Level	# Experience Table

1 to 8

Strawberries

Sell for: 35 Coins
Harvest in: 4 Hours
XP Gained: 1

🪙 10

Strawberries Stats: 2.50 Gold/h, 0.50 XP/h

8 to 17

Raspberries

Sell for: 46 Coins
Harvest in: 2 Hours

🪙 20

Raspberries Stats: 5.50 Gold/h, 0.50 XP/h

17 to 29

Blueberries

Sell for: 91 Coins
Harvest in: 4 Hours
XP Gained: 1

🪙 50

Blueberries Stats: 6.50 Gold/h, 0.50 XP/h

29 to end

Black Berries

Sell for: 117 Coins
Harvest in: 4 Hours
XP Gained: 1

🪙 75

Black Berries Stats: 6.75 Gold/h, 0.50 XP/h

Level	**Gold Table**

1 to 7

Strawberries Stats: 2.50 Gold/h, 0.50 XP/h

7 to 8

Rice Stats: 3.00 Gold/h, 0.17 XP/h

8 to 17

Raspberries Stats: 5.50 Gold/h, 0.50 XP/h

17 to 20

Blueberries Stats: 6.50 Gold/h, 0.50 XP/h

20 to 31

Tomatoes

Sell for: 173 Coins
Harvest in: 8 Hours
XP Gained: 1

🧀100

Tomatoes Stats: 7.25 Gold/h, 0.25 XP/h

31 to 34

Sugar Cane

Sell for: 239 Coins
Harvest in: 8 Hours
XP Gained: 1

🧀165

Sugarcane Stats: 7.38 Gold/h, 0.25 XP/h

34 to 37

Onion

Sell for: 275 Coins
Harvest in: 12 Hours
XP Gained: 1

🧀170

Onion Stats: 7.50 Gold/h, 0.17 XP/h

37 to end

Asparagus

Sell for: 357 Coins
Harvest in: 16 Hours
XP Gained: 2

🧀220

Asparagus Stats: 7.63 Gold/h, 0.19 XP/h

Seed Price and Experience Listing

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If you would like to contact me please use the e-mail address above. If you want to know how I calculated these numbers - very simple. The formulas are as follows:

Experience Formula: Experience for Plowing (**1**) plus XP Gain from the Seed (**a**), divided by Hours.
E(a)=(1+a)/h
Gold Formula: Gold Gain (**a**) minus the Seed Cost (**b**) minus **15** for plowing, divided by Hours.
G(a,b) = (a-b-15)/h

How did I determine which seed is useful for which level? Simple, I created a C program where you can enter the price of many seeds. The program will then use the formulas above to calculate the XP/Gold gain from each seed and will then display the results. After this the program will do some sorting which will tell you which is the best seed to use. The program (which includes the source code and this document) can be downloaded from http://boro.dcmembers.com/farmville.zip.

I started playing on 07.09.2009, and by following my very own guide, for just 4 days I am level 21, have the greatest possible farm in size, I have about 50 Lime Trees, and many other trees and animals.

11.09.2009 (UPDATE: 14.09.2009, 18.10.2009)