each level).

Figure 8-2: A level up notification.

Unlocking new items and features by leveling up

Earning new levels isn't just about vanity, though. Many new levels come with the keys to previously locked parts of the FarmVille experience, including new items for purchase and gifting and even previously inaccessible gameplay features.

We lay out these specific rewards, along with the XP and level requirements to obtain them, in Tables 8-1 and 8-2. Note that Zynga occasionally tweaks the XP requirements for each level and the unlock schedule for certain items, so this list might not be entirely accurate in the future.

Table 8-1 Level XP Requirements and Unlocked Features for Levels 1–40

Level	*Total XP Needed*	*Level Name*	*Buyable Items*	*Giftable Items*	*Gameplay Features*
1	0	Field Hand	See Chapter 3		
2	15	Kinderfarmer	Plum Tree, Hay Bale	Plum Tree	
3	30	Amateur Farmer	Barrel, Colored Hay Bales	Fig Tree, Green Hay Bale	
4	70	Able Farmer	Squash and Lilac Seeds, Chickens, Peach Trees, Rest Tent, Crate	Chicken, Peach Tree	Fertilize neighbors' farms (See Chapter 4)
5	140	Handy Farmer	Pumpkin Seeds, White and Brown Stools	Avocado Trees	
6	250	Nimble Farmer	Artichoke and Spinach Seeds, Mailbox		Storage features (see Chapter 9)
7	400	Savvy Farmer	Rice Seeds, Sheep, Lemon Tree, Butter Churn, Well	Sheep, Lemon Tree	Sell items (see Chapter 3)
8	600	Fancy Farmer	Raspberry and Daffodil Seeds, Wood Pile, Tool Shed	Apricot Tree	
9	850	Sophisticated Farmer	Cotton Seeds, Bike, Wagon		
10	1,150	Splendid Farmer	Cranberry and Chickpea* Seeds, Lime Tree, Fruit Stand, Wood Fence, Picnic Set	Pig, Lime Tree	Crop Mastery and Collections (see Chapter 11)
11	1,500	Farming Magician	Bell Pepper and Rhubarb Seeds, Stone Mailbox	Grapefruit Tree	

Level	Total XP Needed	Level Name	Buyable Items	Giftable Items	Gameplay Features
12	1,900	Farming Wizard	Pepper Seeds, Wheelbarrow, Red and Pink Tractors	Rabbit	
13	2,400	Jolly Rancher	Morning Glory Seeds, Grain Silo, Pink Fence, Wood Bench, Harvester		
14	3,000	Produce Professional	Aloe Vera Seeds, Black, Blue, and Green Fences, Seeder	Banana Tree	
15	3,700	Professor of Agriculture	Pineapple and Red Tulip Seeds, Workshop, Covered Wagon	Duck	
16	4,500	Hot Shot Farmer	Pattypan Squash Seeds, Lil Red Wagon		
17	5,400	Super Shoveler	Blueberry Seeds, BBQ	Passion Fruit Tree	
18	6,400	Super Grower	Watermelon Seeds, Hay Wagon	Goat	
19	7,500	Professional Plower	Grape Seeds; Normal, Black and Pink Cottages; Bird House; Hedge		
20	8,700	Green Giant	Tomato and Pink Rose Seeds, General Store, Hedge Arch, Barrel Wagon	Date Tree	Co-op farming jobs (see Chapter 11)
21	10,000	Rockstar Farmer	Potato and Rye Seeds, Sandbox, Lawnmower	Horse	

(continued)

Table 8-1 ***(continued)***

Level	*Total XP Needed*	*Level Name*	*Buyable Items*	*Giftable Items*	*Gameplay Features*
22	11,500	Barnyard Behemoth	Carrot Seeds, Baby Bunny Rescue, Windmill, Duck Topiary, Wagon Wheel, Axe and Block		
23	13,500	Magnificent Farmer	Coffee Seeds, Water Pump	Pomegranate Tree	
24	16,000	Cream of the Crop	Corn Seeds, Log Cabin, Telephone Pole		
25	19,000	Sensational Sower	Sunflower Seeds, Elephant Topiary, Hedge Gate, Light Post		Build Crafting Buildings (see Chapter 7)
26	22,500	Sultan of Soil	Ghost Chili Seeds, Farm House		
27	26,500	Thrill of the Till	Cabbage and Zucchini* Seeds, Iron Bench		
28	31,000	Master of Pasture	Green Tea and Gladiolus* Seeds, Goose Topiary		
29	36,000	Sensation of the Plantation	White Grape and Blackberry Seeds, Estate		
30	42,000	Lord of the Plow	Red Wheat and Lavender Seeds, Greenhouse		
31	49,000	Bastillion of the Barn	Sugar Cane Seeds, Lodge, Combine		
32	57,000	Ace of Acreage	Pea Seeds	Olive Tree	

Level	Total XP Needed	Level Name	Buyable Items	Giftable Items	Gameplay Features
33	65,000	Livestock Lord	Yellow Melon Seeds		
34	74,000	Practiced Farmer	Onion Seeds, Villa		
35	83,000	Skilled Farmer	Broccoli and Lily Seeds, Saddleback Pig, Male Ostrich Topiary		
36	93,000	Green Ribbon Farmer	Acorn Squash Seeds		
37	103,000	Clever Farmer	Asparagus Seeds		
38	113,000	Great Farmer	Purple Poppy Seeds		
39	123,000	Smart Farmer	Elderberry Seeds		
40	133,000	Model Farmer	Purple Pod Pea* Seeds, Buffalo Topiary	Mango Tree	

After level 40, the rate of newly unlocked items and gifts slows down a bit. New purchasable items and gifts unlocked at higher levels are shown in Table 8-2.

TIP

Having a Villa on your farm is seen by many FarmVille players as a sign of high status. A Villa demonstrates that you've not only put in the time and effort to reach the reasonably lofty level 34, but also managed to save up the 1,000,000 coin asking price. Good job!

Table 8-2 Items Unlocked at Higher Levels

Level	Buyable Items	Giftable Items
42	Ginger Seeds	
43	Cucumber Seeds	
44	Columbine Seeds	
45	Iris Seeds, Wind Turbine	
48	Basil Seeds	

(continued)

Table 8-2 *(continued)*

Level	*Buyable Items*	*Giftable Items*
50	Lemon Balm Seeds	Azaleas
52	Square Melon Seeds	
53	Oat Seeds	
54	Posole Corn Seeds	
55	Arapawa Goat	
57	Heirloom Carrot* Seeds	
59	Orange Daisy Seeds	
60	Bamboo Seeds	Ginko Tree
63	Carnival Squash Seeds	
64	Saffron Seeds	
65	Silo Home	
70	Clover Seeds, Mansion	Floral Container
75	Belted Cow	
76	Amaranth Seeds	
80	White Rose Seeds	Mangrove Tree
85	Pheasant	
90	Forget Me Not Seeds	Dutch Rabbit
95	Cattail Pond	
100		Jacaranda Tree

XP requirements for higher levels

From level 35 to level 70, each new level requires 10,000 more total XP than the previous one. After that, the XP distance between levels starts increasing at faster and faster rates, to the point at which 1,500,000 total XP are required to reach level 101. After that, you need 100,000 more total XP to reach each new level. This means you have to earn a whopping 91,300,000 XP to reach the game's current top level of 999. Good luck!

After level 100, you no longer earn Farm Cash for new levels. There are also no longer new items or names associated with levels after level 100.

Leveling Up Quickly

Leveling up is an important goal for many FarmVille players. Although regular farming with no particular strategy in mind eventually gets you to higher levels, some players just can't wait to see a shiny new number next to their name. FarmVille provides many ways to quickly acquire the XP needed to reach new levels. Here are just a few of the methods that some of FarmVille's best power-levelers rely on.

The hay bale method

Buying decorative items such as hay bales isn't just good for sprucing up your farm — it can also be your ticket to quick XP. Hay bales are particularly efficient for generating experience, earning you 5 XP for each 100-coin purchase.

Requirements

Before starting the hay bale method, you need the following:

- **Cleared farm space:** A wide expanse on which to place your hay bales. Although technically you can perform this method with space for only one hay bale, more space makes the entire process more efficient.
- **Farm Coins:** As many as you can gather and afford to spend — the more the better.
- **Free time and patience:** Lots of it.

How it works

Follow these steps to level up quickly using the hay bale method:

1. **Click the Market button in the Tools menu.**

   The Market menu (which we thoroughly discuss in Chapter 6) appears.

2. **Click the Decorations button.**

   A list of all purchasable decorations appears.

3. **Click the Hay Bales button.**

   A list of all purchasable hay bales appears.

4. **Click the right arrow until you see the regular hay bale.**

   The Market menu should now look like the one shown in Figure 8-3. This straw-colored hay bale costs only 100 Farm Coins.

5. **Click the Buy button underneath the regular hay bale.**

   The Market menu disappears, and a hay bale appears attached to your mouse pointer.

6. **Click open areas on your farm to place as many hay bales as you have room and budget for.**

   Each hay bale you place earns 5 XP and subtracts 100 coins from your balance.

7. **Click the Multi tool on the Tools menu.**

8. **Click each hay bale and then click Sell.**

   This clears space on your farm, allowing you to place more hay bales, and also earns back 5 coins. You get to keep the XP you earned for the purchase!

   You can click the Recycle tool from the Tools menu and use it to sell items much more quickly. See Chapter 3 for more on tools in the Tools menu.

9. **Repeat Steps 1 through 8 as often as desired.**

   Be careful not to deplete your coin balance too much — you still might need money to buy seeds and generate more coins.

Figure 8-3: The Hay Bales purchasing menu.

Costs and benefits

Now that you know how the hay bale method works, let's do some math:

- **Buying a hay bale:** ×100 Farm Coins; +5 XP
- **Selling a hay bale:** +5 Farm Coins
- **Total:** ×95 Farm Coins, +5 XP — 19 Farm Coins/XP

Note that you can also tweak the Hay Bale method by using the same general concept with other items on the Market menu, such as Whitewash Fences. Hay bales provide the best coin-to-XP ratio, however, and their small footprint means you can place more of them in the same space.

TIP

Buying lots of hay bales also helps you to earn the Baled Out and Pack Rat ribbons, which in turn reward you with additional coins and XP. See Chapter 11 for more on earning ribbons.

The soybean method

Usually when you plant seeds, you leave your work to sit and ripen before a lucrative harvest. With the soybean method, however, you'll be deleting all your hard work almost immediately but still reaping the XP rewards!

Requirements

The requirements for the soybean method are as follows:

- **Cleared farm space:** On which to plant your soybeans. You can technically perform this method with as little as one plot, but more space will make the entire process more efficient.
- **Farm Coins:** As many as you can gather and afford to spend — the more the better.
- **Free time and patience:** Lots of it.

How it works

Follow these steps to level up quickly using the soybean method.

1. **Plow as many plots of land as possible.**

   This costs 15 coins and earns 1 XP per plot of land. You can plow soybeans using either the Plow tool (the Tools menu is described in Chapter 3) or a vehicle such as the tractor. The tractor can cover more plots of land per click than the Plow tool.

2. **Click the Market button on the Tools menu.**

   The Market menu appears.

3. **Click the Seeds button.**

   A list of all the seeds you can currently buy, shown in Figure 8-4, appears.

4. **Click the Buy button underneath the soybeans.**

   The Market menu disappears and a soybean icon appears next to your mouse pointer.

5. **Click the plowed plots to plant soybeans.**

   Planting soybeans costs 15 coins and earns 2 XP per plot. Note that vehicles such as the seeder can perform this process more quickly because of their ability to seed multiple plots of land in one click.

6. **Hover over the Multi tool on the Tools Menu and click the Recycle tool in the pop-up menu that appears.**

7. **Click the seeded plots to delete them.**

   Even though the plot is gone, you still keep the experience points for the planting.

8. **Repeat Steps 1–7 as often as desired.**

   Save a little bit of money to buy seeds that you actually intend to harvest so that you can replenish your Farm Coin account.

Figure 8-4: The Seed Purchasing menu.

Costs and benefits

Here's how the coin and XP breakdown works out for one plot under the soybean method.

- **Plowing a plot of land:** ×15 Farm Coins, + 1 XP
- **Planting a plot of soybeans:** ×15 Coins, + 2 XP
- **Deleting a seeded plot:** ×0 coins, +0 XP
- **Totals:** ×30 Farm Coins, +3 XP — 10 Farm Coins/XP

Soybeans are the cheapest seeds available in the FarmVille Market that also yield XP. The one-day ripening time before harvest is irrelevant when you use the soybean method because the plots are deleted before they can mature.

The soybean method requires fewer coins than the hay bale method to generate the same amount of XP, but it does require significantly more clicking of the mouse, as well as more cleared space on your farm.

The news feed method

One method for gaining XP and levels in FarmVille doesn't actually involve playing the game. By stalking your friends' news feeds for posted XP and coin bonuses, you can level up without planting a single crop or buying a single item. What could be simpler?

Requirements

To gain XP via the news feed method, you need:

- **Neighbors:** As many as you can get. For more on adding and interacting with neighbors, see Chapter 4.
- **Time and attention:** To invest in watching your Facebook news feed for bonus links.

How it works

Follow these steps to gain XP using the news feed method:

1. **Scan your Facebook news feed for FarmVille achievement bonuses posted by your neighbors, as shown in Figure 8-5.**

   Be sure to click the Most Recent tab at the top of your news feed to make sure you see all your friends' updates, not just the ones that Facebook offers as the most relevant.

2. **Click the Get a Bonus from Them link in the news feed post.**

   Coins and experience points are added to your FarmVille account. Note that bonus links expire 24 hours after they're posted, so be sure to scour your news feed frequently.

3. **Click Accept.**

   The game returns you to your farm, and your XP bonus is noted in your account.

Figure 8-5: A bonus XP link as seen in a FarmVille news feed.

Costs and benefits

Because collecting news feed bonuses doesn't actually involve playing FarmVille, you pay no in-game cost to this method to gain XP. Only your time and a keen eye for skimming through Facebook updates quickly are required. Therefore, the method is especially useful for new farmers who might not have disposable in-game currency to spend on other methods.

The trick to making the news feed method work for you is having a lot of FarmVille neighbors, and thus more potential bonuses to collect. See Chapter 4 for more on finding and inviting new neighbors to join your FarmVille network. After you've gained those neighbors, be sure to encourage them to click the Share button whenever the game asks whether they want to post a bonus to their wall. Remember, their gain is your gain.

REMEMBER

In addition to posting about XP and coin bonuses to celebrate achievements, your neighbors can also post about items such as lost pets, bushels, collectibles, and other bonuses to your newsfeeds. Although these bonuses don't generate XP directly, they can generate coins and other benefits that can lead to increased experience and leveling. You can also occasionally gain free XP from mystery eggs found by feeding your neighbor's chickens — see Chapter 4 for more on how helping your neighbors helps you.

The big-spender method

Because purchasing items from the FarmVille Market grants an XP bonus, farmers who have no qualms about spending loads of Farm Cash or Farm Coins can spend their way right to the upper echelons of FarmVille's leveling system.

Requirements

To gain XP via the big-spender method, you need:

- **Disposable income:** The more money you can afford to spend, the more XP you can gain.
- **A high level:** Many of the most lucrative XP-boosting items are available only after you've reached a high level. See Table 8-3 for some examples.

How it works

Gaining XP using this method is as simple as spending money in the Market (see Chapter 6 for the details on using the FarmVille Market). Although the specific size of the XP bonus depends on the purchased item, as a general rule items purchased with Farm Cash earn more XP than items purchased with Farm Coins. Generally, the more expensive the item, the more XP you earn. Limited-edition items that rotate in and out of the Market on a schedule usually offer high XP rewards as well. (Chapter 12 covers limited-edition items.)

Farmers who want to level up using Farm Coin purchases alone are probably best off saving up massive amounts of coins for big-ticket items. Some of the most lucrative XP bonuses come attached to some of the most expensive items in the game, as shown in Table 8-3. Items such as the Villa and Mansion can advance you multiple levels in a single purchase.

WARNING!

When purchasing expensive items, remember to keep some coins in reserve so that you can continue to purchase the seeds you'll need to generate more money!

Table 8-3 Big-Ticket Items and Their XP Bonuses

Item	*Level Unlocked*	*Cost (in Farm Coins)*	*XP bonus*
Grain Silo	13	20,000	200
Estate	29	600,000	6,000
Saddleback Pig	35	300,000	3,000
Villa	34	1,000,000	10,000
Silo Home	65	1,000,000	10,000
Mansion	70	5,000,000	50,000

Costs and benefits

Purchasing single big-ticket items is much less time consuming than purchasing (and deleting) thousands of hay bales or soybeans. On the other hand, earning the Farm Coins or Farm Cash necessary to make these purchases can be an onerous process. Big-ticket items are usually less efficient at converting coins

into XP as well. Consider that a Villa purchase earns one XP for every 100 coins spent, whereas planting soybeans earns the same single XP every 10 coins.

That said, players willing to break out their wallets and purchase virtual currency themselves can find themselves on the bullet train to level 999 (see Chapter 5 for more on purchasing in-game currency).

9

Adding Storage Facilities and Animal Shelters

In This Chapter

- Understanding how to store and retrieve items and animals
- Knowing what to store where
- Building and expanding storage facilities
- Sheltering and breeding animals

One of the most common requests from virtual farmers is for more storage! After playing FarmVille for a while, the panoply of adorable decorations, designer homes, and priceless animals you've collected can quickly turn your farm from a verdant paradise to a hoarder's nightmare.

Having lots of clutter on your farm not only slows down your game play but also reduces space for profitable crop planting. You can always sell off your excess items and animals to take back your space, of course, but chances are good that you've grown attached to at least a few of the things that make your farm uniquely yours.

For many farmers, storing their extra items and animals using storage buildings is a much more agreeable option. This chapter tells you everything you need to know about FarmVille's storage options.

Understanding Storage and Retrieval of Items and Animals

Two major types of storage are available in FarmVille: animal shelters that hold specific types of animals, and storage facilities that hold all sorts of decorations. Also, some storage facilities, such as Garages and Garden Sheds, can store only specific types of decorations and items.

Stored items can't be seen by neighbors who visit your farm, but they also don't take up any of your valuable farm space (aside from the space needed for the storage facility, that is). Of course, you can place stored items back on your farm if you want, as discussed later in this chapter.

Building storage facilities from frames

You can purchase animal shelters (and some limited-edition buildings) directly with Farm Cash or you can build them using a combination of Farm Coins (to purchase a frame) and building supplies, which can you can receive as gifts from neighbors or purchase using Farm Cash.

Although each building frame requires different quantities and types of building materials to complete (Figure 9-1 shows an example), the construction process is similar for each building type.

Figure 9-1: The building materials menu for an incomplete nursery barn frame.

The following steps cover the basics of the construction process:

1. **Purchase the frame from the Buildings tab of the FarmVille Market.**

   For more on using the Market menu, see Chapter 6.

2. **Place the frame on your farm.**

   Any open space will do, and you can always move the frame later.

3. **Request building materials from your friends or purchase them with Farm Cash.**

   When you first place a frame, a pop-up notification asks whether you want to post a note to your news feed asking your friends for help with your new construction. Click the Share button to post a request for building materials to your news feed.

   You can post further requests for building materials by clicking any building and then clicking Look Inside on the pop-up menu to display the Building Materials menu, shown in Figure 9-1. Click the Ask for More button under the desired building item to send out another news feed request.

   Alternatively, you can access building materials you need and buy them directly from the Market by clicking Buildings➪For Animals. One construction material costs one Farm Cash.

