

 XBOX 360®

# Farming- Simulator



 GIANTS  
SOFTWARE

 FOCUS  
HOME INTERACTIVE

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**Please note:** the information in this manual was correct at the time of going to print, but some minor changes may have been made in the late stages of product development. The screenshots contained in this manual are taken from the English version of this product.

**⚠ WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning: Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



## INTRODUCTION

Welcome to **Farming Simulator**. The manual has been designed to help you take your first steps in this world full of possibilities. Find out everything you want to know about the different crops, livestock, fertilizers, and vehicles in the game.

The guide is nonetheless not complete; experience is still the best teacher in **Farming Simulator**. So give it a try!

## MAIN MENU


Once you have launched **Farming Simulator**, you will access the main menu of the game where you can choose from the following menus:



### CAREER

This is the main part of the game. In this mode, you are completely free to decide what jobs you are going to carry out and how you are going to develop your farm.

### TUTORIALS

The tutorials are designed to introduce new players to the basic mechanics of the game. When you press  during a tutorial, a summary of the objectives to achieve is displayed.

### ACHIEVEMENTS

This is where you can check the rewards you have unlocked.

### XBOX GAMES STORE

When you access the Xbox® LIVE Marketplace, you can check and obtain the latest additional content for the game.

### CREDITS

Find out who participated in the development of the game.

## STARTING A NEW GAME



We recommend playing the tutorials before starting a new career. They help you become familiar with how the game works and with the different types of vehicles.

To start a new game:

1. First select career mode in the main menu.
  2. Then select the storage device you want (hard drive, memory card, or USB key).
  3. Select the location you want to save your progress to from the list.
  4. You are then proposed, three levels of difficulty: Easy, Normal, and Hard. A description of the difficulty is displayed.
  5. Finally, select the map you want to play on: Hagenstedt or Westbridge Hills.
- If, after playing the first map, you want to play a game on the second, go through the steps from the start; select an empty save game location and select the map you want.
6. You then begin your career with a few fields and a small number of vehicles.

**Note :** If you are selecting the Hagenstedt map for the first time, once it has loaded the game will offer to take you through a guided tour while showing you the basic rules of the game.

## SAVE/LOAD

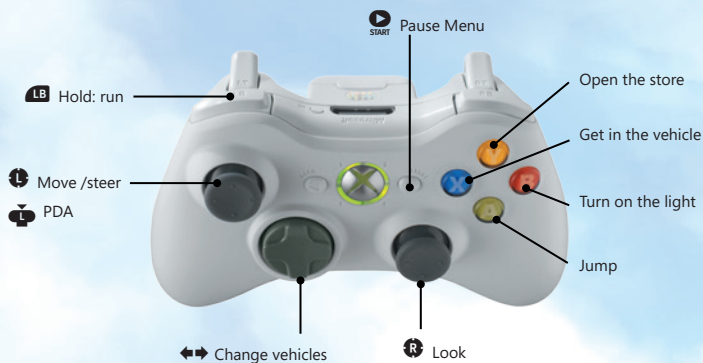
Farming Simulator lets you manually save your progress at any point ( to pause the game, then  to save it).

**Notes :** The game does not have an auto-save function. It is therefore strongly recommended that you regularly save your game.

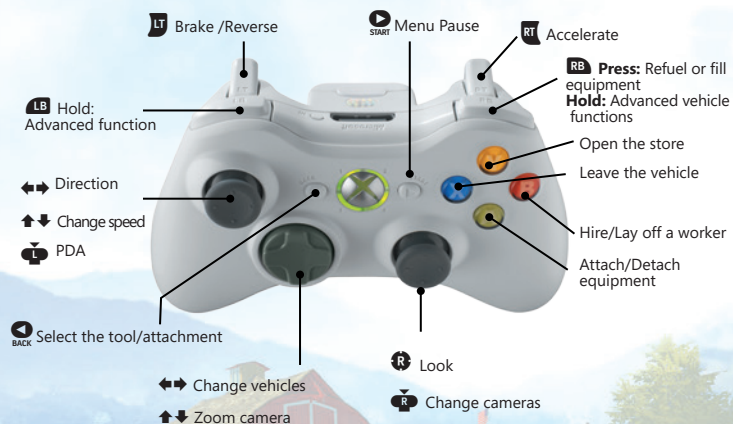
Once the game has been saved, you can access it via **Main Menu > Career > Select game**.

