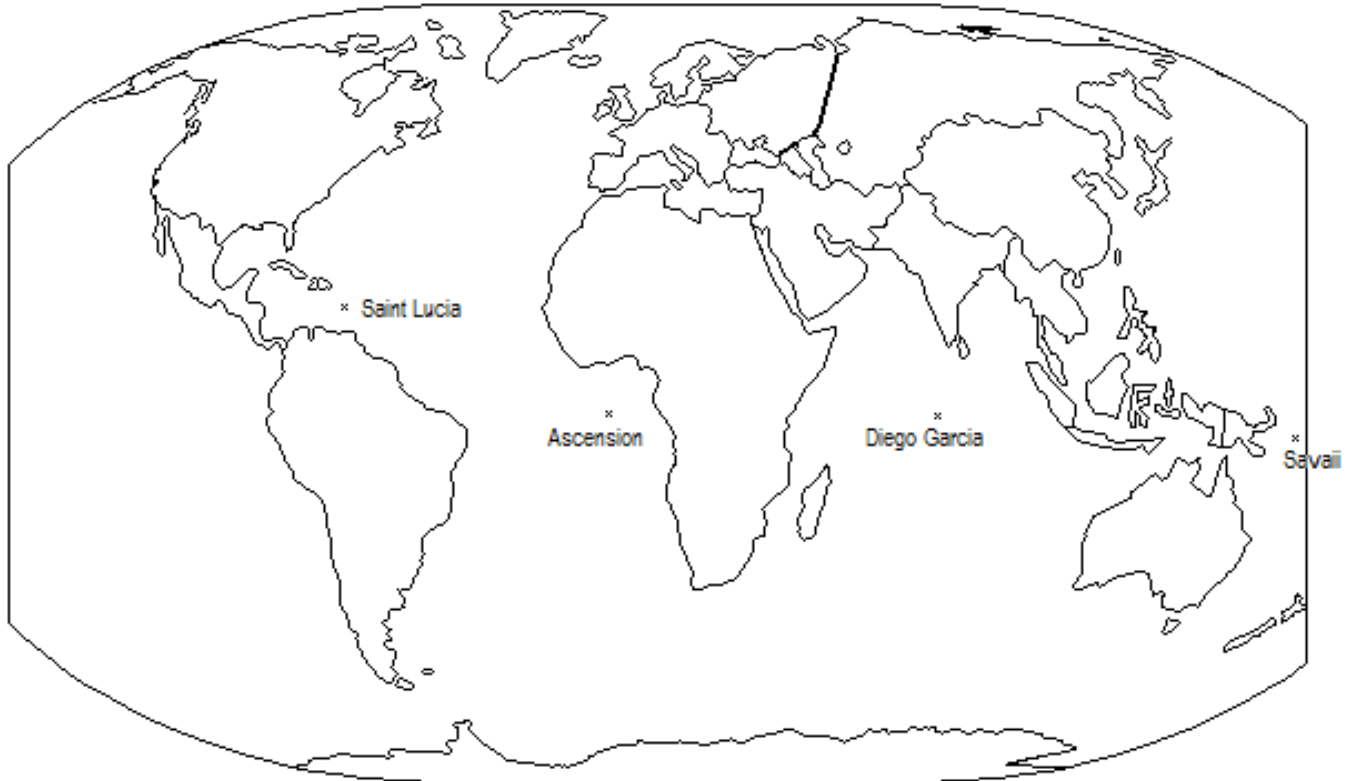


Uncharted Waters Online

Private Farms

There are multiple locations for developing your own farm. They are located at:



Ascension, Diego Garcia, Saint Lucia, and Savaii. When starting out, Ascension will most likely be the closest farm island. This does not mean that it is the best one for you. Each farm island has its own benefits. For example Savaii is the only farm island with Silk, peacock, gold dust, and some fibres. Diego Garcia has the best options for mining. Depending on your selected professions, you'll want a specific farm.

While any farm may be better than no farm, if you move your farm, you have to start over. So you may want to set sail for that distant island and setup your farm there. The farms can be managed from any city bank, with a few options limited to banks in major cities. There is no requirement to return to the farm's location ever. However there are recipes at the farm that are unique. Long story short, your going to want to return to the farm sometimes. If you are spending most of your time in the Americas, having a farm on Savaii might not be the best idea, even if you are sewing a lot.