4. **After you receive building materials, open your Gift Box by clicking the Gift Box icon on the Tools menu; then click Use underneath the building material you want to use.**

   If you have multiple applicable frames on your farm, you have to choose which building to use the material on.

After you've obtained every building supply needed for your building, the frame is automatically replaced with a functional building that you can use for storage, as discussed in the "Storing items and sheltering animals" section, later in the chapter.

A good ol' fashioned barn raising: Expanding storage facilities

Expanding the capacity for most existing buildings — including Barns, Tool Sheds, Chicken Coops, Dairy Farms, and Nursery Barns — is done via what the game calls a "good ol' fashioned barn raising."

Horse Stables are not expanded using a barn raising, but rather with building materials — just as a building is created from a frame. To expand a Horse Stable, click and then click Look Inside. On the Horse Stable menu that appears, click the Expand tab to see what materials you need for your stable expansion and find buttons to ask for more.

Follow these steps to expand the storage capacity of storage buildings other than the Horse Stable and Pigpen:

1. **Click the building you want to expand and click Expand Storage in the pop-up menu that appears.**

   The Expand Storage menu, shown in Figure 9-2, appears. You can also access this menu by clicking the Expand Storage tab on the Storage Inventory menu on the Tools menu (see the "Retrieving items and animals from storage" section, later in this chapter).

   Note that you can expand only completed buildings. To build frames into completed buildings, see the previous section on building storage facilities from frames.

2. **Click the Expand button under the building you want to try to expand.**

   A pop-up notification asks you to spread the word for a "good ol' fashioned barn raising!"

3. **Click Share.**

   A Facebook news feed post dialog box appears.

4. **Type an optional message and then click Publish.**

   See Chapter 4 for more on making Facebook news feed requests.

Your barn-raising request is now posted on your news feed. Ten of your neighbors need to click the link in this news post over the next three days to complete your barn raising and expand your building's storage, so be sure to bug all your neighbors to click, click, click!

You can have only one barn raising in progress at a time. To cancel your current expansion attempt, return to the Expand Storage menu and click the Give Up button under the building you're trying to expand.

You can also click the Buy button on the Expand Storage menu to skip the barn raising and purchase expanded storage for ten Farm Cash. If you have a barn raising expansion in progress, you can also use the Buy button to finish off the expansion — one Farm Cash is as good as a single click from a neighbor in this case.

Having more neighbors actively playing FarmVille increases the number of people who can send you building supplies as gifts. See Chapter 4 for more on acquiring neighbors.

Figure 9-2: The Expand Storage menu.

Storing items and sheltering animals

After you've purchased some storage, storing your excess items and animals is easy. Simply use the Move tool or the Multi tool to move the animal or item over to the appropriate shelter or storage facility; then click again to drop it into its new home (for more on using these tools, see Chapter 3). To store decorations, you can also simply click the item and choose the Store Item option from the pop-up menu.

REMEMBER

You can't store a storage building itself. You also can't store any item that is part of a collection event, such as the Tuscan Wedding Tent or Holiday Tree.

Retrieving items from storage

Although your stored items (excluding animals) might reside in different facilities, you access them all through the same Storage Inventory menu, shown in Figure 9-3. To access this menu, click any storage facility and then click the Look Inside option on the menu that pops up. You can also access this menu by hovering over the Gifts icon in the Tools menu and clicking the Storage icon in the menu that pops up.

To take an item out of storage, click the Use button underneath the item and then click an open space on your farm where you want to place it. If you can't find an open spot, or you change your mind, simply click any tool in the Tools menu and your item will go back into storage.

Figure 9-3: The Storage Inventory menu.

WARNING!

You can also click the Sell button under any item on the Storage Inventory menu to exchange the item for Farm Coins. Be sure to think carefully before confirming this choice with the Accept button because the only way to get back items you've sold is to buy them again.

Removing animals from storage

To remove an animal from a shelter, click the shelter and click the Look Inside option on the menu that pops up to bring up the Animal Storage menu for that building. Click the Remove button underneath the animal you want to put on your farm; then click any open area on the farm to place your animal. Note that with a Pigpen, you may have to click the curtain where the pigs are sleeping before you see the Remove button.

TIP

Animals are much more lucrative when they're in an animal shelter, as discussed in the "Sheltering Your Animals" section, later in this chapter, so you usually want to keep your shelters as packed as possible. If you find yourself removing some animals to make room for more profitable ones, consider expanding your storage.

A Brief History of FarmVille Storage

When FarmVille first launched in June 2009, barns and tool sheds were the only storage options available. These buildings could be purchased with Farm Cash or constructed and expanded with the help of neighbors, just as they can be today. However, even with expansion, early FarmVille players quickly found themselves bumping up against the small maximum limit for items in their tool sheds and barns.

In August 2010, Zynga introduced the Storage Cellar to fix this problem. This revamped storage solution allows for a maximum storage capacity of 500 items per farm. If you had existing barns or tool sheds before underground storage was introduced, they can still contribute to your storage capacity. However, there's no getting around the 500 maximum capacity per farm, no matter how many grandfathered storage facilities you have.

Choosing the Right Kind of Storage Facilities

Some storage facilities are more efficient than others; some serve more specific purposes than others. You can play the game more effectively when you develop a good grasp of what to put where, why, and when.

Following are the storage facilities used for decorations and vehicles:

- **Storage Cellar:** Stores up to 500 decorations
- **Barns and Tool Sheds:** Older storage options that can still be used to expand your general decoration storage capacity
- **Garage:** Stores your vehicles
- **Garden Shed:** Stores perfect bunches of flowers

The next sections explain each of these facilities in more detail.

Storage Cellar

The Storage Cellar is by far the most efficient storage facility in FarmVille, taking up very little space on your farm while potentially holding hundreds of decorations. You unlock the ability to buy a storage cellar at level 16, and there's really no reason not to purchase the 1-coin Cellar from the Market as soon as you can.

After you purchase your cellar, find a small, out-of-the way place on your farm and dig there with a click. The Storage Cellar menu, shown in Figure 9-4, appears. (You can display this menu up at any time by clicking your Storage Cellar and then clicking the Look Inside menu option that pops up, or by clicking the Upgrade Cellar tab on from the Storage Inventory menu; refer to Figure 9-3 to see that menu.)

After you place a Storage Cellar on your farm, you can't sell or delete it. You can, however, move it, so don't worry that your Storage Cellar will ruin a pristine section of your farm.

Figure 9-4: The Storage Cellar menu.

The Storage Depth section of the Storage Cellar menu displays how many decorations you can currently store in your cellar. Note that Barns and Tool Sheds can also contribute to the total storage capacity on your farm, but that total can never exceed 500 decorations.

Your Storage Cellar starts at a storage depth of zero, but you can increase this number by collecting shovels. You can collect shovels in a few ways:

- **Receive them as gifts:** Neighbors can send you two shovels as a free gift from their Gifting page (see Chapter 4 for more on neighbors and gifts). Click the Ask for Shovels button on the Storage Cellar menu to let your friends know you're on the lookout for more storage capacity.

- **Purchase them:** You can purchase 10 shovels for 5 Farm Cash on the FarmVille Market menu. (See Chapter 6 for more on the Market.) Or if you're already on the Storage Cellar menu, just click the Buy Shovels button to go directly to the Shovel section of the Market menu.
- **Gather them from news feed links:** You can collect shovels by clicking shared shovel links in your friends' Facebook news feeds. (See Chapter 4 for more on collecting items and bonuses from news feed links.)

Every shovel you obtain automatically increases your Cellar's storage capacity by one. Each shovel you collect also gives you a point, which you can spend on exclusive decorations, as shown next to your storage capacity in the Storage Cellar menu. Click the Redeem button under any of the available exclusive decorations on the Storage Cellar menu to add that item to your Gift Box. Don't worry — spending your accumulated points on these decorations does not decrease your storage capacity!

From the Storage Cellar menu, you can also click the Comparison tab to see how your cellar's depth compares to that of your friends, or click the Inventory button to go to the Storage Inventory menu (refer to Figure 9-3).

Barns and Tool Sheds

Ever since FarmVille's much more expandable Storage Cellar became available, farmers have come to use Barns and Tool Sheds for decoration more than storage. However, you can still purchase both of these building types from the Market menu, and both of them add to your total storage capacity. Barns and Tool Sheds also provide a good storage option for players who haven't yet reached level 16 and therefore can't yet purchase a Storage Cellar.

You can purchase the basic Red Barn and Tool Shed from the Market menu for 40,000 and 14,000 Farm Coins, respectively. Each provides the following storage space:

Red Barn: Six decorations

Tool shed: Two decorations (initially)

For a quicker storage boost, you can use Farm Cash to purchase colored Barns that hold 20 items initially, or colored Tool Sheds that hold 15 items (specific prices vary). Although these special buildings can add a touch of class to your farm, storage-minded farmers should probably invest their Farm Cash in shovels for their Storage Cellars instead (see previous section).

REMEMBER

No matter how many Tool Sheds or Barns you buy, your total storage capacity can never exceed 500 items.

Garage

Although Cellars, Tool Sheds, and Barns are great for storing most decorations found on your farm, you can't use them to store those bulky but useful vehicles. To store vehicles, you need a Garage.

To purchase a Garage, you first have to reach level 22. At that level, you can purchase a Garage frame from the Market menu for 50,000 Farm Coins. Note that you still need some to obtain building materials before your Garage is functional (see the "Building storage facilities from frames" section, earlier in the chapter).

When your Garage is complete, however, you can use it to store up to 20 vehicles. You store a vehicle in the same way as any other item (or animal): Moving it using the Move tool or Multi tool.

You can't store the Biplane in a Garage.

Besides storing vehicles, you can also use your Garage to upgrade the vehicles inside after you reach level 26. Upgraded vehicles can cover more plots of land with a single click — 9 plots after a single upgrade or 16 plots after two upgrades.

The process for upgrading a vehicle is just about the same as the process of building a storage facility from a frame. You need a certain number of special Vehicle Part items to complete the upgrade. You can obtain these as gifts from friends or purchase them from the Market menu — same as for building materials.

Although you can purchase and receive vehicle parts even if you don't have a Garage, a Garage is required to upgrade your vehicles.

If you own only one version of each of the three basic vehicles — the Tractor, Seeder, and Harvester — you may want to consider selling your Garage after you've upgraded your vehicles. Garages take up a considerable amount of space on your farm — more space than your three vehicles take up unstored, actually. Your vehicle upgrades stay intact even if you choose to sell your garage, so don't worry about wasting your effort on upgrades. If you own more than three vehicles, however, by all means use your Garage as a way to keep them from taking up all your precious land.

Garden Shed

A Garden Shed is a special type of storage building used to store perfect bunches of flowers, which you sometimes find when harvesting flower crops on your farm. You can then share these bunches with friends or place them temporarily on your farm as decorations. Without a Garden Shed, however, you can't keep the perfect bunches for your own use.

Although no minimum level is necessary to purchase a Garden Shed with coins, you need to obtain at least ten neighbors before you can purchase one. (For more on gaining neighbors, see Chapter 4.) When you have enough neighbors, you can purchase a Shed from the Market menu by clicking Buildings➪ Other and paying 30,000 Farm Coins. Even if you don't have ten neighbors, you can also purchase a garden shed with 30 Farm Cash if you've reached level 8.

Your new garden shed comes with ten free perfect bunches — five Pink Roses and five Lavender. You can access these bunches by clicking the Garden Shed and then clicking Look Inside to bring up the Garden Shed menu, shown in Figure 9-5. From here, you can choose to place any of your currently stored perfect bunches by clicking the Use button and then clicking an empty plot of land on the farm. Note that perfect bunches turn droopy anywhere from 14 to 20 days after you place them (depending on the type of flower). To remove a droopy bunch, click it and then click Delete, or click the Recycle tool on the Tools menu and then click the bunch you want to remove.

Figure 9-5: The Garden Shed menu.

You can also share your perfect bunches with friends. To share one, follow these steps:

1. **On the Garden Shed menu, click the Share button.**

   The Flower Sharing dialog box appears.

2. **Click the up and down arrows next to the number to choose a quantity of flowers to share.**
3. **Click the Share button to display the Facebook news feed dialog box and enter an optional personal message.**
4. **Click Publish.**

You can store up to 100 perfect bunches of flowers in your Garden Shed at any time. To clear out space for new bunches, place your current bunches on your farm or share them with friends. You can also adopt perfect bunches that friends post on their news feeds by clicking the links in those posts, but note that those bunches will be stored in your Gift Box, not your Shed.

Sheltering Your Animals

In addition to storage for decorations and vehicles, you can also use specific buildings to house the various animals on your farm. Storing animals in these buildings not only makes collecting coins from multiple animals faster and easier but can also provide bonus items and coins for each collection.

The following buildings can be used to store specific types of animals:

- **Chicken Coop:** Stores your chickens and allows you to collect mystery eggs
- **Dairy Farm:** Stores your cows and lets you create baby calves
- **Horse Stable:** Stores your horses and lets you create foals
- **Nursery Farm:** Stores baby calves and foals and lets them grow into full-grown animals
- **Beehive:** Stores honeybees and lets you collect coins and items
- **Pigpen:** Stores pigs and lets you find lucrative truffles

The next sections explain each of these facilities in more detail.

Chicken Coop

The Chicken Coop is a building that provides a compact home for all types of chickens in FarmVille. You can purchase a basic Coop, which can hold up to 20 chickens, for 5,000 Farm Coins. Note that your new Coop doesn't come preloaded with chickens — you have to provide those yourself.

REMEMBER

You can view the contents of your Chicken Coop and more detailed information on how many of each type of chicken are in the Coop by clicking the Coop and then clicking Look Inside to display the Chicken Coop menu, shown in Figure 9-6.

Storing your chickens in a coop allows you to harvest them all when they're ready with a single click of the Coop (see Chapter 2 for more on harvesting animals). Harvesting chickens from a Coop also gives you a chance at finding Mystery Eggs (which we tell you more about in Chapter 10).

Figure 9-6: The Chicken Coop menu.

Although you can't keep the Mystery Eggs you find in your own Chicken Coop, you can share them with your neighbors by clicking the Share button to post the egg to your Facebook news feed. Even if you don't find any Mystery Eggs during a Coop harvest, you receive a coin bonus from the Coop. The size of this bonus depends on the rarity of the chickens inside; it ranges from two to five times the normal value of the eggs harvested from your chickens.

Each farm can have only one Chicken Coop, so if you want to store more than 20 chickens, you have to expand your coop (see the "Expanding storage facilities" section, earlier in this chapter). The basic Coop expands to four more sizes, with all five as follows:

- **Chicken Coop:** Stores 20 chickens
- **Big Coop:** Stores 40 chickens
- **Huge Coop:** Stores 60 chickens
- **Giant Coop:** Stores 80 chickens
- **Super Coop:** Stores 100 chickens

TIP

Besides providing more space to store your chickens, upgrading to a Huge Coop also increases your chances of finding Mystery Eggs during a harvest by 30 percent.

Neighbors visiting your farm can feed your chickens by clicking your Coop. Likewise, you can visit up to 50 of your neighbors' farms each day and feed their chickens, too! You can find Mystery Eggs when feeding chickens, and fed chickens also have a higher chance of delivering a Mystery Egg when they're harvested. The more your neighbors feed your chickens, the better the chance that they'll produce Mystery Eggs, so encourage your neighbors to come by and help every day.

If you don't have a Chicken Coop, you'll receive one in your Gift Box when you open any Mystery Egg. This free Chicken Coop is stocked with one free white chicken and a few white Mystery Eggs that you can share with friends.

Dairy Farm

The Dairy Farm is a building for housing FarmVille cows. You can purchase this building at any time with 20 Farm Cash, or you can buy one for 10,000 coins after you've reached level 8 and obtained at least five neighbors. Note that you can have only five Dairy Farms that you've purchased with coins, but you have no limit on the number of Farm Cash–funded Dairy Farms on your farm.

Initially, a Dairy Farm can hold up to 20 cows at a time, but each dairy farm can be expanded to hold more cows (To find out how to expand it, see the "Expanding storage facilities" section, earlier in this chapter.)

The basic Dairy Farm expands to two more sizes, with all three as follows:

- **Dairy Farm:** Stores 20 cows
- **Big Dairy Farm:** Stores 30 cows
- **Huge Dairy Farm:** Stores 40 cows

As with other animal shelters, Dairy Farms allow you to harvest all the animals inside with a single click. You can also use the Dairy Farm to create baby calves; Each time you harvest a Dairy Farm that contains a bull, you have the chance to receive a baby calf. Bulls can't be purchased from the Market menu; the only way to obtain a bull is by adopting it from a link on a neighbor's Facebook news feed. For more on adopting animals from a news feed, see Chapter 4.

The type of calf produced by a Dairy Farm harvest depends on the type of cow housed in that specific Dairy Farm. For example, a Dairy Farm with a limited-edition Groovy Cow and a bull has a chance of producing a Groovy Calf when you harvest it. You can also share a copy of your new baby calf via a news feed post; up to ten of your neighbors can accept this gift.

Harvesting a Dairy Farm also gives you a chance of finding a bag of fertilizer. You can't use this fertilizer yourself, but you can share it with your neighbors through your Facebook news feed. Any neighbor who claims the fertilizer from your feed can fertilize ten plots of land — rather than the normal five — the next time he or she visits your farm.

Horse Stable

The Horse Stable is, unsurprisingly, a building used to house your FarmVille horses. You can purchase a frame for your Horse Stable at any time for 5,000 farm coins, but you need to obtain building items before your stable is

functional (see the "Building storage facilities from frames" section, earlier in this chapter).

After it's complete, your Horse Stable can initially hold up to 10 horses. You can have only one Horse Stable on your farm, so if you want to store more horses, you need to expand your Stable (see the "Expanding a storage facility" section, earlier in this chapter, for how to do that). Stables can be expanded in increments of five horses at a time to hold a maximum of 40 horses for a fully upgraded stable.

As with other animal shelters, the Horse Stable lets you harvest all the animals inside with just a single click. As an added bonus, you can harvest horses stored in a stable every day rather than wait three days to harvest horses out in the open. When you harvest horses from a Stable, you also have a chance at finding bonuses, which include 100 free XP or consumables such as Farmhands and Arborists.

You can also get baby animals — in this case, foals — when you harvest your Horse Stable. To have a chance at generating a foal from your harvest, you first need to find a Stallion to put in your Stable, which is easier said than done. You can't purchase Stallions from the Market menu; they can be found only as prizes in Mystery Boxes or Mystery Games (see Chapter 10 for more on mystery prizes) or via links from posts on your neighbors' Facebook news feeds.

Occasionally, you find wandering Stallions via a pop-up notification as you play FarmVille, but in contrast to other adoptable animals, these Stallions won't live on your farm permanently. Instead, they stay in your Stable for a single harvest before leaving.

If and when you find a foal in your Stable harvest, you can share the blessed event via by giving foals to neighbors. You do so via a news feed post, and five of your neighbors can accept a foal.

Nursery Barn

The Nursery Barn houses all your adorable baby calves and foals. As with Horse Stables, you can purchase the frame to a Nursery Barn for 5,000 Farm Coins at any point, but you must collect building materials before the Varn is functional (see the "Building storage facilities from frames" section, earlier in this chapter). A basic Nursery Barn can house up to 20 baby calves or foals, but you can upgrade that capacity to 30 and then a maximum of 40 baby animals.

