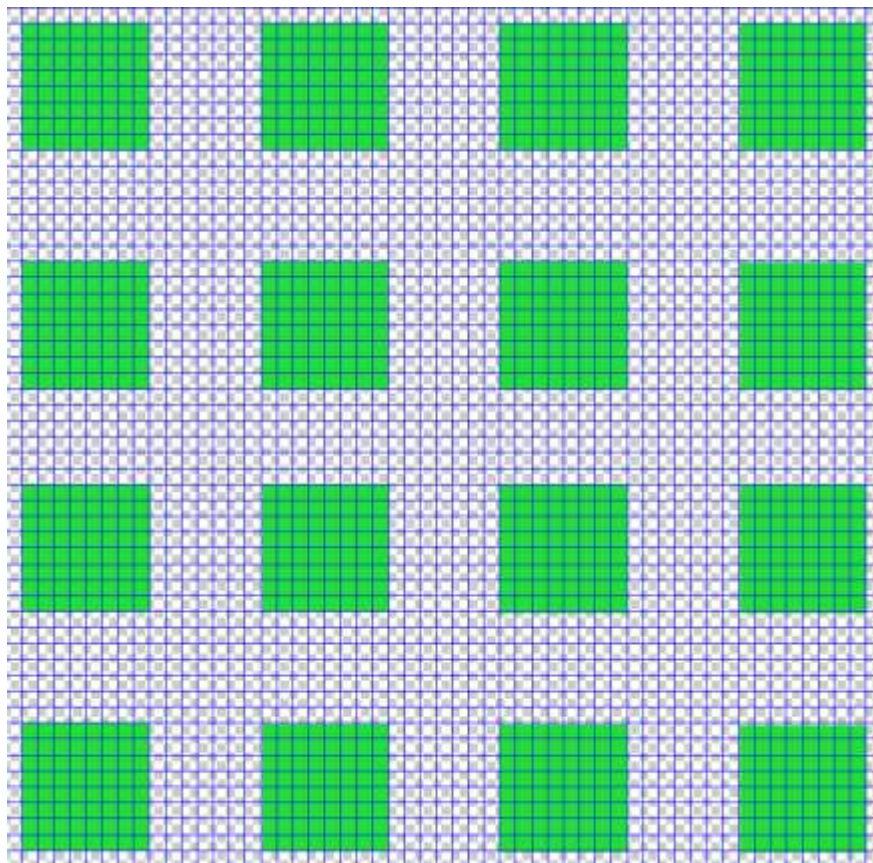


# ArcheAge Land Management

## Base 16 Small Farm Layout

This is the base layout to start with, comprised of 16 small farms I believe it is the maximum space we could ever look to establish without interference from other players. This is going to be an issue no matter how we work it. This seems the optimal form though as you will see as we progress through configurations. Though if larger spaces present themselves we can expand this layout with either further 16 small farm configurations or look to some other variation to maximize expansion.