Think of it this way, if you start a farm at Ascension and change your mind later, just move. I would do some exploring and trial and error with a farm close to home and easy to get to. While no farm is "easy to get to" pirates are always on the horizon. Ascension is probably the easiest to get to. Land on the island, it is due south of Abidjan, claim it, set the first facility, then sail back home and learn how to do stuff. Once you know a little better what your doing, then keep or move the farm to the location you like best. By this time you may have changed your mind on some crafting options and that very distant island may not be the best farm for you anymore.

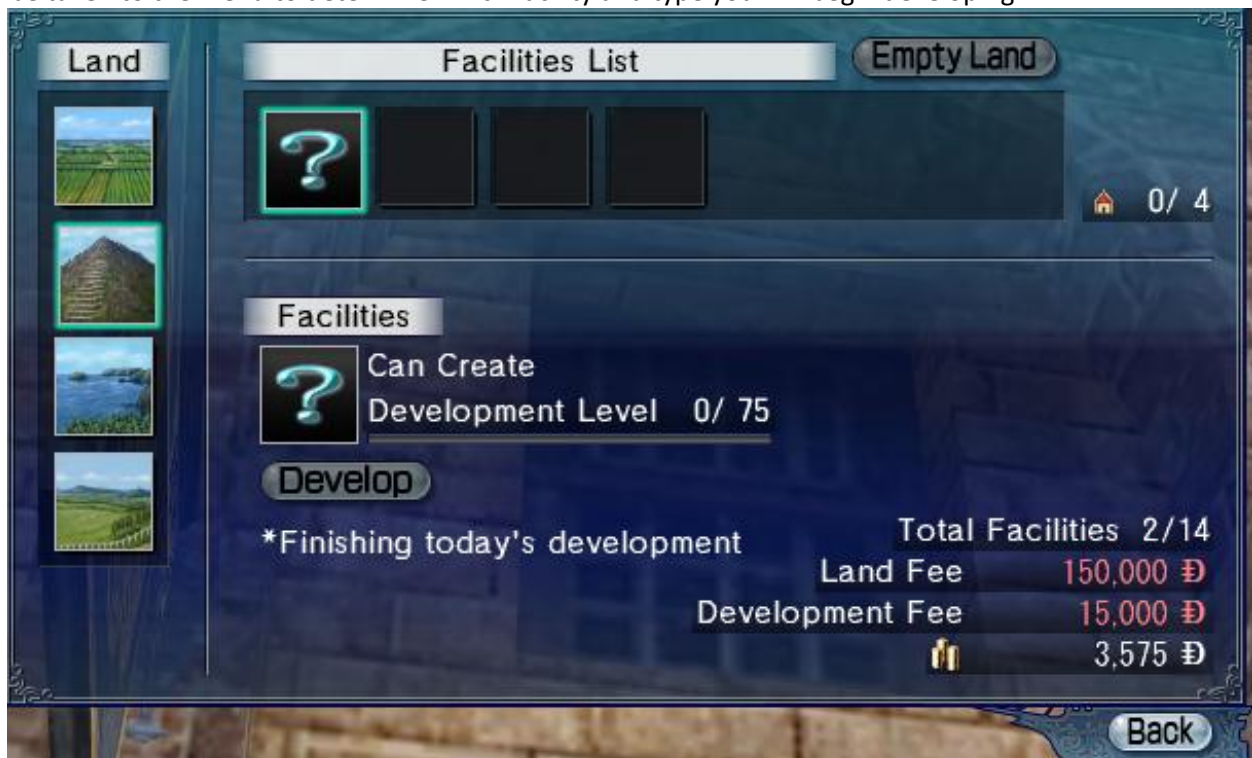
NO PORT PERMITS ARE REQUIRED TO LAND AT A FARM ISLAND AND CLAIM IT.

Setup of the farms facilities

Once you have claimed a farm you will have access to the farm menu. You can manage the farm and set up the facilities you want. This is the part that starts to make people wonder what is going wrong. When you choose Develop Facility:



You will be taken to the menu to determine which facility and type you will begin developing.



