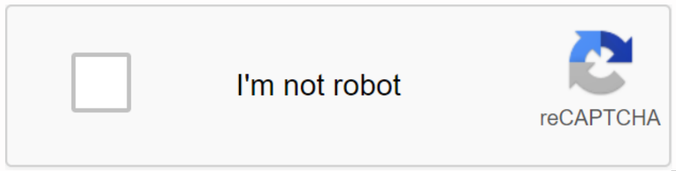

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Rice farmer hat roblox

Comments Share questions to be answered... The content on this page currently has an unknown status or is not released at this time, but has been confirmed in official ABD sources, such as in your Trello or was last seen as a Sneak Peek on a Discord Server. Until then, this page will be blocked to prevent people from from getting false information. Please note that the information may be outdated/inaccurate, as we also do not have sufficient official information through official sources. We have a lot of rice. Rice Farmer was a Spec that was listed in the Unreleased Booths and Specifications section of ABD Trello. This specification, however, has been removed from the card. Appearance The current appearance of this specification is unknown/unconfirmed because it has never been released to the public. However, the image on the right shows your last updated visual reference to the stand. Community content is available in CC-BY-SA unless noted otherwise. My Rating :star: :star: :star: What I Like This hat is the most famous symbol of Asia, if you see someone wearing that hat, he(she) is probably an Asian antipathy I think this hat is a bit expensive, it's even more expensive than the Samurai Shade which has cheaper price 94 robux Price This is one of roblox's best not limited hats, if you're an Asian like me, you should buy one if you want to show people that you're a real Asian, but most people will think you're a Chinese right away. In Roblox? Join the community. Put Amino in Roblox? Join the community. Get App July 7 28 September 27 play generic roleplay gaem v2.4c: When the leader's approval is 0%, the Violence law is legal is temporarily enabled until it is no longer 0%. The approval rating now changes 2.5x faster. Server portals updated to contain more information about servers, including tax rate, salary, food price and approval of the leader New scoring system for servers appear on server portals The Council vote now ends when one side was voted with more than 50% of the voting power. (Leaders have 3 voting power, council members 1, and guards 0.5) New sound for voters when council voting begins The Council's voting reminder changed from transparent notification to a higher purple event notification You can now expect other players while sleeping in bed The volume of motion sounds decreased by 25% The event notification handler re written to disappear properly when an event ended Fixed bed error that would cause fixed bed bug that would cause the fixed bed bug that would cause the fixed bed bug that would cause the fixed bed error that would cause the fixed bed error that would cause the fixed bed bug that would cause a fixed bed bug that would cause the fixed bed bug that would cause the fixed bed bug that would cause it would cause the fixed bed bug that would cause the fixed bed bug that would cause the fixed bed error that would cause the fixed bed error that players to get stuck in the ceiling after jumping reduced part house count by up to 90% for foreign fixed shadows optimization from the lobby v2.4b : LVL 3 House Plotted Trees can now only be cut by the owner of the house. Trying to cut down a tree that doesn't belong in your own home will now fail and a message shows: THIS IS NOT YOUR TREE. Tree. just come in to charge rent while the renter is at home. If the renter is not at home and must rent, the landlord can no longer enter their homes without requested. Several small bugs v2.4: Home Update: Homes now have furniture! Each update adds more furniture to the house. Bed: Sleeping in a bed will slowly increase your health over time and will also decrease your hunger by 2x. Synopsis: LVL 3 Houses now have plots that grow trees. Trees take 10 minutes (1 day of play) to grow. The probability of growing a money