## GAME CONTROLS

### ON FOOT



### VEHICLE



Some vehicles have several secondary functions. To display them, press and hold down **LB** or **RB**.

**LB** + **A** **B** **X** **Y** Additional equipment controls

**RB** + **A** **B** **Y** Additional vehicle controls

Front loaders are used differently. Moving attached arms and equipment is done via **RB** + **R** or **LB** + **R**.

## PDA



You have a PDA that you can check with **L**. Press this button several times to change category.

When you are in the PDA's 'Map' menu, press **LB** + **L** to switch between the 3 different levels of zoom.

When you are in the other PDA menus, pressing **LB** + **L** control scrolls through the different pages of information.

## INTERFACE AND GAME SYSTEM

### GAME INTERFACE



1. Control screen: indicates the actions you can perform.

2. PDA

3. a. Time of day

b. Time scale: You can change this value to speed the game up via the options menu.

c. Day/night cycle indicator

4. Bank account: tells you what your sales figure is and so how much money you have.

### STORE

North of your farm there is a vehicle store where you can purchase vehicles, equipment, and animals.

You can access it at any time by pressing **Y**. You still have to go there to pick up your purchases.



## SLOT SYSTEM

In Farming Simulator, there are a total of 120 slots where you can save the equipment you purchase.

The bigger the equipment, the more slots are needed to store it.

**Note:** When you start a new career, several slots are already taken because you already have vehicles on the map.

## Buying a new type of equipment.

The first purchase of each type of equipment occupies additional slots (called 'bases'). When you buy more of the same kind of equipment, you don't have to duplicate these 'base' slots.

## Freeing up slots

When you sell a vehicle, you thus free all of the slots it previously occupied.

## STORE INTERFACE



1. a. Number of available slots.  
b. Equipment categories: scroll through the different pages of equipment using **LB** or **RB**.
2. Equipment available in the selected category: use **LB** or **RB** to scroll through the list of products presented.
3. Equipment data sheet.
  - a. Slots occupied by the vehicle in the event of purchase.
  - b. Base: additional cost applicable solely for the 1st piece of this equipment.
4. Equipment purchase price.
5. Selling price

## SALES

From time to time the vehicle store has temporary sales on specific equipment. You also receive a message to make sure you don't miss it.

## PAUSE MENU

The Pause menu can be accessed at any time via **START**.

There are several tabs.

- **Controls:** Displays a summary of the useable controls.
- **Map views:** has different displays showing what's growing where, as well as the state of your fields. You can change these displays with **O**
- **Vehicle selection:** displays a map indicating the current position of all of your equipment. If you wish, you can reset their position next to the farm using the **PS** or get in a specific vehicle with **A**
- **Configuration:** This is where you can adjust several game options, such as the time scale, the mission frequency, and the help display on the maps.

## CAREER

### FIRST STEPS IN THE GAME

This is the main part of the game. You are in charge of your farm and free to develop it at your own pace.



At the start of the game you can walk into the rotating symbols with question marks to get gameplay information relevant to this location. You can also use the phone booths to receive further hints about the game.

### SILOS

There are several silos at your farm where you can store your harvest temporarily. Each silo is labeled with the grain type it contains. To store your harvest in a silo you have to unload a filled tipper into the pit next to the silos. When the trailer stands in the correct position, a blue icon is displayed, and you can unload the tipper.