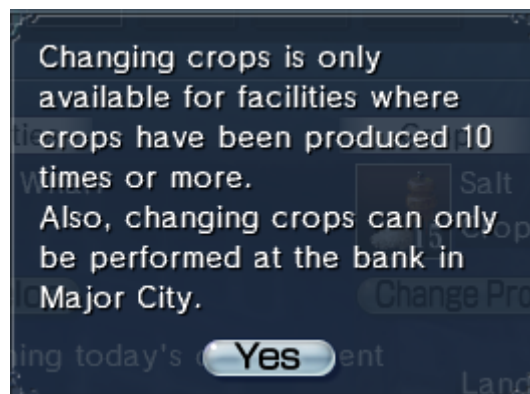
The “?” means that no facility is set up yet. Since the mine is selected, if we click on the develop button (which is grayed out in the above picture) we’ll begin developing a mine.

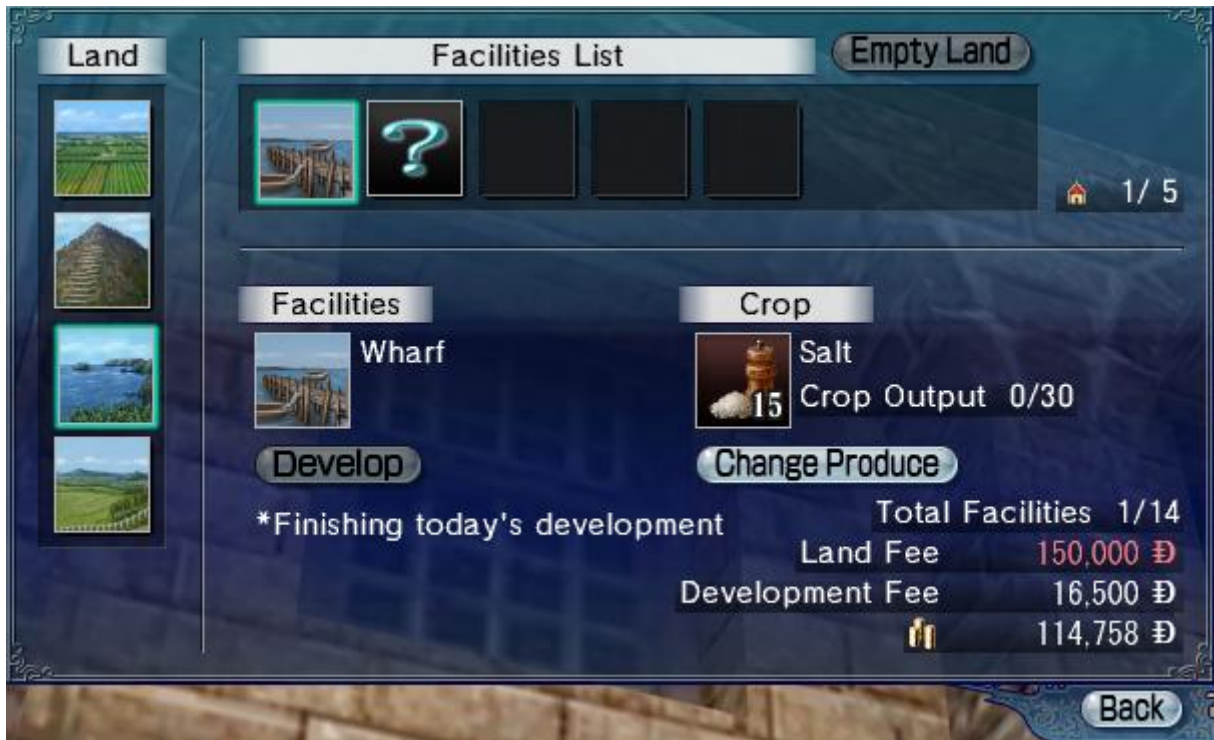
So let us discuss this for a minute. If this is Ascension Island, we have four different types of mine that we can get. This is different from the fact that we can have four mines. If we set up all four mines, they might all be the same type. Think of it this way, Ascension Island can have four separate mines, and Ascension Island has four types of mine that each one can be. When we build a mine, it will be randomly selected from all available types. In this case there are four mine types so we have a 1 in 4 chance of getting the mine we want. If you get the wrong mine, simply destroy the facility and rebuild it until you get the mine you want. This might take quite a while.

Once you have set up a facility the icon will change showing you what kind of facility has been built. You can only develop once a day, real time, not game time. Sailing half way around the world will not allow you to develop again until your calendar date changes. This is why changing facilities can take a while.