tree on a land is 40% (80x higher than normal!!) and the probability of a fruit tree is 10% (3.33x above normal) Owners can now enter renter's homes that must rent even if the door is locked. LVL 2 House rent increased to $5/min from $4/min -LVL 3 House rent increased to $15/min from $10/min LVL 2 House price increased to $80 from $40. LVL 3 The house price has increased to $200 from $100. Barbarians can now steal up to 10 food at a time (above 5) Barbarian bombs now do 100 damage to homes Barbaric Bombs now do 200 damage to the gate (formerly 100) Barbaric bomb price reduced from $250 to $200. The price of the barbarian bow has been reduced from $100 to $50. Barbarians make $5 every time they bomb the gate. Barbarians make $5 every time they bomb a house. Barbarians make $25 when they destroy a house. Added The gui prison to hold handcuffs to easily tell who can be arrested. Now you can leave the house. All update buttons are now smaller in size and red. Lvl 0 House's health increased from 200 to 500. Lvl 1 House's health increased from 200 to 500. Lvl 2 House's health increased from 500 to 1000. Lvl 3 house health increased from 1000 to 2000. Hammer's base salary increased from $0.3 to $0.5 per hit. The Basic Hammer fix decreased from 15 to 5. Good Hammer's salary increased from $0.74 to $1 per hit. The hammer's good fix has decreased from 37 to 20. Hammer's best salary increased from $1.5 to $2 per hit. The hammer's best fix decreased from 75 to 50. Fixed bug where the open/close button for the UI money store on smaller devices were not showing correctly. Fixed bug where handcuffs would not be removed when changing guards to a different team. Barbaric AI adjusts v2.3b: New law: Health is free When enabled, health is free. If rejected, health care costs money and the doctor who works in the doctor's office will be paid. New sign of approval from the leader! Indicates the approval of the citizens of the leader. It can be increased or diminished by citizens holding signs of Mutiny or Praise. The maximum salary increased for $50/min. Gate upgrades now go to level 50. The health of the gate increases linearly as opposed to the exponential as before. Gate upgrade prices reduced by 75% The food store's hunger reset has changed.| Before: (basic/good/better) 20/30/40 hunger replacement Before: (basic/good/better) 15/30/45 hunger reset The flood frequency range has changed. –Before: 15-45 minutes random random recharge 20-60 minutes of random recharge The duration of the flood has changed. –Before: (climb/stabilize/fall) 120/60/30: total of 3.5 minutes –After: (climb/stabilize/fall) 09/30/30: 2.5 minutes total Fixed bug where certain store displays were not showing Buy a wheelchair while having functional legs will now remove the legs and give you the wheelchair. Incorrect message corrected when cutting trees with Basic Axe Several built-in bug fixes v2.3a: Fixed bug where the leader bought in a store but did not get the item because there is no worker v2.3: Store Revamp! Each store now has 3 items. For example, Sickle Store sells the Basic, Good, and Best Sickle. All stores now have 2 upgrades after opening, and each update unlocks a new item. Private servers are now FREE. The food store now has basic, good and better food. Basic is 20 hunger, good is 30, and better is 40. The basic price is the price of the foods designated by the leader. Good is price of 1.5x, and Best is price 2x. New weapon: Musket! Musket is the first item in the new Weapons Shop. Musket does 20 damage and takes 2.5 seconds to recharge. Musket costs $100. New law: Only guards can buy guns. When this law is enacted, only guards and the leader can buy weapons. Salary: To fix GRG's inflated economy, all store workers now receive the same salary dictated by the leader, and that salary comes from the leader's money. The salary is paid to the shop workers every minute instead of a second. The city information ui and store UI can now be hidden. The leader's voting power increased to 3 of 2. Barbaric admission in the barbarian village costs no more money if you have the gamepass (bug fix) The guards now receive $50 for the board's participation (if the Law Guards can vote is enacted) The guards are now notified when the council vote begins (formerly only leader and board members were notified) v2.2d: Panic Board added (say any form of panic to get it) New Barbarian Player tool: Bomb! 15 damage to humans and 100 damage to the gate. It costs 250. Killing players with the bomb will reward the money. Janitors can now pick up bombs. Discard them before they explode for $1 each. Added new names and hairs for barbarians, added barbarian girl Barbarian rage threshold lowered from 75% to 50% health Added more NPC barbarian quotes NPC Barbarians now speak in gaemese NPC Barbarian Archers can not hurt other NPC Barbarians Bow Player Barbarians can not hurt other barbarian players (they can still hurt Barbarians NPC) Barbarian Player bow damage increased from 8 to 12 -Barbarian player bow price increased from $ 50 to $ 100 Kill players with the bow now reward money as the barbarian sword Accounts under 10 days old can now play grg if they are a part of the grg fanclub Guard spawn cooldown removed v2.2c: Added bubble chat