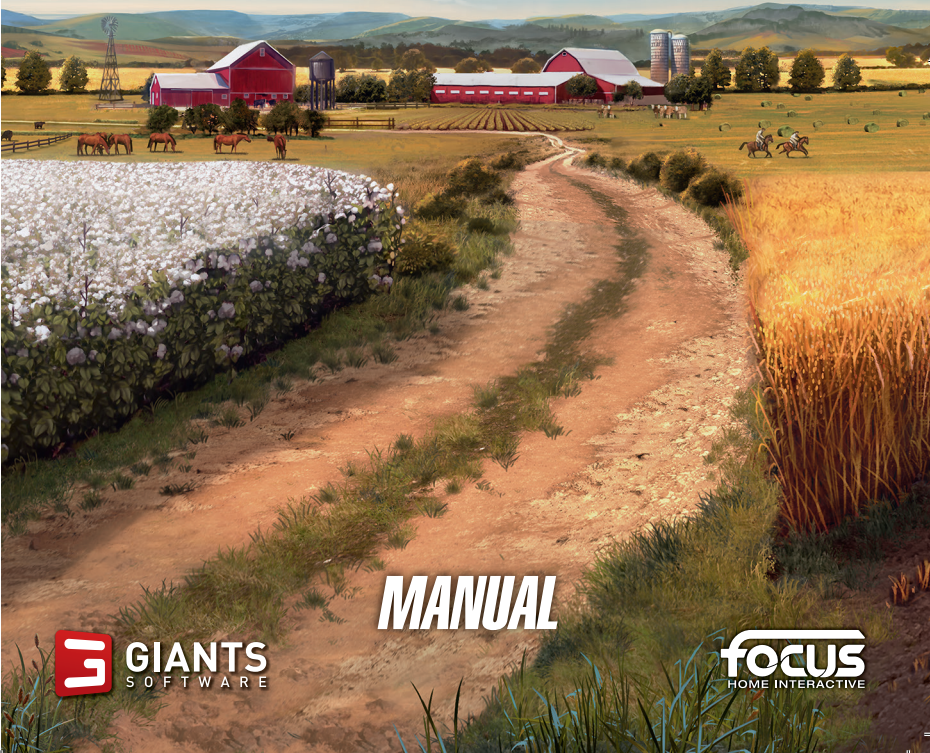




Farming Simulator 19



MANUAL





IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

HELP - TECHNICAL SUPPORT

If you encounter difficulties installing or running Farming Simulator 19, do not hesitate to contact our technical support department by email.

E-Mail : support@focus-home.com

FAQ: <http://www.farming-simulator.com/faq.php>

Please provide our tech support team with as much information as possible on the type of problem you are experiencing, how and when it occurs, and your PC's DxDiag.





INSTALLATION

BEFORE YOU GET STARTED

Before installing the game please make sure your computer fulfills the system requirements:

- 64-bit Windows 7, Windows 8, Windows 10
- Intel Core i3-2100T @ 2.5GHz or AMD FX-4100 @3.6 GHz
- Nvidia Geforce GTX 650, AMD Radeon HD 7770 graphics card or better (min. 2 GB VRAM, DX11 support)
- 4 GB RAM
- 20 GB free hard drive space
- Soundcard
- DVD-ROM Drive (only for retail version)

INSTALLATION AND GAME LAUNCHING

Insert the DVD into your PC's DVD ROM drive and the installation should start automatically. If the autostart function has been deactivated, click on "My Computer" choose your DVD device and then double click the file with the name "autorun" or "autorun.exe". Then, click on the button "Install the game". Once the installation is done, you will first need to launch the game.

At first launch, you will be asked to enter the product key, which can be found inside the DVD box, or on your purchase confirmation mail if you bought the game digitally.

After this step is done, you can launch and fully enjoy the game and all its latest features.

You can find the game in the Start menu by navigating to Programs/Farming Simulator 2019/Farming Simulator 19





GAME CONTROLS

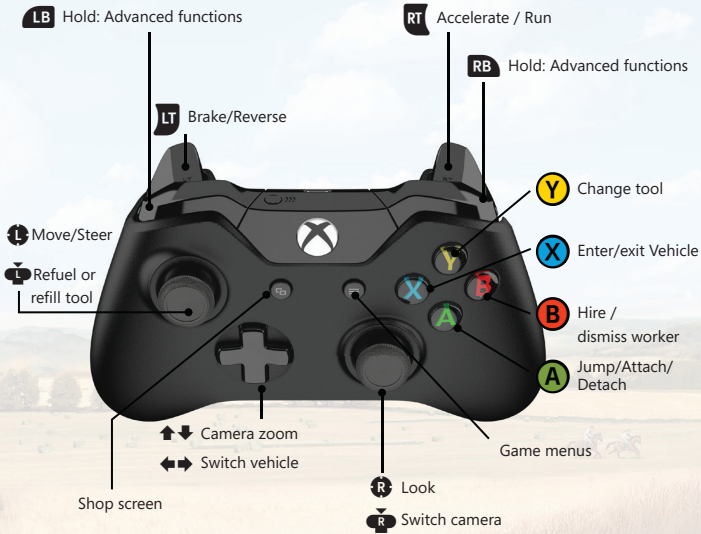
Farming Simulator 19 supports mouse, keyboard or a gamepad like the Microsoft Xbox One® Controller for Windows. You can adjust the controls according to your preferences in the options menu or use the default settings as shown here:

MOUSE & KEYBOARD

ACTION	KEY	MOUSE
GENERAL CONTROLS		
Move	W A S D	
Look around	Arrow keys	Mouse movement
Run	Shift left	
Jump	Space	
Shop screen	P	
Light on/off	F	
Pause menu	ESC	
Activate object	R	
Change time scale	7 8	
Chat (multiplayer)	T	
Previous station - Radio on/off - Next station	4 5 6	
VEHICLE CONTROLS		
Steer	W A S D	
Move camera	Arrow keys	Mouse movement
Enter/exit vehicle	E	
Switch camera	C	
Zoom camera	Page down/Page up	Mouse wheel
Move front loader/telescopic loader	J K N M	Buttons + movement
Unload trailer	I	
Attach/detach implement	Q	
Switch between vehicles	Tab	
Hire/dismiss worker	H	
Lower/lift tool	V	
Tool function 1 2 3 4 5	B X O V Y	
Switch between attached tools	G	
Refuel or refill tool	R	
Activate cruise control	3	
Change cruise control speed	1-2	



XBOX ONE[®] CONTROLLER FOR WINDOWS



LB + RB Hold: Advanced functions



CAREER

This is the main part of the game. You're the one in charge of your farm and you can develop it at your own pace.

There are three main activities:

- **Agriculture:** Work fields, harvest crops, and sell them.
- **Animal husbandry:** Take care of your animals and sell their products.
- **Forestry:** Cut trees and sell them.

SILOS

In the new farmer mode, there is a **silo** at your farm where you can **store harvested crops** temporarily. You can also buy another silo in the shop.



To store your harvest in a silo, unload a full tipper into the pit next to the silo. When the trailer is in the correct position, you can unload the tipper.

To retrieve a commodity from storage, park a trailer below the pipe on the other side and activate it. This action opens a menu where you can select the type of grain you want. The trailer will continue to load until it's full or there's nothing left in the storage.

Root crops, like potatoes or sugar beet can't be stored in silos. If you need a temporary place to keep your root crops, just **pile them on the ground**. Use a tractor with a front loader and shovel to load them back into the trailer again.

PURCHASING LAND

You can only work on land you own: you can't cut down trees or create new fields on someone else's land. To buy new land, go to the map overview menu and switch to the Land screen. The fields you own are marked with green numbers on the map.

HIRING A WORKER

You can hire a worker to do field work for you. This person will help you with a specific task, such as harvesting.

You can start and stop a worker as often as you like by pressing "H". Note that this is paid work, each time you get a worker to perform a task money will be deducted from your bank account.





MAKING MONEY

To make money, you must deliver your products to one of the selling points. These places are indicated on the map with an orange unload symbol.

SELLING CROPS

Not all the stations accept the same types of product or pay the same prices.

The **prices constantly change**: they depend on the quantity sold of each grain type and the frequency of sale. For example, if you keep selling canola, the price will start to decrease over time. On the other hand, grain types that you haven't sold for a while will start to fetch a higher price. Check the figures in the Price menu to see the prices applicable at each point of sale.

Here are the crops that you can sow and sell:



Wheat



Canola



Barley



Oats



Corn



Soy Beans



Sunflowers



Potatoes



Sugar Beet



Sugarcane



Cotton

SELLING ANIMAL PRODUCTS

If you buy animals, you gain another source of income: **cows produce milk, sheep provide wool, and chickens lay eggs.**

These products will appear near the pen: Wool and eggs are stored in pallets and milk must be transported in a milk tank.

If you take good care of them, animals will reproduce except horses. Note that pigs reproduce faster than cows and sheep. Pigs are much better for selling to the animal dealer.



Milk



Wool



Pigs



Eggs

SELLING WOOD

Mature trees can be logged and cut into pieces using a **chainsaw** or a **tree harvester**. The price of wood depends on the length and straightness of pieces. You can also chop up logs into wood chips and sell them. Another way to make wood chips is to plant poplars and harvest them using the appropriate forage harvester.



Tree



Wood chips





GREAT DEMAND

The unloading stations are in direct competition. Consequently, a station may find that it has an urgent need for a certain commodity. When this happens, the commodity will be in Great Demand temporarily.

During a Great Demand the applicable unloading station guarantees a significantly higher price than usual for a limited time. During this time the station will accept any amount of the commodity without the price dropping. You will receive a message as soon as something is in great demand, and you can monitor demand in the Statistics menu.

