

"Garden" is a feature in Mini World, where the player harvests fruits and receives rewards.

== Overview ==

[[File:MWBA Garden.png|thumb|342x342px]]

The player harvests fruits to gain EXP to level up. Every time the player reaches a new level, the player gets Mini Beans. Players can also visit each others' Garden to help each other.

== Fruits ==

There are 4 types of fruits: Small, Large, Golden, and Special fruits.

- \* Small fruit: Takes 4 hours to fully mature. It is a melon.
- \* Large fruit: Takes 8 hours to fully mature. It is a dragon fruit.
- \* Golden fruit:
  - \*\* Can be available for activation for free. Takes 35 hours to fully mature.
  - \*\* Can be purchased for 288 Mini Beans.
  - \*\* It is a rainbow dragon fruit.
- \* Special fruit: Can be purchased with Mini Coins (15-25 for 1 fruit). Has a 0.01% chance to get 300 fragments of a featured mount. Comes in 4 different appearances:
  - \*# A fruit with a star orb inside
  - \*# A bunch of coins that forms a dragon fruit
  - \*# A dragon fruit with a blue ribbon and extra parts
  - \*# A "frozen" dragon fruit on a duck float (currently used)

<gallery>

File:Small Fruit.png|Small Fruit

File:Large Fruit.png|Large Fruit

File:Golden Fruit.png|Golden Fruit

File:Special Fruit 1.png|Special Fruit

File:Special Fruit 2.png|Special Fruit

File:Special Fruit 3.png|Special Fruit

File:Special Fruit 4.png|Special Fruit

</gallery>

== Levels ==

Once the player gets enough EXP, the player can level up and get Mini Beans and 1 additional slot (previously 2, 1 for maps and 1 for records).

{| class="fandom-table"

|+Plant lv"N" reward

!Level

![[File:Minibeans.png|frameless]]

!Difference

!Total

| -

| 2

| 70

|

| 70

| -

| 3

| 100

| +30

| 170

| -

| 4

| 140

| +40

| 310

| -

| 5

| 180

| +40

| 490

| -

| 6

| 260

| +80

| 750

| -

| 7

| 350

| +90

| 1100

| -

| 8

| 460  
| +110  
| 1560  
| -  
| 9  
| 570  
| +110  
| 2130  
| -  
| 10  
| 690  
| +120  
| 2820  
| -  
| 11  
| 900  
| +210  
| 3720  
| -  
| 12  
| 1100  
| +200  
| 4820  
| -  
| 13  
| 1400  
| +300  
| 6220  
| -  
| 14  
| 1700  
| +300  
| 7920  
| -  
| 15  
|  
|  
|

|  |      |
|--|------|
|  | -    |
|  | 16   |
|  |      |
|  |      |
|  |      |
|  | -    |
|  | 17   |
|  |      |
|  |      |
|  |      |
|  | -    |
|  | 18   |
|  |      |
|  |      |
|  |      |
|  | -    |
|  | 19   |
|  |      |
|  |      |
|  |      |
|  | -    |
|  | 20   |
|  | 4000 |
|  |      |
|  |      |
|  | }    |

Once the player reaches a certain level, they will be able to get extra fruit slots.

|   |  |                   |
|---|--|-------------------|
| { |  | class="wikitable" |
|---|--|-------------------|

|  |                     |
|--|---------------------|
|  | +Garden fruit slots |
|--|---------------------|

|   |             |
|---|-------------|
| ! | Level range |
|---|-------------|

|   |                       |
|---|-----------------------|
| ! | Available fruit slots |
|---|-----------------------|

|  |        |
|--|--------|
|  | -      |
|  | 1 to 4 |
|  | 1      |
|  | -      |
|  | 5 to 9 |
|  | 2      |
|  | -      |

```
| 10 to 14
| 3
| -
| 15+
| 4
| }
```

== Level 10 reward ==

Once the player reaches level 10, they have a chance to unlock Fine Bird. The player harvests fruits to get "energy", which is a part of unlocking the mount. The amount of collected "energy" will be shown in a heart, more energy means the heart will be filled higher.

The player needs 1500 "energy" to unlock Fine Bird.

```
{ | class="wikitable"
```

```
!Fruit
```

```
!Energy
```

```
| -
```

```
| Small fruit
```

```
| +1
```

```
| -
```

```
| Large fruit
```

```
| +5
```

```
| -
```

```
| Golden fruit
```

```
| +12
```

```
| }
```

== Watering status ==

```
[[File:Garden Plant Water Marking.png|right|frameless|358x358px]]
```

The plant always need watering. If not, fruits may take longer to fully mature.

One water icon will appear in a random amount of time.

Clicking on the water icon will make the plant do the "watered" animation and a floating text will appear saying ""Your plant feels good!"". It will also relocate the position of the water icons so that the water icons always follow an ascending pattern (1, 2, 3) "(the locations are marked on the image)"

The number of water icons affects the plant status.

```
{| class="wikitable"
```

```
|+Plant status
```

```
!Status
```

```
!Water icons
```

```
!Effects
```

```
| -
```

```
| Normal
```

```
| 0
```

```
| 100% of normal fruit maturation time
```

```
| -
```

```
| Thirsty
```

```
| 1 or 2
```

```
| 130% of normal fruit maturation time
```

```
| -
```

```
| Withering
```

```
| 3
```

```
| 200% of normal fruit maturation time
```

```
| }
```

== Trivia ==

\* Clicking the plant will make the plant do the "petted" animation. If the plant is doing the "watered" or "satisfied" animation, the plant will stop the currently playing animation to do the "petted" animation.

\*\* The plant will do the "petted" animation on click, except for level 10-14 where it won't do anything upon clicked.