Here we have an Herb Farm developing. You will have to develop the facility until the development bar is full. Then the facility will complete and you’ll be able to start making the next facility of the same type. Even though you could start a facility of each type, I would recommend starting and developing only one facility until it is complete. To complete a facility will take 5 days. Once the facility is complete it will begin producing a product. This product cannot be changed until a product has been produced on that facility 10 times or more.





Once the facility has been completed you can click on it and get the option to Change Produce. As you build, your technology level will increase. You will get a message in the chat window telling you what changes have been made to your character. Such as Technology increases and farm development.

Tools of the farm

You will be given a Reserve Hoe for free upon claiming your farm. All the level 1 tools have a durability of 30, and they will lose durability over time. So keep an eye on them. It'll cost you 150,000 dukat to change 1 tool, or all tools. So make sure to change all the tools at once, and make sure they are at low durability before spending the money.

The level 1 tools are:

- Reserve Hoe +1 agricultural skills on farm
- Reserve Bell +1 ranching skills on farm
- Reserve Candle +1 mining skills on farm
- Reserve Fishing Net +1 fishing skills on farm

These tools won't show the +1 skill attribute unless you are on the farm window at a bank or at the farm itself, and the tools can be used from the "Use Item" button as skills such as collection, and cure homesickness.

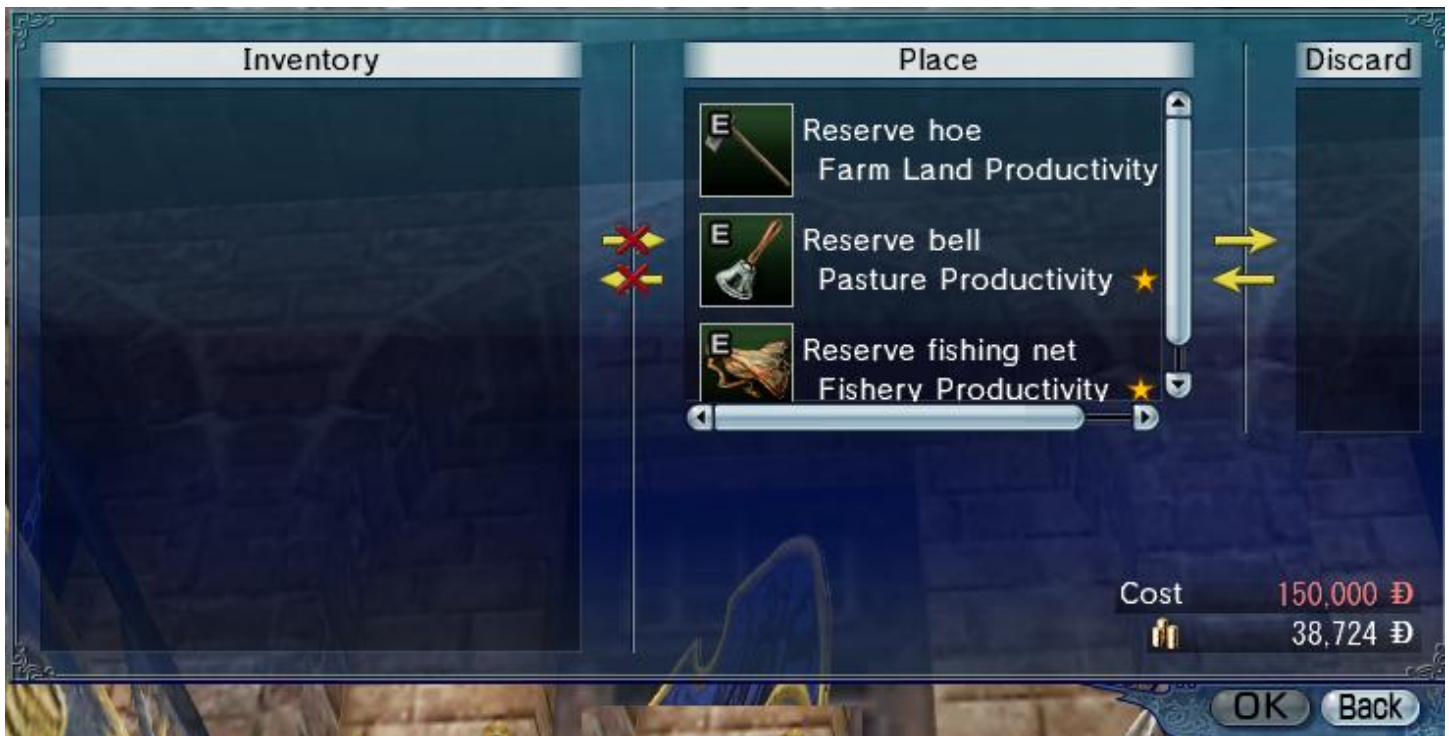
Level 1 Tools may be bought at

- Faro -> Western Europe(Western Mediterranean)
- Cochin -> India South Coast
- Jarkata ->
- Lima

Level 2 tools can be made at Gijon.