for Barbarians NPC Chat Messages of fixed bubbles being cut off cutting fruit trees will now contribute to the supply of barbaric food, not to the city's food supply The tree respawn rate has increased by 1.66x v2.2b: Fixed barbarian entry price bug (costs $200 when it should be $100) v2.2a: Map expansion. Rivers flowing to potential fishing spots, plus area for trees to spawn. Bridges crossing rivers. Division of clearer barbarian lands. The stooses of max trees increased from 200 to 400. Barbarians will attack anyone nearby, regardless of the current status of barbarian attack, once their health drops below 75%. This applies to neutral functions such as doctor, peasant, caretaker etc. The barbarian village now has an Axe Shop. Axe is equivalent to the Basic Axe in the city. The price of the axe is 10 dollars. Only barbarians can buy in this store. Trees have the chance to spawn in the city (rare) Reduced Fog during barbarian attacks, and no fog during peacetime Fixed small shadows of spawn Max barbarian player increased from 25% of players to 33% NPC Barbarian Archers are 2x less accurate barbarian attack more accurate unmincreased to 15 minutes after the last attack. The barbarians of the NPC now heal over time. Same rate as normal players The maximum length of the tree lord event shortened from 5 minutes to 3 minutes The duration of the flood increase decreased to 120 seconds from 60 seconds (to compensate for the longest average time required to get to safety) Fixed reload of the axe when fighting the fixed tree lord of the kart wheel accident v2.2 : Introduction: BusKart! Transport passengers between bus stops around the map for money! Any function can buy a BusKart and be a bus driver. Priced at $250 or free with Karl's klub subscription. There are pumpkins all over the forest! Chop one with an axe to receive some rewards. Court fools have a fake pumpkin that acts like a banana peel to trick other players. Temporary item for halloween season. All non-barbarian players can now make money by killing a barbarian with a sword. Bananas no longer travel kart drivers. Remodeled entry to prevent barbarian players from double-stacking enlarged roads for better use of kart Ragdoll collisions set to work better while fastening brooms in karts Trees are colored. Kart price reduced from 400 to 100. Double price of Kart reduced from 600 to 150. All kart purchase times have reduced from 10 to 5 seconds. The color of the kart racer's seat has changed to the green Kart despawn timer reduced from 20 to 5 seconds More reliable Karts with several riders Improved kart brakes (fixed brake bug) v2.1a: The landlord function price has decreased from $800 to $500. Normal price landlord gamepass reduced from R$400 to R$250. The price of guard paper decreased from $500 to $400. The normal price of the guard gamepass reduced from R$ 250 to R$ 200. New law: Landlord pay tax law removed: Fools allowed in the city 60 seconds of reloading added to respawning as Landlord 30 second reload added for respawning as Jesters Guard now spawn in city Houses now reset to an empty lot instead of staying on it when the owner loses ownership of the house. Small delay added between the construction of a house and the purchase of the house to avoid accidental purchases after the building. House upgrade prices for levels 2 and 3 are 50% cheaper. Rent UI moved slightly to the left Fixed boombox bug that could play music without boombox equipped v2.1: Home update: New home models. Upgraded homes have better protection during floods and barbaric attacks. New lower initial cost to buy a house. The houses now have HP and can be replaced with a hammer. Homes now have rent paid per minute (starting at $1 for level 1 homes). New role: Owner. The owner charges rent. Max 2 owners on a server. If a renter doesn't have enough to pay the rent, they'll be arrested. Medical price reduced from $300 to $250. The normal price of doctor gamepass decreased from R$ 150 to R$ 125. The barbaric price has reduced from $200 to $100. The normal price of the barbarian gamepass has decreased from $100 to $50. Killing the Lordland as a Barbarian pays $25. Killing council members as Barbarian pays $50. Axe, hammer and skein achieve the detection fix The goal of the caretaker changed from STAY ALIVE to CLEAN THE CHAOS New Longest Times leaderboard. v2.0h: Bug fixes new t-shirt for mods in the game v2.0g: Barbarian swords can't hurt barbarians plus Barbarians get $5 for killing Barbarian civilians get $25 for killing guards, above $10 Guards receive $25 to kill barbarian