Besides providing one-click harvesting for all your baby animals, Nursery Barns also provide a chance to transform your baby animals into adult horses or cows every time the Barn is harvested. These adult animals will appear in your Gift Box for placement on your farm. You can also share a copy of your new adult animal via a news feed post that can be accepted by up to five of your neighbors.

Note that your animal may actually change breeds when it transforms from baby to adult. For example, the Pink Patch Calf will transform into an adult Chocolate Cow. Basically, game publisher Zynga uses this method to prevent farmers from obtaining limited-edition adult animals without spending the required Farm Cash. Therefore, you may want to leave certain baby animals *out* of your nursery barn if you are trying to collect every different type of distinct animal.

In contrast to other types of animal housing, a Nursery Barn full of baby calves actually takes up *more* space on your farm than those same baby animals would occupy unstored. If you're simply looking to use your farm space most efficiently, consider stuffing your nursery barn with larger foals rather than small baby calves.

Beehive

The Beehive is a special type of animal housing that can store up to 200 Honeybees and one Queen Bee. You can purchase the Beehive frame from the Market menu for 5,000 Farm Coins, but you need to collect building supplies from neighbors or purchase them with Farm Cash before it's functional.

You can have other types of animals on you farm before you have storage facilities for them, but with bees, you need the Beehive first. Additionally, you need to acquire a Queen Bee before you can acquire any plain old honeybees. You can purchase a Queen Bee in the Market for 10 Farm Cash or try your luck at finding one by planting and harvesting flowers or fertilizing your neighbors' flower crops. Honeybees can also be purchased from the Market menu with Farm Cash, or you can receive them as free gifts from your friends. You can request Honeybees using the Ask for Honeybees button in the Beehive menu, shown in Figure 9-7. You find this menu by clicking the Beehive and then clicking the Look Inside button on the pop-up menu.

As with other animal shelters, Beehives can be regularly harvested for coins with a single click, generating up to 600 coins a day for a full Beehive. In contrast to other animals, however, bees will begin to flee your Beehive and leave your farm if you do not check in every 48 hours, so be sure to stay on top of your harvesting schedule.

The more Honeybees you own, the greater your chances of finding pollinated seed and Fertilize All items when harvesting crops on your farm. Finding a pollinated seed item while harvesting allows you to purchase pollinated seeds of the harvested crop from the Market menu for the next two days. These crops have a 50 percent higher chance of generating bushels when harvested. See Chapter 7 for more on collecting and using bushels.

Figure 9-7: The Beehive menu.

Pigpen

The Pigpen is a storage building for all types of FarmVille pigs — and FarmVille has lots of different kinds of pigs! As with other animal shelters, you can purchase the frame for 5,000 Farm Coins, but you need to obtain building items before it is functional (see the "Building storage facilities from frames" section, earlier in the chapter). You can have only one Pigpen on your farm, and the basic Pigpen can hold up to 20 pigs. Pigpens can be expanded to hold up to 40 pigs.

WARNING!

If you place a Pregnant Sow into your Pigpen, it will turn into a normal pig and not produce any piglets, so watch out!

Pigpens allow you to harvest all your pigs with a single click. They also decrease the time between harvest from two days for an unpenned pig to one day for all the pigs inside your pen.

Clicking your Pigpen and then clicking the Look Inside button on the pop-up menu brings up the Pigpen menu, shown in Figure 9-8. To use this menu, you first need to obtain some pig slop, which you can do in the following ways:

- Click the Make Slop button in the corner of the Pigpen menu to create slop from bushels in your inventory (see Chapter 7 for more on bushels).
- Receive slop as a gift from a friend.
- Find slop when you harvest your Pigpen.

Figure 9-8: The Pigpen menu.

After you have slop, you can click any pig in your Pigpen to send it on a hunt for truffles on your neighbors' farms. Each pig has a chance of finding four different types of truffles, as detailed in Table 9-1. When you find a truffle on a neighbor's farm, you must first post that truffle to your neighbor's wall and then get that neighbor to click a link in the wall post to send the truffle back to you before using it to unlock the reward.

After hunting for a truffle, a pig has to rest for two days before it can hunt again.

Table 9-1 Possible Rewards for Truffle Discoveries

Truffle Type	*Possible Rewards*	*Pig Most Likely to Discover It*
Brown	1/5 Fuel, Strawberry Pig, Black Pig, Ossabaw Pig	Pig (regular), Black Pig, Ossabaw Pig, Party Pig
Black	1 Fuel, Strawberry Pig, White Pig, 300 Coins	Saddleback Pig, Piglet, Strawberry Pig
White	5 Fuel Refills, White Pig, Pink Pot Belly Pig, 1,000 coins	Hot Pink Pig, Hula Pig, Island Pig, White Pig
Gold	10 Fuel Refills, Pink Pot Belly Pig, 5,000 Coins	Javelina, Miniature Pig, Pot Belly Pig, Pink Pot Belly Pig

10

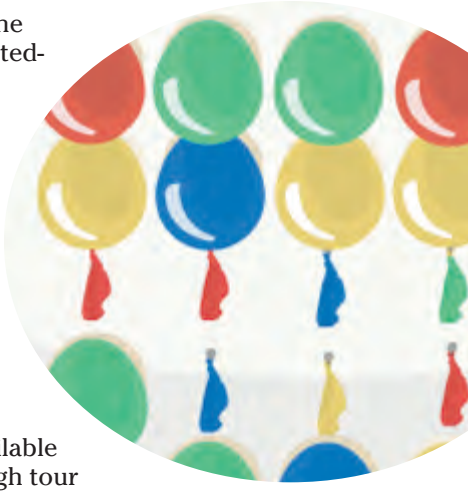
Looking for Special Items and Events

In This Chapter

- Participating in limited-edition events
- Receiving mystery items
- Helping people in the real world through virtual farming

Perhaps you've heard some of these homespun bits of wisdom: Variety is the spice of life. Without mysteries, life would be very dull, indeed. A good deed is its own reward. These sayings are just as true in the virtual world of FarmVille as in the real world.

This chapter shows you how to add some variety to the standard set of items on your farm by purchasing limited-edition items. We also cover how to give and receive randomized mystery items and what specific items they may contain when opened. Finally, we tell you about how your virtual farming can help raise money for real people in need through FarmVille's philanthropic events.



Catching Limited-Edition Items and Events

Although most items in FarmVille are permanently available through the Market menu (see Chapter 6 for a thorough tour of this menu), a certain class of item is available for only a limited time. Such limited-edition items must be purchased before they disappear from the Market for good. In-game missions such as co-op jobs and collection sets are also sometimes available only for a limited time.

As discussed in Chapter 6 and shown in Figure 10-1, you can view all currently available limited-edition items by clicking the Specials button in the Market menu. These items are indicated by all the following:

- The Limited Edition theme on the item's picture
- An icon to the left of the picture that varies depending on the specific limited-edition event
- Red text detailing how much longer the item will be available in the Market

Limited-edition items remain on your farm even after they are gone from the Market. Some limited-edition items are occasionally re-released to the market at a later date, but no item is guaranteed for a future re-release. This fact makes these limited-edition items prized possessions for many farmers.

Figure 10-1: The limited-edition items section of the Market menu.

Discovering the benefits of limited-edition items

Different types of limited-edition items tend to have improved features over their permanently available counterparts, as described in the following sections.

Limited-edition seeds

Limited-edition seeds are usually relatively cheap in comparison to permanently available seeds. They also often feature shorter growth times, have higher coin yields when harvested, and earn more experience points (XP) when planted. Seize upon these advantages while you can.

In contrast to crops from other seeds, limited-edition crops do not provide bushels when harvested. Some limited-edition crops can be mastered — as indicated by the mastery stars under their pictures on the Market menu — but you have to harvest pretty quickly to earn that limited-edition crop mastery sign.

Limited-edition trees

In contrast to seeds, limited-edition trees tend to be more expensive to purchase than their permanently available brethren. However, limited-edition trees tend to provide more coins per harvest than other trees, making them some of the most lucrative purchases in the game on a long-term basis. Your initial purchase of a limited-edition tree also typically yields more XP than does the purchase of a regular tree.

Limited-edition animals

Although limited-edition animals, such as the Pinto Pony or Dwarf Goat, may look different from standard animals, they function similarly in terms of collecting coins and placement in animal shelters. As is true of most other animals, usually you can purchase limited-edition animals only with Farm Cash. These animals often provide inflated amounts of XP when purchased. They also take up much less space on a crowded farm than comparably priced limited-edition decorations and buildings. As a result, limited-edition animals are a great way to gain levels efficiently for those farmers willing to shell out the Farm Cash.

Limited-edition decorations and buildings

Most regular decorations and buildings don't serve any productive purpose on your farm, and the same holds true of limited-edition decorations and buildings. However, these rarely seen items are a great way to set your farm apart from the countless others that feature identical, permanently available decorations. Limited-edition decorations also often feature fanciful animations to add pizzazz to your farm.

Checking in for limited-edition events

If you log in to play FarmVille regularly, it's pretty hard to miss the limited-edition items being offered. Information about a limited-edition sale often appears on the FarmVille loading screen, as shown in Figure 10-2. New limited-edition events are also often noted by a pop-up notification when you log in to FarmVille.

If you somehow miss these clues, you can always see the currently available limited-edition items by clicking the Specials button in the Market menu (refer to Figure 10-1).

Figure 10-2: A limited-edition item notice, as seen on the FarmVille loading screen.

If you don't want to miss a limited-edition sales event, you should log in to FarmVille at least twice a week. Typically, new content, including limited-edition items, is added to the game on Tuesdays and Thursdays, but new stuff can in fact be released at any time. Limited-edition items can stay in the FarmVille Market for anywhere from two days to two weeks, so visiting your farm daily is the best way to absolutely ensure that you don't miss anything.

REMEMBER

FarmVille loves celebrating holidays with limited-edition item sets, so be sure to check in more often around major holidays to be among the first to get your hands on the associated limited-edition items.

Solving the Mystery of Mystery Items

FarmVille offers quite a few items that you have to open, like presents, to reveal what's inside. After you find or receive a mystery item, it resides in your Gift Box until you click the Use button underneath its icon. When you click the Use button, the mystery item is replaced by the specific, no-longer-mysterious item inside, which remains in your Gift Box until you use or sell it as normal.

Mystery items come in a few different varieties. Read on to find out all about them!

Mystery Boxes and Games

Both the Mystery Box and Mystery Game are purchasable items that contain exclusive items that you can't purchase elsewhere in the Market. Either the Mystery Box or the Mystery Game, but not both, will always be featured as a limited-edition item in the Market menu. The precise price for these items varies, but it usually ranges between 16 and 22 Farm Cash.

Buying a Mystery Box or taking a chance at the Mystery Game always yields a limited-edition item, but you have no guarantee that the item will be one you want. You might even get a duplicate of a prize you've already received from a previous mystery purchase. You can usually find hints as to what prizes can be won from your purchase, but prizes are not revealed until you purchase.

Although Mystery Boxes are opened the same way other mystery items are — by clicking the Use button in your Gift Box — playing the Mystery Game is a bit more complicated. To play and earn mystery items from a Mystery Game, follow these steps:

1. **Click the Play button under the Mystery Game item in the Market menu.**

   A simple, interactive balloon-popping game appears, as shown in Figure 10-3. The cost is deducted from your Farm Cash balance at this point.

Figure 10-3: The balloon-popping Mystery Game.

2. **Click the Play button on the right side of the screen.**

   Your mouse pointer is replaced with a dart, which you can point at the balloons in the center of the screen.

3. **Click any balloon with your mouse.**

   A random limited-edition item is added to your Gift Box.

You can click the Buy or Buy More buttons at the bottom of the Mystery Game menu to purchase these items directly, or you can click Play Again to purchase another dart for the displayed cost in Farm Cash.

TIP

The first time you click Play to load the Mystery Game, you receive a free dart to throw without spending any Farm Cash. The resulting limited-edition item you earn is completely risk free, so trying the game at least once, just for fun, can't hurt.

Mystery Gifts

Mystery Gifts can contain all types of FarmVille items, including coin rewards, XP rewards, animals, trees, decorations, vehicles, Farm Cash, and fuel. Some items featured among the Mystery Gifts, such as the Chinchilla, are Mystery Gift exclusive items that you cannot find or purchase anywhere else in FarmVille.

You can send free Mystery Gifts to your neighbors via the Gifting page. The gift recipient then has to accept your gift through the FarmVille Requests page. We describe both sending and receiving gifts in more detail in Chapter 4.

Mystery Eggs

You find Mystery Eggs primarily by harvesting Chicken Coops on your farm (as discussed in Chapter 9) and by feeding chickens in your neighbors' Chicken Coops (as described in Chapter 4). Whenever you perform either of these actions, you have the chance to earn a Mystery Egg for your trouble. Your chance increases if you harvest from an expanded Coop or a Coop with lots of fed chickens.

A pop-up notification reveals whether you've received a Mystery Egg or just the normal coin or XP bonuses for your actions, as shown in Figure 10-4. If you find a Mystery Egg when feeding a neighbor's Coop, you can also share an extra egg with your neighbors through a news feed post.

Not all Mystery Eggs are created equal. Colored chickens produce eggs that match their color, and rarer chickens produce eggs with rarer and more valuable items inside. To keep things, well, mysterious, Zynga changes the specific items found in each type of Mystery Egg frequently. However,

Table 10-1 shows the chickens and other items that you can currently find randomly inside various types of Mystery Eggs, as of this writing. Note that some chickens and items found in Mystery Eggs also yield an XP bonus when hatched, as indicated in the table.

Figure 10-4: A notification that you have found a Mystery Egg.

TIP

Opening Mystery Eggs is one of the best ways to get more chickens, which in turn fills up your Chicken Coop and increases your chances of finding more Mystery Eggs. Be sure to feed your neighbors' chicken coops frequently and expand your coop as necessary to increase your chances of finding more eggs.

Table 10-1 Possible Mystery Egg Prizes

Egg Color	*Chickens*	*Possible Other Items*
White (regular)	Chicken (regular), Brown	1/5 fuel refill, 20 XP, common collectible, Chicken Gnome
Uncommon Brown	Brown, Black	1 fuel refill, 20 XP, common or uncommon collectible
Rare Black	Black, Golden	10 fuel refills, uncommon collectible
Treasured Golden	Golden (50 XP), Cornish (50 XP), Rhode Island Red (50 XP), Scots Grey (50 XP)	Gold Gnome (200 XP), School House, Wax Apple Tree, 1 Farm Cash, uncommon or rare collectible, farmhand, arborist
Treasured Cornish	Cornish (50 XP), Scots Grey (200 XP)	Chicken Gnome, Windmill, 20 fuel refills (500 XP), One Farm Cash, uncommon or rare collectible, farmhand, arborist, Orange Butterfly

(continued)

Table 10-1 *(continued)*

Egg Color	*Chickens*	*Possible Other Items*
Treasured Scots Grey	Scots Grey (50 XP), Rhode Island Red (50 XP)	Chicken Gnome, Red Barn, 20 Fuel Refills (500 XP), 1 Farm Cash, uncommon or rare collectible, farmhand, arborist, Orange Butterfly
Rhode Island Red	Golden (50 XP), Cornish, Rhode Island Red	Chicken Gnome, Post Office, Wax Apple Tree, 20 fuel refills (500 XP), One Farm Cash, rare collectible, farmhand, arborist
Rainbow	Rainbow (400 XP), Cornish (50 XP), Scots Grey (200 XP), Rhode Island Red (50 XP)	Gold Gnome, Rainbow Cottage, 20 fuel refills (500 XP), uncommon collectible, Chicken Gnome

Giving Back: FarmVille Philanthropy in the Real World

Periodically, Zynga offers special limited-edition seed items called Sweet Seeds that support good real-world causes while also supporting your farm. These Sweet Seeds events let you purchase one-week licenses to plant limited-edition seeds — such as sweet yams and white corn — for a donation of a minimum of 25 Farm Cash. (You can donate more virtual currency if you want.)

The crops you can plant with these licenses tend to have very quick harvest times and a high profit ratio, as well as the unique ability to never wither! As a way of saying thank you for the donation, farmers who take part in the event also receive a Sweet Seeds flag that they can display on their farm.

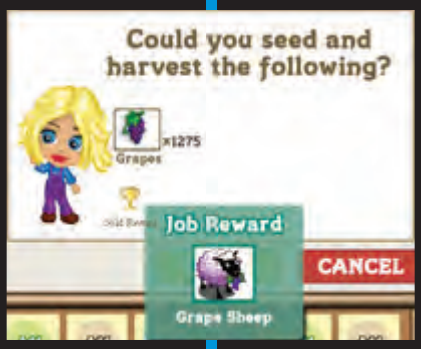
Depending on the event, FarmVille publisher Zynga takes anywhere from 50 to 100 percent of the Farm Cash donations spent on these permits, converts them to real money, and sends that money to relief organizations such as FATEM (which serves people of Haiti) and the U.N. World Food Programme.

As of this writing, the three Sweet Seeds for Haiti limited-edition events have raised more than $3 million for food and school construction in some of the poorest areas of the earthquake-ravaged country. Zynga has committed to running more Sweet Seeds limited-edition events in the future, so keep your eyes peeled and help out your fellows while you help your virtual farm.

Part IV

Embracing FarmVille Fame and Community

Whereas the previous parts cover the basics of farming and how to make money, this part covers the details of earning achievements. You can earn many types of achievements in FarmVille, including ribbons from bronze through gold, various types of collections, and crop mastery. We explain these achievements and how you obtain them so that you, too, can seek your FarmVille fame! This part ends with a chapter on co-operative farming missions, which give you a chance to embrace your FarmVille community and work toward a common goal for common benefits.



11

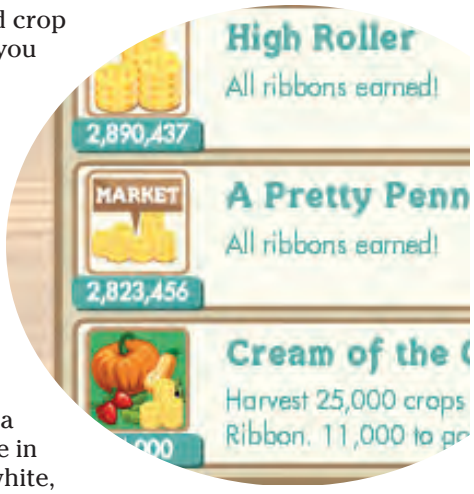
Earning Achievements

In This Chapter

- Earning ribbons
- Collecting collectibles
- Mastering crops

Although many people play FarmVille just for the Zen-like joy of tending to their crops and organizing their farms, most players like to receive some sort of recognition for the effort they put in. Of course, FarmVille provides in-game currency and experience points (XP) and levels to signify your progress, but those rewards can seem either too short-lived or too generic, in their turn. Where are the permanent rewards that recognize specific situations in which you've gone above and beyond your fellow farmers?

Well, they're in this chapter. Ribbons, collections, and crop mastery levels all provide micro-goals to focus on as you continue to pursue ever-higher levels of in-game currency and XP. They also provide a great way to set yourself apart from your neighbors as well as compare your farming skills with other players. In this chapter, we tell you all about these achievements and how to obtain them with the minimum of effort.



Earning Ribbons

Ribbons are simply FarmVille's way of recognizing when you've performed a specific action or collected a specific item a certain number of times. Ribbons come in four different colors (in order of attainment: yellow, white, red, and blue), and each color requires more actions or items than the previous one's did.

