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But we're not here to praise the game, we're here to learn some tips and tricks, so let's check out below the FarmVille 2 Country Escape cheats and tips for the iPhone and iPad game! The most important thing to know is that FarmVille 2 Country Escape and the Facebook version of the game are not the same game. However, you can send some goodies to your Facebook farm via Country Escape on your iOS-powered device if you link your accounts. This is easily done and for those already playing the game on Facebook it's really useful because... free water! Sell Goods for Fast Money The Farm Orders Board is the place where you will make your coins by selling the products that you have produced on your farm and stored in your barn. New orders will appear as soon as you complete a previous order and the game plays it really smart and if you have a ton of items, will start asking for more (therefore emptying your limited inventory and rewarding you with more coins). If there are no offers that you like on the board, you can simply tap the red x button and new ones will appear. Here are some extra tips regarding selling on the Farm Orders Board: - only sell basic items (wheat, corn, milk, apples etc) if you have a ton of them. First, because you only get very few coins on then and second because you will need a lot of these to produce all of the more complicated goods - only sell after you start producing. This way, you avoid selling things you need to create others. - sell top products quickly. Basically, the idea is to create the more complex things and sell them as soon as you have them, unless you are required to stack them up for quests. The more advanced the product, the more coins you get for it and the faster you will grow your farm. Focus on completing the quests The quest system in FarmVille 2 Country Escape flows pretty naturally and you should do your best to follow these missions and complete them one by one before proceeding. Don't rush to do too many things on your own, you might end up getting stuck with fewer options available because you haven't completed the quests. That's the way to go! Buy everything you can There might be a mission that requires you to place only one cow or just a patch of corn. Don't do it - place them all as soon as you have the money. The more items you have producing goods for your farm, the faster and easier you will grow. You can never have too many things, especially with the orders board there that helps you get rid of unneeded stuff. The time lapse cheat Just like in many games out there, FarmVille 2 Country Escape for iPhone and iPad can be easily cheated with the time lapse cheat (at least for now). This means that if you change the time on your device to a future date, you can reap all the benefits and collect the rewards, then change your time back to the actual time and you won't lose anything. You can do this again and again. Use this with caution as Zynga might start banning or taking measures against players who cheat. Take advantage of the Farm Stand The Farm Stand can, at some points, be a better option for selling your goods at better prices than the offers board. Try to produce goods that are very rare and sell them there for higher prices than the offers board. You will surely find people to buy them if you're not extremely greedy. Also, you can check out the stand for hot sales - it's not uncommon to find some really great deals and be able to purchase very cheap items there. So always keep an eye on it! Exploit the Grandma's Glade! Hopefully Zynga won't change this, but you'd be sorry if they did and you didn't take advantage: you can forage Grandma's Glade every 15 minutes and this way you will get a ton of free rare items and goodies. Try to always do this! Upgrade your storage As soon as you can, upgrade the Barn. You will never have enough space in your barn and there will never be such a thing as a too big barn. So make sure you forage the Glade, get the nails and keep upgrading! Add friends Ideally, you will have 3 friends added in FarmVille 2 Country Escape to get some bonuses: with three friends, for starters, you will get a free spin at the wheel. Also, you can visit them and exchange gifts and hope for having them over fertilizing your stuff for even more goodies. Just like with Storage and everything else in the game, you can't have too many friends in Farmville! Join a Co-op As soon as you unlock this feature, make sure to join a co-op (a kind of a FarmVille 2 Country Escape clan) where you can chat with other players and get help from fellow co-op members. An extremely useful and insanely fun feature! Right now, this would be everything that we have to share with you in terms of FarmVille 2: Country escape tips and cheats. If you have other strategies or tricks to share, let us know by commenting in the section below. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our [Cookie Notice](#) and our [Privacy Policy](#). Boat Club Races is a building introduced at 15 Aug 2018. It is located next to Mastery. It unlocks at level 33. Boat Club Races is a race consisting of Co-Op members whose goal is to complete tasks to sail your co-op's yacht further, and gain points along the way to earn chests for rewards. Description[] How often are Boat Club Races?[] Once a week. Races begin on every Tuesday at 10 PM UTC. Races last for 6 days and end on the following Monday at 10 PM UTC. You are given a day to view results, collect rewards and prepare for the next race. How do I participate in a race?[] Be a member of a co-op AND ensure that the Boat Club Races icon next to your username is not in gray and there is a tick ✓ under the icon before the race starts. You can start doing tasks anytime after the weekly race starts. Tip: Join a co-op around your town level because tasks available will be based on the average co-op level. How do I opt out/in of a race?