

Environments

Farmstead:

The Personal Homestead for the *Player Character* where they manage their *Horses & Farming*.

Players can choose the *Location* of their Farmstead upon Creating a Character.

Can be *Decorated & Personalized* at will.

Players can *Visit* each other's Farmsteads & Gather Resources from each other.

Villages & Farmlands:

Populated by simple NPC's & Smaller Shops selling mainly *Domestic Goods & Services*.

NPC Professions & Part-Time Jobs focused on *Produce, Farming & Domestic Life*.

Mainly *Good-Samaritan Quests*, some *Builder Quests*, a few *Enterprising Quests*.

Wilderness:

Areas for *Exploration* with very few NPC's. Populated by *Critters & Wildlife*.

Full with *Resources, Secrets & Treasures*.

Features *Environmental Puzzles & Hidden Areas*.

The Wilderness can be very *Vast & Varied*, with some Unique Obstacles & Gameplay Elements.

Towns & Cities:

Populated by a diverse array of Different NPC's, and a large amount of Shops & Services.

Other Players can *See & Interact* with each other.

Player's can set up *Personal Shops* in some Cities.

NPC Professions & Part-Time Jobs focused on *Economy, Enterprise & Opportunities*.

A larger supply of *Part-Time Jobs, Good-Samaritan Quests, Builder Quests & some Enterprising Quests*.