You can see the ribbons you've already earned, as well as the requirements for the next ribbon in each sequence, by following these steps:

1. **In the Tools menu, located at the bottom right of your FarmVille play area, click the Ribbon icon.**

   The Ribbons menu, shown in Figure 11-1, appears. Each row of this menu displays, among other information, the following:

   - The required action or item collection required for that ribbon (befriending neighbors for the Local Celebrity ribbon, for instance)
   - The specific number of the action or item you need to attain the next colored ribbon in that sequence
   - Your current progress toward the next ribbon in that sequence

2. **Click the right arrow to see information about more ribbons and your progress toward obtaining them.**

3. **Click the Stats icon in the upper-right corner of the play area to view the total number of each colored ribbon you've earned.**

   Checking this stat from time to time helps give a sense of accomplishment while also revving up your motivation!

Figure 11-1: The Ribbons menu.

Collecting ribbon bonuses

Ribbons aren't just good for showing off. Each ribbon you earn comes with a bonus of coins and XP. Occasionally you'll also receive a bonus item in your Gift Box that's related to that ribbon's goal (a bonus tree for a tree collection ribbon, for instance).

Although there are some exceptions (see the upcoming section), the number of coins and XP you earn for most colored ribbons is shown in Table 11-1.

Table 11-1 Ribbon Coin & XP Rewards

Ribbon Color	*Coin Reward*	*XP Reward*
Yellow	500 to 1,000 coins	10 to 50 XP
White	1,000 to 2,500 coins	20 to 100 XP
Red	5,000 coins	50 to 250 XP
Blue	10,000 coins	100 to 1,000 XP

Exceptions

The Pretty Penny, Pack Rat, and Pretty Garden ribbons do not come with any coin rewards. The Architect ribbon, on the other hand, comes with inflated XP rewards of 100 XP for the yellow ribbon, 250 XP for the white ribbon, 500 XP for the red ribbon, and the normal 1,000 XP for the blue ribbon. The Shutterbug and Crop Whisperer ribbons provide fewer coins than the normal amount that comes with the red and blue ribbons.

Sharing ribbon bonuses with neighbors

Collecting ribbons doesn't just earn you a bonus — you can also let your neighbors in on the celebration and share the wealth by posting a notice of your accomplishment to your Facebook news feed.

When you earn a ribbon, a pop-up notice like the one in Figure 11-2 appears to inform you of your achievement. Click the Share button on this notification to post a notice about your achievement to your news feed. Up to ten neighbors can click the link in that news feed post to receive a coin bonus, as follows:

- **Yellow ribbon:** 50 coins
- **White ribbon:** 100 coins
- **Red ribbon:** 250 coins
- **Blue ribbon:** 500

Figure 11-2: The Ribbon Bonus notification window.

Earning the next ribbon

Although the Ribbons menu outlines how many repetitions of a certain action you need to perform to earn the next ribbon in a sequence, some farmers want to plan ahead and figure out how many actions the following ribbon will require, without having to wait to find out. For those farmers, Table 11-2 lists the requirements for each colored ribbon. Simply replace the *X* in the Action column with the numbers in the various ribbon columns to figure out the requirements.

Table 11-2 Calculating Ribbon Requirements

Ribbon	*Action*	*Yellow Ribbon*	*White Ribbon*	*Red Ribbon*	*Blue Ribbon*
Local Celebrity	Befriend *X* neighbors	4	8	25	50
Good Samaritan	Help *X* friends	20	150	500	2,500
High Roller	Earn *X* coins	25,000	50,000	500,000	1,000,000
A Pretty Penny	Spend *X* coins at the market	50,000	100,000	500,000	1,500,000
Cream of the Crop	Harvest *X* crops	10	1,000	5,000	25,000
Knock on Wood	Harvest *X* trees	20	250	1,500	5,000

Ribbon	*Action*	*Yellow Ribbon*	*White Ribbon*	*Red Ribbon*	*Blue Ribbon*
Zoologist	Harvest *X* animals	15	500	1,000	5,000
Architect	Own *X* buildings	2	6	15	30
Pack Rat	Own *X* decorations	25	50	100	250
Animal Shelter	Adopt *X* animals	2	3	4	15
Green Thumb	Harvest *X* unique crops	5	10	14	17
Tree Hugger	Harvest *X* unique trees	3	8	12	15
Noah's Ark	Collect from *X* unique animals	2	4	6	8
Not Spoiled, Gifted!	Have *X* unique gifts in your gift box	3	9	15	21
Crop Whisperer	Fertilize *X* crops on neighbors' farms	100	250	500	2,500
Flower Power	Harvest *X* flowers	15	500	2,500	10,000
Pretty Garden	Place *X* perfect bunches	5	10	25	50
King of Compost	Harvest *X* fertilized crops	75	150	300	600
They of Mystery	Open *X* mystery boxes	2	6	15	30
Fenced In	Place *X* fences	5	50	100	250
Baled Out	Place *X* hay bales	5	50	100	250
Lord of the Plow	Use the tractor to plow *X* plots	200	1,000	2,500	10,000
Need for Seed	Use the seeder to seed *X* plots	200	1,000	2,500	10,000

(continued)

Table 11-2 *(continued)*

Ribbon	*Action*	*Yellow Ribbon*	*White Ribbon*	*Red Ribbon*	*Blue Ribbon*
Cracked	Open *X* Mystery Eggs	5	50	75	150
Cat Lady	Brush *X* cats	5	50	100	250
Vegetable Virtuoso	Harvest *X* vegetables	15	500	2,500	10,000
Foremost Fruit Farmer	Harvest *X* fruits	15	500	2,500	10,000
Egg-cellent Discovery	Discover *X* Mystery Eggs in your Chicken Coop	5	25	50	100
Cunning Collector	Complete *X* collections	2	25	50	100
Horse Power	Collect *X* items from your Horse Stable	5	25	50	100
Employee of the Month	Complete *X* co-op jobs at gold as a helper	5	25	50	100
Fabulous Foreman	Complete *X* co-op jobs at gold as a starter	1	5	10	20
Best of the Rest	Be the MVP on *X* successful co-op jobs	1	10	20	40
Crafty	Craft *X* goods	5	25	100	250
Super Salesman	Sell *X* crafted goods to friends	5	25	100	250
Best Buyer	Buy *X* crafted goods from friends	5	25	100	250

Ribbon	Action	Yellow Ribbon	White Ribbon	Red Ribbon	Blue Ribbon
Gearhead	Upgrade *X* vehicles	2	6	15	30
Style Maven	Purchase *X* clothing items for your farmer	5	10	20	40

Collecting Collectibles into Collections

Farmers can amass their own collections of all sorts of decorations, vehicles, animals, and other items. Additionally, FarmVille has a special class of items meant specifically for collecting. After you reach level 10, you start finding these collectible items as you perform actions around your farm and your neighbors'.

You can't place these collectible items on your farm — rather, they go straight to your Collectibles menu, shown in Figure 11-3. You can access this menu at any time by clicking the Collectibles icon that appears when you hover over the Ribbon icon in the Tools menu. You can also reach the Collectibles menu by clicking the small pop-up notification that appears when you find a collectible, as shown in Figure 11-4.

Figure 11-3: The Collections menu.

Figure 11-4: A notification that you've found a collectible.

Differentiating between permanent and limited-time collections

Each collectible you find is part of either a permanent collection or a limited-time collection. As their names imply, permanent collections are always available in the game, whereas items in limited-time collections can be found only briefly, usually for a period of six or seven weeks.

You can see the current limited-time collections, as well as items from retired limited-time collections, by clicking the Limited Time tab in the Collections menu shown in Figure 11-3. Doing so displays the Limited Time section of the Collections menu, as shown in Figure 11-5.

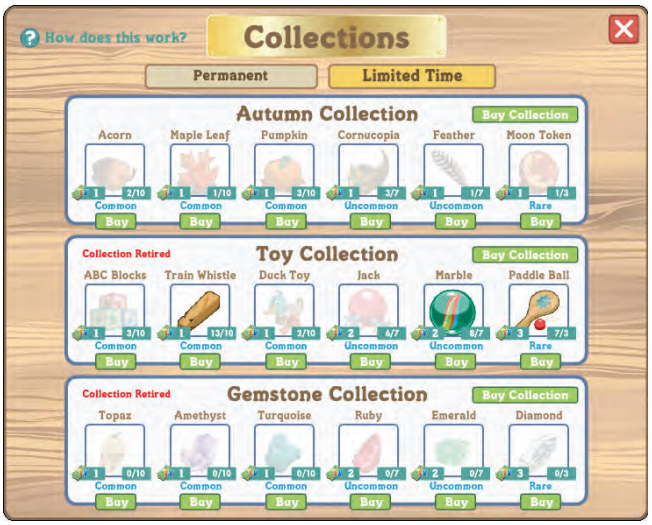


Figure 11-5: The Limited Time menu on the Collections menu.

Besides the difference in availability, limited-time collections also differ from permanent collections by requiring you to find multiple copies of each

collectible in order to complete the collection. The number to the right of the slash under each limited-time collectible indicates how many of that collectible you need to acquire before storing the collection, whereas the number to the left indicates how many you have found thus far.

If you're having trouble finding that final collectible or two necessary to finish a limited-time collection, you can just buy it. To do so, click the Buy button under that collectible and then click the Buy button in the resulting pop-up notification to confirm your purchase. You can also click the Buy Collection button to purchase all the remaining collectibles you need for your limited-time collection.

For active collection, common collectibles cost 1 Farm Cash each, whereas uncommon collectibles cost 2 Farm Cash, and rare collectibles cost 3 Farm Cash. Retired limited-time collectibles can be purchased for 1 Farm Cash each. Note that you can't purchase permanent-collection collectibles this way — you have to earn them the hard way.

A countdown timer appears on your farm when a limited-time collection gets within a few days of retiring. After a limited-time collection is retired, you can collect those items only with a Farm Cash purchase rather than by finding items while farming, so complete those collections before your limited time runs out!

You can keep up to ten of each permanent-collection collectible at any time. As for limited-time collection collectibles, the sky's the limit on what you can own.

Acquiring collectibles

You can acquire collectibles in a number of ways, including:

- **Find a collectible while farming or helping a neighbor's farm.** See the upcoming Table 11-3 for advice on which farming actions turn up specific permanent-collection items.
- **Receive a collectible as a free gift from a neighbor.** Common collectibles are featured in the rotation of items on the FarmVille Gifting page, as discussed in Chapter 3. Usually, two different collectibles are featured on the page for several days before being rotated out to make room for a new collectible. Note that the giftable collectibles are randomized, meaning that neighbors don't necessarily see the same ones that other neighbors see on the Gifting page.

Also note that some permanent-collection collectibles are available only as gifts and can't be collected any other way. See Table 11-3 for more on these collectibles.

- **Find collectibles in Mystery Eggs.** Each Mystery Egg you open has a chance of containing a collectible. Mystery Eggs are eggs that yield special prizes when hatched from your FarmVille chickens that you can find when harvesting your Chicken Coop.
- **Click the collectible sharing links on a neighbor's news feed.** These news posts will be in the format [*Friend name*] Found Some Uncommon Collectibles and Wants to Share Them with You in FarmVille! or [*Friend name*] Has Completed a Collection in FarmVille." You can post similar links to your news feed when you find a collectible or complete a collection. See Chapter 4 for more on sharing items and bonuses using the Facebook news feed.

Finding permanent collectibles

Certainly, you can obtain all your collectibles as gifts or by clicking news feeds. Engaging in the activities involved in farming, however, is by far the most efficient way to complete your various collections.

Not every collectible is created equal, though. Some collectibles pop up much more frequently than others, as noted by the word Common, Uncommon, or Rare that appears under a given collectible in the Collections menu (refer to Figure 11-3 to see examples).

What's more, each different farming task gives you a chance of finding different collectibles in the permanent collections. The game cryptically alludes to these methods when you hover over a collectible on the Collections menu, but for those of you who find hints like "Look up!" too hard to decipher, we've outlined how to find each permanent collectible in in Table 11-3.

Table 11-3 How to Find Permanent-Collection Items

Collectible	*Rarity*	*How to Get*
Gardening Tools Collection		
Gloves	Common	Can receive only as a gift
Trowel	Common	Find by plowing or hatching white Mystery Eggs
Cultivator	Common	Find by fertilizing neighbors' crops
Twine	Uncommon	Find by harvesting sheep
Pruning Saw	Uncommon	Find by harvesting trees or hatching gold Mystery Eggs
Shears	Rare	Find by fertilizing neighbors' crops

Collectible	*Rarity*	*How to Get*
Country Kitsch Collection		
Needlepoint	Common	Can receive only as a gift
Spigot	Common	Find by plowing or hatching Mystery Eggs
Pocketwatch	Common	Find by plowing
Thimble	Uncommon	Find by plowing
Salt Shaker	Uncommon	Find by plowing
Thimble	Uncommon	Find by plowing
Cow Bell	Rare	Find by collecting from cows or Dairy Farms
Bugs Collection		
Ladybug	Common	Find by fertilizing a neighbors' crops or hatching Mystery Eggs
Dragonfly	Common	Can receive only as a gift
Caterpillar	Common	Find by harvesting trees or hatching Mystery Eggs
Stick Bug	Uncommon	Find by harvesting trees
Beetle	Uncommon	Find by fertilizing a neighbor's crops or hatching Mystery Eggs
Centipede	RareFind by plowing	
Butterfly Collection		
Emperor Butterfly	Common	Can receive only as a gift
Painted Lady Butterfly	Common	Find by fertilizing a neighbor's crops or hatching Mystery Eggs
Blue Butterfly	Common	Find by harvesting trees or hatching Mystery Eggs
Swallowtail Butterfly	Uncommon	Find by fertilizing neighbors' crops
Zebra	Uncommon	Find by harvesting trees
Copper	Rare)	Find by harvesting trees or hatching Mystery Eggs
Feather Collection		
Green Plume	Common	Can receive only as a gift
Hen Feather	Common	Find by harvesting any colored chicken or Chicken Coop
Dapple Plume	Common	Find by collecting from Ducks
Red Feather	Uncommon	Find by fertilizing a neighbors' crops

(continued)

Table 11-3 ***(continued)***

Collectible	*Rarity*	*How to Get*
Banded Quill	Uncommon	Find by harvesting Turkeys, Brown Geese, and Swans
Blue Feather	Rare	Find by harvesting trees
Button Collection		
Check Button	Common	Can receive only as a gift
Brass Button	Common	Find by fertilizing neighbors' crops
White Button	Common	Find by plowing
Jewel Button	Uncommon	Find by collecting from any colored chicken and in Chicken Coops
Formal Button	Uncommon	Find by plowing
Pearl Button	Rare	Find by plowing

Finding limited-time collectibles

As of this writing, all limited-time collectibles can be found on your farm while seeding crops. The only other way to acquire these collectibles is by purchasing them, as discussed in the "Differentiating between permanent and limited-time collections" section, earlier in this chapter.

Storing completed collections

After you've acquired all the collectibles you need for a complete collection, click the Store Collection button to turn that collection in for a bonus. You can exchange completed collections for the following:

- **Permanent collections:** Exchange for 5 tanks of fuel, 5,000 coins, and 250 XP
- **Limited-time collections:** Exchange for 200 XP and an exclusive prize that you can't purchase from the FarmVille Market (a prize that varies with the specific collection). Note that although you can redeem a limited-time collection multiple times (if you acquire the collectibles again), subsequent storage will not include any fuel bonus.

Mastering Crops

When you first start your farming career and are on the lower levels of the game, planting crops is all about earning XP and Farm Coins, as we describe in Chapter 3. When you reach level 10, however, you gain the ability to master crops that you plant frequently. Each crop you harvest after reaching level 10 is worth one mastery point for that crop. Collect enough mastery points for a crop and you'll earn mastery stars and other bonuses Keep reading to see how.

REMEMBER

Crops planted before you reach level 10 do not count toward your crop mastery.

Earning mastery points

All permanent seeds (seeds that are always offered in the FarmVille Market) and some limited-edition seeds in the Market can be mastered. (See Chapter 6 for more on using the FarmVille Market menu to obtain seeds.) After you reach level 10, crops that can be mastered are indicated by a set of three brown stars under their name in the Seeds tab of the Market menu, as shown in Figure 11-6.

Figure 11-6: Crop mastery progress, as shown on the Market menu.

When you harvest a crop after level 10, a small pop-up message saying "+1 Mastery" appears, showing that you've earned 1 point toward mastering that crop. Note that you receive mastery points by only harvesting crops — planting and deleting a crop before it is ripe doesn't earn you any mastery points.

As you earn more mastery points, the blue progress bar below the stars on the Market menu fills up. When it's completely full, you earn a star representing the next mastery level for that crop, as well as a bonus. After a crop has reached mastery level 3, it is fully mastered, and you earn a mastery sign for that crop (as discussed in the "Earning mastery bonuses" section, later in this chapter).

You can also hover your mouse over the progress bar to see how many mastery points you've already earned and how many you need to achieve the next mastery level, as shown for the tomato crop in Figure 11-6.

TIP

You can use bushels to receive two mastery points per harvested plot rather than one! See Chapter 7 for more on finding and using bushels.

Each crop requires a different number of mastery points to reach each crop mastery level, as detailed in Table 11-4. Note that the mastery points counter resets every time you earn a mastery level, so after earning 500 mastery points to reach the first mastery level for strawberries, for instance, you have to earn 1,000 more mastery points before reaching mastery level 2. For simplicity, the Total Mastery Points column in the table shows how many points it takes to earn full mastery of the given crop.

Some crops also require you to master a previous crop before they'll be unlocked in the Market menu. These crops are indicated in the Mastery Prerequisites column. See Chapter 8 for more on what levels are required to unlock each crop.