[] "Take part in co-op competitions" is checked by default. To opt out of the race you must tap Leave Race and Confirm in co-op building before the race starts. The Boat Club Races icon next to your username should turn in gray and there is no tick ✓ under the icon. Racing statuses update only on the non racing time, Monday 10 PM to Tuesday 10 PM UTC. During the active race, racing statuses cannot be changed immediately after race starts. Tip: Opting in after a race starts only affects your racing status for the next race, not the current race. Opting out after a race starts also applies to next race and will not impact your status in the current race: for example, if you are traveling next week, you might wish to disable this setting during the current race in which you are actively participating, means you won't be able to pick up rewards and your co-op will compete against groups with more active players. Don't forget to recheck the box later if you want to race in the next race. Leaving a co-op after the race starts![] If players leave or are kicked out of the co-op during a race while their status was "racing" your co-op will not lose any points earned; however, if the player(s) left before finishing all tasks it will put your co-op at a disadvantage. All incomplete tasks and their associated points are forfeited, even if they re-join the co-op. Points earned from players who are kicked out of the co-op will remain, and they will not receive reward chests. What if no members are racing in the race?[] If all members in the co-op opt out of the race, then your co-op will be demoted at the end of the race week. Restrict player from Race[] Co-op leaders and co-leaders can restrict other co-op members from participating in races. If a race is currently in progress, the player will be restricted from participating in the current race. Otherwise, they will be restricted from participation in the upcoming race. The Boat Club Races icon next to restricted members' username should turn in gray and there is no tick ✓ under the icon, same as the appearance after they tap Leave Race themselves. If a player is restricted from race, that player is no longer able to participate in the CURRENT race, even if the player tries to enable the "Take part in co-op competitions" (which will allow the player to participate in the next race). Player might leave and then re-join the co-op in order to participate if the restriction happened by mistake before the race is started. If a player is restricted from race, that player will not be able to obtain the prizes at the end of that weeks race. Restricting a player after the race starts seems to be useless as it does not benefit the co-op or the player. The effect is that it "punishes" the restricted player from receiving prizes at the end. There may be valid reasons a player is not able to participate in a race until the weekend; however, after being restricted, that player cannot help the co-op. As such, use this feature judiciously. Race Tasks[] Task Points[] Plan well, take your time and try to complete tasks worth the most points over the 6 days of the race. Each task is worth different amount of points ranging from 65 (Minimum) to 150 (Maximum) points Each task has an associated time limit and task's target needs to be achieved within an allotted time - some tasks last until the end of the race, for example, feeding show animals. Task Information[] Any leaders in the co-op is able to dump tasks from the task board. All 12 tasks on the board are common for everyone in the co-op racing that week and are done individually - unlike tasks in Race of Champions. Any task that is started or dumped from the board by a member will refresh randomly after 30 minutes. Tasks are randomly generated, each with a set probability of appearing depending on the length of the task. Mini event tasks, when present on the board, take fixed 4 positions. They potentially carry 140 and 150 points tasks and as such are highly desirable. However, not all events are available to all players meaning that some players will not be able to get that opportunity Tip: Setting a range like 125-150 point tasks for everyone to aim for is a good strategy. Tip: Have everyone check the task board and dump low point tasks when they appear. Tip: Dumping low point tasks quickly is key to get a good start when everyone needs a task. Tip: Mini event based tasks are often desirable, but they often have very small time limits so choose them with caution. Task that timeouts will count towards your max number of tasks and will bring 0 points. That being said, mini events often have prizes that can halve the requirements for finishing the task so you can attempt to time that prize appropriately. Dumping a task from the task board: The trash can is blue. Refers to removing a task from the board without taking (starting) it. These tasks don't count towards the number of tasks you are allowed to do (i.e. 7 in Wooden League, 15 in Golden League). Lowers your Global Top Ranking, but does not affect your position in the race race. Near the end of the race members with tasks leftover doing difficult tasks may want to dump them; this can allow them to complete easier or shorter tasks in the remaining time. Dumping a task after starting it: By tapping Discard button. The task is forfeited/failed. These tasks count towards the number of tasks you are allowed to do and you will not earn points. Costs your co-op points since you have one task less Lowers your Global Top Ranking. You may need to dump a task like this if you are unable to complete the task for some reason so that you have more time to do other tasks Members without leader rights can use this way to dump tasks if you are sure that you won't use up all task quota. Task times out: This task is forfeited/failed. Most often happen with crop and production tasks, but can happen with most task categories. These tasks count towards the number of tasks you are allowed to do and you will not earn points. Costs your co-op points since you have one task less Lowers your Global Top Ranking. If you are certain the task will time out, you might just dump it earlier and like that have more time to dedicate to other tasks Regular Task[] The amount of regular task varies between leagues from 10 to 15. Difficulty Rating: [★] = Least Time [★★★★] = Most Time Using boosters