

EVERWOOD FARM

HOW TO PLAY

A friendly guide for your first days on the farm

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1. WELCOME

Welcome to Everwood Farm! You've arrived at a cozy plot of land with big potential. Grow crops, chop wood, mine stone, raise animals, go fishing, and build up a thriving farm one step at a time. There's no rush and no way to lose - just plenty to discover.

Your friend Joe runs the quest board and will guide you through your first tools and abilities, one gift at a time.

2. GETTING STARTED

Everything unlocks in a natural order, so you never have to guess what's next. Here's the beginning of the journey:

1. Talk to Joe at the quest board. He always has a task lined up for you.
2. Gather branches and stone from the ground and rocks. Bring them to Joe and he'll reward you with your first Axe.
3. Chop trees with your new axe to collect Wood. Bring wood back to Joe and he'll hand you your first stack of Planks.
4. Build a Woodwork Table with those planks (open the Build menu with B).
5. Once the table is up, Joe gives you a Hoe - now you can prepare soil.
6. Joe then sets you up with a Fishing Rod, some fishing, and finally your first seeds - and now you're truly farming!

From here the farm opens up: buildings, animals, production machines, metal tools, and more. Just keep checking Joe's board and following the trail of rewards.

3. CONTROLS

KEY	ACTION
W A S D / Arrow keys	Move around the farm
Space	Do the action for your current tool, talk to Joe, or use a building
1	Hoe (prepare / clear soil)
2	Seeds (plant)
3	Watering Can
4	Harvest (Sickle)
5	Fishing Rod
6	Axe (chop trees)
7	Pickaxe (mine stone & ore)
Tab	Cycle to the next seed (with seeds selected), or switch the hoe between "dig" and "clear"
I	Open your Inventory
B	Open the Build menu



KEY	ACTION
Esc	Cancel or close the current menu / build mode

There are also on-screen buttons for the Map and the Settings panel (music & sound volume, mute).

Tip: a tool only works when it's selected. If nothing happens when you press Space, check which tool is active.

4. ENERGY & LEVELS

Energy is the fuel for everything you do. Chopping, digging, mining, harvesting, and other actions each cost a little energy.

Restoring energy:

- Sleep in your House to recover a chunk of energy instantly.
- Eat Bread straight from your Inventory - baked bread restores energy on the spot. Your first edible product!
- Energy also refills slowly on its own over time.
- Build a Well and your energy refills twice as fast.

Levels & XP:

- You earn XP by farming and completing quests.
- Leveling up increases your maximum energy, so you can do more before needing to rest.
- New crops and abilities come from quests and progression, not from hitting a specific level - so just keep playing and they'll come.

5. FARMING

Farming is the heart of Everwood Farm. The basic loop:

1. Select the Hoe (1) and prepare a patch of soil.
2. Select Seeds (2), choose which crop with Tab, and plant.
3. Water the crop with the Watering Can (3) to help it grow faster (optional but helpful).
4. Wait for it to ripen.
5. Harvest (4) the grown crop.

Crops you can grow: Carrot, Radish, Corn, and Wheat. You start with Carrots and unlock the next crops at the Market by bringing rare items (see The Market below). Later crops are generally worth more than early ones.

Rare drops: every so often, a planted seed grows into a rare version of the crop - any of your crops can turn up rare. Rare crops sparkle and are much more valuable. More importantly, some of them are special "key" ingredients: Joe asks for a Rare Carrot and a Rare Wheat in his tool-upgrade quests. Hold onto your rare finds - they're worth far more than a quick sale.

6. TOOLS & UPGRADES

TOOL	WHAT IT DOES
Axe	Chops trees for wood and branches
Hoe	Prepares and clears soil



TOOL	WHAT IT DOES
Pickaxe	Mines stone and ore
Sickle	Speeds up harvesting (costs less energy per harvest)
Watering Can	Waters crops to speed growth
Fishing Rod	Lets you fish

Tiers: Wood to Metal

Your main tools come in two tiers - a basic wooden tier and an upgraded metal tier. The Axe starts as a basic wooden axe and upgrades into a Metal Axe; the Hoe upgrades into a Metal Shovel.

Metal tools are the best: they last much longer before wearing out and cost less energy to use. You earn metal upgrades from Joe by bringing him iron plus a rare crop - the endgame reward for a well-run farm.

Wear & Repair

Tools wear down with use and can eventually break. When that happens, repair them - but each tool goes to the right workbench:

- **Woodwork Table** repairs wooden tools (like the early Axe and Hoe).
- **DIY Table (Repair Bench)** repairs metal tools.

Never mix them up - each table only handles its own kind of tool. Joe can also repair some tools for you as a repeatable quest if you bring the materials.

7. BUILDINGS

Open the Build menu with B to place buildings. New buildings become available as you progress (some appear after you reach a certain point, others after you've built something else first). Buildings cost resources like wood, planks, stone, and coins, and take a little time to finish.

Early buildings

- **Woodwork Table** - crafts planks and repairs wooden tools. Your first build.
- **House** - sleep here to restore energy. (Appears after your first harvest.)
- **Well** - refills your energy twice as fast, and unlocks watering. (Appears after your first harvest.)

Production buildings

- **Mill** - grinds wheat into flour.
- **Stone Oven** - bakes flour into bread.
- **Metal Oven** - smelts ore into iron for metal tools.
- **Cheese Machine** - turns milk into cheese.
- **Repair Bench (DIY Table)** - repairs metal tools.

Animal buildings

- **Cow Barn** - houses cows.
- **Animal Pen** - holds your cows (build the Cow Barn first).
- **Chicken Coop** - houses chickens that lay eggs.