Table 11-4 Crop Mastery Requirements

Seed	*Mastery Level 1*	*Mastery Level 2*	*Mastery Level 3*	*Total Mastery Points (for Full Mastery)*	*Mastery Prerequisites*
Strawberries	500	1,000	3,750	5,250	
Eggplant	200	400	600	1,200	
Wheat	500	1,000	1,500	3,000	
Soybeans	300	600	900	1,800	
Peanuts	275	550	825	1,650	
Squash	200	400	600	1,200	
Lilac	450	900	1,350	2,700	
Pumpkin	500	1,000	1,500	3,000	
Spinach	300	600	900	1,800	
Artichokes	125	250	375	750	
Rice	400	400	2,000	2,800	
Raspberries	1,500	3,000	4,500	9,000	
Daffodils	200	400	600	1,200	
Cotton	150	300	450	900	
Cranberries	450	650	2,900	4,000	
Chickpea	400	800	1,200	2,400	Soybean Mastery
Bell Peppers	350	270	455	1,075	
Rhubarb	480	960	1,440	2,880	
Peppers	425	850	1,275	2,550	

(continued)

Table 11-4 ***(continued)***

Seed	*Mastery Level 1*	*Mastery Level 2*	*Mastery Level 3*	*Total Mastery Points (for Full Mastery)*	*Mastery Prerequisites*
Morning Glory	500	1,000	1,500	3,000	
Aloe Vera	800	1,600	2,400	4,800	
Pineapples	425	325	550	1,300	
Red Tulips	500	1,000	1,500	3,000	
Pattypan Squash	350	700	1,050	2,100	
Blueberries	1,000	2,000	3,000	6,000	
Watermelon	150	300	450	900	
Grapes	425	850	1,275	2,550	
Tomatoes	750	1,500	2,250	4,500	
Pink Roses	450	338	590	1,378	
Potatoes	150	300	450	900	
Rye	900	1,800	2,700	5,400	
Carrots	500	1,000	1,500	3,000	
Coffee	350	700	1,050	2,100	
Corn	200	400	600	1,200	
Sunflowers	575	1,150	1,725	3,450	
Ghost Chili	1,200	2,400	9,000	12,600	
Cabbage	500	375	665	1,540	

Table 11-4 ***(continued)***

Seed	*Mastery Level 1*	*Mastery Level 2*	*Mastery Level 3*	*Total Mastery Points (for Full Mastery)*	*Mastery Prerequisites*
Zucchini	550	1,100	1,650	3,300	Pattypan Squash Mastery
Gladiolus	1,600	3,200	4,800	9,600	Daffodils Mastery
Green Tea	750	1,500	2,250	4,500	
White Grapes	1,200	2,400	3,600	7,200	
Black Berries	1,200	2,400	3,600	7,200	
Red Wheat	250	500	750	1,500	
Lavender	450	338	590	1,378	
Sugar Cane	1,300	1,300	8,400	11,000	
Peas	600	1,200	1,800	3,600	
Yellow Melon	150	300	450	900	
Onion	825	825	4,125	5,775	
Broccoli	550	1,100	1,650	3,300	
Lilies	500	1,000	1,500	3,000	
Acorn Squash	1,000	2,000	3,000	6,000	
Asparagus	825	825	4,125	5,775	
Purple Poppies	750	1,500	2,250	4,500	
Elderberry	825	825	4,125	5,775	
Purple Pod Peas	525	1,050	1,575	3,150	Peas Mastery

(continued)

Table 11-4 ***(continued)***

Seed	*Mastery Level 1*	*Mastery Level 2*	*Mastery Level 3*	*Total Mastery Points (for Full Mastery)*	*Mastery Prerequisites*
Ginger	650	1,300	1,950	3,900	
Cucumber	820	1,640	2,460	4,920	
Columbine	2,200	4,400	6,600	13,200	
Iris	600	1,200	1,800	3,600	
Basil	1,200	2,400	3,600	7,200	
Lemon Balm	2,200	4,400	6,600	13,200	
Square Melon	700	1,400	2,100	4,200	Watermelon and Yellow Melon Mastery
Oats	1,850	3,700	5,550	11,100	
Posole Corn	1,500	3,000	4,500	9,000	Corn Mastery
Heirloom Carrot	1,400	2,800	4,200	8,400	Carrots Mastery
Orange Daisies	720	1,440	2,160	4,320	Gladiolus Mastery
Bamboo	1,200	2,400	3,600	7,200	
Carnival Squash	2,000	4,000	6,000	12,000	Pattypan Squash Mastery
Saffron	1,500	3,000	4,500	9,000	
Clover	2,500	5,000	7,500	15,000	
Amaranth	1,200	2,400	3,600	7,200	
White Roses	900	1,800	2,700	5,400	Pink Roses Mastery
Forget-Me-Not	1,100	2,200	3,300	6,600	

Earning mastery bonuses

When you earn a crop mastery level, you also earn a bonus of coins and XP, indicated by a pop-up notification, as shown in Figure 11-7. You can also click the Share button on this notification to post a coin bonus link for your neighbors on your Facebook news feed. The specific bonuses for each mastery level are detailed in Table 11-5.

Figure 11-7: A bonus notification for a level 2 crop mastery bonus.

Table 11-5 Crop Mastery Bonuses

Mastery Level	*XP*	*Coins*	*Coins for Neighbors (via News Feed Link)*
1	25	500	50
2	75	1,500	100
3	250	5,000	150

Other perks you can earn by mastering crops include:

- **Crop mastery signs:** When you reach mastery level 3 for a crop, a mastery sign for that crop appears in your Gift Box. You can place these mastery sign decorations on your farm, as shown in Figure 11-8, or in storage (Chapter 9 tells you about storage). You can't purchase these signs from the FarmVille Market — you can only earn them — so they're a good way to show off your elite farming skills.

Figure 11-8: Mastery signs displayed on a farm.

- **More XP from harvests:** When you reach mastery level 3 for a crop, each seed you plant of that crop type has a chance of being a premium crop. These premium seeds look slightly bigger than regular crops and yield bonuses of anywhere from one to eight XP when you harvest them, depending on the crop. The only way to receive this randomized premium crop bonus is by planting fully mastered crops, so get cracking on earning those mastery points!
- **Bushel and market stall bonuses:** When you find a bushel while harvesting a crop, you receive a bonus bushel for each level of mastery you've attained for that crop. (See Chapter 7 for more on finding and using bushels.) For instance, if you've reached mastery level 2 on Strawberries, you receive three total bushels every time you turn up a bushel when harvesting those berries. These bushels are also available in your Farmers Market stall for eight hours longer than they were for your previous mastery level.

12

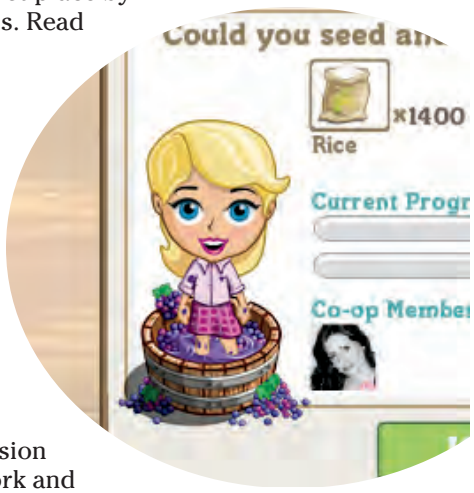
Let's Cooperate: Co-op Farming

In This Chapter

- Grasping the basics of co-op farming
- Navigating the Co-op Farming menu
- Starting and completing co-op farming jobs

On April 2, 2010, FarmVille developer Zynga introduced cooperative farming jobs to FarmVille. These jobs give you an opportunity to work together with your FarmVille neighbors toward a common goal. Co-op farming is one of the most social aspects of this already very social game.

In this chapter, we explain what co-op farming is, how to navigate the Co-op Farming menu, and how to complete co-op jobs in FarmVille. We also explain why you'd want to bother with co-op farming in the first place by outlining the benefits of completing co-op farming jobs. Read on for everything you need to know!



WARNING!

You can't start or join in a co-op farming job until you've reached level 20. If you're not at level 20 yet, see Chapter 8 for more on gaining new levels, and come back here when you're able to join in.

How Do Co-op Jobs Work?

Cooperative farming jobs, also known simply as co-op jobs, involve farmers working together by combining their resources and efforts for mutual benefit. Just as real world co-op farming does, FarmVille's version involves having each participant share in both the work and rewards of a job.

For the most part, co-op farming is just like regular farming in FarmVille, except that it requires a little extra planning and cooperating (obviously)! Crops still grow and wither at the same rate when you're on a co-op job, but now you have the added the constraint of a specific time limit for reaching your harvest quota. Think of it as a crop-growing race: If you and your friends can reach the finish line before the timer runs down, you win a medal!

Each co-op job asks you and your neighbors to grow a set number of specific crops within a set, real-world time limit. Depending on the completion time, the job can earn your co-op group gold, silver, or bronze medals, each of which comes with various coin and experience point (XP) rewards for each member. Gold-medal performances on co-op jobs come with unique reward items, as well, and crafting jobs also come with extra bushels for a gold-medal performance. (If you need to know more about getting and using bushels, see Chapter 7.)

Although you don't technically *need* to work with any neighbors to complete co-op jobs, they are designed to be hard — if not impossible — for any single farmer to complete alone. For example, even a farming veteran with a massive plantation would have trouble harvesting 1,275 grape plots in two days to get the gold medal on the Fashion Bug co-op job. With the help of even a few friends with smaller farms, however, the entire group should have no trouble making the deadline with some diligent harvesting and replanting.

Starting or Joining a Co-op Job

Before you start a co-op job, you have to let the game know that you and your friends plan to attempt it. You notify FarmVille of this through the Co-op Farming menu, shown in Figure 12-1.

WARNING!

Crops planted on your farm before you start or join a co-op job don't count toward the job's goal, so make sure your plots are plowed and empty before starting a new co-op job.

To start a co-op job, follow these steps:

1. **Click the Co-Op Farming icon in the upper-right corner of the Tools menu.**

   This icon appears only if you've unlocked co-op farming by reaching level 20. Clicking it brings up the Co-op Farming menu (refer to Figure 12-1). This menu shows all the available co-op jobs you can participate in, including jobs already under way by your neighbors.

Figure 12-1: The Co-op Farming menu.

2. **Browse the Co-op Farming menu to choose the job you want.**

   For each job, you can see the maximum potential reward in coins and XP, as well as the amount of time you and your co-op team will have to complete that job. For jobs already in progress, you'll also see pictures of the neighbors who are participating in the job and what percentage of the job they've already completed.

   Be sure to click the Next button in the corner to scroll through all the pages of available jobs. Also note that you can use the tabs at the top of the Jobs menu to filter the menu by the type of co-op job you're looking for. Crafting jobs offer a special bushel reward for gold-medal completion. (For more about bushels, see Chapter 7.)

3. **Click the green Start or Join button next to the job you're interested in.**

   Don't worry if you're not 100 percent sure that you want to take the job at this point — clicking this button just displays the Jobs menu, shown in Figure 12-2. This menu shows exactly how many of each crop you and your team will need to grow to complete the job, as well as the various time limits you all have to beat to receive each colored medal. For jobs that have already been started by neighbors, this menu also shows how many of the appropriate seeds have been seeded and harvested.

   To find out what the Gold Reward prize is for each specific co-op job, simply scroll or mouseover the Gold Trophy icon, as shown in Figure 12-3. If the specifics of the job you're looking at don't interest you for any reason, simply click the Cancel button to go back to the Co-op Farming menu referred to in Step 1.

Figure 12-2: The Co-op Jobs menu.

Figure 12-3: Hovering over the trophy to see the Gold Reward.

4. **Click the Green Start or Join button on the Jobs menu.**

   Congratulations, you're now part of a co-op job. A pop-up notification asks whether you want to share news of your new job with your Facebook friends.

5. **(Optional) Click Share to post a notification to your Facebook wall or Cancel to skip it.**

   Clicking Share notifies your neighbors via a Facebook news feed post that you have started a job. (If you click Cancel, no news feed is posted. See Chapter 4 for more details on posting notifications to your Facebook news feed.)

   The Active Job menu, shown in Figure 12-4, appears. This menu shows the following:

   - How many crops in the job have been seeded and harvested.
   - How many of each type of crop still needs to be seeded.
   - How much time is left to get each colored medal for the job.
   - Pictures of each person involved in the current co-op job. Hover the mouse pointer over any picture to see that neighbor's name. (Note that co-op participants who aren't on your Neighbors list appear as anonymous outlines with a question mark over the shadow-face.)

   To return to the Co-op Farming menu at any time during your current job, just click the Co-op Jobs icon on the Tools menu.

Figure 12-4: The Active Job menu.

6. **Click the Return to Game button at the bottom right to return to your farm.**

   Time is constantly counting down on your co-op job, so better get planting!

Recruiting Friends to Help

Now that you're part of a co-op job, you want to get as many friends as possible helping you out. To do so, follow these steps:

1. **Click the Recruit Friends button in the Co-op Jobs menu.**

   A pop-up notification appears.

2. **Click the Share button in the notification box.**

   The Facebook message posting dialog box, shown in Figure 12-5, appears.

3. **Enter a message and then click Publish to post the notice on your Facebook wall.**

   Your neighbors can click a link that automatically appears in the news feed post to join your co-op job.

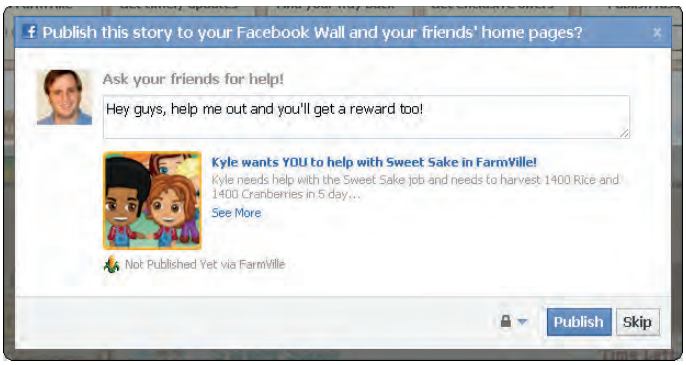


Figure 12-5: Posting a note about your co-op job to the Facebook news feed.

Neighbors can also join your co-op jobs by visiting the Co-op Jobs menu. Jobs currently under way by neighbors are shown first in the Co-op Jobs menu, so any of your neighbors can easily join your job just by clicking the Join button in their game.

TIP

Because you need to rely on your neighbors' participation to complete a co-op job, it's vital that you not only have neighbors join the job but also communicate with them. Before you start planting, you should coordinate with your fellow co-op participants and decide who should grow what crops and in what quantities.

Working on a Co-op Job

After you have your friends involved and coordinated, there's not much to co-op farming. Simply plow, seed, and harvest your crops as normal to work toward your goals. Remember, time is of the essence in co-op jobs, so be sure to harvest and replant your plots as quickly as possible.

You can check on your team's progress toward the co-op job goal at any time by clicking the Active Job tab in the Co-op Farming menu (refer to Figure 12-4). Then click the Friends tab to see how many crops have been seeded and harvested by each friend, as shown in Figure 12-6. You can click the Send Message button next to your friend's name on this menu to post a message on his or her Facebook wall and better coordinate your efforts.

Figure 12-6: The Active Job menu's Friends tab.

Quitting a co-op job

Note that you can't start a second co-op job until your current job is finished. If you're really eager to move on with your co-op farming career, you can quit your current job early by clicking the Quit Job button in the lower-left of the Active Job Progress tab of the Co-op farming menu (refer to Figure 12-4) and then clicking Quit Job again on the pop-up notification to confirm your choice. Note that if you started a co-op job, you have to see it through to the bitter end when either the time limit for the bronze (lowest) medal expires or your team completes the job.

Consequences of quitting a job before it's done

After you quit a co-op job, you forfeit your right to any rewards that come from the completion of that job. Also note that any progress you've contributed to the current job will be lost when you quit, meaning that you'll be leaving the neighbors who were depending on you that much further from their goal. That said, if it looks as though you and your team will have no chance to complete your job before time runs out, cutting your losses early might not be a bad idea. Also note that you can't quit a job that you yourself started if other neighbors have already joined your job.

Farm Cash buys more time for the job

If you're worried that you won't make the deadline for your current co-op job, you can spend Farm Cash to buy an extension. Just click the Purchase button in the bottom-left corner of the Co-op Farming menu and then click the Purchase button on the resulting pop-up notification to confirm your purchase (or click Cancel if you think better of it). Time extensions cost 15 Farm Cash and extend the amount of time remaining for each medal level, though the specific amount of time varies depending on the specific co-op job. It's a high price, but if your co-op team's pride is on the line, it might be worth it.

Completing a Co-op Job

A co-op job ends when the bronze medal time limit has expired or your co-op team has harvested the required number of crops. The appropriate amount of bonus coins and XP are automatically deposited in your account as soon as the co-op job is completed — no need for any additional action on your part. If you earned a gold medal, an exclusive prize is also automatically deposited in your Gift Box. Yeehaw!

REMEMBER

Note that completing a co-op job is an all-or-nothing proposition. Even if you've singlehandedly completed 90 percent of a co-op job and your good-for-nothing neighbors have barely lifted a finger to help, you'll receive no bonus if the bronze medal time limit runs out before you reach 100 percent. If it looks as though your team won't be able to complete your job, it might pay off to quit and cut your losses (see the previous section).

When your current job is complete, a white arrow appears, pointing to the Co-op icon on the toolbar. You can view the results by clicking the Co-op icon to open the Co-op Jobs menu. These results will live on in the Job History tab of the Co-Op Jobs menu, as shown in Figure 12-7. The Job History menu keeps track of the total number of co-op jobs you've successfully completed, as well as the total number of medals of each color you've received. The Job History

menu also shows details about your current job completion streak and average and largest co-op team sizes.

Click the Details tab to see more complete information about your successfully completed co-op jobs, as shown in Figure 12-8. That information includes the following:

Figure 12-7: The Job History menu of the Co-op Farming menu.

Figure 12-8: The Details tab of the Co-op Farming Job History menu.

- Date
- Time to completion
- Size of your team
- How much each member of the team contributed to the job

Click the Ribbons tab in the Job History menu to see your progress toward collecting co-op–related ribbons. (Go to Chapter 11 to find details about earning ribbons.)

Rewards You Earn from Co-Op Farming

The specific XP and coin rewards you receive for a co-op job depend on the particulars of that job. Generally, jobs that require you to grow more crops yield more rewards. Each completed co-op job earns you coins, XP, and an exclusive prize.

Every member who signs up to participate in a successful co-op job receives the full reward for that job. This benefit applies even to participants who contributed literally no planting or harvesting to the effort, meaning that a lot of jobs will attract a lot of do-nothing hangers-on when the job nears the finish line. Many farmers get angry when slacker neighbors leech off their hard work without contributing, but just remember that their success doesn't diminish your hard-won achievement.

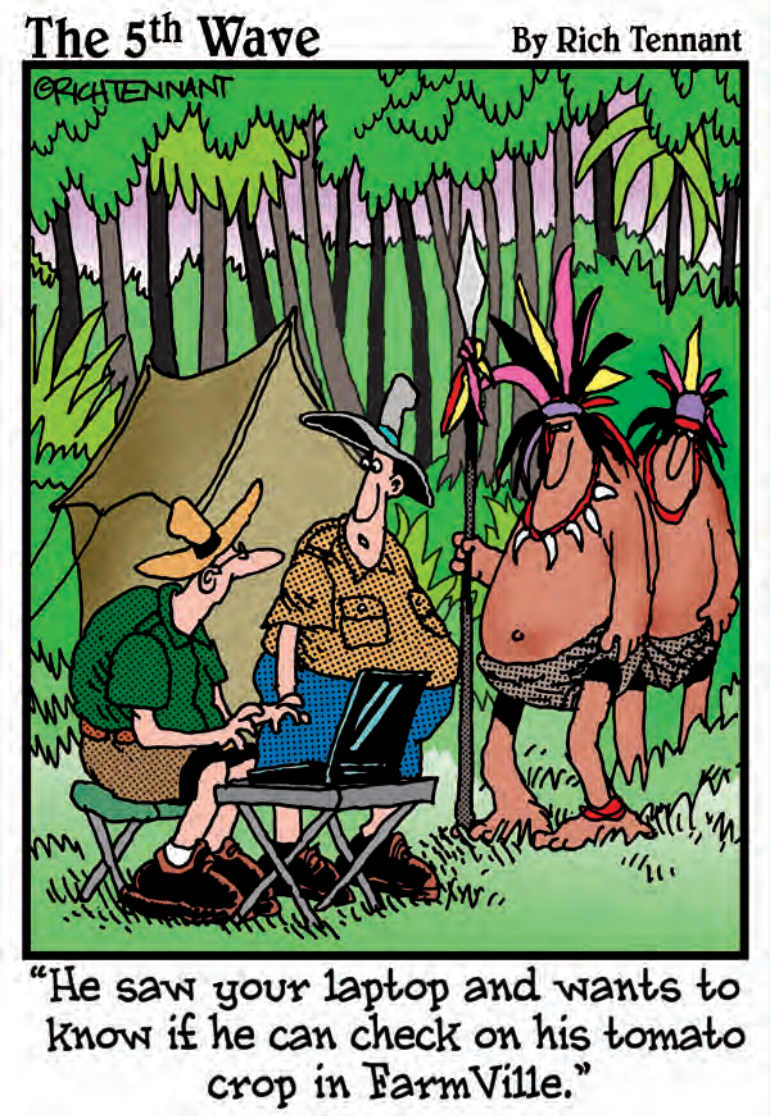
Finishing co-op jobs helps you toward earning three ribbons — Fabulous Foreman, Best of the Rest, and Employee of the Month. Also remember that you can earn bragging rights as the MVP — the farmer who contributes the most harvested crops to a successful co-op job.

