

# FARMERSI

## GAME MANUAL

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# Introduction

## Historical background

The game *Farmersi* is based in 19th century in the United States of America. From overpopulated Europe to America flows a wave of refugees who beyond the Ocean look for the opportunity of a better life, gaining fortune and happiness. You are one of them!

In America pioneers are being awaited by innumerable mass of unimproved land, hundreds of small but dynamically developing towns and liberal economic system. It is here where for the first time in the world a social-economic system called capitalism was established. Capitalism is an economic system based on following rules: free exchange of goods and services, free competition among the entities and free turn of

assets and means of production. Your success depends only on your entrepreneurship!

The first stage of the game begins in year 1832. USA for over 50 years have been an independent country. Not even 30 years ago it bought from France vast territories west of Mississippi almost doubling its area.

The second level takes place in year 1848 and the third in 1869. Each higher level gives you new opportunities resulting from development of the country - technological progress enables new investments, gunslingers appear, towns become bigger and game conditions more difficult.

## Characteristics of the game

At the first stage of the game you have selection of 8 towns that you can play in. You can play as many times as you like however it's not possible to take part in more than three games at the same time (premium account increases the limit to seven). Games in the Cup, Wild West scenario and tasks are not bound to this limit.

Games last between 6 and 17 turns. Each turn consists of decisions that players make and calculation during which algorithms process player's decisions and compute the results of the turn. Calculations take place every 24/12 hours or 10/5 minutes from the start of the game, depending on game settings (with premium account turns can be finished right after all players make their decisions).

Games are a bit different in every town - they can vary in e.g. number of players, length of the game, wages, available land or price of cattle and grain. However rules of the game remain the same.

In order to sign up to a game click the link 'start a new game' on the home page, select a town and join a pending game or if there is no game pending - set up a new one. The game begins only when the number of players reaches the needed amount. When that happens, the first calculation takes place and since that moment players can start making their first decisions.

After each game you play the amount of your experience points (EP) changes - depending on your score, amounts of your opponents EP and length of the game (exact way of calculation is presented in [algorithms.xls](#) file). Majority of towns requires a minimum amount of EP - at the beginning you can play only in Memphis and Cleveland but the more EP you gain the more towns you are allowed to play in.

Occasionally players can gain additional EP (apart from the games) - e.g. as a prize in a contest. EP can also drop - in case of lack of player's activity longer than 7 days, their EP amount decreases by 1% daily (it doesn't concern players who have premium account).

Special type of games are 'training games' in Memphis, Wilmington and Los Angeles - their purpose is to enable fast learning of the game and testing different strategies. In these games player challenges automatic players and turns are calculated right after making decisions. No EP are accumulated after these games. Very similar are 'tasks' - these are training games created by other players. Solving tasks is a great way to learn the game and test various strategies.

El Paso is also a unique town, available in all levels. Here 'duel games' for 2 players are played. They allow coaching (experienced player may help understanding the game to a novice) and resolving disputes between players, when they want to challenge each other. In El Paso players' bonuses are not taken into account and turns may be calculated when both players are ready. Results of El Paso games are not taken into account in statistics of victories and team statistics. Here and in 'quick games' (Memphis, Wilmington, Seattle, Farmersi Town) EP are accumulated only in half of normal amount.

Games in the Wild West Cup are also a bit different. All cup games are duel games in El Paso. They don't count in the limit of simultaneous games, are not taken into account in game statistics and EP is not accumulated. In the first phase games are played in groups and later best players of each group struggle in the cup system for the Cup and a quarterly premium account in the game.

# Basics

## Goals of the game

Each game has one of following goals: achieving the greatest equity (a), buying the biggest amount of land (b), storing in granary the largest amount of grain (c), achieving the highest export income (d) or raising the biggest possible herd of cows or sheep (e). Depending on the chosen goal the name of the game ends with

relevant letter (a, b, c, d and e). The final score is based only on value defined in the game's goal - if e.g. goal is to collect as much grain in granary as possible other parameters like, for instance, equity valuation have no influence on the score.

## Farmkeeping

In the game *Farmersi* you are a farmer in one of the towns of nineteenth-century North America. On your farm you raise cattle and cultivate grain. Thanks to stock-raising you obtain milk or wool as well as meat - you sell them on local market in your town. Grain can be sold on local market or in the nearest big city. Cattle likewise can be sold locally or on a big city's market that in game is called 'export market'.

You can develop your farm in a range of ways - by buying land, cattle, building irrigation systems on your plots or investing in new technologies. Your cattle breeds, enabling you increasing income from milk and meat sale. You can make investments like purchase of mill, bar or shop. They give you return and are not connected with means of production like land or cattle. Farming activities can be therefore grouped in three independent areas illustrated on the following diagram:



Beside you there are other players who have farms in town. Each player begins the game with same initial conditions and the success depends only on their decisions. The townspeople are a separate automatic player. They own land, some realties (eg. mill, smithy) and cattle, cultivate grain, obtain milk and meat and

participate in the market selling and buying goods - grain, cattle and land. Furthermore some of the townspeople are your employees - you pay them remuneration and they work on your fields or look after your cattle.

## Sequence of events

One turn of the game represents one year of living on a farm. The player's decisions are made around September and affect whole forthcoming year. The first event after decisions are made is calculation of cattle and land markets. Demand and supply of players are

aggregated, market price is calculated and transactions are made. Subsequently, new investments are made and animals destined for slaughter are processed into meat. In fall young cows are born.

All the year round cows (except for recently born) give milk. In spring cattle roundup to the export market takes place. In the end of July begins the harvest and then the grain markets - local and export - are calculated. The sequence of mentioned events is showed on diagram.

## Events and towns

In some of the towns you can encounter random events. They consist in change of the game's parameters and exact time of their appearance is unknown. For instance in Wilmington occurs a drought - it may start (with the same probability) in the Summer of 1835, 1836 or 1837. It lasts for two years and results in decreasing the soil fertility by 30% and additionally in the first year of drought 40% of cattle dies. The random event is always described so you can get ready for it to a certain degree. Other elements of the *Farmersi* game that involve aleatory factor are Indians attacks and cows disease.

There are also non-random events - in all towns, if local price of grain or cows/sheep is over 30% higher than in the export town (even with export not available export price is calculated), traders occur in the next year offering their imported goods - supply of cows or grain is then increased at all price levels. (Number of imported cows is equal to the population of town divided by 20 and rounded to tens and number of imported bushels of grain is equal to population times 3, rounded to hundreds.) Another type of events are



interactive ones - player gets a chance to act in a specific situation, eg. whether to trade some cows for buffalo furs with Indians.