To load a tipper you have to steer it underneath the silo of the desired grain type. The pipe opens automatically as soon as you are positioned correctly.

Potatoes and sugar beets are located separately in the storage building next to the silos. Behind the building are two conveyor belts that allow you to fill your trailers.

### PURCHASING FIELDS



To work a field you have to buy it first. Each field not in your possession has a rotating buy symbol in its center. If you activate this symbol, a description of the field is displayed (field area & price) and you receive the option to purchase it.

The buy symbol of each field is at the same spot where you see the field's number on the PDA map. Fields already in your possession are marked with green numbers on the map.

Occasionally a field is being auctioned off. This gives you the opportunity to purchase the field for significantly less money, if you manage to be the highest bidder at the end of the auction. If you do not want to bid at a field auction you can always buy the field later on for the regular price

## HIRING A WORKER

You can hire a worker to help you in the fields. This person will give you a hand with a specific task, such as harvesting.

You can start and stop a worker as often as you like by pressing **B**. Note that all work deserves a wage, and so each time you use a worker, it means money is deducted from your revenue.

## MAKING MONEY

### SELLING CROPS

To make money, you have to grow plants and deliver the harvest to one of the unloading stations. The prices of the different types of grains constantly change and the stations don't all accept the same ones, and don't pay the same prices. Check your PDA to see the applicable prices.

### SELLING ANIMAL PRODUCE

If you buy animals, you gain another source of income: cows produce milk, sheep provide wool, and chickens lay eggs. It's up to you to make sure you get the best price for it.

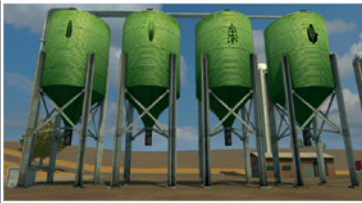
### MISSIONS

At regular intervals, you get the chance to carry out specific missions in a set time.

If you accept the mission, an indicator starts to blink on the map, showing you where you have to go. There is also a countdown telling you how much time you have left to complete the task.

You earn money for each mission you successfully complete.

### TYPES OF SEEDS



You are free to choose which of the four types of grains (wheat, rape, barley, or corn) you want to sow.

Nonetheless, you should only sow what you can reap, as ripe grain starts to rot if not harvested. To reap corn, you need a combine harvester with a specially designed corn blade that can be bought at the store.



wheat



rape



corn



barley

### POINTS OF SALE & GRAIN PRICES

To make money, you have to deliver your harvest to one of the points of sale (train station, flour mill, inn, freight yard, or warehouse).

The price depends on the frequency and quantity sold for each type of grain. For example, if you keep selling rape, its price keeps decreasing until you make almost no profit.

On the other hand, the types of grains that you don't sell for a while will fetch a high price. Check the figures on your PDA to see the applicable prices at each point of sale.

### GREAT DEMAND

Since the unloading stations are competing with each other, it can happen that a station detects a sudden need for a certain commodity. In that case a temporary great demand starts.

During a great demand the unloading station in question offers a significantly higher price than its competition. You receive a message as soon as a great demand starts and you can look up all currently running demands on your PDA.

### FINANCES



Another way to make money and manage your finances consists of going to the bank.

If you go to an ATM and activate the rotating money symbol, you can see a detailed overview of your financial situation.

In the finance screen you can see all income and expenditures of the current day and the two days prior. The loan you have from the bank is also displayed.

If you need more money urgently, you can borrow some from the bank here in steps of 5000\$. However, at the end of each day, you will have to pay excessive interest on the loans you take out.



## VEHICLES AND IMPLEMENTS

To successfully tend to your fields and feed your animals regularly, you have a large selection of vehicles and tools at your disposal:

### TRACTORS

Many tools can only be used when they are attached to a tractor. The larger and heavier the implement, the sturdier and more powerful the tractor needs to be.



### FRONT LOADERS

The front loader or telescopic loader allows you to perform tasks like transporting pallets of sheep wool or unloading manure into a manure spreader.