players, above $10 v2.0f: Implemented more robust translation handler (will make translation more efficient) v2.0e: New Best Hammer prison area store moved to the former prison area doctor office doctor's office doctor's office doctor's salary doubled (all medical office salary levels were doubled. New starting salary is $0.5/s) Fixed bug that kept non-spectators in the spectator lobby after the team change Fixed occasional failure that made drivers unable to drive their karts The trees now have proper grass and wood materials The tree lord has grass and wood materials also the speed of sprint of the tree lord slightly decreased the fixed bug that charged players in the barbarian admission even when they did not become a barbarian You are now limited to 1 of each tool if you buy from the physical store New Fruit Trees. These trees fill your hunger, they don't pay money. Green fruits +5 hunger, orange +10, red +20. The same quantity is also added to the city supply. 3% chance to spawn new money trees. These trees are $100 when cut down. 0.5% chance to spawn respawning system and renewed tree placement: trees now spawn in random places, not predetermined Cut wood altered from WOOD PRICK To TREE STING Tree Message changed from WOOD STING TO LORD OF THE TREE STING Axe damage on the tree lord increased by 2x New background music for when you are holding a gun (only the gun carrier can hear it) Decrease the length of the ear sound and volume when near a gun shot shot a 5 minutes (from 2 minutes) Changes to moderation system v2.0d: High audios of the radio Jester nerfed lol Fixed cell phone unable to honk/siren in karts Fixed kart rating and visual error of starting text Karts are not removed when the non-owner tries to drive the kart Kart spawn life increased from 10 to 20 (after 20 seconds of not sitting in the kart, it will despawn) AI Barbarian Archers shooting accuracy slightly decreased Flood rain added (credit for building rain module 2000) Added new background music for various situations Left side of the ocean by city blocked from barbarian attacks. v2.0c: Added guard and medical sirens to karts. If you are a guard or doctor, click left while holding your kart tool to turn on your siren. No need to hold it like the normal horn. The Council voting laws being voted on now cycle chronologically according to the law council as opposed to random. Beach ramps now in formation of dead body car collision fixing v2.0.b: Simplified gate entrance ramp to facilitate maneuvers and space and to mitigate barbarians of gatehouses Various roads and slopes optimized for kart driving New gamepass: Karl's Klub. Like Karl's Karts? Want a permanent subscription to karl's karts kart programming? Join Karl's Klub now and never pay for a Kart again! Added racetrack to Karl's Karts. $5 a lap finished. Added Car Horn to Karts. Honk equipling the Kart tool while driving and activating the tool. Bananas can now slip karts (just off the track) v2.0.1: Karts! Walk in style with the new Kart. Bring a passenger with you at DoubleKart. Sold at Karl's Karts, a new addition to the map. Guard 1 minute reload removed Hammer fixrate increased by 1.5x Barbarians no longer generate with Barbarian Bow Shop bows ($50 per bow) Guards sane with Guard Sword - only damage barbarians v2.0: New barbarian village! The village is the resting place for AI and barbarian players. Here you can fish, relax with other barbarians and... Well, that's all. The peasants can come in and eat food here. New role: Barbarian! That's right, you can play like a barbarian now! Enlist in the new barbarian village and you will receive a sword, bow and arrow to wreak havoc on those poor civilians. New role: Caretaker! Clean up other people's bloody mistakes to pay. More fun than it looks. New weapon: Bow and Arrow. It does moderate low damage at a moderate rate of fire. Available only for barbarians. Better was barbaric to support defensive behavior during peaceful times. Food supply mechanic renovated. Food supplies are now connected to a physical food silo in the city and village Barbarians can steal the city's food supply for themselves by attacking it with weapons. - Renewed barbarian attack mechanic. Barbarians will attack if their own food supply is too low and continue to attack until they fill out their own food supply or the city city the offer is exhausted. Law amended: Former Law Guards can enter the council area changed so Guards can vote. (1/2 power) The law has changed: The old law Hold Weapons is allowed changed to Violence is allowed in the city. That now applies