You can also earn special, additional prizes for completing a co-op job within the strict, gold-medal time limit. These gold-medal exclusive prize vary depending on the co-op job. Basic jobs reward you with special items, most of which can't be purchased in the FarmVille Market. For example, you can get a Grape Sheep by completing the Fashion Bug co-op job, or a Mini Pagoda for completing the Stirring Things Up co-op job. Crafting jobs reward you with three bushel sets for the appropriate recipe when you earn a gold medal.

To find out what the gold reward prize is for each specific co-op job, simply scroll or mouse over the Gold Trophy icon (refer to Figure 12-3).

Part V

Staying Safe and Up-to-Date on FarmVille



FarmVille is a browser-based game, meaning that it's available to anyone with Internet access and a Web browser. This part of the book focuses on keeping you knowledgeable and safe as you play the game online. We provide you with some tips for avoiding common FarmVille scams, information on contacting FarmVille's developer Zynga, links to Web resources for extracurricular farming activities, and advice on other technical matters. Read this part and you are sure to be a technologically savvy farmer.

13

Staying Secure and Finding Support

In This Chapter

- Avoiding FarmVille scams
- Spotting fake news feed posts
- Contacting Zynga support
- Finding more FarmVille information on the Web

With tens of millions of players, FarmVille has attracted a lot of attention from unscrupulous characters looking to exploit some player's lack of technical knowledge through FarmVille-related scams. This chapter shows you how to spot some of the most common of these scams so that you can avoid being drawn in.

Despite our best efforts, this book may not be able to answer all your support questions about FarmVille. Some issues you encounter may require the help of Zynga support to fix, and we tell you in this chapter how to contact that support. Other issues may have to do with new features introduced after this book goes to press. As a result, in this chapter we recommend some good Web resources for keeping up with these frequent changes, as well.

Avoiding FarmVille Scams

Unfortunately, numerous scams targeted at unsuspecting FarmVille players are floating around out there. Most of these scams are designed to make you believe they originate from FarmVille itself, or from its publisher, Zynga, while asking you to reveal private information about you or your account.

Each FarmVille player needs to take responsibility to protect his or her personal security while playing the game. Keep an eye out for these common types of scams.

"Free" Farm Cash offers

As discussed in Chapter 5, Zynga provides links to numerous offers and promotions that purport to provide free in-game Farm Cash upon completion. Just because these third-party offers are linked to the FarmVille page, though, doesn't mean they're trustworthy.

Some offers claim to require only a free trial subscription on the link but then demand an up-front payment after you click through. Others simply refuse to work unless you choose one of the paid options they offer, despite having been advertised as free offers. Still others simply never deliver the Farm Cash they promise after you complete the offer.

In general, if an offer comes from a major, well-known national brand, it's most likely safe. Be wary of offers from unknown companies that ask you to provide your cell phone number or mailing address. Giving out cell phone numbers in these offers can be especially dangerous because unscrupulous companies can use them to place unwanted charges on your cell phone bill. Always read the fine print on any offer page to make sure you know what you're agreeing to.

If you do run into an offer that you feel is fraudulent in some way, contact Zynga using the methods discussed later in this chapter. After an outcry from many players, the company is now pretty good about responding to complaints and cleaning up problems on its Offer page.

Also, it should go without saying that you shouldn't trust any other Web site besides FarmVille's that provide links to supposedly free Farm Cash offers. As a general rule, if you didn't find it on the FarmVille game page, don't trust it — and even if you did find it on FarmVille, be cautious.

FarmVille guides

A quick Internet search for FarmVille turns up countless guides that promise to make you a better FarmVille player by giving you secrets, tips, and strategies that aren't available to the general public. Of course, you have this book, which does all those things already, so you don't need to go searching out those guides, anyway.

If you do go searching around, however, be cautious of guides that ask for any sort of up-front payment before providing a download. The PDF products they offer are usually no better than the information freely available online (or in a book like the one you're holding!). In extreme cases, the guide itself may not exist, a fact you'll discover only after your credit card has been charged.

Fake FarmVille Facebook groups

Searching for FarmVille-related groups on Facebook easily turns up hundreds if not thousands of groups that claim to offer free Farm Cash or other items if you become a fan, as shown in Figure 13-1. Without exception, these groups are all scams that use unfulfillable promises of free stuff to attract members. The only legitimate ways to receive free Farm Cash are listed in Chapter 5 of the book. Disregard any Facebook groups that say otherwise.

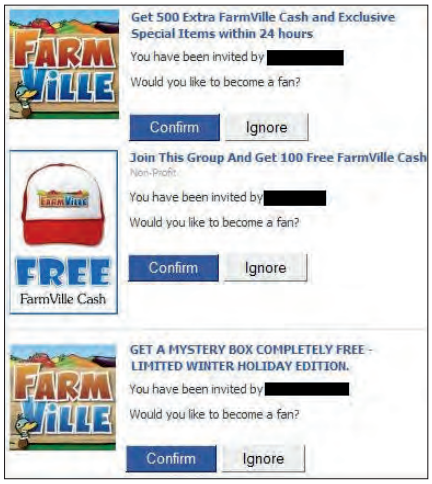


Figure 13-1: Examples of false FarmVille promises made by Facebook scam group invites.

Fake news feed links

Although clicking legitimate news feed links is a good way to get in-game bonuses (as discussed in Chapter 4), many scammers post illegitimate links that actually take you to phishing sites or other dangerous corners of the Internet. The differences between these fake news feed posts and real FarmVille news feed posts can be quite subtle. As shown in Figures 13-2 and 13-3, the only noticeable difference might be a small misspelling of the game name.

Figure 13-2: A legitimate FarmVille news feed post. Note that the game name is spelled correctly as "FarmVille."

Figure 13-3: A fake FarmVille news feed post. The game's name is misspelled as "farmville."

To check the veracity of a news feed post without having to rely on a sharp eye for misspellings, simply hover the mouse over the suspect link *without clicking* and look in the lower-left corner of your Web browser window. There, a Web address should show where the news feed link leads. If that Web address starts with `http://apps.facebook.com/onthefarm/`, it is a legitimate link. If it starts with anything else, it is a fake link, and you should ignore or delete it.

Protecting Yourself on Facebook

Protecting yourself while playing FarmVille doesn't just mean avoiding scams — it also means protecting your Facebook account. If your Facebook account is accessed illegitimately by a hacker, Zynga will not be held responsible for any items, Farm Cash, or Farm Coins that might be lost. The same applies even if you purposely share your Facebook account with a supposed friend who proceeds to ruin your farm.

Allowing other people to access your Facebook account obviously carries other serious personal privacy risks, as well. Follow these tips to help protect your Facebook account from illegitimate access:

- **Never share your Facebook account information with other Facebook users, third-party Web sites, or anyone else.** If a person or site says it needs your Facebook information to give you access to a free item or to unlock privileged game features, ignore that request. Your login information should always remain private and known only to you. Type your Facebook password only into the Facebook login page at Facebook.com, as discussed in Chapter 2.
- **Use a strong password.** A strong password includes lowercase and capital letters and numbers and symbols, and it doesn't include words commonly found in a dictionary. Try adapting your password from the first letters of an easy-to-remember phrase or song lyric, or use an easy-to-remember pattern of key positions on your keyboard. Insert memorable dates and numbers into the password for added security. Remember, longer passwords are harder for hackers to figure out.

- **Use unique login information.** Don't use the same e-mail address and password information for more than one Web site. For simplicity and memorability, try adding some variation of the current site's name to the end of your standard password.
- **Avoid clicking Facebook news feed links from unknown parties.** As we explain earlier, in the "Fake news feed links" section of this chapter, fake links often try to fool you into entering your Facebook login information so that a third party can record it.

  Be especially careful if Facebook unexpectedly asks you to enter your login information after clicking a link; you may not actually be on Facebook, even if the page looks legitimate. Check the URL in the address bar carefully.
- **Download a virus scanner and run regular virus scans.** Anti-Virus Gold offers a relatively robust, free virus scanner at `http://free.avg.com`.
- **Log out after using Facebook on a public computer.** If you don't log out, the next person to use that computer will have full access to your Facebook account. Log out by clicking the Account button in the upper-right corner of any Facebook page and then clicking the Logout button in the drop-down menu that appears.

Contacting Zynga

If you run into a technical, billing, or gameplay issue with FarmVille that you can't fix using the information in this book, you can contact the game's publisher, Zynga, for help. The following sections describe ways to seek help from Zynga.

General user support

You can find Zynga's support page for FarmVille by visiting `http://zynga.custhelp.com/app/home/gameid/63/`, shown in Figure 13-4. From here, you can click links to more information about some of the most common issues currently affecting FarmVille players.

More likely, though, you'll want to skip these links and search for the specific information you're looking for. In the Search box midway down the page on the right side, type a few keywords describing your problem and then click the Search button to display a list of possible answers to your issue. Click the links on the Results page to read more information about that issue from Zynga's support database.

Figure 13-4: Zynga's FarmVille support page.

If you don't find an answer to your issue there, click the See More link on the main support page. Then click the Email Us link on the right sidebar to bring up the Zynga e-mail support form, as shown in Figure 13-5. Use the drop-down menus and text areas to detail the problem you're having; then click the Submit button to send your question to Zynga. The company usually responds to e-mail queries in anywhere from 24 to 48 hours.

Zynga's support page also contains a nifty section of the most current hot topics called "the hottest issues and answers for Farmville." Click any of the links in this section to find answers to some of the most common issues affecting FarmVille players at that moment.

Replacing lost items

Lost items are one of the most common FarmVille problems requiring support from Zynga. The company has specific criteria for when and how lost items can be replaced.

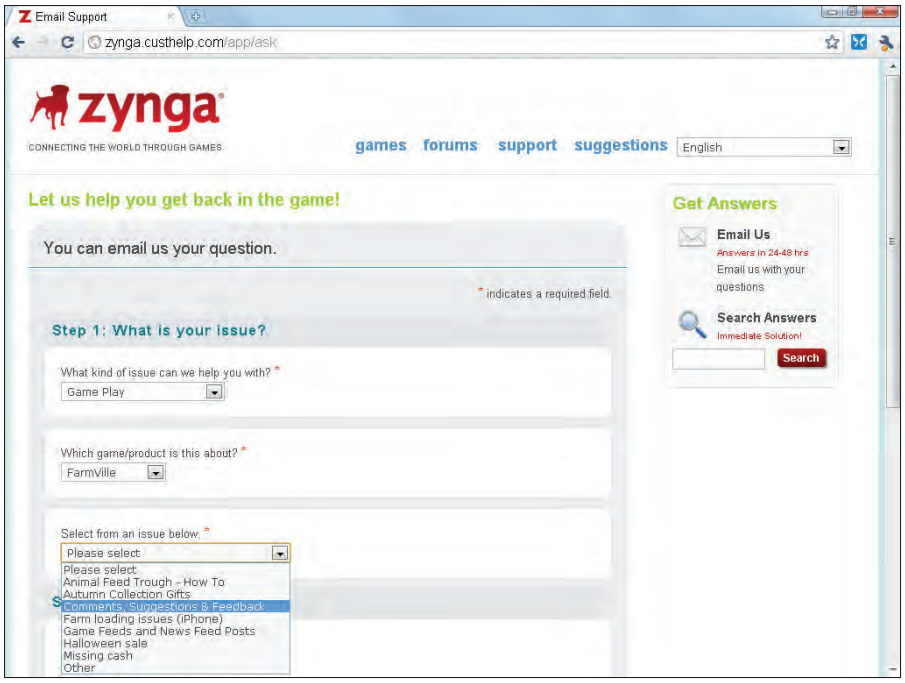


Figure 13-5: Zynga's e-mail support form.

In general, if you lost an item because of an in-game error or glitch, Zynga gladly replaces the purchase or refunds the purchase price in Farm Cash or Farm Coins. However, items lost because of user error — such as accidentally deleting or selling an item — will not be replaced. Likewise, your money will not be refunded for an accidental purchase of an item from the Market menu.

Please note that as of this writing, Zynga doesn't restore free gifts that are lost because of in-game bugs. Zynga also doesn't refund purchases of gifts sent to the wrong person, including both free gifts and those purchased with Farm Cash. The company doesn't replace free gifts that are lost in transit, nor any free gift that has been accidentally sold or deleted.

If your Facebook account is compromised by another user, with or without your consent, Zynga doesn't replace any item that might have been lost or deleted as a result. Please take necessary precautions to secure your account, as discussed earlier in this chapter.

You can read more details about FarmVille's full Item Restoration Policy by visiting `http://zynga.custhelp.com/app/answers/detail/a_id/796`.

Web Resources

Even though this book is a handy reference for nearly everything you need to know about FarmVille, the game changes much faster than this book can keep up with. For the most up-to-date information on the latest happenings in and around FarmVille, try the Web sites described in the following sections.

The Official FarmVille Forum

`http://forums.zynga.com/forumdisplay.php?f=91`

Zynga hosts an official forum, shown in Figure 13-6, in which farmers can discuss the game and any other topics of interest. Besides being a great place to swap tips and observations with other players, the forum serves as Zynga's repository for official posts containing information about new game features.

Figure 13-6: The Official FarmVille Forum.

The official forum is also an excellent place to post general feedback about the game for community discussion. Zynga pays attention to what players are talking about in this forum, and what you discuss there may affect the direction the game takes in the future.

If you don't feel like registering for a specific account on the official FarmVille Forum, you can click the Connect With Facebook button under the login menu to use your Facebook credentials to represent yourself in the forum.

The Official FarmVille Podcast

`http://www.youtube.com/user/farmville`

Zynga schedules a biweekly podcast to discuss the current happenings in FarmVille. The podcast addresses gameplay tips and happenings throughout the FarmVille community in a short, pithy format. The most exciting part of the podcast might be the Coming Soon segment, which gives information about upcoming FarmVille game features, limited-edition items, and special events.

Though podcast episodes are officially hosted as YouTube videos at the address noted previously (and shown in Figure 13-7), the regular Zynga information dumps have no visual conponent, meaning that if you prefer reading to listening, you can find transcripts of each podcast on Zynga's Official FarmVille Forums at `http://forums.zynga.com/forumdisplay.php?f=245`.

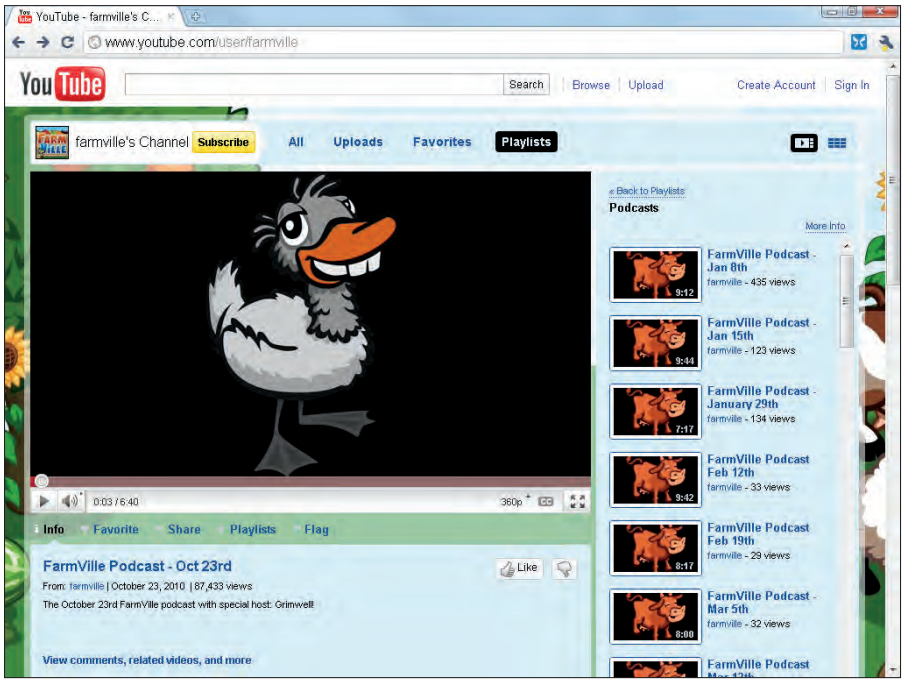


Figure 13-7: The Official FarmVille Podcast page on YouTube.

FarmVille Freak

http://www.farmvillefreak.com

If you can't get your farming fix from the official Zynga sources listed in previous sections, just search for FarmVille in your favorite search engine to turn up countless fan sites devoted to the game. One of the oldest and most well-regarded of these sites is FarmVille Freak, which is maintained by *FarmVille For Dummies* coauthor Angela Morales.

FarmVille Freak, shown in Figure 13-8, is updated several times per day with FarmVille's lastest happenings, including new item releases and features, guides, tips, reviews, and general news.

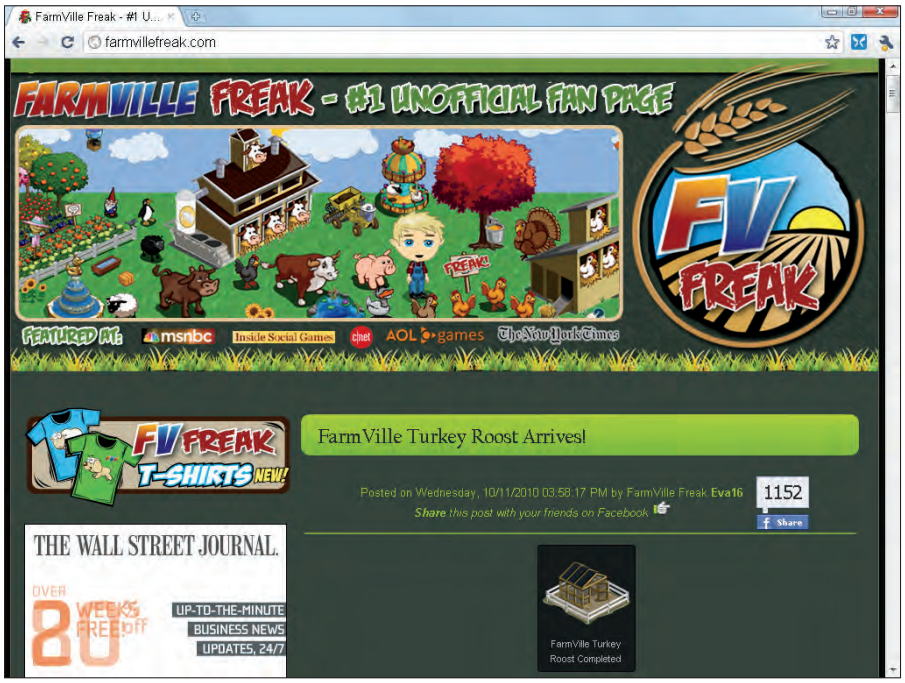


Figure 13-8: The FarmVille Freak home page.

14

Technical Matters: Troubleshooting and Game Enhancements

In This Chapter

- Taking a screenshot of your farm
- Dealing with game updates
- Dealing with common FarmVille bugs and glitches

Even though FarmVille is well over a year old as of this writing, the developers at Zynga are constantly developing new features and updating content. Although this constant development means that you get to try out new features as they're added to the game, it also means that the game may not be as stable as your average retail release.