### PLOWS

Before you can seed your fields, you need to loosen up the soil with a plow. There are several plows of different sizes available at the shop.



### SOWING MACHINES

Depending on the sowing machine model you can sow different kinds of seeds. The description at the vehicle shop gives you more information.

Sowing machines empty as they are used. To refill them you need to bring them to seed pallets which can be found at your farm, at the farm shop and at the garden center.

### SPRINKLER

To improve the eventual harvest, you can fertilize growing plants with a sprayer.

The sprayers empty as they are used and have to be refilled at the blue fertilizer tank located on your farm.

If you have cattle, you can use manure to fertilize your fields in a more organic way.



### COMBINE HARVESTERS

Once the grain is ripe you can climb into a combine, attach the fitting cutter and harvest the field.

To harvest corn you need to attach specially designed corn headers.



### TRAILERS

Once a combine's tank is full, you can unload the harvest into a tipper. Then you can drive the trailer to one of the unloading stations where you receive money for your crop.

If you do not want to sell your harvest directly, you can store it temporarily in the silos at your farm.



### BALERS

The straw that accumulates during the threshing process can be pressed into bales. There are balers available for square and for round bales.

### AUTOMATIC BALE LOADERS

The automatic bale loader makes collecting and transporting square bales a lot easier. Afterwards you can stack the bales wherever you need them.

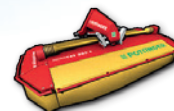


### CULTIVATORS

Use a cultivator to loosen the soil. After cultivating a field, you can seed it again.

### MOWERS

Use a mower to cut grass. Grass ready to be mowed can be found almost anywhere, but you can also create your own grass fields.



### FORAGE WAGON

Attach the wagon to a tractor, activate it and then drive over mowed grass to load it. You can feed the hay to your animals or dump it on one of the green haystacks.

### TEDDER

To accelerate the drying process of mowed grass, you can turn it with the rotor tedder.



### WINDROWER

The windrower prepares mowed grass by raking it into windrows which makes it easier for the forage wagon or the baler to collect it.

## POTATOES

To plant potatoes you have to purchase the correct machines. First you need a potato planter, like the GL 420 from Grimme. To fill the machine with potatoes, you can place it under the conveyor belt at your farm or haul potatoes manually with a frontloader plus shovel. You can also fill the planter at the pallets with seeds, though that costs you additional money.



To harvest the potatoes you need the self-propelled potato harvester TECTRON 415 from Grimme. With this massive vehicle you can retrieve your potatoes in no time. After harvesting them, you can unload your potatoes into a trailer by positioning it underneath the harvester's bunker head.

## SUGAR BEETS

Similarly to potatoes you need special machinery to plant and harvest sugar beets. For sowing you can use the precision airplanter EDX 6000 from AMAZONE. Sugar beet seeds are available at the seed pallets at your farm, at the farm shop or at the garden center.



To harvest sugar beets you can use the self-propelled sugar beet harvester MAXTRON 620 from Grimme. This machine works similar to the potato harvester.

## CATTLE MANAGEMENT

Aside from vehicles and tools you can also buy livestock at the shop. If you purchase cows, they are automatically transported to their pasture.



## MILK PRODUCTION

Cows only give milk if they are well-fed. You can feed them with hay, cut corn, or straw. If you give them enough, they produce more milk. If you don't give them enough of one of them, the milk production will be cut in half.

The statistics of your PDA keep you informed about the fill level of the feeding trough (hay) and the driving silo (chopped corn).

The milking robot on the cow pasture automates the milking process. The cows walk through the installation on their own if they feel like giving some milk.

The dairy's milk truck drives to your cow pasture daily and picks up the stored milk. At the end of each day the money earned from sold milk gets booked to your account.

## SLURRY TANKER

Aside from milk your cows also produce liquid manure which is stored in the blue tank at the cow pasture.