Some towns have their special character - eg. in San Francisco wages grow faster than normally and wave of immigrants increases due to the gold rush, in Nashville after the 5th turn taxes are increased, in Santa Fe locals consume twice as much meat as in other towns and in Dallas a special breed of cows is raised, giving 3 times less milk.

## Decisions

### Decision making

Your decisions concern four areas: markets of land, cattle, grain and investments. You set up your purchase and sale offers of particular goods depending on price, decide how much land you'd like to destine for pastures or cultivation and what amount of grain and cattle to sell on local and export market.

You can set your offers of purchase and sale by entering chosen amounts in fields under relevant prices or using green and red arrows. Positive numbers describe amount of the goods you want to buy at each price and negative numbers describe your sale offer. The example below represents following player's decisions:

- at the price \$56 or \$63 they would like to buy 12 items,
- if the price is \$70 they would neither like to buy nor sell,

- at the price of \$77 and \$84 they offer 3 items for sale.

your offer for the local market ?					
price	\$56	\$63	\$70	\$77	\$84
	12	12	0	-3	-3
	▲▼	▲▼	▲▼	▲▼	▲▼

It's rational that the lower the price is, the more you want to buy and the higher it is the more you'd like to sell. That is why offer values should decrease when price increases.

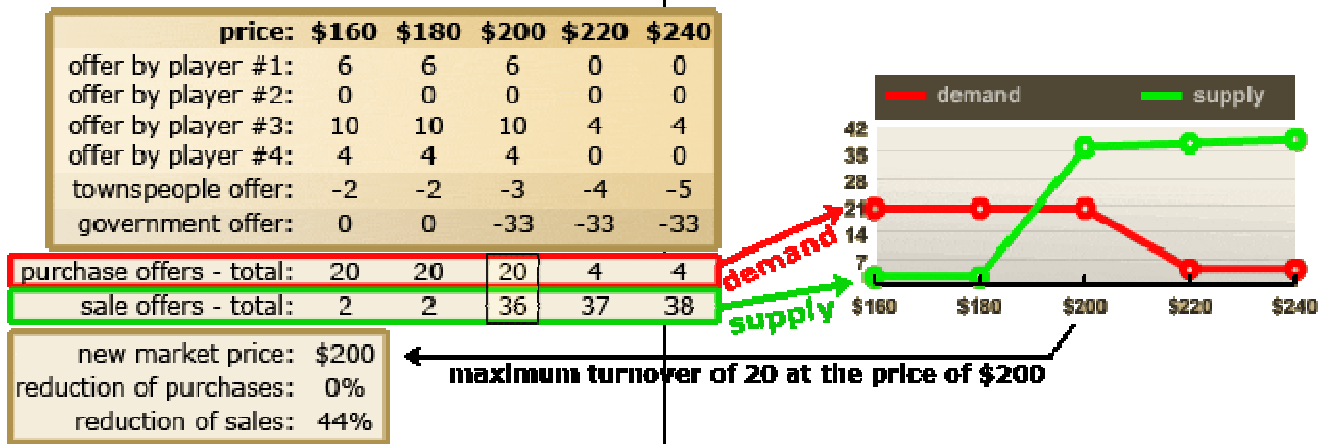
Other decisions can be made by ticking the right boxes or choosing one of available options. On the game sheet you can find many hints and explanations that appear after moving the mouse pointer over relevant icons (e.g. questions marks).

# Markets

Market price is set as a result of confrontation of all offers set by players and local people. Demand and supply curves are presented on a chart and the price is calculated in a way enabling the highest possible turnover (according to quantity not value).

Following diagram illustrates exemplary situation on land market and the way of calculating the price.

As you can see, the highest turnover was at the price of \$200 and this price was set by the market. However because supply surpassed the demand there was a reduction of sale offers by 44%. As a result the government sold only 18 land plots out of 33 offered ( $33 \times (100\% - 44\%) = 18.48$  which is later rounded to the integer 18) and townspeople sold 2 plots instead of 3



offered. Players bought as many land plots as they intended. But if demand had surpassed supply (at the new market price level) there would have been a reduction of purchase and they would have bought less (intended number decreased by reduction rate and rounded to the nearest integer). In case when the highest turnover comes about for a couple of prices, the price closest to the one from the previous year will be set. An exception for that is a situation in which the highest demand figure is lower than the lowest supply figure or opposite - the highest supply figure is lower than the lowest demand figure. In these cases respectively the lowest and the highest price from those giving the highest turnover will be set.

The demand on markets of grain, meat, milk and wool is created mainly by townspeople. Each year every resident would like to consume 6 sacks of grain, 8 pounds of meat and 25 gallons of milk (or 25 pounds of wool in towns where sheep are raised instead of cows). For items bought local people pay in cash that they earned working on players' farms and selling their land and their products (alike players they also produce food) on local market. Money circulates in a closed system and the only flow from outside the system happens due to export.

**The land market:** at the beginning of the game much land belongs to the US government. Whole federal land is offered on sale at a certain price. The government offers land for sale at price not lower than market price

in the first round. If e.g. after the first turn land price falls by 20% the public land won't be available in next turn because even if the price rises by 20% it would be still lower than the initial level. Locals also sell their land - their supply however is lower and depends on price. Depending on price townspeople offer for sale 5% (at the lowest price), 6%, 8%, 11% and 15% (the highest price) of their land. The number of land plots for sale is rounded to integers. Beside setting your purchase and sale offers, a very important decision is setting the number of land plots that you want to destine for stock-raising. The remaining part will be automatically designated for cultivation. The more land you set as pastures the more milk will your cows produce and more calves will be born. On each plot destined for stock-raising maximum of 30 cows can browse (after

calculation of export) - bigger number will die because of starvation. If you don't destine any plots for pastures all the cows will die and milk production will equal zero. Townspeople usually destine half of their land for stock-raising and half for cultivation.