In this chapter we tell you how to deal with some of the more common technical problems you may encounter while playing the game, and show you how to take advantage of some of the more technically advanced features in the game.

Taking a Picture of Your Farm

Although your neighbors can see your farm at any time with a quick in-game visit, showing your farm off to people who don't play the game can be a little tougher. Facebook provides an in-game camera that lets you save a picture of your farm in a Facebook photo album,

but this camera has some limitations, including a tiny frame that makes taking aerial shots or full-view images of your farm difficult. To get around these limitations, you can use your computer to capture a screenshot and save it as a digital image by following the steps in the next sections.

Getting ready to take a screenshot

Whether you're on a PC or a Mac, take these steps to prepare to capture an image of your screen:

1. **Turn on high-quality graphics by clicking the Eye icon in the upper-left corner of the play area until the icon turns white.**

   Doing so ensures that your screenshot will be of the best quality available.

2. **Click the Full Screen button in the Tools menu.**

   The play area expands to take up your entire monitor, increasing the size of in-game details and how much you can see of your farm.

3. **Arrange the scene to your liking by positioning and zooming the camera to focus on the parts of your farm you want to show.**

   See Chapter 3 for more on controlling the in-game camera.

Taking a screenshot on a Windows PC

Here are the steps to capturing a shot of your farm if you're on Windows:

1. **Press the Print Screen key on your keyboard.**

   You usually find this key near the Insert, Home, Delete, and End keys on the right side of the keyboard. Press Print Screen (it might be labeled Prt Sc or PrtScn or some other variation) to save a copy of your current screen to the Clipboard (a temporary storage area).

2. **To get the image off the Clipboard, open Microsoft Paint by clicking Start➪Programs➪Accessories and then locating the Paint program.**

   The application may simply be called Paint on some Windows systems, and may be found under All Programs. If you are comfortable using a different image editing program, you can open it instead.

3. **Choose Edit➪Paste.**

   This places a copy of the screen you captured in Step 1 on the Paint (or other image-editing application's) canvas. You may need to click and drag the blue square in the lower-right corner to resize your picture and capture the entire captured screen.

4. **Edit your picture as desired.**

   You may want to add text or cut off certain unsightly elements.

5. **Choose File➪Save As.**

   The Save Picture dialog box appears.

6. **Enter a filename and select a location and file type for your image; then click Save.**

   The picture of your farm is now saved on your computer.

Taking a screenshot on a Mac

Apple's Mac OS offers a few convenient keyboard shortcuts for taking shots of your farm or any other elements on your screen. You can access the most useful of these by pressing the Command+Shift+3 keyboard combination. Doing so saves the current screen to your desktop in a PNG file containing the words "Screen shot" and the date and time in the filename.

Alternatively, press Command+Shift+4 to transform your cursor into a crosshair. Click and drag this crosshair to describe a box around the area of the screen you want to capture; next, release the mouse to save a PNG file of the captured section to your desktop.

Troubleshooting Common Bugs and Glitches

Although FarmVille is generally pretty stable, bugs and glitches can occasionally interrupt your game play, which can be very frustrating when all you really want to do is harvest your strawberries! These glitches can be anything from having trouble loading the game to losing crops and game items. This section outlines some of the most common problems you might encounter while playing Farmville as well as some simple ways to deal with them.

TIP

You can resolve many issues by reloading the FarmVille Web page, restarting the Web browser, or restarting the computer. If other suggested fixes don't work, try those potential solutions in that order. Also note that many issues are simply caused by temporary problems on Zynga's servers and may be resolved by the next time you load the game.

Out of sync

The problem: The game reports that the current game state is out of sync with the server, as shown in Figure 14-1. All this technical mumbo-jumbo simply means that Zynga's game servers are having trouble tracking and

saving the current status of your farm (which, as we describe in Chapter 1, is stored in the "cloud" of Zynga's servers). These errors can happen at any time, but performing a lot of farming tasks in a short period of time or placing large quantities of animals, decorations, and trees too rapidly seems to cause these errors to appear more often.

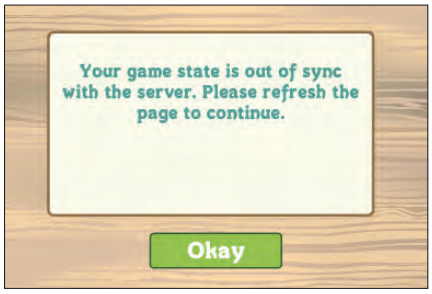


Figure 14-1: An out-of-sync error message.

The solution: As the game suggests, clicking the Refresh button on your Web browser should re-sync the game with Zynga's servers. Any farming actions you performed in the last few minutes may not appear after your farm has reloaded, but don't worry — you can still perform those actions again.

WARNING!

Note that if you continue farming without refreshing the browser after receiving an out-of-sync warning, all your hard work may be lost. Be sure to refresh your farm as soon as possible after the warning appears to avoid losing more work.

Facebook news feed posting

The problem: The game freezes when you attempt to share an item with friends through your Facebook news feeds, or the Facebook news feed dialog box fails to appear.

The solution: Actually, this occasional problem has no known fix. Reloading your browser page allows you to continue playing, but you may no longer be able to share the item you were trying to post. Rest easy knowing that it's your neighbors, not you, who will suffer most from this error.

Performance

The problem: Game animation appears choppy or laggy, or the game takes longer than normal to respond to mouse clicks.

The solution: Try clicking the Eye icon in the upper-left corner to reduce the graphic quality of the game. If that doesn't help, try closing other programs or browser tabs that are open on your computer, or try loading FarmVille in a different browser.

Loading

The problem: The game fails to load, either freezing on the loading screen or displaying a blank white screen where your farm should be. Alternatively, Adobe Flash Player may report that the plugin has crashed, as shown in Figure 14-2.

The solution: Try closing your browser completely and reloading the page Often the game will go ahead and work on the second loading. If the problem persists, try clearing the cache in your Web browser and reloading your farm. (See your Web browser's help file for information on clearing the cache.) If that doesn't work, try installing the latest version of Adobe's Flash player, as detailed in Chapter 2. You may need to uninstall your current Flash player before taking this step.

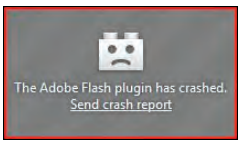


Figure 14-2: An Adobe Flash Player plugin crash.

Gifts

The problem: Gifts don't appear in your Gift Box after you've clicked a link from your Facebook Requests page, or gifts that were previously in your Gift Box are no longer there.

The solution: Although no technical fix for this error exists, Zynga may be able to replace the gifts you've lost. Read more about contacting Zynga customer support about gift refunds in Chapter 13.

Requests

The problem: When trying to send gifts or invite new neighbors, the box from which you usually select friends to share with is blank and the list of your FarmVille neighbors is missing.

The solution: First, try refreshing the page. If this doesn't work, click the Invite Friends tab and see whether it is also blank. If it is, refresh the page and do the same with the Free Gifts tab. If the problem persists, contact Zynga support, as detailed in Chapter 13.

Saving

The problem: Farming actions performed during the last play session are not reflected when you load the game the next time. Problems with saving most commonly occur right after users expand their land and rearrange their farms to accommodate their new space. In addition to sometimes nullifying hours of work, in extreme cases these saving issues can cause you to lose in-game currency with nothing to show for it, or to lose accumulated XP.

The solution: Zynga recommends staying on your farm for at least 15 minutes before closing your Web browser or leaving the FarmVille page to avoid problems with saving your actions. If you do need to leave the FarmVille page for any reason, Zynga recommends clicking the Facebook logo to return to your Facebook home page before moving on to other Web pages.

If a saving issue causes you to lose any in-game currency or experience, try contacting Zynga support using the methods detailed in Chapter 13.

Also, this should go without saying, but if a pop-up message tells you that your farm is saving and "Please do not close your browser," as shown in Figure 14-3, take it seriously. Please do not close your browser!

Figure 14-3: Do not close your browser when you see this message.

Neighbors' profile pictures

The problem: Your neighbors' profile pictures don't appear as they should in the Neighbors bar at the bottom of the play area.

The solution: Restarting your browser and clearing your cache can sometimes fix these problems. If the issue persists, Zynga's servers might be acting up — try coming back later to see whether the issue is resolved.

Strangely clad neighbors

The problem: One or more of your neighbors are shown wearing what appears to be underwear rather than their usual clothing when you hover over their names in the Neighbors bar.

The solution: If this issue is occurring for only a few of your neighbors, it's probably because those neighbors have uninstalled the FarmVille application from their Facebook accounts and are no longer playing the game. See Chapter 3 for more on removing these defunct neighbors from your Neighbor list.

If this issue affects all your neighbors, it is probably a temporary glitch that will be solved the next time you load the game.

Full Screen mode not working

The problem: Clicking the Full Screen button does not cause the game to enter Full Screen mode as it should.

The solution: Sorry, but there isn't one at this time. Try refreshing the page or use other general fixes listed at the beginning of this section.

Avatar not displaying

The problem: Your farmer avatar appears as a white silhouette when your farm loads.

The solution: No one has a solution as of this writing. Try the general fixes listed at the beginning of this section.

Missing items on farm

The problem: Previously purchased items no longer appear on your farm.

The solution: Contact Zynga support (see Chapter 13 for how to do so). Zynga will either place the item in your Gift Box or refund the price of the missing item.

Random text in pop-up messages

The problem: Pop-up notifications appear with random text rather than the correct message, as shown in Figure 14-4. Common replacement text includes error code names, repeated requests to "give me a hand" or the word "null" in place of a player's name.

The solution: This problem should fix itself when you refresh your Web browser.

Figure 14-4: A pop-up notification with incorrect text.

Handling the "FarmVille Has Been Enhanced" Notification

One of the most exciting pop-up notifications in all of FarmVille is the message that "FarmVille Has Been Enhanced," as shown in Figure 14-5. This means that Zynga has just released a new version of FarmVille with new features or gameplay fixes. When you see this notification, click the Okay button to reload your farm.

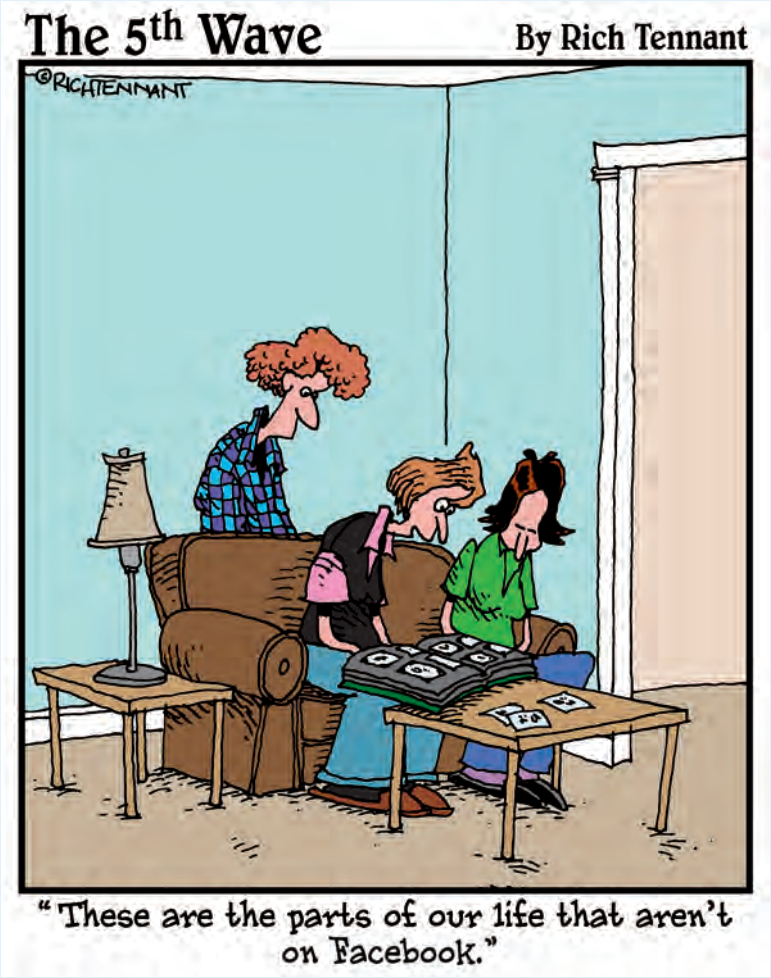
Often, when your farm reloads, additional pop-up notifications let you know that new items, events, or promotions are now available on your farm. This new content often includes limited-edition items that are available for only a short time. (See Chapter 10 for more about limited-edition items.) These updates can also include new game features that are explained via the pop-up notification.

Figure 14-5: The Farmville Has Been Enhanced notification.

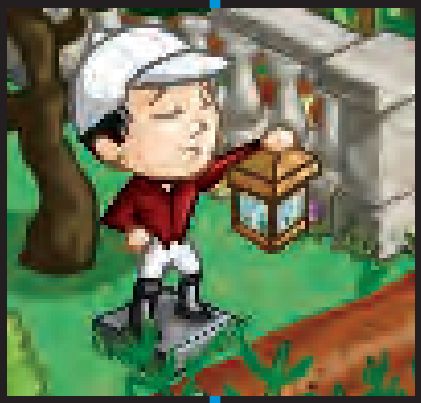
If no new pop-up notifications show up when your farm reloads, the new updates probably applied primarily to behind-the-scenes fixes, including improvements to the game's stability and security. Even so, you should check the Market menu to see whether any new items are available, just in case.

Zynga usually deploys these types of updates to FarmVille at least twice a week, so you shouldn't have to wait long for something new to show up.

Part VI
The Part of Tens



The final part of this book consists of a series of lists containing ten juicy topics that make playing FarmVille fun. Read about ten different types of farming personalities and see where you fit in on the list. We've also provided a list of the ten most wanted items that FarmVille players continue to crave. Finally, the last chapter in this book lists the ten go-to crops that you can never "grow" wrong with.



15

Ten Farming Personalities

In This Chapter

- Play your own way
- Hoarders, breeders, collectors . . . oh, my!
- What type of farmer are you?

One of the best things about FarmVille is how much it lets you customize the playing experience. No two farmers have to play the game the same way, although, in practice, players tend to fall into one of a few broad categories. Most players find that they have a mixture of these farming personalities, and that's okay, too.

This chapter outlines ten different types of FarmVille players. Which one describes you best?

The Functional Farmer

Functional farmers don't have room on their farm for the frills of FarmVille. Their basic attitude is that every plot counts and anything else takes up precious space. Their farms are easy to spot by their ample fields of prosperous crops with a lack of decorations. Farm expansion is a key concern for these farmers, who maximize their profit by growing as many crops as quickly as possible.

Functional farmers make great co-op partners because of their ability to grow a large amount of crops in a short time limit. Visiting a functional farmer is a treat, too, because his or her extremely basic farm loads quickly and usually has plenty of plots that need fertilizing.

The Exterior Decorator

The exterior decorators' main focus is the physical appearance of their farms. These farmers are interested in having the most visually appealing farm possible, even if it takes them a little longer to earn Farm Coins and experience points (XP).

Exterior decorators usually change their decorations constantly, trying to match their farm's appearance with their mood or with the season. Although exterior decorators need to keep some crop space available to fund their decorating habits, this functional space is usually not more than a small corner of the farm.

Visiting these neighbors is always an interesting experience because you can sample the latest seasonal décor without having to spend any coins or Farm Cash.

The Leveler

As their name implies, levelers are concerned primarily with earning XP and raising their level as high as possible. Although each leveler might have his or her own technique for leveling up, the goal of each one is the same — getting that number next to his or her name to tick up as quickly as possible.

Levelers tend to be some of the most competitive farmers out there, and many see farming as a blood sport. You can find these farmers' names at the extreme right edge of your Neighbors toolbar, with XP numbers so high they get cut off because they spill outside the available space.

Visiting a leveler's farm usually isn't very interesting. Orderly rows filled with crops that yield a lot of experience often sit next to disorganized piles of hay bales, perhaps with a few high-cost, high-experience buildings dotting the field.

The Happy Hoarder

"It's not hoarding; it's collecting!" is the defensive cry of this farmer. Happy hoarders are interested in accumulating as many decorations, animals, buildings, and other tangible property as they can, often amassing truly ridiculous amounts of their favorite item in carefully organized rows.

Limited-edition items are of particular interest to happy hoarders. Land expansions are also a priority because they let the hoarder pile more junk on his or her fields.

Because every square inch of a happy hoarder's farm is typically covered with different items, you have to be very patient when visiting to allow all that content to load. After it does, though, be ready for your senses to be assaulted by a veritable cornucopia of color and variety.

The Breeder

Breeders are interested in animals — specifically in using animal shelters to produce rare offspring, as discussed in Chapter 9. Regular baby foals and calves grow like weeds on their farms, but the limited-edition animals are the breeder's real pride and joy.

Breeders usually have deep virtual pockets full of Farm Cash, which they keep funded because of their need to purchase as many limited-edition animals as possible from the FarmVille Market.

It's a joy to be neighbors with breeders because they usually share their rare offspring with you via posts to their Facebook news feed. As a result, you get to adopt plenty of cute baby animals for your own farm without doing any of the hard work. Don't feel bad for mooching — the breeder is happy to spread the pleasure of baby animals around.

The Farm Master

A farm master wants to become an expert in everything FarmVille-related. Crops, crafts, trees — if you can earn mastery stars and signs for it, the farm master is interested in it.

Even though mastering these various items takes more time than it does any particular skill, these farmers take pride in the sense of accomplishment they get from excelling at everything the game throws at them You can spot a farm master from afar by the dense forest of mastery signs that clog a corner of his or her farm.

The Artist

FarmVille artists use their farm as a canvas. This creative farmer strives to do something entirely unique with his or her farm, thinking outside the box to find some exciting new uses for common FarmVille items. For example, artists might craft hay bales into beautiful, three-dimensional works of art.

Although artists still grow crops as every other farmer does, these crops are just a means to an end — the menial work that lets them pursue their true artistic passion.

Artists often get a lot of visits from their neighbors because everyone is eager to check out the ever-evolving projects on their farms.

The Collector

FarmVille collectors do just that — collect one specific item type as many times as possible. In contrast to happy hoarders, FarmVille collectors aren't interested in accruing just any old FarmVille decoration or item. Instead, collectors concentrate on completing a collection that suits their fancy. You encounter gnome collectors, building collectors, sheep collectors, tree collectors . . . collectors for pretty much any type of FarmVille item you can name.

Collectors are obsessed with limited-edition items that fit with their collection, checking the FarmVille Market obsessively and breaking out their wallets to spend as much Farm Cash as necessary to secure their latest bauble.

Visiting a collector's farm is always a fun experience because their prized collection is usually displayed with pride.

The Zoologist

FarmVille zoologists are known for their penchant for collecting as many animals as possible. Some strive to have at least one of every type of animal released. Others focus on specific animal breeds. In contrast to breeders, zoologists are not concerned with an animal's breeding capabilities. All zoologists let their general love for animals override all other possible focuses on their farm.

Zoologists need a lot of Farm Cash to pick up all the rare, new, limited-edition animals that pop up frequently in the FarmVille Market. Animal storage is another major concern for zoologists, who need a lot of animal shelters to save space as well as to make harvesting all those animals a little easier.

Visiting zoologists is, unsurprisingly, like taking a visit to a virtual zoo. Such visits can be a little annoying, though, if the zoologist doesn't have any open plots of land that you can plow or fertilize for XP.