As a rough guide: the Woodwork Table comes first, the House and Well open up after your first harvest, animal and processing buildings come in the mid-game, and the Cheese Machine is a later, iron-gated goal.

8. PRODUCTION CHAINS

Raw materials are useful, but processing them makes them far more valuable. Each machine turns something you gather into a finished product worth much more:

RAW MATERIAL	MACHINE	PRODUCT
Wood	Woodwork Table	Planks
Wheat	Mill	Flour
Flour	Stone Oven	Bread
Milk	Cheese Machine	Cheese
Ore	Metal Oven	Iron

Notice the wheat chain has two steps: Wheat > Flour > Bread. Longer chains generally lead to more valuable goods. And Bread isn't just for selling - you can eat it to restore energy (see Energy & Levels).

Machines work on a timer - start a batch, then come back when it's done to collect the result. Iron is especially important: you need it to craft and upgrade your metal tools.

9. ANIMALS

Animals give you renewable products once you've built their homes:

- **Cows** live in the Animal Pen (you'll need a Cow Barn built first). Interact with a cow to collect Milk - the first step toward Cheese. Each milking feeds the cow 1 Wheat, so keep some wheat from your fields on hand for your herd.
- **Chickens** live in the Chicken Coop and lay Eggs. Once in a while a chicken lays a rare Golden Egg - a prized item Joe will trade for your Pickaxe, opening up mining.

10. QUESTS & JOE

Joe and his quest board are your guide through the whole game. The board holds a handful of quests at a time, and completing them is how you unlock new tools, buildings, and abilities.

Joe's quests form a natural chain. A typical journey looks like:

1. **Axe** - bring branches & stone, then start chopping trees.
2. **Planks** - bring wood, then build your Woodwork Table.
3. **Hoe** - a gift once the Woodwork Table is up.
4. **Fishing Rod, then seeds** - start fishing and farming.
5. **Watering Can** - after you build a Well.
6. **Pickaxe** - trade a Golden Egg (after building a Chicken Coop), then start mining.
7. **Iron & the Sickle** - mine ore, smelt iron, and earn a Sickle for faster harvesting.
8. **Metal Tools** - bring iron plus a rare crop for the Metal Shovel and Metal Axe.



Some of Joe's quests are repeatable, like trading fish for seeds or cheese for fences, so you'll always have a way to keep going. Others (like tool upgrades) happen just once.

You earn coins by selling your surplus produce at Nixon's market - the one and only place to trade on the farm. Joe's quests reward you with tools and new abilities rather than coins, so selling produce is how you fill your purse. Spend your coins on seeds and new buildings.

11. FISHING

Fishing is a relaxing way to earn rewards - and it's woven into Joe's early quests.

1. Get your Fishing Rod from Joe.
2. You'll need worms for bait. Tilling soil with your hoe turns up worms now and then, so bait comes naturally as you farm.
3. Select the Fishing Rod (5) near water and cast with Space.
4. Reel in your catch!

Most catches are ordinary fish, but there's a rare Red Fish - a lucky jackpot catch worth a lot. Fish are also useful to barter with Joe, who'll trade a handful of fish for seeds.

12. ROADS & FENCES

Roads and fences are decorative touches you can place across your farm to organize and beautify your land. Neither changes how you play - they're purely for making the farm your own.

Roads

Roads connect up automatically as you draw, so corners and junctions look tidy on their own.

Unlocking roads: Joe hands you Road Charge for bringing him a rare crop - and it's a repeatable quest, so you can keep earning more charge to lay more road whenever you like.

Laying roads

1. Open the Build menu (B) and pick Path, then choose Draw.
2. Click tile by tile to lay your road.
3. Press R to flip the shape of a corner if a bend isn't facing the way you want.
4. There's also an Erase option to remove road you've placed.
5. Press Esc to leave road mode when you're done.

Fences

Fences let you frame your fields, pen your animals in style, or just decorate. Fence sections connect up automatically as you place them, so rails and posts always line up neatly.

Unlocking fences: once your Cheese Machine is running, Joe trades cheese for a bundle of fence sections - a repeatable quest, so a productive dairy keeps your farm in fences.

Placing fences

1. Open the Build menu (B) and pick Fence.
2. Click tile by tile to place sections - they snap together on their own.
3. Use Erase to remove a section; removed sections go back into your stock.



4. Press Esc to leave fence mode when you're done.

13. THE MARKET

The Market is where you unlock new crop seeds, trade rare goods, and top up on building materials.

Unlocking new crops: beyond your starting Carrots, each new crop is unlocked by bringing a rare item to the Market:

- Bring a **Rare Fish** - unlocks Radish seeds.
- Bring a **Rare Radish** - unlocks Corn seeds.
- Bring a **Rare Corn** - unlocks Wheat seeds.

Here's the important part: this unlock is **temporary and repeatable**. When you open the Market holding the right rare item, the crop unlocks and that rare item is used up - so buy as many seeds as you can right then and there. The moment you close the Market window, the crop locks again, and you'll need to bring another rare item to unlock it next time. Stock up while the window's open!

Materials for coins: Nixon also sells building materials for coins: Wood and Stone are always on the shelf, and Iron Ore appears once you own a Pickaxe. Handy when you're just a few pieces short for a repair, a build, or a smelt.

Trading with gems: don't feel like farming rare items yourself? You can buy rare items with gems at the Market instead - then use them to unlock the crop you want. It works both ways, too: the rare crops you harvest can be sold for gems. Gems are the Market's premium currency for rare goods.

Happy farming! See you at Joe's quest board.