**Cattle market:** depending on town you can raise cows or sheep however in both cases rules and algorithms are almost the same. To make it easier we write here mainly about cows. They give milk and can be processed into meat. They can be bought and sold on local market as well as exported to a big city market. An important factor is the density of cows on pastures - the fewer cows browse on each pasture (on average) the higher their productivity is. The productivity ratio is equal to 'density' of cows on pastures (that is the number of cows divided by the amount of pastures) raised to power of -0.3 and multiplied by 2. So you can notice that e.g. increasing the number of cows by 100% (without changing the number of pastures) will result in 62% increase of milk production (and number of cowhands/shepherds will increase by 41%). The productivity ratio describes the real milk production in relation to the nominal (default) value (75 gallons of milk yearly per cow) as well as how many new animals are born in relation to the nominal value of newborns (that is 15% of cattle). Because number of cows has to be an integer, number of newly born calves is the integer part of multiplication  $15\% \times (\text{number of cows}) \times (\text{productivity of cows})$ . The fraction part of this product isn't lost but added to new cows in the following year.

The difference between cows and sheep is that the latter give nominally half as much wool as cows milk and half as much meat. They also require half the number of cowhands, have the same productivity at twice-as-high density and breed twice as fast as cows.

**The market of milk and meat:** the amount of meat produced depends on number of cows that you destine for slaughter. One cow is processed into 200 pounds of meat (sheep - 100 pounds). Townspeople destine 10% of cows (or 20% of sheep) for slaughter. The amount of milk produced depends on the number of cows and pastures - the more plots you destine for stock-raising the better your cows are fed and the higher productivity they have (so they give more milk). The newborn cows don't give milk in their first year of life and the cows destined for export give only half the amount of milk (from September to March when they are taken to export market). The meat and milk produced on your farm is in whole sold on local market because it is perishable and can't be stored. The market price is established automatically and depends on supply and number of townspeople. First the nominal demand for meat and milk is calculated - each resident would like to consume 25 gallons of milk and 8 pounds of meat yearly. However the nominal demand is affected by relation of last years price to the initial price which is a point of reference - the higher the price the lower the demand and opposite. Next, the ratio supply / demand is calculated. The bigger supply is in relation to demand the more the price decreases and opposite. The exact formula is as follows:  $\text{new\_price} = \text{old\_price} / (\text{supply\_demand\_ratio}^{0.3})$  where:  $\text{demand} = \text{population} * \text{demand\_per\_resident} * (\text{initial\_price} / \text{last\_year\_price})^{0.5}$  - same formula for both milk or wool and meat.

**Grain market:** each plot not destined for stock-raising is automatically set for grain cultivation. Depending on town there are a couple types of plants that are cultivated: wheat, rice, maize and cotton. Beside the type of plant cultivated towns vary also in soil fertility - on one plot of land you can produce between 65 to 110 bags of grain. You start the game not having a granary - therefore after the harvest you have to sell all the grain you produced (either on local or on export market). By ticking export of all the grain option you can still set your offer for local market (then if any of your grain remains after local transactions it will be

exported). If you don't tick it all your grain will be sold on local market. It may happen that you destine all your grain for sale on local market and there will be reduction of sale. Because, not having a granary, you can't store grain the unsold grain will be bought by the town for a price 10% lower than market price and will be transferred to public granary increasing municipal stock. If you build a granary you will be able to store grain. However take into account that the stored grain is evaluated at 75% of its local market price and 5% of wheat and maize stored in granary is eaten by mice. Quantity of grain offered by townspeople depends on the amount they produce and on the level of municipal granary stock. Demand is dependent only on the number of residents (exact relations can be found in file [algorithms.xls](#)).

**Labor market:** you hire townspeople to work on your farm. One worker is able to cultivate grain on two plots. Number of cowhands needed to look after your cattle is equal to square root of the amount of cows (or square root divided by two in case of sheep). The number of your workers doesn't need to be an integer - in such case you hire one part-time worker. Every year new immigrants come to the town. Their number is slightly varying depending on whether town needs new workers or not. 1/3 of refugees boost the number of unemployed. The wages level depends on size of unemployment (the smaller it is the higher the wages are because it's more difficult to find people to work) and on market prices changes (price increase results in rise of wages). The job market is calculated automatically. You hire as many workers as are needed and their wage is set at the market level. The exact formulas are:

- $\text{immigrants} = \text{natural\_flow} + \text{players\_employment\_change} / 3$
- $\text{unemployed\_new} = \text{unemployed\_old} - \text{players\_employment\_change} + \text{immigrants} / 3$
- $\text{new\_unemployment\_rate} = \text{unemployed\_new} / \text{townspeople\_new}$
- $\text{relative\_change} = \text{new\_unemployment\_rate} / \text{old\_unemployment\_rate} - 1$
- $\text{wages\_new} = \text{wages\_old} / ((0.98 + \text{relative\_change})^{0.3})$  (wages have a small increasing tendency - 0.6% per year)
- $\text{wages\_new\_adjusted} = \text{wages\_new} * (1 + \text{inflation} / 4)$  (price adjustment due to inflation)

## Investments

### Financial limitations

In the game *Farmersi*, alike in real life, you can't spend more money than you have or you are able to lend. In some towns there is a possibility to take a loan of a certain interest. Thanks to loan you are able to invest more and develop your farm quicker. But you have to be careful - debt results in interest and it may be sometimes difficult to get out of it. Remember that market conditions can always change - prices may fall,

production may become unprofitable and you may be in need to sell some of your assets to pay off the debt.

In towns where it's possible to take a loan your borrowing power is estimated. It is equal to a certain percentage of your assets and only up to this amount you are allowed to take the loan. Your borrowing power along with your cash are your purchasing power. By the

decision making there is always performed a check whether your purchase offers and planned investments don't exceed your purchasing power. If they do you'll need to modify your decisions.

Loan interest is assessed only if the amount of your cash after the turn calculation is negative. It is possible that you will have deficit only through a part of the year - in that case it's treated as a short-term credit without interest.

However if it occurs after the turn calculation that the loan taken exceeds your borrowing power some part of your assets will be automatically sold at an auction and bought by townspeople for price 10% lower than market price. At first grain stored in granary is sold then animals, land and material assets (mill, bar, shop...). Income from asset sale is destined for paying off the excessive part of the loan - only the part that enables covering it is sold. In an extreme situation if the value of sold assets is not enough to cover the excessive part

## Taxes and fixed costs

In game *Farmersi* there is just one tax - land tax. In majority of towns it is \$10 yearly of each plot of land. It is planned to differentiate amount of land tax in towns at higher levels.