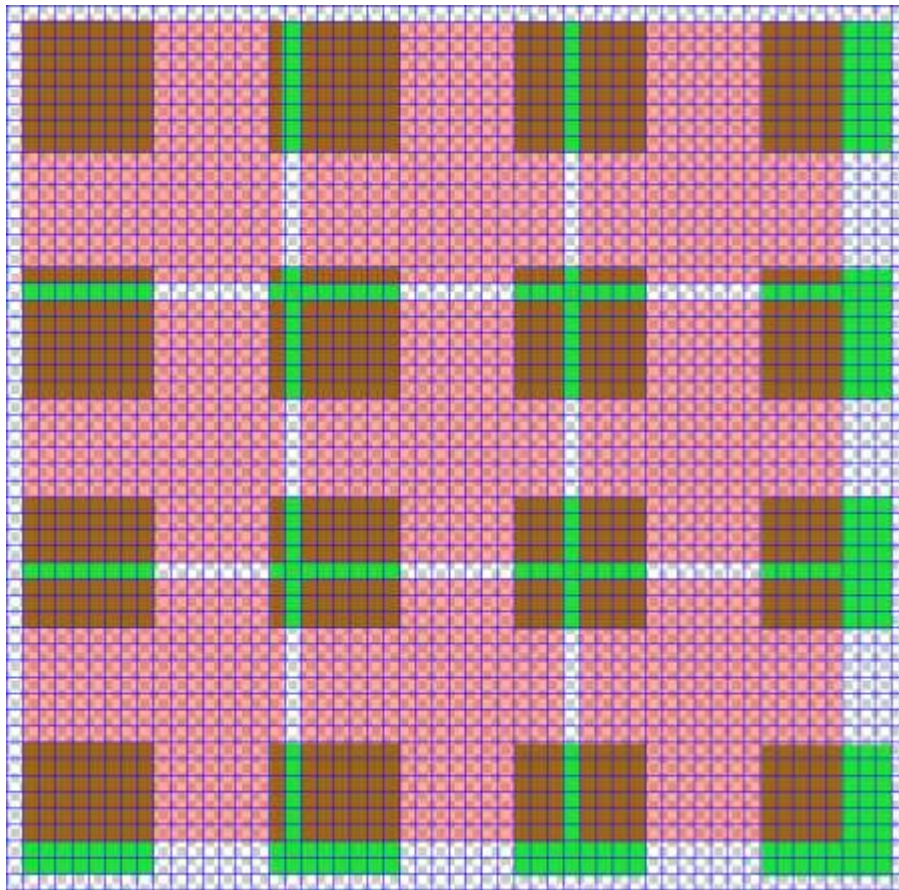
This layout is based upon having 7 spots between each small farm. There are several ways to determine this. You can start your placement and then move the edge from the edge of the other farm 7 ticks. This is tricky and prone to miscalculation as there is no way to place a farm for another person so there is no control over the skill of individuals in performing this task. We can use mushrooms to delineate where the corners of the farms should be, as each mushroom should take up one tile when planted. I personally like this method as it removes some guess work, but am unsure if there would be any restrictions in placing a farm over planted ground. This would need to be tested. If it were the case we could simple plant the mushrooms necessary to get our counts and then dig up all those that are within the farm placement zones.



## Conversion to Large Farms

As you can see our 16 small farms convert to 9 large farms with a little left over. Some overlap is inevitable and as we have the overlap we can use it to have a little spacing between our farms for travel and such. We could also just chose to butt up against one another and have a potential of 5 tiles on the outside edges. This with 3 more tiles available would allow us to place a small farm. It is something to think about when we make this transition.

The trick here is that we will need to have most if not all 16 small farm holders participating in the transfer to the large farm layout. Otherwise we will have bottlenecks in placement and potential holes where outside guild players could plop down a small. We will also require protection to prevent harassment while we are in process.

