



Crop cultivation	Crop	Information	Yields during global events					
(Calculate yields by multiplying the crop's purchase price by X.)			1	2	3	4	5	6
<p>Dry soil 10,000 \$</p>	<p>Cotton</p>	Price: 1,500 \$ Standard yield: 4x Susceptible to pests	4x	3x	5x	2x	2x	0x
	<p>Wheat</p>	Price: 1,000 \$ Standard yield: 8x Drought-tolerant	6x	5x	8x	5x	6x	0x
<p>Fertile soil 15,000 \$</p>	<p>Corn</p>	Price: 2,000 \$ Standard yield: 6x Susceptible to drought	5x	4x	7x	4x	2x	0x
	<p>Soybeans</p>	Price: 2,000 \$ Standard yield: 6x Susceptible to diseases	4x	3x	6x	4x	3x	0x
<p>Orchard 20,000 \$</p>	<p>Apples</p>	Price: 5,000 \$ Standard yield: 3x Susceptible to pests	3x	2x	4x	2x	2x	0x
	<p>Oranges</p>	Price: 3,500 \$ Standard yield: 5x Susceptible to diseases	4x	3x	6x	3x	3x	0x
<p>Greenhouse 30,000 \$</p>	<p>Tomatoes</p>	Price: 3,500 \$ Standard yield: 5x Susceptible to diseases	4x	2x	5x	3x	4x	0x
	<p>Lettuce</p>	Price: 4,000 \$ Standard yield: 5x Susceptible to pests	4x	3x	5x	2x	3x	0x

Why buy technologies

By purchasing technology, your crops become resistant to global events. For example, if you roll a four (pests) and you own pest protection technology, your yield remains standard, not reduced.

The exception is good weather (number 3). If you own automation technology, you double the standard yield of all crops.

Global events

- 1 Weeds
- 2 Diseases
- 3 Good weather
- 4 Pests
- 5 Drought
- 6 Floods

Technologies

- Eco friendly weed control
- Disease detection technology
- Automation of plowing, sowing, and harvesting
- Pest control technology
- Smart irrigation technology
- No flood protection in this game