## Investments

Investments have a significant influence on development of your farm. Thanks to them you can increase production efficiency and gain additional sources of income. They are made just after decisions - at the beginning of the year (it means that their affect the upcoming year) and last till the end of the game. Depending on town the availability of particular investments varies. In games of year 1832 there are few possible investments. In towns where game starts in 1848 there are many more. A particular investment can have different effectiveness in different towns - e.g. mill can give return of 2% of grain market turnover in one town and 4% in another. That is why it's always worth to read descriptions situated in the game sheet. It's relevant that investments in material assets (mill, bar, shop, irrigation etc.) are treated as a part of player's equity (their value is equal to 75% of purchase price) whereas investments in intangible assets not.

**Granary:** enables you storing your grain, giving you possibility to set your offer in more detailed way. You may offer your grain only at certain price levels (eg. in order to raise the price), risking with grain export or storing it in granary. In case of storing wheat or maize 5% of it is eaten by mice. Following example illustrates possibilities of setting offers on grain market with use of granary:

of the loan you will bankrupt - from then you won't be able to make any decisions and your score will be 0 in that particular game.

If you get into financial troubles and value of your assets drops under a half of the initial value (the value from before the zero calculation) bank will offer you an 'emergency credit'. By choosing this option (in investments section) you take special credit of \$1000 - it enables you regaining liquidity and is a chance to make decisions that can help you increase your farm's profitability. The redemption of debt along with interest totaling to \$2000 takes place 3 years later. The "emergency credit" is available in each town.

Another way to use the outside capital is taking a 'high risk loan'. Although it is connected with high interest it may be a good idea to use it e.g. in order to buy profitable and rare goods (like smithy or mill) before other players do it.

Fixed costs of your farm are costs of nourishing you and your family and maintaining owned assets. They come to a yearly total of \$50 plus 2% of your assets value.



- at the price of \$2.32 and \$2.61 the player set an offer of grain purchase on local market. At the same time they established a sale of all the grain on export market except for 300 bags that they decided to leave in the granary.
- at the price of \$2.90 the player does neither want to buy nor to sell on local market but wants to sell all the grain except for 300 bags on export market. Leaving 300 bags in granary instead of selling them on export market can bring two benefits: possibility of additional profit in case of future price increase and reduce the negative influence on grain price on export market. An increasing amount of exported goods affects negatively the export price.
- at the price of \$3.19 the player wants to sell on local market all the grain except for 300 bags. Thanks to that they keep some backup stock and at the same time don't use export which involves cost of transport. However if sale reduction occurs the

amount not sold on the local market will be exported.

- at the price of \$3.48 the player offers for sale all the grain they have. In case of sales reduction the grain not sold on local market will be sold to municipal granary for price 10% lower than market price (regardless of export settings).

If you'd like to sell all the grain on local market, but in case of sales reduction you don't want to sell anything to the municipal granary just enter to the text field amount higher than the amount of your grain e.g. - 99999 (without ticking the box 'sell everything'). Your offer will be automatically limited to the amount of grain that you own. You can also tick 'sell everything' and at the same time enter in the text field quantity '1' - then you will offer all the grain except for 1 sack and the grain not sold in case of sales reduction will be stored in your granary or exported.

**The course of agronomy:** enables you to familiarize with new technologies of grain cultivation thanks to which harvest on all your plots will be 10% higher. In some towns beside a basic course there is also available a higher course of agronomy. It gives additional 5% or 10% harvest increase (i.e. the plots productivity rises to 115,5% or 121% of the initial value)

**The course of veterinary medicine:** as a result of this course you find out how to care about the animals, cure diseases and help by deliveries. Thanks to that the amount of newborn animals increases by 50%. In some towns it is possible to pass a higher course of veterinary medicine - thanks to that the amount of meat obtained from animals (cows, sheep, poultry) is bigger by a certain percentage.

**Irrigation:** the irrigation system results in a better soil fertility which gives a 10% higher harvest. Irrigation system build once on given plot lasts till the end of the game. In the game sheet you can choose how many plots should be irrigated. On plots destined for stock-raising irrigation doesn't bring any results.

**Plow:** modern horse-drawn plow of steel construction enabling to furrow simultaneously much more soil at

## Special contracts

These contracts are a special type of investment. In some towns (Wilmington 1832, Minneapolis 1848) there is a possibility to make a certain deal. It may consist in e.g. supplying a big quantity of particular goods for a favorable price. However to get the contract you have to endeavor for it - things like travels, expensive dinners in restaurants, gifts etc. are needed.

once than ever before is a wonderful tool increasing effectiveness of your workers' efforts. Thanks to it number of workers employed by cultivation will be reduced by a certain percentage.

**Mill:** usually there is a mill in the town (exception are towns where cotton or rice are cultivated) which is used by all the residents. The mill brings profit calculated as a certain percentage of local market turnover value. At the beginning it belongs to miller. It is possible to make a bid in order to buy the mill. If there are couple bids the mill will be bought by the player who offered the highest price. Having the mill you can sell it back to the miller for 75% of purchase price.

**Smithy:** works in a way similar to the mill. Tools are produced here and horses shoed. Initially it belongs to the smith but one can buy it and receive return of it. Profits that smithy brings equal to product of number of townspeople and a certain constant (e.g. \$1). Smithy alike the mill can be sold back for 75% of purchase price.

**Bars and shops:** these are places where townspeople spend their money. The amount of the expenses is equal to product of number of townspeople and a certain amount of money spent by one resident. If there are more than one bar or shop expenses are divided equally among all the bars or shops (so if there's only one bar it's twice as profitable than situation in which there are two bars; bar's turnover is treated as profit - to make it easier turnover and costs aren't pointed out separately). Each player can build at most one bar and one shop and their total number can't exceed authorized amount (which is always stated as information about investments in each town). In case where more players want to build a bar or shop than it's possible in a particular town, none of them will do it - the whole year they will be trying to unsuccessfully convince the city council and as a result no buildings will be built

**Hotel, stable, whorehouse, saloon, slaughterhouse, gift for a banker:** these investments are available only from year 1848 and are described in bookmark *advanced*.

Contract will be signed with the player who spends the most money on it. In case when more players than one spend the same amount contract won't be signed with any of them. In opposite to other investments (e.g. mill) expenses are incurred regardless of player's signing the deal or not.

# Strategies

## Export

Sale on a big city's market called export market is a very important element of the game. Export market assures better predictability and usually higher level of prices. Disadvantage is a cost of grain transport or cattle roundup. But if you arrange both at the same time the total cost is 25% lower than the sum of their costs separately (Wilmington is an exception).