is optional, though it's recommended in order to complete some tasks much faster. Send # Helping Hands. [★] Time: 12s. Min: 2. Ask co-op members to request helping hands together after you pick this task. Ask co-op members not to send helping hands if they are not doing this task. Complete # co-op help orders. [★] Trade # prizes in the prize tent. [★] Time: 12s. Max: 9. Prepare ribbons and sand dollars for trading. Feed a show animal # times. [★★] Time: 1m. Max: 62. Bring all 6 show animals Preview the feed required. Long before picking this task, keep feeding your show animals until you see easy feeds. Collect # county fair points. [★★] Time: 10m. Activate 60x boost. If you have free time, keep producing Lemon Zest. Harvest/make # (a good). [★★★] Example: Harvest 600 wheat fields (or 144 rubber fields). Time: More than 10m. This task has a time limit. Collect water for crops or buy x10 slot for factories. Plant all the crops or make goods in advance and inform co-op members the task you're planning to take so they won't take it. You do not need to hold the goods in your barn. Sell, help, or make other goods with extras. Visit (a foraging spot) # times. [★★★★] Time: 1h. This task has a time limit. Use power pins to decrease foraging time. Check that you have at least 1 farm hand available. Use # friendship fertilizer [★★★★] Time: 1d. Make sure you have the maximum of friendship fertilizer before taking this task. Complete # orders in Marie's order board/Eagle Eye Eddie/Sophie's sorting table/lighthouse. [★★★★★] Time: 1m. Max: 10 for Nick, min 1 for lighthouse. Before picking this task, check if you have all the goods required by Marie. Buy, make and ask co-op members for goods. Bonus Task[] After you complete all regular tasks, you can choose 1 bonus task out of 2 to earn extra points. The maximum number and waiting time between tasks varies depend on your co-op league. Bonus tasks cannot be discarded. Special Task[] It is known as mega task in co-op stats. Each player has 1 special task in every boat club race. You can do it before the race ends to earn 200 points. Race Competition[] Your co-op is competing against 7 other co-ops who have the same number of members racing. You complete tasks to advance to buoys that is available after the race is over. Note: Co-ops may have more members, and they count the number of members who are actually racing. The number of members racing should be the same for all co-ops unless someone was blocked or kicked/left. Competition Ranks and Rewards[] The ranks are determined by two factors: total points and time spent. The co-op with higher total points will have higher ranks. When the total points are equal, the team finishing first will have a higher rank. Dumping tasks has no effect on the race results position of the co-op. It only affects the global leader board. Top 3 Co-ops are promoted to the next league/sub-league, except if already in Yacht League, then the co-op will stay in the league unless you finish in Last 3. Rewards: Boat club legend which stays till the next boat race ends for top 3, 10 keys and 5 speed seeds for 1st, 5 keys for 2nd, 5 speed seeds for 3rd. 4th and 5th Co-ops stay in the same league/sub-league Last 3 6th, 7th and 8th Co-ops are demoted a league/sub-league Leagues[] Leagues show the progress your co-op is making in races, and there are five of them to spice up the competition between co-ops. Leagues 2,3 and 4 have 3 Sub-leagues. Co-ops compete in leagues. Based on race results, your co-op can be promoted or demoted between leagues according to the competition information above. Dinghy[] Max 10 regular tasks Max 12 bonus tasks Max 4 buoys The next bonus task appears 12 hours after completing the current one. Kayak[] Max 11 regular tasks Max 17 bonus tasks Max 5 buoys The next bonus task appears 8 hours after completing the current one. Promoting to Kayak 1,2 or 3 rewards a legend to increase chance of foraging golden hands. Kayak 1: good chance, Kayak 2: better chance, Kayak 3: 50% chance. Sailboat[] Max 12 regular tasks Max 24 bonus tasks Max 6 buoys The next bonus task appears 6 hours after completing the current one. Promoting to Sailboat 1,2 or 3 rewards a legend to increase Barn, Silo and Seaway Storehouse space by # units. Sailboat 1: 10 units, Sailboat 2: 15 units, Sailboat 3: 20 units. Motorboat[] Max 13 regular tasks Max 36 bonus tasks Max 7 buoys The next bonus task appears 4 hours after completing the current one. Promoting to Motorboat 1,2 or 3 rewards a legend to feed a Prized Animal for free every # hours. Motorboat 1: 8h, Motorboat 2: 6h, Motorboat 3: 4h. Yacht[] Max 15 regular tasks Max 72 bonus tasks Max 8 buoys The next bonus task appears 2 hours after completing the current one. Promoting to Yacht rewards a legend to use any Foraging Spots without supplies every 6 hours. Rewards[] Placing at top 3 at the end of the race[] See "Competition Ranks and Rewards" section. Buoy[] Max number of buoys varies depend on the league your co-op is at. You can see the points required for the next buoy in the competition tab. All co-op members get buoy rewards after getting it. The buoy rewards are unveiled at the end of the race. Each buoy lets you pick 1 reward out of three choices. You get two win more buoy as move up a league/sub-league. Co-Op Stats and Top Contributor[] At the bottom of boat club race menu, all co-op members can view co-op stats. It shows the name, tasks (Regular+Bonus+Mega), race points and ranking by race points for all co-op members. The one with most race points at the end of the race is known as Top Contributor and will get a chest containing 4 random rewards after collecting all race rewards. Top contributor reward is given only in co-ops with 3 or more members and collect at least one buoy during the race. Tip for racers: check the co-op stats to find out how many points you need to earn to be the top contributor, particularly an hour before the end of the race. Tip for leaders: When a race ends, kick out members who do very few tasks can increase co-op activity and league. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our [Cookie Notice](#) and our [Privacy Policy](#).