The game takes its players to experience an industrious farming life. Each of the farm animals plays an important role and contributes considerably to the farm economic. As the game progresses the goals get more challenging and move at a frantic pace. The game is basically about resource management and to win a player need to complete the goals within a specified time.
For first time player, the game automatically starts with a tutorial teaching the basic concepts of the game. The farm starts with two geese and a screen tooltip indicating that they eat grass and lay eggs. Then it goes on to show how to grow grass for food by simply clicking on the ground. A spot of grass appears with each mouse click and automatically decreases the water level in the well. The length of time for an animal to produce goods is indicated by a line of blue dots following the animals. The number of dots increases as the animals feed on grass. When enough food has been consumed, the geese will lay eggs and can be collected for sale in town or sent to the egg solids processing plants. To collect the eggs (and other animals’ goods later on the game) simply click on the egg and it will fly straight into the store house.

The store house acts as a temporary stockpiling location before the goods can be carted off to town in the car parked next to it. The store house has a limited space for storage, so you need to sell the goods as soon as possible to make space for other incoming goods. The goods will “disappear” (get spoiled in the real world) if it is left uncollected on the ground, hence loss in profit.

To sell your farm produce, give the car a click and a list of goods for sale is displayed with their quantity and unit price. You can control the type of goods and its quantity using the quantity button (by default “all”). You can even sell your farm animals especially when money becomes an issue or when they become a liability to your farm.

The car takes the goods into town and return with money to spend (yeay!). The amount or money obtained and how long the car travels to and fro from town are shown on the bottom right corner of the game screen. The length of travel time and amount of goods it can carry depend of the type of car you owned. Better upgrades mean faster speed and more goods to sell.

When there is enough money collected, other farm animals and building upgrades can be bought to build a more productive and profitable farm.
There are five types of animals to care for: Goose, Sheep, Cow, Dog and Cat. The goose produces eggs which can be processed into milk solids, and in turn sent to the bakery to make Cup Cakes. Sheeps are reared for their wool and sent to the spinnery to be spun into spools of thread, and then made into cloths at the weaving mill. The most expensive among them is the cow which cost you a whooping 10,000 farm coinage. However, the milk, butter and cheese it produced are worth every coinage you spent. These three animal processed goods can be sold for profit and cow produce are the most profitable. While cats can be bought to help collect all goods around the farm and lastly dogs can protect the farm from bears.

To review the level goals you can easily click the goal indicator which is visible throughout the game. In addition to that, the time limit and corresponding bonus stars are also tracked.

There are 45 levels for a player to complete. The levels are shown as a street of farm houses and the level marker is shown on the cobbled stone street. A blue marker indicates a playable level.

As the game level progresses, more building facilities and its upgrades are made available. This is indicated on the level screen at the bottom of the page. To get upgrades, a player needs to collect bonus stars points (not with farm coins).

A player can accumulate bonus stars when completing a level, and if the level is completed within a specified time, a gold or silver star is awarded with extra star points on top of the basic star points.

With sacks of star point, a player can go shopping by clicking the “Shop” button and takes you to the farm DIY central (sort of). There are six types of farm building: Egg Solid Plant, Bakery, Spinnery, Weaving Mill, Churn and Cheese Dairy. Each building can be upgraded to five level of complexity which directly allows more goods to be processed at one time.

Apart from that, four facilities are also available to help make your farming easier: a Well, a Store House, a Car and a Cage. A well for water supply, a store house to keep all the goods before it’s sold, a car to transport the goods to town and a cage to capture the bears.

Bears are the only antagonist and they dropped from the sky like rain. They will reduce the number of animals in the farm but can be controlled by dogs. So, a dog or two can help keep bears at bay until you capture them in cages and sold off for extra income.
Another fun feature is the kooky looking awards given for things like “catching 100 bears”, “buying 100 animals”, “for taking your time” and “completing 10 levels without the loss of animals”.

The graphics are very nicely done with bright colors that pop out the screen. The choice of colors is fresh and brings the feeling of a sunny summer day on a farm. The background is static and stays the same throughout the game; however the number of buildings increases as the game gets more complex.

The ambience music is light with a subtle hint of industrious energy about it and keeps you playing level after level. The animal sound effects are authentic and very noisy especially when their hungry.

The interface is simple yet provides a player with all the important information of the current game like current scores, animals for sale, time allotted, level goals and bonus stars. The main menu is visible at all time so a player can easily save or quit the game. A player also has the option to play with a full or windowed screen with a click of a button.

Overall the game is easy to learn and fun to play, even if just to see the sheep bleats and cheese get churned. It introduces some fundamental business and economic principles such as resource management, financial and investment planning in order to win the game. A player needs to practice prudent spending to find the balance between expenditure for building and facility upgrades and resource acquisitions/management to match those upgrades.

*Technical Requirement:*
**Version:** 1.1
**Size:** 17.3 MB
**OS:** PIII-750 / 128M RAM / 3D Video 32M