to the guards as well. Law withdrawn: Guards can use guns The law added: Court fools are allowed in the city. Hate fools? Now you can banish them from the city. Banned fools don't have to pay taxes. The volume of jester radio has been greatly increased. The mute button has been divided into mute and mute bgm radio buttons. The Gate Max upgrade is now 6x stronger than the previous max. Added 1 minute reload to return as guard. The guards can no longer make arrests outside the city. Added stone barrier around the city Added huge stone barrier around the entire map. Increase the rice cut salary from $1 to $2 Each rice cut now equates to 1 food. (Previously, only 1/5 gave 1 food) Fishing money and food payment increased by 2.5x during floods The city's food supply capacity increased to 200 Hammer hitbox fixed Barred lord tree damage at the gate substantially increased the damage of the tree lord on players and the progression of damage half of the crab hut Gash reTextured to reduce the lag Teams with hats do not remove more old character hats Changed the admission sign of the city of ADMISSION CAMPONESA for CIVIL ADMISSION Only update to head UI New kill screen with respawn button and switch longer auto-respa but clarification of temporary ban by moderation v1.6.1g: v1.6.1f: v1.6.1e: v1.6.1d: Fix spawn button and spawn Background music disappears when close to others Motion sound balancing v1.6.1c : Bug fixes that crashes the game StreamingEnabled re-enabled v1.6.1b: Gaemese improvements. Distinction between normal capital sounds and sounds of upper days. The scale of the head corresponds to what is being spoken. v1.6.1a: Introducing Gaemese. This is the language Gaemers speaks. Try to talk to others and hear your character speak. Works for all kinds of alphabets! v1.6.1: New law: Guards may enter the council area. Notification of payment of the members of the Council corrected. (Payment is $100 per vote, notification showed $50) Medical heal pay increased to $0.5 per cure (originally $0.25) Gash crab hut is back (and slightly higher) Variable health bar color v1.6f: Add 5 minutes of recharging to return to rice cutting fix v1.6e advice: Light rice fields visual change tax rate, food price, food supply are not restarted when a leader dies. IU barbara head improved. Random barbarian names and more barbaric hair more varied levels. New for leader and advice to remind them when a new board session began v1.6d: Server optimization Spawn hotfix v1.6c: Custody prison payment increased to $10 (formerly $5) The leader's vote counts as 3 (formerly 1/2) The leader's vote counts twice the law removed (the leader's vote always counts 3 times now) The leader has the ability to resign peacefully. Leader will be will be back to its previous role Safezone Area of the Council decreased slightly ragdoll barbarians on death Doctors pay taxes New law Prison times are long New law. Yes = 60 seconds in jail, No = 30 Bug fixes v1.6b: Maximum flood height increased by 0.5 pins to avoid z-clipping (best fishing from certain points too) Optimize text for better language support Fix intake connection bug (should expect to avoid the seat being occasionally uncoverd) Log update temporarily removed Fix money/time display bugS noobs noobs in the lobby has become invincible so that they do not die rsrs Fix invisible bug of the seat Organize event calls to reduce server delay v1.6a: Clarification of the law: Civilians should be able to hold weapons If this law is rejected, this means that a civilian can be arrested for just holding a gun. Using the weapon when there is no barbaric attack is still a crime. Bug fixes v1.6: Introduction: The BOARD. Council members and the leader vote on important laws that can make or break a city. Added spectate button for spectators to see other players Lobby slightly refurbished. The progression of the day stopped if the server size is less than 5. (VIP servers not affected because VIP scores don't save) Text optimized for better translation support (GRG is now fully translated into Portuguese and Polish, Spanish and French partially partial support) Added fanfare sounds to the new leader and laws passed. Models of group T-shirts added to the lobby. Reduced house upgrade prices. I changed the emoji sound button to be clearer Gash Crab hut removed v1.5: grg official t-shirts! if used on your avatar, they will appear in the game. Physical update record in the datastore lobby reliability kicked/banned players will receive a message with the name of moderator/administrator who kicked/banned them seat fixes