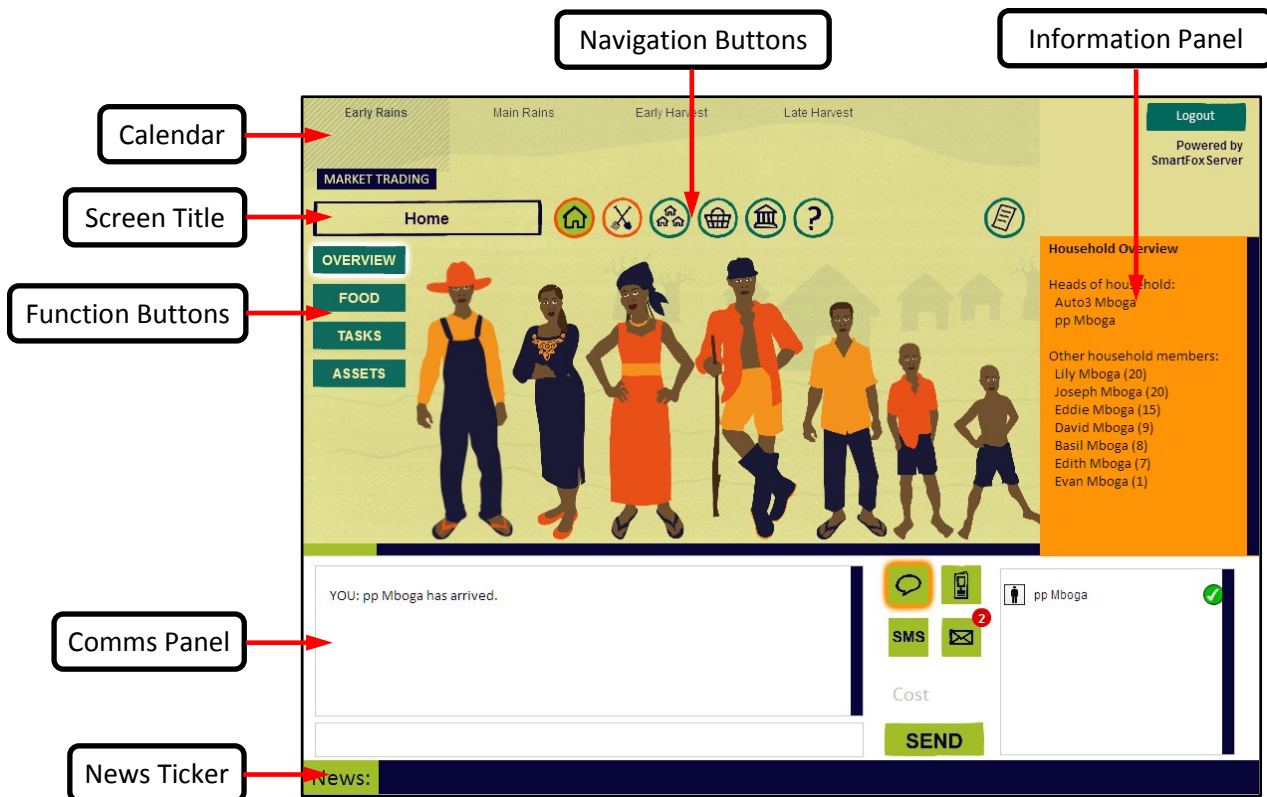


AFRICAN FARMER PLAYER GUIDE



1. User Interface



The **Calendar** indicates the season, current activity and past seasons' weather.

The **Navigation Buttons** move you between the user interface screens:

Household , Farm , Village , Market  and Bank .

The **Screen Title** displays the current view or functional area (e.g. Farm, Village, Task Management).

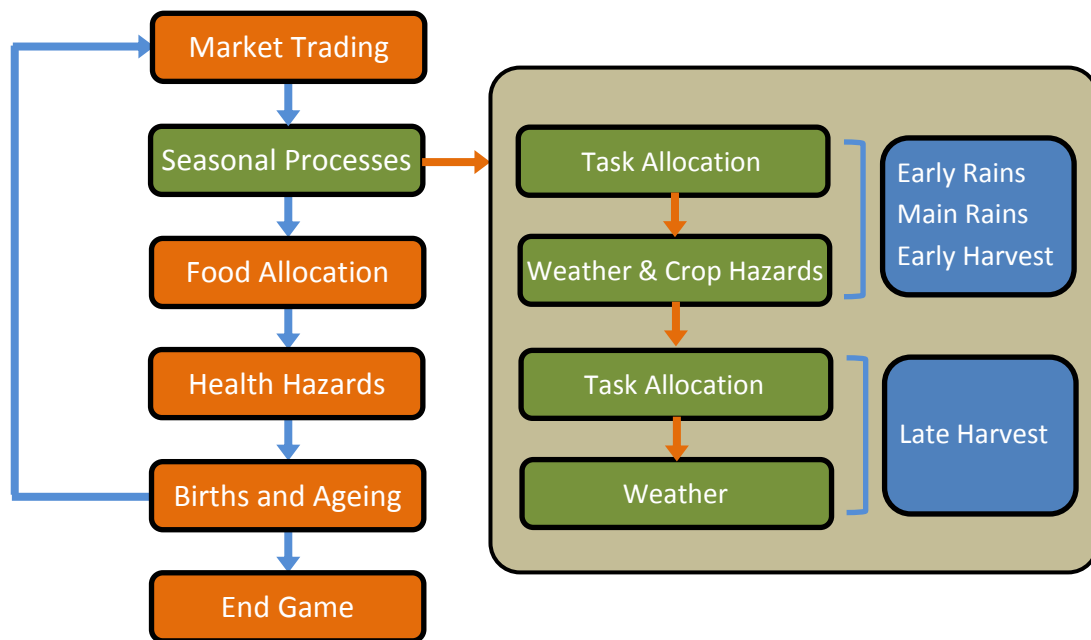
The **Function Buttons** are task-specific buttons that enable you to complete various functions in different views.

The **Information Panel** displays data relevant to your current location and activity.


The **Comms Panel** allows you to communicate with other players, by talking to players in the same game location or by phone or SMS to any player. Note that talk is public – for privacy you must use the phone or SMS.


The **News Ticker** displays information to all players.



2. Game Flow




3. Tasks by Screen

Market Trading in the Market  screen.

Transfer Assets to other households in the village  screen.

Allocate Tasks in the Household  or Farm  screen.

Allocate Food in the Household  screen.

Pay Fines in the Banking  screen.

4. Tasks by Season

Early Rains: Household Chores [Mandatory], Babysit [Mandatory], Attend School
Sow Crop (early planting)

Farm for Someone Else

Main Rains: Household Chores [Mandatory], Babysit [Mandatory], Attend School
Fertilize, Spray Pesticide, Spray Herbicide Weed Crop (early planting)

Sow Crop (late planting)

Farm for Someone Else

Early Harvest: Household Chores [Mandatory], Babysit [Mandatory], Attend School
Harvest Crop (early planting)

Fertilize, Spray Pesticide, Spray Herbicide Weed Crop (late planting)

Farm for Someone Else

Late Harvest: Household Chores [Mandatory], Babysit [Mandatory], Attend School
Harvest Crop (late planting)

Farm for Someone Else