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