v1.4.1c: Sow break issues Fixed fixed error where hunger would not be reset to 100 after dying as criminal v1.4.1b: v1.4.1a: Improve the response of the server portal v1.4.1: Server portal! There are 5 server portals for the daily reward statues. These servers are chosen based on how many days the leader survived and how many people are on the server. The slide of the banana peel of the court fool works more reliably (in players and barbarians) Fix boombox gui showing after the boombox has been removed from the backpack v1.4a: Add mute music button (changes game music and radios, rsrs) Disable the phone portrait mode v1.4: Fool's paper! Goal: Entertain people. Drop a banana and make money to make people (and barbarians) slip. Fools also have speakers. Price: 400 money $200 for permanent VIP gamepass: Get a VIP tag next to your name in character and chat. Price: R$ 50 Guards, doctors and court fools snore with hats related to their role Chat Tags. members of the grg fan club will have [fan] next to their name when chatting Tools can no longer be ruled out Reduced time of certain certain Guard Objective changed from PROTECT THE LEADER to PROTECT THE CITY to be more aligned with the mechanics of handcuffs Refactoring codebase (for Aero) Optimization improvements Fixed rare datastore loss bug v1.3e: v1.3d: Seat bug hotfix Several other bug fixes v1.3c: Changed agricultural mechanics to be more balanced. Events happen less often. Dressing displaying wrong pay rate v1.3b: Increase medical dressing payment from 0.1 to 0.2 cash. v1.3a: v1.3: Agriculture! Use scythes to cut rice and keep the city's food supply stable. Food subsidies! The leader sets the price of food and pays compensation with his own money. The maximum price of food has risen to $8. -Axe, hammer and skewered reduced from 1 second to 0.5 seconds. Food store feeding time reduced from 5 to 2.5 seconds. Food replacement of hunger has decreased New axe models! Better axes and hammers have different colors to represent their fixed Bug strength which would cause maximum level stores to be downgraded to a lower level The duration of the leader force field increased from 30 seconds to 60 seconds The barbarian attack frequency slightly reduced Barba Barbarian attack size reduced the barbarian level increase at a higher rate Decreased Tree Lord jump height v1.2.2a : Guard self-detention fixed bug Multiple arrests of the same person in quick fixed succession Successful prison payment increased from $ 1 to $ 5 Paper button multiple teleportation fixed payment bug v1.2.2: Guards can arrest anyone (including doctors and other guards) except that the Leader Guard can only actively arrest some using a weapon Guard is paid $1 per prison Sword does not hurt until explicitly activated Best handling of the random TPing Axe bug corrected v1.2.1c : Fix fishing and tree failures Fix statue bug v1.2.1b: Explore handling settings Various bug fixes v1.2.1a : v1.2.1: Fix another fishing rod bug Operation adjustment v1.2: Daily bonuses and extra group daily bonuses! Kneel before the two statues of the leader by the peasant to receive his daily bonus. One of the statues only grants your daily bonus if you are in the group. First-person view modified to see body Explore stricter handling of fixed fishing rod bugs Increase rain button from 1 to 5 seconds Lower shesing rain rate for better performance The gate walkway extrudes to prevent barbarians from climbing so often (and more space to stand) Adjusted barbarian AI players can no longer climb through the open windows The Man of the Tree has increased from 1000 to 2500. v1.1.4a: I fixed a last button that still made you overpay for the paper Avoid the money save first (if this happens again, which it shouldn't, you can return to the game for your last balance except that it wasn't negative) v1.1.4: Pay too much for fixed paper error Leaders and spectators can get signs now very Ragdolls increased to 60 seconds of life (from 45) Added tempban functionality for mods in rare rare game health on maxhealth fixed failure v1.1.3: fishing pole bug correction color consistency of the food store line (sometimes the right was red) v1.1.2: decrease the maxforce of the punch to stop the random throw v1.1: month the golden text of the leader of 30 seconds for the new leader changed the color of the food line to the added help signal red (say in the chat) changed the fishing shop closer to the city center fix doctor's self-healing flaw [previous versions were not recorded] 37 Likes Likes

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