

Goodgame Big Farm – New farm simulation offers a progressive storyline in place of monotonous clicking

Goodgame Studios is taking a fresh approach in the highly competitive farming games market / Launch of the new game in 10 languages

Hamburg, 30 October 2012. Hamburg developer [Goodgame Studios](#) has released a brand new, free browser game, [Goodgame Big Farm](#) – launched in ten languages simultaneously, more than with any other title the company has released so far. Goodgame Big Farm is aimed at the fans of farming games and players who appreciate strategy and competition – either cooperatively with other players or against each other. The game focuses on an appealing plot with a progressive storyline and a realistic economic cycle featuring various production chains. The object of the game is to build up a fully functioning and economically successful farm.



“We drew from our experiences from our previous games,” explains the lead game designer Dana Bonney. “Goodgame Big Farm incorporates the suggestions from our players as well as the results of our own analysis. This is why, for example, the micromanagement of countless fields or animals through repeated clicking is not the focus of this game. The players have become more demanding and want a more complex game with greater dimensions that is nevertheless easier to manage. Goodgame Big Farm offers just that.”

Realistic economic cycle, progressive storyline and competitions

According to Dana Bonney there are two fundamental characteristics to Goodgame Big Farm: “Besides the realistic economic cycle, we put a great deal of importance on a motivational story with a lot of diverse tasks. The storyline is told through likeable characters in a cheerful comic book style. This way the players feel connected to the characters very quickly. We also built in several possibilities to play cooperatively right from the start. For example, farmers from all over the world can come together to form cooperatives, so as to complete group tasks and challenges.” For players that love a bit of competition there are also missions in which participants compete to see who can produce the greatest amount of a particular product within a time limit.

Economic skill rather than repetitive clicking

In Goodgame Big Farm it's all about economic ability: processing harvested crops in the mill into animal feed, getting a good price for your animals and products and using manure to make compost for your orchards. For this you are obviously going to need a workforce, for which you'll have to provide a place to live. Your personnel also needs good working conditions, because unhappy workers will not work as well and therefore increase your production costs. As a result there is a lot to think about and well-planned actions are needed.



Released in ten languages worldwide

Goodgame Big Farm is playable in the following languages: German, English, French, Spanish, Brazilian Portuguese, Italian, Russian, Turkish, Polish and Czech.

Goodgame Big Farm can be played for free here:

<http://bigfarm.goodgamestudios.com>

About Goodgame Studios

Goodgame Studios in Hamburg is Europe's fastest-growing game company. Founded in 2009, the developer and publisher of online games has since grown to comprise more than 270 staff. Over 92 million people worldwide play these social games online. This rapid growth has been recognized with numerous awards, including Entrepreneur of the Year 2011. The game Goodgame Empire received both the "European Games Award" and the "BÄM! Award" in 2012.

Goodgame Studios wants to expand the number of employees to 800 in order to continue this success story.

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