While making a decision concerning export you set if you would like to export all the grain (cattle) you own or just a part of it. In the latter case you should set how many bags of grain or heads of cattle you want to keep. All the rest will be exported (there's is no sale reduction on export market). Exporting goods by using a method 'everything minus some quantity' may be helpful as it is impossible to predict the level of local market purchase offers reduction. Thanks to using this method you can establish (by setting a fixed amount you want to keep) that the more you buy on local market the more you export.

Deciding about export you should consider the influence of your sale on price both on local and export market. By decreasing supply on local market you can cause price increase (which may result in higher income of other players) on it and big amounts of exported goods cause export price decrease.

## Possible strategies

Playing *Farmersi* you'll quickly discover that different game strategies are possible. Each of them can lead to win although achieving success using particular strategy depends on market conditions which may change during the game.

**Breeder:** by concentrating on stock-raising it is possible to achieve significant production cost decrease. It results mainly from the fact that number of cowhands needed is equal to square root of cows number (in case of sheep it is even lower - square root divided by two). So if you have 25 cows you need 5 cowhands but if you increase your herd nine times the number of cowhands will rise only three times. In result the milk production cost is decreased three times.

**Grain grower:** concentrating on grain cultivation you can also achieve considerable advantages. Investments in course of agronomy, irrigation, plow or granary boost efficiency of cultivation and let you influence

The exact formula for cows export price is:  $\text{new\_export\_price} = \text{old\_export\_price} * (1 + 0.14 * (1 - ((\text{total\_cows\_export} + 4) / 15)^{0.5}))$ . It means that in case of complete lack of export price increases by 6.8%, if total export is 11 cows the price won't change and the higher the increase of amount the smaller the price drop (e.g. export increase from 20 to 40 results in bigger drop than increase from 40 to 60). In case of sheep only two formula details change: numbers 4 to 8 and 15 to 30. As far as grain export price is concerned the formula works on the same basis:  $\text{new\_export\_price} = \text{old\_export\_price} * (1 + 0.13 * (1 - ((\text{total\_grain\_export} + 300) / 1500)^{0.5}))$ . Likewise with cows: in case of complete lack of export the price increases by 7.2% and by amount of 1200 bags it doesn't change. Export market absorptiveness (represented by number 1500) in Wilmington (1832) and towns of year 1848 and 1869 is twice or more higher. Export prices may not fall more than 30% annually.

While exporting cattle you should take into account also two other aspects: cattle roundup to export market starts in Spring so animals produce milk/wool only through half a year (September-March). However cost of cowhands is calculated in the same way as usual because they are needed during the roundup which can last sometimes even 2-3 months.

local grain market to a higher degree. You can arrange export of big quantities from time to time in order to save transport costs.

**Balanced strategy:** consists in cultivation and stock-raising at the same time. As advantages you can point out ability to adapt flexibly to volatile market conditions and to avoid risk connected with complete dependency on market of one particular good.

**Trader-investor:** strategy of a trader-investor consists in killing whole herd in the first turn and investing gained money in profitable equity (mill, bar, shop, hotel, saloon etc) as well as finding market trading opportunities i.e. buying grain on local market and selling on export or buying cows and processing them into meat straightaway. In towns where gunslingers are available player can enrich the strategy with arranging ambushes for opponents' export convoys, attacking their farms or hunting buffalos.

# Player development path

## Collecting EP

Entering *Farmersi* world the player begins in 1832 as a poor refugee setting a farm in Memphis or Cleveland. After a couple games they gain experience sufficient to try their hand in farming in Indianapolis and next in other towns. Conditions become harder and harder and

at the same time there are more options and better competitors. Along with gaining further experience player moves on to year 1848 and next 1869 where towns are more developed, farms bigger and new investments, gunslingers, railway etc. available.

## Bonuses and impediments

After exceeding the thresholds of 100, 200, 350, 550, 800, 1100, 1450, 1850, 2300 and 2800 EP player is given the opportunity to choose a bonus that is a specialization in particular area. Every time the player can choose one of 3 bonuses (the first available according to sequence on the list). Choice made once can't be amended and bonus applies to all future games of the player. At the same time as a credit for their achievements, player receives one star visible in game sheet after each exceeded threshold.

Available bonuses are:

- **banker in family** - your daughter marries an influential banker from Chicago. Thanks to that your borrowing power increases by 25% (it is multiplied by 1.25).
- **grain trade agent** - business with a certain grain trade agent from Indianapolis results in friendship. Thanks to alliance with him your grain is exported at price 5% higher than market price.
- **stock-raising mastery** - you spend your free time knowing better animals' needs and work upon different methods of increasing raising efficiency. As a result your animals give 5% more milk (wool) and meat.
- **construction company** - you get involved in a construction business thanks to which your costs of building irrigation, granary, bar and shop are lower by 30%. Despite of lower costs, value of real estate is added to your farm value as without the bonus.

- **doctor of veterinary medicine** - your son finishes with distinction prestigious University of Yale at the Department of Veterinary Medicine. Thanks to his knowledge 10% more of young animals (cows or sheep) are born on your farm.
- **transport company** - you help your friend to start up a transportation company. In return he provides you transportation services 40% cheaper.
- **Billy the Kid** - you acquaint with a gunman from the neighborhood. He offers you services of his gang 40% cheaper than normal.
- **double identity** - thanks to your connections in the criminal world you may obtain false identity documents - you may start a game with no bonuses and impediments. This is the only bonus, which does not cost one land plot penalty.
- **stock broker** - you read many books and gained some financial wisdom. You start trading on the stock market and manage to get quite good results. You get a 4% profit from all cash not spent on purchasing land, cows or investments.
- **Indian shaman** - you come into friendly relations with an Indian shaman. Thanks to magic forces he is able to foresee future. He will warn you about random events 2 years in advance.

So that the credited player wouldn't obtain excessive advantage over their competitors who don't yet have any credits, they obtain also an impediment - in all future games they will have one plot of land less at the start of the game for each exceeded EP threshold than other players (those not having any stars).

## Property construction

Each player has their homestead which can be viewed in bookmark 'my profile' -> 'my property'. Initially player's house is very poor and area around it unimproved. Achieving particular aims pointed out in aims table, player gains 'bricks' thanks to which they can develop their property. You can improve the house itself (door, verandah, annexes, roof), build facilities like barn or fence, invest in green (fields, trees, bushes, orchard). So the more towns you play in and more aims you achieve you have an opportunity to build more and more beautiful property e.g. like the one presented here.



