Level 1 – Random Generator (iPhone 5/4s)

**Starting Tile:**

Airstrip640

Standard Generation: (**Condition 1**)

|  |  |  |
| --- | --- | --- |
| **TILE NAME** | **CHANCE OF APPEARING** | **CONDITION AFTER** |
|  |  |  |
| Barn640 | 9% | Condition 1 |
| Corn\_Field\_Left640 | 12% | Condition 3 |
| Cows640 | 10% | Condition 1 |
| Farm\_House640 | 9% | Condition 1 |
| Flatlands640 | 18% | Condition 1 |
| Hills1\_640 | 10% | Condition 1 |
| Hills2\_640 | 10% | Condition 1 |
| Shore1\_640 | 5.5% | Condition 2 |
| Shore2\_640 | 5.5% | Condition 2 |
| Shore3\_640 | 5.5% | Condition 2 |
| Shore4\_640 | 5.5% | Condition 2 |

Water Generation: (**Condition 2**)

|  |  |  |
| --- | --- | --- |
| **TILE NAME** | **CHANCE OF APPEARING** | **CONDITION AFTER** |
|  |  |  |
| Water640 | 60% | Condition 2 |
| Shore1\_640 (REVERSED) | 10% | Condition 1 |
| Shore2\_640 (REVERSED) | 10% | Condition 1 |
| Shore3\_640 (REVERSED) | 10% | Condition 1 |
| Shore4\_640 (REVERSED) | 10% | Condition 1 |

Corn Field Generation: (**Condition 3**)

|  |  |  |
| --- | --- | --- |
| **TILE NAME** | **CHANCE OF APPEARING** | **CONDITION AFTER** |
|  |  |  |
| Corn\_Field\_Mid640 | 50% | Condition 3 |
| Corn\_Field\_Right640 | 50% | Condition 1 |