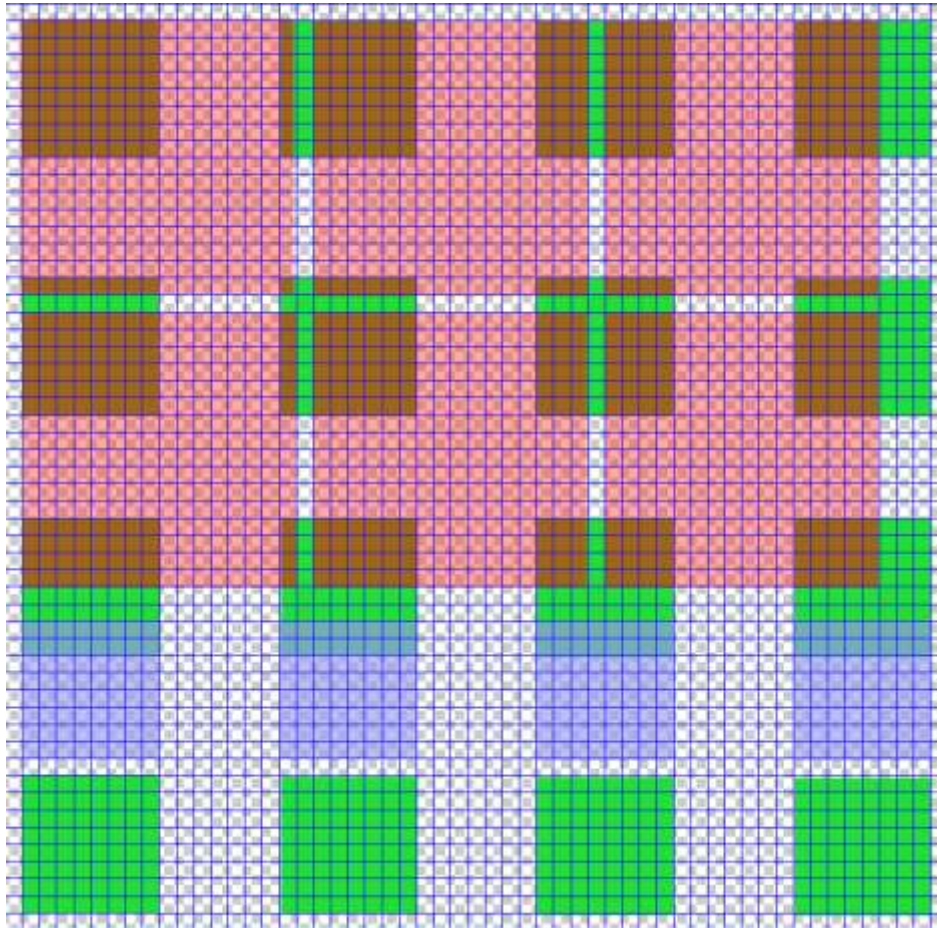


Green are the original 16 small farms, Red are large farms.

## Large Farm Conversion Variant

This is an interesting variant should we discover that we need more small farms verses large farms because players want to maintain a smaller footprint in the game and reduce their taxes. In this case we place 6 large Farms and move 4 to have a total of 6 large and 8 small farms out of the configuration.

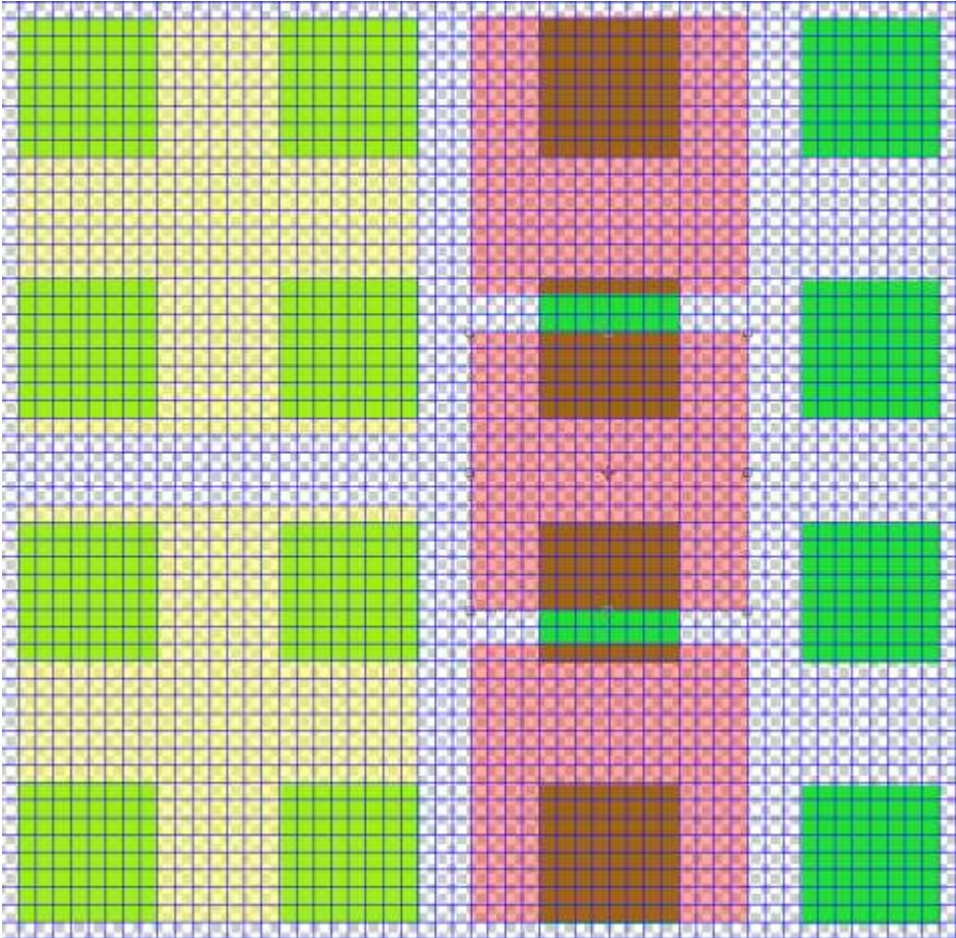
This transition process will still require all 16 small farm holders and protection to successfully complete.