## Ranks

With gathering experience points and fulfilling number of goals players can advance to a higher rank. They start as a novice and after having played 4 games they can become an apprentice. Further ranks are: journeyman, expert, master and grand master. Requirements for

ranks include all aspects of the Farmersi game - gathering EP, expanding player's property, participation in Wild West Cup and scenarios, fulfilling of monthly goals, etc.

## Teams

### Teams

Players may associate in teams - formal groups competing against each other. A team may be founded by experienced players, with EP over 1000, and any player with EP>10 may apply to become a member of a team. There can be maximum of 18 teams and each team is obliged to play at least 10 team games a month (excluding the first month after founding).

Members of a team are distinguished on the game sheet with a chosen color. In the section 'forum' they have their exclusive forum, where they can exchange experience. You should however remember that in individual games it is not allowed to agree on a strategy in secret - this can only be done openly on forum of the particular game.

### Team games

Team games take place in team towns, marked on maps with a green color. Each such town has a different configuration - e.g. in Richmond (1832) games are for 2 teams with 3 members each and in St. Louis (1848) - 3 teams for 3 members. Only team leaders may sign up the team to the game. If the team is signed up, then each member may join the game, until reaching the players limit for each team.

account in individual player statistics. Besides players have a possibility to agree on a team strategy using team comments, which are visible only to players of the same team. Another extra feature is a possibility of money transfer between players of the same team. Money is being transferred immediately and there is a 5% tax deducted (the receiver gets 95% of the value transferred by a donor) (team of the month is an exception paying only a 2% tax).

Team games are a bit different than individual games. The result of the team is sum of team members results - depending on the goal farm values, exports income, livestock herds etc are added. Experience Points are counted as if teams were individual players and are accumulated on the team's account as 'team EP'. Individual results don't matter - players' EPs are not counted and results of team games are not taken into

In team towns and 'statistics' section victories in team games are counted separately. These games require a different approach, aiming at the result of the team and not individual players. Only in team games players may secretly agree on strategy and money transfers allow for joint operations (e.g. 3 players join their cash to buy a costly investment).

### Team bonuses

In analogy to individual bonuses, there are team bonuses after achieving certain thresholds. However in case of teams, there is a 'team power' ratio taken into account, thresholds amount to 100, 200, 300, and choice is being done by team leader. (Power of the team is equal to the number of team EP divided by the square root of the number of team members.)

Following bonuses are available:

- **joint attacks** - joining forces will enable attacking with higher efficiency. With this bonus players may transfer gunslingers.

- **joint stock raising** - raising one huge herd is much more efficient than several small ones. With this bonus players may transfer cows and sheep.
- **joint defense** - in case of your farm being attacked your defense is reinforced by workers of teammates.
- **joint grain export** - grain transfer allows joint exports and reduction of transportation costs.

# Advanced options

## Gunslingers

Gunslingers-gunmen are mercenaries specializing in using guns. In contradiction to regular workers:

- player can decide about the number of employed gunslingers - they can hire them and lay them off,
- each gunslinger costs a quarter of the regular pay,
- the number of gunslingers available in town is limited, but usually increases over time,
- in fight gunslingers are 5 times stronger than regular workers (they have 5 points of attack or defense).

Gunslingers can be used to perform following activities:

- **attack on another player:**
  - **on cultivated fields** - gunslingers attack player's fields and try to burn as much grain as possible. Attacking player gains nothing and attacked loses part of their crops,
  - **on herds on pastures** - attacking player tries to take over the cows/sheep browsing on attacked player's pastures,
  - **on cattle driven to export market** - gunslingers arrange an ambush and during cattle roundup try to take over all the herd or its part,
  - **on exported grain** - gunslingers try to take over the grain being exported. Gained grain goes to attacking player's granary. If there is not enough space in their granary it is sold to municipal granary at price 10% lower than local market price.
- **convoy exported goods** - gunslingers appointed to defend exported goods increase defense in case of attack both on grain and on cattle,
- **hunt buffalos** - in regions where buffalos live you can send your gunslingers to hunt them in order to gain meat and fur. Buffalos defense power is equal to square root of buffalos number multiplied by two. Each hunted buffalo gives you 150 pounds of meat that is automatically sold on local market and \$30 income from skin sale.
- **farm defense** - gunslingers not appointed to any of the above tasks stay on farm and defend it in case of attack from other players, Indians or stickup men (aleatory events).

Rules relating to attacks:

- in particular year you can perform only one attack on one player,
- in case when several players arrange attacks, they are performed in sequence starting from the player who attacks with the most gunslingers. In case of equal amount, player with lower EP attacks first,
- workers (both those working by raising and cultivation) have one point of power each, whereas gunslingers have 5 points of power each,
- during attack (on cultivated fields or on cows on pastures) farm is defended by all the workers employed by player being attacked,

- exported grain and herd have 5 points of power each (apart from conveying gunslingers' power),
- in order to calculate attack efficiency points of the attacking as well as the defending side are added up.

The efficiency of attack depends on relation of attacking side power to defending side power. This relation is presented on the chart (exact formula is:  $((\text{attack\_points} / \text{defense\_points}) - 2) \times 12.5\%$ ).



If attack power isn't bigger than two times defense power the efficiency equals to 0%. The higher the quotient the higher the attack efficiency. In case when attacking side has power 10 times or more higher than defending side power then attack succeeds in 100% (that is stolen will be all the grain/cattle or burnt the grain on all fields - depending on aim of the attack. **Example:** the aim of attack is taking over 90 cows. In attack take part 9 gunslingers so the power is  $9 \times 5 = 45$ . The attacked player has 9.5 cowhands (square root of cows number; fraction describes part-time worker), 2 workers cultivating 4 plots and 1 gunslinger in defense that is in total  $9.5 + 2 + 5 = 16.5$  defense points. Relation of attack power to defense power is  $45 / 16.5 = 2.73$  and attack efficiency 9.1%. In result the attacker takes over  $90 \times 9.1\% = 8$  cows of attacked player. The same rules apply both during player-on-player attacks, hunts and aleatory events (e.g. Indian attacks),

- during fight (but not during a hunt) gunslingers may be killed. Number of attacking side gunslingers killed is calculated in following way:  $\text{attacking\_gunslingers} / 2 \times (0.8 - \text{attack\_efficiency})$ . The number of defending side gunslingers killed equals to:  $\text{defending\_gunslingers} / 2 \times \text{attack\_efficiency}$ . If e.g. 9 gunslingers attacked and in defense they were 11.5 workers and 1 gunslinger and attack efficiency was 9%, then  $9 / 2 \times (0.8 - 0.09) = 3$  attacking gunslingers were killed. Killed gunslingers decrease the overall number of gunslingers available in particular game,
- in game sheet both attacked and attacking players can view relevant alerts with exact information about the attack and its result. Exemplary alert looks like that:

**Your gunslingers attacked farm of player alberto**

- exact calculations are presented in file [algorithms.xls](#),
- attacks happen in early summer so they don't affect milk or wool production,
- each gunslinger may be appointed only to one specific task (so gunslingers appointed to conveying your export goods don't defend your farm when there will be no export),
- if more gunslingers were assigned to tasks than actually employed, precedence have gunslingers sent

to attack, second priority have those assigned to protect export convoy and third priority gunslingers sent for hunting. For farm defense are only those gunslingers assigned who were given no order,

- gunslingers are paid after attacks so gunslingers killed don't get remuneration.