The Overachiever

The main focus of overachievers is to earn ribbons and achieve other distinctions in the game. They gear every farming action toward some ribbon and aren't satisfied until they've collected every blue ribbon available.

For an overachiever, getting a ribbon is more important than making a profit, collecting a specific item, or helping out neighbors — unless those activities are needed to earn that next ribbon, that is! After they've acquired all the ribbons, overachievers often become listless and complacent before devoting their farming energies to some other effort, which frequently leads them to morph into one of the other types of farmers listed here.

Overachievers can be founts of useful information for methods to quickly gain new ribbons.

16

The Ten Most Wanted FarmVille Items

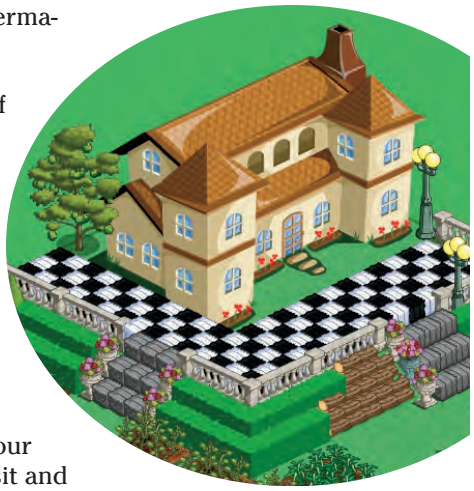
In This Chapter

- Owning the rarest FarmVille items
- More land and more storage!

Not all FarmVille items are created equal. This much should be obvious to anyone who's scanned the prices in the FarmVille market. But some items are more unequal than others. These items are the rarest of the rare — the most coveted and most useful items in the entire game.

Some of them are available only during brief, limited-edition events. Others cost a dear sum in Farm Cash, or have been permanently discontinued from the game.

In any case, if you manage to get your hands on any of these ten items, consider yourself among the lucky few. And try not to rub it in your neighbors' faces too much, eh? No one likes a show-off.



Unwither Ring

The Unwither Ring, shown in Figure 16-1, is one of the most expensive and coveted possessions that a FarmVille farmer can call his or her own. If you have an Unwither Ring, you'll never need to worry about your crops withering again, meaning that you can come visit and harvest your crops entirely on your own schedule.

Figure 16-1: The Unwither Ring as it appears in the Market menu.

As of this writing, the Unwither Ring has been available only three times, always for a beefy cost of 250 Farm Cash (which represents at least $40 in real world currency). When the ring was first made available for purchase as part of a Valentine's Day limited-edition theme — February 9 through February 14, 2010 — it could be purchased only as a gift for a FarmVille neighbor, making it even harder to obtain than most limited-edition items. To the relief of many farmers, when the ring was re-released for limited availability, farmers could purchase the Unwither Ring for themselves.

You can modify an Unwither Ring using a customized band and your choice of stone, making each ring as unique as its owner.

Lawn Jockey

The Lawn Jockey was a decoration that was available only during the earliest days of FarmVille. Because of a controversy over the somewhat racist historical associations of many real-world Lawn Jockey decorations, the FarmVille version was removed from the game on August 28, 2009. However, players who had already purchased jockeys got to keep them, lording their acquisition over their neighbors and proving they've been playing FarmVille since nearly the beginning. You can check out a lucky farmer's Lawn Jockey in Figure 16-2.

Even though Lawn Jockeys weren't a limited-edition item, the only way to purchase them was with 8 Farm Cash, making them slightly rarer than other items of that time. However, whereas limited-edition items are sometimes re-released, it's probably safe to say that the Lawn Jockey will never be coming back to the FarmVille Market.

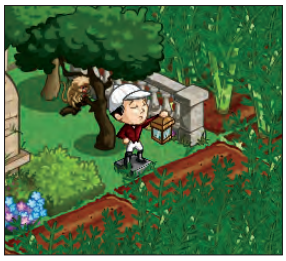


Figure 16-2: The Lawn Jockey as it appears on a farm.

Although no farmer who owns a Lawn Jockey is likely to sell it, a farmer can get 50 Farm Coins if he or she decides to part with one of the rarest and most coveted items in all of FarmVille.

White Stallion

Stallions are needed to breed horses, which makes owning one a must for farmers who want a lot of foals around. Most farmers have to rely on randomly finding a wandering Stallion, which stays in a Horse Stable only temporarily. If you're lucky enough to own a White Stallion, shown in Figure 16-3, however, your days of hoping for wandering Stallions to appear will be behind you forever.

Figure 16-3: A White Stallion.

As of this writing, White Stallions have been available only three times. The White Stallion's first appearance was from February 9 through 14, 2010, when it could be found in a Valentine's Day–themed Mystery Box. The second

appearance was on May 11, 2010, when farmers found it in a Mystery Chest. Its final appearance thus far was on August 15, 2010, as part of the day's Mystery Game.

If the White Stallion comes back into the FarmVille Market — and it's a good bet that it will one of these days — you'll get 400 experience points if and when you put it on your farm. The White Stallion can be resold for 2,000 Farm Coins and can be harvested for 84 Farm Coins every day if it is in a Horse Stable, or every three days if it's outside a Stable.

Black Stallion

The elusive Black Stallion, shown in Figure 16-4, is coveted for the same reasons as any other Stallion — its ability to breed foals. This Stallion was one of the rare prizes that appeared as part of the first Mystery Game, released July 14, 2010. Its only other appearance in FarmVille was during an extremely short, unannounced few minutes when it was available for purchase in the FarmVille Market. Some lucky farmers who just happened to be browsing the FarmVille Market at the time were able to snag one, but everyone else is still waiting for the day when these majestic horses are made available once again.

Figure 16-4: A Black Stallion.

Villa

At one point, the purely decorative Villa was the most expensive item you could purchase without Farm Cash, weighing in at a cool million Farm Coins to purchase. The Villa, shown in Figure 16-5, was — and still is — coveted because of its high cost and because of the requirement that a farmer reach level 34 before purchasing one. The 10,000 XP you receive for purchasing a Villa is enough to gain an entire level in one fell swoop, making it a useful purchase as a well as a beautiful one.

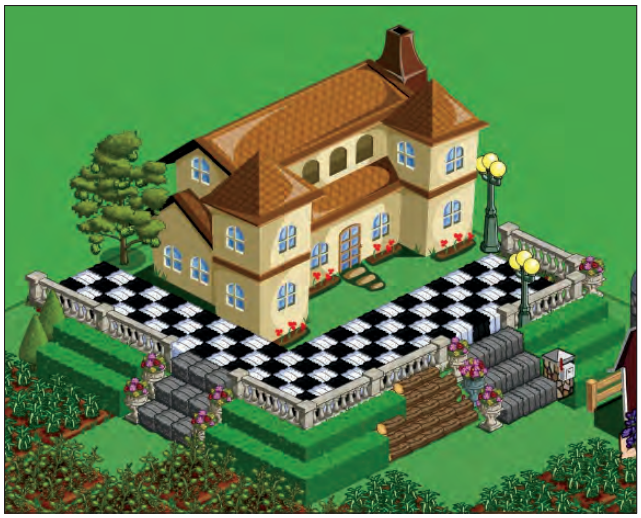


Figure 16-5: The Villa.

Although the Villa has since been surpassed as the most expensive item by the 5,000,000 Farm Coin Mansion, the prestige associated with this rare and beautiful decoration has not fully diminished.

Platinum Gnome

Gnomes are purely decorative items; they serve no productive purpose on the farm. The Platinum Gnome, however, which is shown in Figure 16-6, distinguishes itself as a limited-edition item that was available only as a silver Mystery Box prize from December 1 through December 7, 2009. Lucky farmers who found a Platinum Gnome in their box were also rewarded with 300 XP.

You can sell a Platinum Gnome for 1,500 Farm Coins, but the prestige of having one on your farm is worth much more than that to many farmers.

Figure 16-6: A Platinum Gnome.

Farmhands and Arborists

As the first truly productive items on our list, Farmhands and Arborists are coveted for the immense time-saving services they provide. When faced with a farm full of hundreds of ripe trees or animals, a handy Farmhand (for animals) or Arborist (for trees) can save a farmer literally hundreds of clicks and provide thousands of Farm Coins at the same time.

Although you can purchase both Farmhands and Arborists directly from the FarmVille Market for five Farm Cash each, gaining them is more enjoyable when you find them while farming or receive them as a free gift.

Lake Nessy

Lake Nessy is a limited-edition decoration based on Scotland's fabled Loch Ness monster. This limited-edition item was available as part of FarmVille's April Fool's Day celebration — March 31 to April 6, 2010. The prominent size of Lake Nessy, as shown in Figure 16-7, easily distinguishes it from other FarmVille decorations.

Figure 16-7: Lake Nessy, shown with a farmer avatar for scale.

Nessy instantly became a treasured item thanks to its high 56 Farm Cash price tag and limited availability. It continues to be a favorite among farmers who appreciate its unique design and large physical size, which towers over farmers and most other decorations.

Farm Expansion

Even though it's not a limited-edition item, or even an item you need to spend precious Farm Cash on, farm expansion is still one of the most sought-after items in FarmVille. Farm expansions can be purchased with Farm Cash or Farm Coins in the FarmVille Market. Many farmers purchase an expansion for their farm as soon as they can, and soon thereafter find themselves wanting more virtual land to quench their appetite for more FarmVille items and farming space.

Unlimited Storage

Besides farm expansion, more storage is one of the most common requests from veteran farmers. With their virtual pitchforks in hand, disgruntled famers are constantly demanding more storage from FarmVille developer Zynga. This is especially true of farmers interested in collecting limited-edition items — as their prized collections of decorations, animals, and buildings grow, they continue to run out of space on their farms.

Farmers can use storage buildings and a Storage Cellar to hold up to 500 extra items that won't fit on their farm, as discussed in Chapter 9. This number was smaller in the past and may well increase in the future as more and more farmers see their farms filling up with items. Unless Zynga implements some sort of unlimited storage option, though, the storage limits will likely always seem stifling to the most devoted FarmVille players.

17

Ten Go-to Crops

In This Chapter

- Knowing what crops to plant, and when
- Maximizing Farm Coin and experience point yields
- Choosing the best crops for each level of the game

A quick glance at the FarmVille Market is enough to show you that you have a lot of seeds to choose from. Even if you aren't at a high enough level to purchase all those seeds, choosing which crop to plant for each situation can seem overwhelming.

So how do you know what to grow on your farm? You can start by selecting seeds that you know will be available to harvest when they ripen. You might also want to consider the profit in Farm Coins and the number of experience points (XP) gained from each plot of the crop you plant. You really can't go wrong with any of the seeds listed in this chapter. Note that even though we don't include any limited-edition crops in this list, such crops usually yield high profits and have quick ripening times, making them quite lucrative and smart choices for planting.

REMEMBER

Costs and benefits listed for the crops in this chapter don't include the 15 Farm Coin cost and 1 XP from plowing a plot of land.

Peas

- **Unlocked at:** Level 32
- **Harvest time:** 1 day
- **Cost per plot:** 190 Farm Coins
- **Harvest value:** 381 Farm Coins
- **XP per harvested plot:** 3

Peas are a favorite of long-time farmers and are considered one of the best crops in the game because of the three XP they generate in a single, one-day planting. The 176 Farm Coin per-day profit for each plot, which includes the cost of plowing, doesn't hurt, either. You should definitely start growing fields full of peas as soon as you can.

Raspberries

- **Unlocked at:** Level 8
- **Harvest time:** 2 hours
- **Cost per plot:** 20 Farm Coins
- **Harvest value:** 46 Farm Coins
- **XP per harvested plot:** 0

Although raspberries do not yield XP when harvested, their short growing time more than makes up for that disadvantage. Because raspberries are one of the quickest-growing crops in the game, a really dedicated farmer can plant and harvest 11 fields of raspberries in a single, sleep-free day. Besides the quite decent per-hour Farm Coin bounty from such manic harvesting, remember that all that plowing is worth XP as well, making the quick turnover quite effective for your leveling up.

Asparagus

- **Unlocked at:** Level 37
- **Harvest time:** 16 hours
- **Cost per plot:** 220 Farm Coins

- **Harvest value:** 357 Farm Coins
- **XP per harvested plot:** 2

Asparagus is a great mid-level crop to grow, bringing healthy rewards of XP and coins in every 16-hour growing cycle.

Black Berries

- **Unlocked at:** Level 29
- **Harvest time:** 4 hours
- **Cost per plot:** 75 Farm Coins
- **Harvest value:** 117 Farm Coins
- **XP per harvested plot:** 1

On a per-hour basis, black berries (yes, the game spells it as two separate words; don't ask us, we just work here) are one of the best crops for gaining a lot of XP quickly, provided that you can commit to keeping up with multiple four-hour growing cycles per day. The Farm Coin rewards aren't nearly as lucrative as some other crops but still provide a nice bonus for your efforts.

TIP

After you reach level 70, try growing clover for a similar schedule of quick experience points.

Pumpkin

- **Unlocked at:** Level 5
- **Harvest time:** 8 hours
- **Cost per plot:** 30 Farm Coins
- **Harvest value:** 68 Farm Coins
- **XP per harvested plot:** 1

Pumpkins are a great crop for beginner farmers who haven't unlocked some of the more lucrative crops yet. As the game's quickest-growing vegetable, they provide relatively quick experience and XP rewards, and help you rapidly earn vegetable-related ribbons.

Onion

- **Unlocked at:** Level 34
- **Harvest time:** 12 hours
- **Cost per plot:** 170 Farm Coins
- **Harvest value:** 275 Farm Coins
- **XP per harvested plot:** 1

Onions provide some of the heaviest per-harvest coin profits among crops unlocked at the middle levels of the game. Their 12-hour growing also means that you can easily squeeze in a couple of harvests per day, or let them ripen overnight for an early-morning harvest.

Rice

- **Unlocked at:** Level 7
- **Harvest time:** 12 hours
- **Cost per plot:** 45 Farm Coins
- **Harvest value:** 96 Farm Coins
- **XP per harvested plot:** 1

Among crops with low-level requirements, rice is one of the best at providing a high profit in Farm Coins in a short growing time, making it an early favorite for building up your fortune. The not-too-long, not-too-short 12-hour growing time allows fields of rice to turn around quickly — but not so quickly that you have to be stuck to your computer.

Tomatoes

- **Unlocked at:** Level 20
- **Harvest time:** 8 hours
- **Cost per plot:** 100 Farm Coins
- **Harvest value:** 173 Farm Coins
- **XP per harvested plot:** 1

The 53-coin profit that a tomato plot provides every 8 hours can be a quick path to a FarmVille fortune for diligent farmers.

Grapes

- **Unlocked at:** Level 19
- **Harvest time:** 1 day
- **Cost per plot:** 85 Farm Coins
- **Harvest value:** 270 Farm Coins
- **XP per harvested plot:** 2

Grapes take a full day to grow, but the wait is worth it for many farmers who love the well-rounded coin and XP yields that the fruit provides. Planting grapes is a great way for busy farmers who don't have time to check in to their farms more than once a day to still make a good profit on their farms.

Sunflowers

- **Unlocked at:** Level 25
- **Harvest time:** 1 day
- **Cost per plot:** 135 Farm Coins
- **Harvest value:** 315 Farm Coins
- **XP per harvested plot:** 2

Like grapes, sunflowers provide a good mix of Farm Coins and XP for each daily harvest. Sunflowers also have the added advantage of generating occasional "perfect bunches," which can be stored in a flower stall and then placed around your farm. And who could say no to free decorations?

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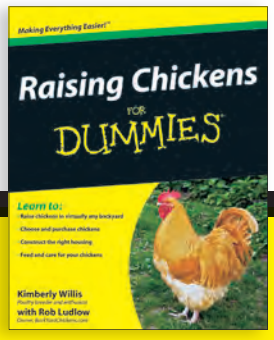

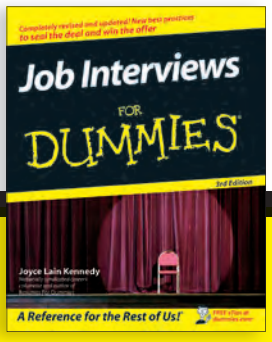

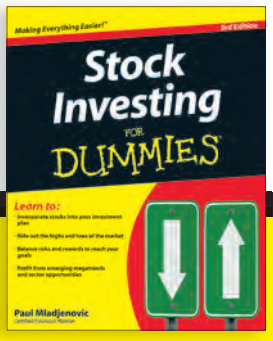

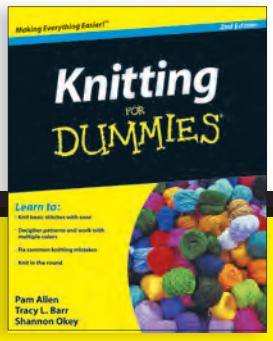

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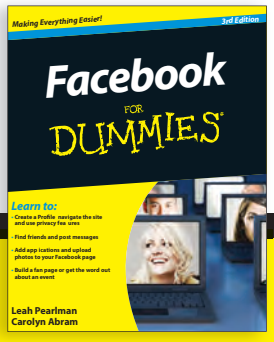

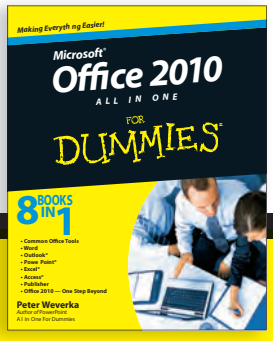

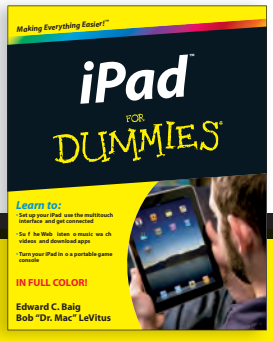

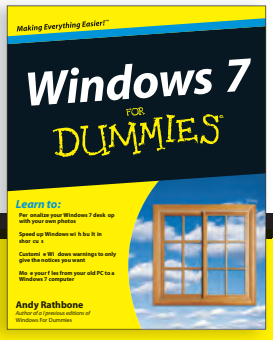

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This book is a little like seed corn — it has what you need to grow a productive crop! Set up your FarmVille account, get out and meet your virtual neighbors, see how to earn Farm Coins and Cash and what you should spend them on, and learn how to care for your livestock. Then see how to pursue blue-ribbon farming, participate in co-op jobs, and stay safe out on the virtual farm.

- ***Discover the nuances*** ***— use FarmVille to relax, express your creativity, interact with others, or satisfy your need to compete***
- ***Meet the neighbors*** ***— find farmers among your Facebook friends, visit their farms, and give and receive gifts***
- ***Got a minute? Plant a field*** ***— learn to budget your time for FarmVille fun without shortchanging your real life***
- ***Bushels of fun*** ***— visit the Farmer's Market, learn to use bushels, start crafting, and earn Farm Coins from your crafted goods***
- ***Take your farm to new levels*** ***— "level up" quickly and unlock new game features***

Open the book and find:

- **All about plowing, seeding, harvesting, and animal tending**
- **FarmVille etiquette tips**
- **Ways to earn Farm Coins and Cash**
- **Shortcuts to a speedy harvest**
- **What experience points are and how to get them fast**
- **How to become a blue-ribbon farmer**
- **How to get fun FarmVille mystery items**
- **Tips for avoiding scams and staying safe while playing**

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Angela Morales created and manages FarmVilleFreak.com, the largest FarmVille fan site, where news, tips, in-game updates, and fixes for glitches are provided. **Kyle Orland** is a contributing news editor for the premiere game development community Gamasutra.com and a freelance game journalist.

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