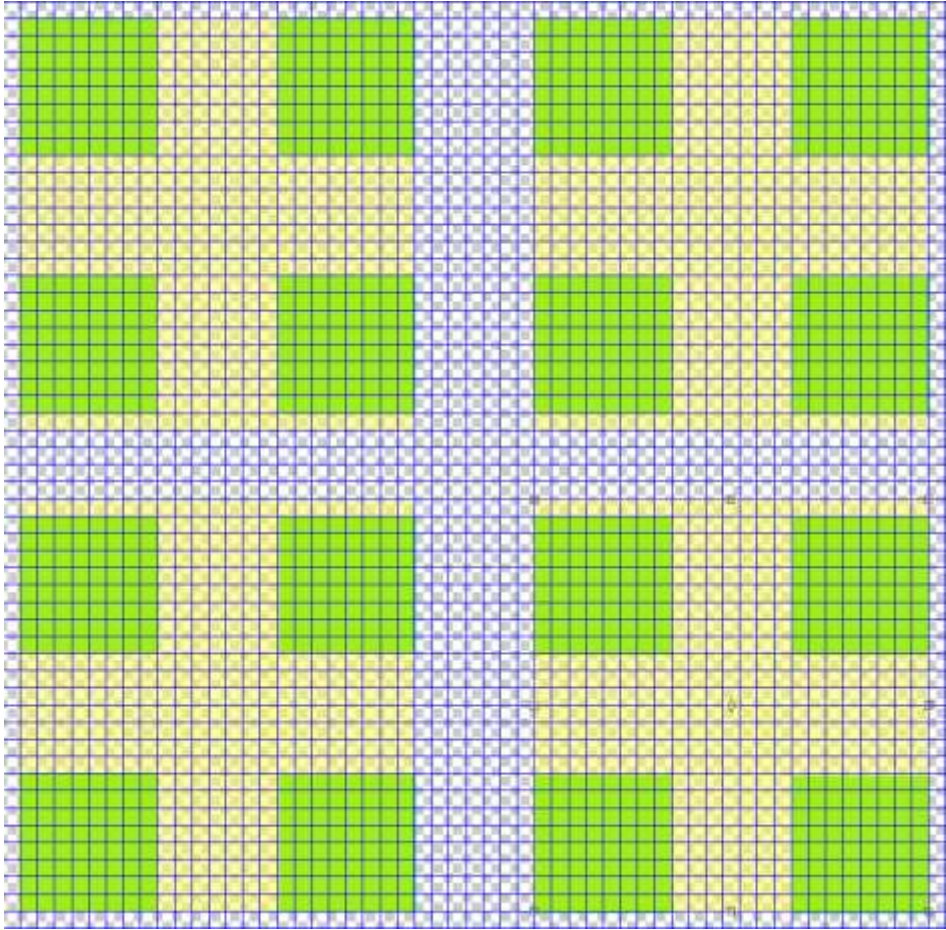
Green are the original 16 small farms, Red are large farms and Blue are the moved small farms.

# Farm House Conversion

If we want to use our 16 small farm layout to build neighborhoods below are some potential layouts though there is a fair bit of space around objects this will be a lot less claustrophobic then what we currently have in alpha. The 24x24 slots can represent farm houses or medium houses as both have a 24x24 footprint.



Green are the original 16 small farms, Red are large farms or small houses and Yellow are Farm houses.



Again we can butt objects together to give us better use of edges if that is a preferred strategy.