**Warrant for arrest** - if a particular player performs 5 or more attacks (in total) a warrant for arrest for them is issued. It is visible in game sheet in place of player's avatar and the player's name is highlighted in brown.

## Roles, secondary goals and bonuses

In some towns of year 1848 and 1869 (Buffalo, Denver, Seattle, Sacramento) in games with a goal 'maximization of the farm value' players choose their role in the game. Depending on their choice they receive an additional bonus and a secondary goal to fulfill. There are following roles to be chosen:

- **farmer** - player-farmer specializes in growing grain - his harvest is 5% bigger than normal. Additional goal of a farmer is to gather a specified number of land plots..
- **rancher** - as a rancher player starts having 10% bigger herd than others and his secondary goal is to have a herd larger than a specified amount.

## Investments

In towns of year 1848 and 1869 investments are available that don't exist at the first level (in 1832).

**Stable and horses:** by investing in stable and a few horses you can increase your worker's mobility - they can always use rested horses and traverse longer distances while looking after your herds. Thanks to that number of workers needed for stock-raising is smaller by a certain percentage.

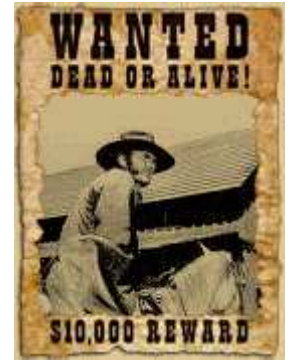
**Hotel:** in a town there may be only one hotel. Initially it belongs to one of the residents. It can be bought in a bid and can be sold, alike mill or smithy. Income from hotel is constant.

**Whorehouse:** owner of the hotel can build a whorehouse on the first floor. It brings additional income calculated as a certain percentage of hotel's income.

**Saloon:** it is an annex to bar or hotel where townspeople entertain themselves - play cards or listen to country music. Saloon can be built only by owner of bar or hotel and return is a certain percentage of bar's and hotel's income (if player owns bar as well as hotel then saloon boosts income from both of them).

**Slaughterhouse:** it is a place where animals destined for meat are processed into sausages and smoked meat.

First player who attacks him will get help from two sheriff assistants of total power of 10 points. At the same time the warrant for arrest of the pursued player will be cancelled (as well as his 5 past attacks will be treated as by-gones).



- **entrepreneur** - as an entrepreneur player starts having a shop and in order to fulfill the secondary goal he must possess two of the following realties: mill, brewery, post office, hotel.

Number of players, who can play each role is limited, so the last player signing to the game may have a limited choice. As a reward for fulfilling the secondary goal player receives some extra EPs. In case of failing to reach the goal some EPs are deducted. Secondary goals appear also in the 'Wild West' and 'Go West!' scenarios.

Alike hotel it initially belongs to one of the residents and can be bought in a bid. Income from slaughterhouse are calculated as a certain percentage of meat market turnover.

**Gift for a banker:** you can get banker's favor by giving him a small gift. Thanks to that your borrowing power rises by a certain percentage. This investment is not counted as part of your wealth.

**Brewery:** here beer is produced - favorite beverage of townspeople. There can be only one brewery in the town and its income depends on population of the town. If the owner of the brewery has also a bar, then bar's income is increased by 25%.

**Sawmill:** crude wood is transformed here into boards - major construction material. Annual income of all sawmills in the town depends on the town population. The number of sawmills is limited. If the owner of sawmill has the 'construction company' bonus, then sawmill's income is increased by 25%.

**Cooperage workshop:** here wooden objects are produced: barrels, tubs, buckets and others. Cooperage workshop increases sawmill's income by 50% and brewery's income by 25%. You may build a cooperage workshop only if you have a sawmill.

**Post office:** thanks to post office townspeople can send and receive letters. Yearly income of this investment depends on number of population. There can be only one post office in the town.

**Stagecoach:** it is a convenient vehicle for passenger and mail transport. Yearly income of all stagecoaches in the town depend on the population number. Number of stagecoaches in the town is limited. If its owner also has a post office, then its income is increased by 25%, and if he owns a hotel, then hotel's income is increased by 10%.

**Telegraph:** telegraph line is a modern mean for fast transmission of information between remote places. Only an owner of a post office may build a telegraph

line. This investment increases post office's income by 40%.

**Poultry farm:** it generates constant income from egg sales and 300 pounds of meat yearly, which is sold on the local market. Number of poultry farms is limited.

**Donation on church and town council:** it will secure their support. If you are attacked, 5 armed citizens with the strength of 10 will help you defend your farm. This investment is not counted as part of your wealth.

## Diversities and aleatory events

Many towns at the second and third levels have various diversities which make the game more interesting and dynamic.

**Faster games:** in all towns with premium account turns can take place right after the last player have made decision (provided all players agree on faster turns).

**Breed of meat cows:** in Dallas raised are cows that give 3 times less milk than usual.

**Livestock number maximization:** in many towns there is an additional game aim available - maximization of cows/sheep number.

**Buffalos:** in area of Santa Fe and Minneapolis live buffalos which can be hunted (using gunslingers) in order to get meat and skins.

**Bigger export market absorptiveness:** export cities of 1848 have two times higher absorptiveness than those of 1832 (price remains the same by twice as big export amount) and Dallas cows export market is as many as 4 times absorptive (thanks to which cattle export plays a key role there).

**Indians attacks:** towns of Santa Fe, Dallas and Minneapolis are vulnerable to Indians attack - in Summer of an aleatory year herds of each player are attacked by 25 Indians of total power of 50.