This is where you can fill the slurry tanker in order to spread the manure on your fields as an organic fertilizer. You can also fill it at the Biofuel factory.



## MANURE SPREADER

With this trailer you can spread manure on your fields. Use the front loader's shovel to haul manure from the dungheap next to the cow pasture into the manure spreader.

## FORAGE HARVESTER

As mentioned earlier, you can provide your cows not only with grass but with chopped corn as well. Corn silage is produced by the Krone forage harvester.

Since the forage harvester has no tank of its own, you either need to directly attach a trailer to it or hire a worker and drive along the harvester with a trailer.

Unload corn silage at the driving silo next to the cow pasture or unload it into one of the silos at the biogas plant.





## MIXER WAGON

If you want to optimize the forage for your cattle you can use the Kuhn SPV Confort 12. The self-propelled mixer wagon allows you to mix hay, silage and straw. As soon as the proportions are within an acceptable range, the forage symbol to the right goes from red to light blue and you can start feeding your animals.



## SHEEP

As with cows, any sheep you buy automatically get transferred to their pasture. The sheep are the only animal that produces wool. The more animals you have and the happier they are, the more quality wool they will produce. There is a concrete slab at the sheep pasture where a pallet of wool appears in regular intervals. You can use a front loader to pick up and transport these pallets to the area marked out at the spinning mill where they are sold.

## CHICKENS

Similar to cows and sheep, the amount of eggs your hens produce mainly depends on their number and their happiness. Visit the chicken coop and collect all the eggs you can find in the area. Eggs can be sold in the village or at the farm shop at the rotating egg symbol.



## TIPS

- If you leave certain grain types in their ripe state for too long they wither away. Only sow as much as you can reap in time.
- All the vehicles and tools you own continually cause running costs which you can look up in the finances view. The smaller you can keep your arsenal of machines, the lower is its price over time.
- Depending on the selected difficulty, your silos are already filled with grain. Sell the grain to improve your funds early in the game.
- It is a good idea to park vehicles at important locations (e.g. the cow pasture or the vehicle shop). This way you can quickly get there just by switching through the vehicles (D-pad).
- If the grain prices are at an all-time low, you can store your harvest in the silos at your farm and wait a few days for the prices to stabilize.

## ADVICE

Here are some tips to help you start the Farming Simulator adventure on the right foot.

- Hagenstedt is the ideal map to start on. At the start of the game, you will be offered a guided visit presenting the different places and tools.
- You can also obtain more information about Farming Simulator during the game by going to the Telephone Booth or by checking the tutorials via the Main menu.
- At the start of your farming career, there is a field ready for harvesting next to your farm. You can harvest the field, then put the wheat in the closest tractor trailer and then go sell your grain in town.
- It is possible to hire a worker to harvest the field for you but it will cost money.
- You can also store your harvest in the silos near your farm in order to sell it when the market price is higher.
- Once the harvest is complete, use a cultivator to plow the ground and plant new seed with the sowing machine.
- At the start of the game, only buy the vehicles you need. It costs money to maintain them.
- The missions are a quick way to make money. Don't wait too long before buying a Front Loader, its pallet fork and a Mower so you can carry them out.
- If you acquire beehives and chickens at the start of the game, you will have regular income at a low cost.
- On the other hand, you should wait before investing in livestock (cows and sheep), as the necessary equipment and maintenance is expensive.