You might not need a tool to harvest from the farm, but if your tools run out of durability, get them replaced as soon as possible. You will lose some technology every day you don't have a tool. You can only have 3 tools on the farm to start, so make sure that you have tools that are useful to you.

Tools can be added and removed from the farm at any major city bank.



When you buy a tool and click on the "Stock Items" button, the tool will appear on the far left side of the window. When the tool is selected to be placed on the farm, it will be moved to the "Place" part of the window. It will NOT have the "E" because it has not been placed yet. Tools with low durability can be Discarded and replaced with tools with higher durability at the same time. Make sure you have done everything you need to here, because it will always

cost 150,000 ducat, but it will only cost 150,000 ducat. It makes sense to change all the tools at once, that way you can save yourself the time and money of repeatedly changing out tools.




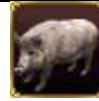













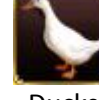
The Island Farm Spreadsheet

Each farm has its own benefits and drawbacks. Below is a list of what can be built at each farm island. Remember that while you can choose which facility is placed, the specific facility is random.

Ascension Island

Facility Group	Facility Type	Produce
 Farm	 Farm	 Mushrooms  Rye  Wheat  Barley  Wild Oats
 Farm	 Farm	 Red Beans  Broad Beans  Soya Beans  Corn  Onions
 Farm	 Farm	 Garlic  Sesame Seeds  Coriander  Vegetable Oil  Sugar Cane
 Farm	 Farm	 Cotton  Hemp  Vegetable Oil  Wheat  Sugar Cane
 Farm	 Orchard	 Berries  Logs  Olives  Apricot Seeds  Resin
 Farm	 Orchard	 Exotic Fruit  Bark  Large Leaves  Berries  Olives
 Farm	 Orchard	 Berries  Olives  Coconuts  Logs  Walnuts
 Farm	 Orchard	 Olives  Beehives  Pomegranate  Almonds
 Farm	 Herb Farm	 White Flowers  Fragrant Wood  Senna  Red Flowers
 Farm	 Herb Farm	 Cummin  Parsley  Cardamom  Lavender
 Farm	 Herb Farm	 Mint  Vanilla Beans  Lilly/Valley  Lilac  Daffodils
 Farm	 Herb Farm	 Oregano  Thyme  Basil  Rosemary  Celery

 Farm	 Irrigated Field	 Wetland Rice	 Common Grass			
 Farm	 Irrigated Field	 Wetland Rice	 Spring Water			
 Mine	 Mine	 Iron Ore	 Graphite	 Stone	 Marble	
 Mine	 Mine	 Tin Ore	 Zinc Ore	 Clay		
 Mine	 Mine	 Black Ore	 Coal	 Copper		
 Mine	 Mine	 Iron Ore	 Graphite			
 Fishery	 Wharf	 Sardine	 Salt			
 Fishery	 Wharf	 Octopus	 Seaweed			
 Fishery	 Wharf	 Oysters	 Salt			
 Fishery	 Wharf	 Crabs	 Shrimp			
 Fishery	 Wharf	 Tuna	 Pearl Shells	 Coral	 Sardine	
 Ranch	 Pasture	 Horses	 Wild Rabbits			
 Ranch	 Pasture	 Cattle	 Pigs	 Sheep	 Leather	 Fur
 Ranch	 Pasture	 Venison	 Goats			

 <p>Ranch</p>	 <p>Pasture</p>	 <p>Cattle</p>	 <p>Pigs</p>	 <p>Sheep</p>
 <p>Ranch</p>	 <p>Poultry Farm</p>	 <p>Chickens</p>	 <p>Eggs</p>	
 <p>Ranch</p>	 <p>Poultry Farm</p>	 <p>Ducks</p>	 <p>Eggs</p>	
 <p>Ranch</p>	 <p>Poultry Farm</p>	 <p>Chickens</p>	 <p>Eggs</p>	 <p>Ducks</p>