**Bandits:** in two random years a gang of 10 bandits of total power of 40 prepares an ambush for all export convoys.

**Tax rise:** in town of Nashville land tax is initially \$30. But 'crazy sheriff' has a plan for many public investments and from 1853 increases land tax to \$70 for each plot.

**Agricultural residents:** in Minneapolis at the beginning of the game residents don't have any cows - they destine all their land for cultivation. However it may happen that as a result of player's assets sale they buy some cows and begin stock-raising.

**Contagion:** in Dallas in aleatory year cows come down with a strange disease. It kills 15% of them.

**Closure of export routes:** because of threat of Indian attack export routes are closed for 1-3 years.

**Locust:** in a random year locust attacks, causing decrease of harvest by half.

**Contract for grain delivery:** in Minneapolis federal army that needs grain supplies before the forthcoming Civil War offers a special contract for delivery of 13 thousands bags of grain.

**Contract for sheep delivery:** rich entrepreneur orders sheep delivery - for each of 3 years of the contract player is bound to export at least 150 sheep. In case of fulfilling the contract he receives high premium, but if he fails a penalty will have to be paid.

**Higher meat demand:** residents of e.g. Santa Fe, Dallas and Phoenix like meat diet - their demand for meat is twice higher than usual. In these towns cow or sheep breeding may be very important.

**Automatic raiser:** in Atlanta the dominant position as a sheep raiser has an automatic player John Black. He focuses his business only on stock-raising. You can attack him with your gunslingers to take over a part of his herd.

**Pastures for cavalry:** the second regiment of cavalry needs more pastures of its horses. It would like to lease some plots of land for the period of 3 years paying a rent up front.

**Tobacco plantation:** for planting tobacco there is one worker needed for each land plot of plantations. Income from tobacco sales is constant, but if tobacco was planted on the same land plots in the previous year, then income is increased by 10%, since no seedlings are needed to be imported. Tobacco plantations are not affected by irrigation, agronomy courses, locust or gunslingers attacks.

**Drying the swamp:** in some towns in the second part of the game, thanks to drying the swamp, there are additional land plots offered by the government as 'public land'.

**Barter trade with Indians:** Indians propose you a barter - in exchange for a few cows you would get buffalo furs of a certain market value.

**Transport enterprise:** you are given a chance to start up a transport enterprise. It will give you an extra income each year and your grain transport costs will be lower by half.

## Premium account

In order to play in towns of year 1848 (except for San Francisco) premium account is necessary. Thanks to it you:

- can take part in 7 games simultaneously,

**Quick games in Los Angeles:** in quick games against 3 automatic players you can test different strategies and develop you skills. There are many investments and gunslingers available, and many paths may lead to victory.

**Tournament town of Kansas City:** in Kansas City 1848 there are tournaments held - fast games with turns every 6-10 minutes. Each time town in differently configured, which makes games there very exciting and you cannot really prepare for them. A tournament starts at a specified time and on these players can take part, who first sign in. The amount of EP won is 75% lower than normal.

**'Experimental towns':** in Charlotte (1848) and Orlando (1869) while setting up a game it is possible to setup game parameters: number of players, level of wages, prices of land, cows and grain, number of land plots and cows. Therefore games in these towns can go really crazy. Amount of EP won in 'experimental games' is twice lower than normal and their scores are not taken into account in victory statistics.

- get access to all towns with many new features,
- your EP can increase over 150 points (without subscription players who exceed 150 EP don't acquire any more points).

## Game modes

### Wild West Cup

Cups consist of 2 stages - group games and finals. All games are duels in El Paso (group games start in 1848 and finals in 1869). From each group players with the most points qualify the 1/8 final and in further games victor qualifies to the next stage. When entering the Cup player's 'pool' is set. After each game it is increased or decreased by a 'bet', equal to 1/3 of the smaller 'pools' of both opponents.

There are different editions of Cups:

- every 5th is for advanced players (EP>150) and every 5th for beginners (EP<=150), and other for all players
- in every third Cup all games are with gunslingers, every 3rd is with no gunslingers and in the remaining ones gunslingers are only in group games
- in every second Cup the are random parameters at start and in remaining parameters are predefined.

### Wild West

Wild West is a 3-stage scenario, in which players can chose one of 3 sides of the conflict: railway constructors, ranchers or Indians. In the first stage there are 3 interconnected towns. Games are not simple here - each player has 3 goals: besides the normal game goal there is a primary goal for all players and a secondary goal depending on the player's role.

Only 12 out of 18 player advance to the second stage. Here they play a team game. Each team has a different goal: ranchers aim at having a huge cow herd, railway constructors need to buy much of the land and Indians try to hinder both teams. Half of the players advance to the final stage, where they again play individually. This time the primary goal is to purchase the gold mine. Thanks to different starting positions, many

interconnections between games and number of goals Wild West is a very interesting diversion in the game.

Like in Cups there are special editions of the Wild West scenario for advanced players (EP>150) and for beginners (EP<=150).

## Go West!

'Go West!' is a 'hidden' scenario in the game Farmersi - player's can join it only by a special link in the private message they receive once a month. Likewise in Wild West there are 3 interconnected stages here. The game however is always individual and the player is not assigned to a given edition (in different stages they can play with various players). Like in Wild West there are some unique events in the scenario.

The first stage players start in the central USA and their goal is to transport a huge cow herd west to Boulder, near the Rocky Mountains. In the second stage they start having 10% of the herd they managed to transport and their goal is to gather as much cash as possible. In the final stage players move to California, where they can engage in construction of railway.

## Tasks

Tasks are single player games against automatic players. They are created by players - task's author defines all parameters and the fulfilling threshold. Playing tasks can help to better understand the

Farmersi game and to test some strategies. They also allow to play in very strange conditions, not met in normal games.

## Conclusion

At the end it's worth to mention three substantial rules. So that the game would be a pleasure for everyone forbidden is:

- playing with couple player accounts by one person in one game or having multiple player accounts with more than one being a member of a team,
- secret alliance among players (common strategy can be established openly on game's forum) (with an exception for team games),
- placing vulgar or offensive posts on game's forum or during the game.

In case of breaking above rules player may be penalized by account lock or experience points deduction.

The game is being constantly developed. Systematically new towns and options will appear.

If you think that something isn't described properly or consider that it would be worth to make some changes to the game, write us an email at [farmersi@farmersi.net](mailto:farmersi@farmersi.net). You can also post your comments on forum. We hope that you enjoy playing the game and will soon become a permanent member of our farming community.