# HAGENSTEDT MAP



## 1-42 Fields

- A** Port
- B** Farm shop
- C** Vehicle shop
- D** Village
- E** Biogas plant
- F** Camping site
- G** Inn
- H** Freight yard
- I** **My Farm**
- J** Dairy
- K** Garden center
- L** Water tower
- M** Sheep pasture
- N** Grain mill
- O** Spinning mill
- P** Cow pasture
- Q** Golf course



## KEY SPOTS

SELL		PLAYER	
	Grain unloading		Player's silo
	Grass unloading		Sheep pasture
	Sale of eggs		Cow pasture
	Spinning mill		Chicken coop
BUY		HELP	
	Gas station		Phone booths
	Shop		Finance



# WESTBRIDGE HILL MAP



## 1-21 Fields

- A** Baseball field
- B** Garden Center
- C** Warehouse
- D** Village
- E** Camping site
- F** Freight yard
- G** Shop
- H** My Farm
- I** Flour Mill
- J** Sheep pasture
- K** Drive-in theater
- L** Dairy
- M** Restaurant
- N** Biogas plant
- O** Cow pasture
- P** Spinnery
- Q** Diner



## KEY SPOTS

SELL	PLAYER
Grain unloading	Player's silo
Grass unloading	Sheep pasture
Sale of eggs	Cow pasture
Spinning mill	Chicken coop
BUY	HELP
Gas station	Phone booths
Shop	Finance



## PRODUCT NAME: FARMING SIMULATOR

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**Email : support@focus-home.com**

**Phone: +33 (0)1.48.10.75.95 (Monday to Friday from 9.00am to 1.00pm GMT).**

## GIANTS SOFTWARE

### Executive Producer

Christian Ammann

### Lead Programmer

Stefan Geiger

### Lead Artist

Thomas Frey

### Lead Designer

Renzo Thönen

Lead Animator

Mikael Persson

### Programmers

Thomas Brunner

Jonathan Sieber

Melanie Imhof

Manuel Leithner

Eddie Edwards

Claire Rogers

Sylvain Grosdemouge

Tony Albrecht

### Senior Artist

Marc Schwegler

### Artists

Jozef Rolincin

Thomas Flachs

Roger Gerzner

Sebastian Homberger

### Sound Designer

Tobias Reuber

### Music Composer

Paavo Härkönen

### QA Lead

Chris Wachter

### QA Testers

Stefan Seidel

Manuel Adams

Lukas Guhl

Hans-Peter Imboden

Norman Görk

Sven Bräutigam

Alain Levy

## FOCUS HOME INTERACTIVE

### Department of

### Agriculture

Cédric Lagarrigue

### Farmer Wants a Wife

Thomas Barrau

Anne-Sophie Vernhes

Tristan Hauvette

Xavier Assémat

Adrien Rotondo

Sandra Mauri

Thibault Chuffart

Thomas Corbino

### Rippers

Luc Heninger

Mohad Semlali

Nathalie Phung

Thierry Ching

Florent D'Hervé

Théophile Gaudron

Pierre Del Grosso

### Peon

Ugo Ribaud

Xavier Sanson

Christopher Pierron

Rémi Lebigre

Pierre Chiron

Paul Fiat

Jérémya Forêt

Jean-Michel Comtois

Marie-Thérèse Nguyen

### Farmers' Almanac

Marie-Caroline Le Vacon

### Agricultural Retailers Association

John Bert

Aurélié Rodrigues

Aline Janzekovic

Vincent Chataignier

Yann Le Guellaut

Stéphanie Olbé

Vincent Duhnen

### Farmville inhabitants

François Weytens

Diane Dufraisay-Couraud

Manon Lestrade

### City guys

Stéphan Le Gac Savoye

Camille Lallement

### Organic farming

Jean-Michel Hellendorff

Damien Duca

Dimitri Robert

### Chicken Run

Jean-Joseph Garcia

Gildas Souka

Aurélien Clou

### Meteorological

### Service of Canada

Nathalie Jérémie

Adrien Bro

Florette Nsele

Stéphane Figon

Maureen Bolger

Areski Ouazir

Lasconie Lukusa M.

Ramata Diallo

### Food Industry Lobby

Deborah Bellangé

### Shepherd

Jean-Pierre Bourdon





**GIANTS**  
SOFTWARE

**FOCUS**  
HOME INTERACTIVE

**PhysX**  
NVIDIA

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