



PLAYER MANUAL

Grow a little. Build a lot. Bring your harvest to market.

YOUR FARM, YOUR WAY

A friendly field guide to the farm, its seasons, and the market stall.

A practical guide to the current game

01 | Start Here

Learn the rhythm of the farm, then follow the work wherever the day takes you.

The everyday loop

Prepare a plot, plant something suited to the season, tend it as it grows, then gather what is ready. Keep useful goods in your inventory or load them onto the truck. At the market, stock your displays, set prices, and serve customers. Sales and farm activity help your business grow.

A good first session

Walk the farm and read the HUD. Open the shop and inventory, plant a small patch, and learn where your truck, well, barn, and house are. When you have goods to sell, use the truck to begin a market trip.

Default PC controls

Input	Action
W / A / S / D	Move relative to the camera
Mouse movement	Look / move the camera
Left Shift	Sprint
Left mouse button	Use the selected tool or interact with a farm target
E	Open or close the farm expansion map
Q	Open the farm shop
Tab	Open inventory
P	Open player stats / profile
Z / X	Move mode / remove mode for farm objects
Escape	Pause or cancel / close the active screen

Controller support is available for core gameplay. Button prompts may vary by screen; use the on-screen prompts where shown. Bindings can be reviewed in Settings.

02 | Grow and Gather

Farming is a sequence of simple actions. The highlighted tile and selected tool help show what can happen next.

Plot state	What to do
Empty / harvested	Use your tool to till the ground.
Ploughed	Choose a seed in the shop/tool flow, then plant.
Planted / growing	Water when the soil needs it; check back as the crop develops.
Ripe	Harvest to add produce to your inventory.

The farm tool acts contextually on the tile under the highlight: it tills empty ground, plants selected seeds in prepared soil, waters growing crops, and harvests ripe crops. Larger tool upgrades can affect more than one tile at a time.

Seeds, seasons, and weather

The shop filters goods by availability and progression. Seasons rotate through spring, summer, fall, and winter; the game year is divided into seven-day seasons. Weather and the clock change the farm's conditions, so check the HUD and crop information instead of assuming every crop behaves the same.

- Planting costs money. Check the seed price and your balance before preparing a large field.
- Rain and heat are part of the weather cycle. Keep an eye on crop condition and water needs.
- Use Tab to review stored goods. Harvesting is only useful for selling once the goods are safely in your inventory or cargo.

When a click does nothing

Check that the correct tile is highlighted, that the ground is in the right state, and that the required seed or placement tool is selected. Buildings and other interactables take priority over working the ground.

The shop and your farm

Press Q to browse the shop. Items may be grouped by category and can be locked until a season or level requirement is met. Decorations and placeable objects use a placement preview; confirm a valid position before purchase is finalized. Use the inventory to find and organize what you already own.

03 | More Than Crops

A thriving farm can specialize in many kinds of harvest. Try a few systems and see which ones fit your play style.

Farm activity	What it adds
Flowers	Grow blooms and make bouquets.
Orchards	Plant and gather fruit from trees.
Animals	Care for livestock; happiness and production affect the farm goods you can collect.
Ponds	Raise fish and manage pond water quality; connected ponds can provide a biodiversity bonus.
Mushrooms	Grow mushrooms on logs, then use the drying rack for processing.
Mining	Work rock nodes for minerals, gems, and fossils; the rock tumbler supports processing.

Buildings and farm objects

The truck connects the farm to the market. The well supports water use. The barn and house have their own interior scenes. To reposition movable objects, use Z for move mode and X for removal mode, then follow the placement/confirmation prompts. Permanent interactables cannot be moved like ordinary decorations.

Expansion and progression

Press E to open the farm expansion map. Unlocking available land gives you more room to develop the farm. Farm activity also contributes to progression: watch the XP and level displays, and check the shop for newly available items. The player's specialization provides a starting kit and passive bonuses that support a chosen style.

Specializations

Choose a focus that sounds fun: Aquarist (fish and ponds), Crop Farmer (field crops), Florist (flowers), Miner (ores and minerals), Mycologist (mushrooms), Orchardist (fruit trees), or Rancher (animals). Your choice shapes the start of your farm, but it does not prevent you from exploring other activities.

Build gradually

New land, seeds, animals, and decorations all compete for your coins. Expand your setup in steps and leave room for the things you want to try next.

04 | Take It to Market

Your stall turns farm goods into income and reputation. A little preparation makes market time much smoother.

Before you leave the farm

Collect the products you want to sell and bring them to the truck. Open the truck manifest to load or unload cargo and check its capacity. When the load is ready, choose Depart to travel. If the manifest is full, unload or make room before adding more.

At the stall

- Move goods from market storage into the stall's display slots or baskets.
- Assign a product to a display so customers can see and buy it. A display needs stock to sell.
- Set the selling price with the market price controls. The product's base value is used when you have not set a custom price.
- Use the stall counter interaction to serve customers and complete transactions. Make change carefully when the sale flow asks for it.
- Watch the market HUD, customer requests, queue, and day timer. Restock as products sell down.

Keep the stall readable

A product on display attracts attention; an empty display cannot sell it. Check both the assigned product and the visible stock count when a basket looks empty.

Prices, service, and reviews

Prices affect what you earn and how customers respond. Sales contribute to market progress; customer feedback and service quality feed into your day's results. At the end of the market day, review the summary before returning to the farm. Your farm and market progress are saved as you move through the game.

Returning home

Use the market truck to return to the farm when you are ready. Keep track of what remains in your stall inventory and what is still in the truck so your next trip starts with the right cargo.

05 | Travel, Play, Progress

The road is part of the adventure. Transport screens show your route, cargo, and available travel choices.

On the road

Follow the route prompts and decide whether to take an optional challenge or continue the trip. Travel activities use their own on-screen controls and rules; read the instructions before starting. Results use a score-and-star reward flow, so play to the activity's objective and aim for a stronger result.

Arcade and tokens

Arcade activities can be discovered through travel and later played from the farm's arcade setup when available. Some games use a loadout screen. Check what is being assigned before starting; an arcade loadout is not necessarily the same thing as selling or consuming your stored goods.

Time, seasons, and saving

The HUD shows the season, clock, day phase, and farm status. Days and seasons move forward as you play through the farm and market loop. Your game keeps farm, inventory, world, and market progress between sessions. If a transition is underway, let it finish before closing the game.

Quick troubleshooting

If you see...	Try this
A crop will not plant	Confirm the plot is ploughed, a seed is selected, and you can afford the planting cost.
A market basket looks empty	Check the assigned product and whether stock was moved from storage into that display.
A customer sale will not complete	Check the counter interaction, customer state, and change-making prompts.
An item is locked in the shop	Check its level/season requirement and revisit after progressing.
You cannot expand	Select an available neighboring plot and check the unlock cost and current funds.

Playing the demo?

The current demo progression ends at Farm Level 5. Reaching the cap opens a completion message; you can continue exploring, but the demo's level progression does not go beyond that point.

One last tip

There is no single perfect farm. Follow the systems that interest you, check the HUD when something changes, and let each good harvest fund the next little improvement.