MISSIONS

The fields on the map are owned by other **computer-controlled farmers**. They take care of their fields but are always in need of assistance.

If you would like to work for them, go to the Contracts menu. They can lend you any tools you need, but you can also use your own.

If you don't want to finish a contract you've started, you can cancel it. You will not be penalized for canceling a contract.

LOANS

Don't forget that you can take out a loan in the "Finances" menu.



ARABLE FARMING

To produce:



Wheat



Canola



Barley



Oats



Corn



Soy
Beans



Sunflowers



Use a **cultivator** to loosen the soil. After cultivating a field, you can plant seeds.



To sow your field, use a sowing machine, either a **planter** or a **seeder**. When the seed tank is empty, refill it with a **seed pallet**, which can be bought in the shop.



Once the grain has ripened, use a **combine harvester** with a **header** attached to harvest the field.



Once a combine's tank is full, you can unload what you've harvested into a **trailer**. Then you can drive it to a selling point to sell the crop.

SPECIAL CROPS



POTATOES AND SUGAR BEET



Growing potatoes and sugar beet crops requires special **sowing machines** and harvesters. To harvest these crops, you first have to remove the foliage with a **haulm cutter** and then dig them up with a **potato or sugar beet harvester**.



The easiest and fastest way to do this is to use a **self-propelled harvester**. However, a machine like this is quite expensive and likely to exceed your budget early on. A cheaper alternative is to use a **tractor** with several specialized tools.



SUGARCANE



The cultivation of sugarcane requires specialized **planters** and **harvesters**. **Sugarcane billet planters** are filled with **pallets of sugarcane** bought from the store or sugarcane from a previous harvest.



Since the **sugarcane harvesters** don't have tanks, you'll need to attach a trailer to it if possible or hire a worker to drive alongside the harvester with a trailer.



COTTON



Growing cotton requires special **harvesters** and **trailers**.

When you harvest cotton, the harvester makes cotton bales that can only be transported on a **special cotton trailer**.

FERTILIZER

After sowing a field, you can improve the harvest by adding fertilizer. Put fertilizer on the field twice before the plants are fully grown (+25% yield each time). Don't forget that fertilizer is only effective once per growth stage.



Liquid fertilizer is spread on the field with a **sprayer**. Solid fertilizer is spread with a **fertilizer spreader**. Manufactured fertilizer, either solid or liquid, can be bought in pallets at the shop.



Slurry is spread with a **slurry tank**. Manure is spread with a **manure spreader**. Manure and slurry are natural fertilizers produced by cows and pigs.



Oilseed radish is a special crop that isn't harvested, but is dug into the ground to enrich the soil instead. Once the plants are visible, you can use a **cultivator** on your field. This is called 'green manure' and works as a **fertilizer**.

CROP PROTECTION

After sowing a crop, you'll see weeds start to grow at the same time as the crop. If you leave things this way, the weeds will reduce the yield of your crop (-20%).

Remove weeds using either:



- A **weeder** during the first growing stage. Use it after the new plants have sprouted before they grow too high.
- A **sprayer** filled with herbicide.

SOIL CARE

PLOWS



After you've harvested a field, you'll need to prepare it for the next cycle. You can do this quickly using a cultivator as you did before. You can also create new fields with a plow. You should plow after corn, potatoes, sugar beet and sugarcane crops. Otherwise, the field suffers a -15% yield.



LIME

Every three harvests, you need to add lime to your fields using a fertilizer spreader. It improves the yield by 15%.

FODDER

You need to make fodder to feed your animals.
To make bales of:



Grass



Hay



Straw



+



Use a **mower** to cut grass. You can find grass to mow almost anywhere, you can also plant your own fields of grass.



+



Dry the grass to make hay using a **tedder**.



+



Put grass or hay in windrows using a **windrower**.



+



Press the straw, grass or hay into bales with a **baler**.



+



Collect the bales with a **bale loader**.



 **CHAFF**

Chaff is crops chopped by a **forage harvester**.
You can make chaff from corn, wheat, barley or canola.

Make sure to:

- Use the appropriate **header** for the crop.
- Attach a **trailer** because forage harvesters don't have internal tanks.

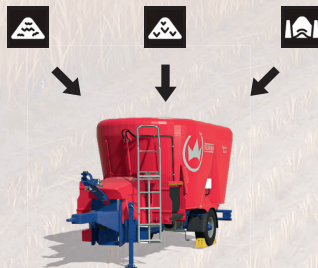
 **SILAGE**

To make silage from chaff or grass, you need to:

- Dump it into a bunker silo. You can buy one in the shop.
- Compact the heap by driving over it. The silo must be at least 10% full.
- Cover the silo and start the fermentation process.
- When fermentation is finished, uncover the silo.

 **TOTAL MIXED RATION (TMR)**

You can optimize your cows' milk production by feeding them TMR.
TMR is produced by mixing together hay, straw and silage in a **Mixer-Wagon**. Put two hay bales and one straw bale into the mixer and top up with silage.





ANIMAL MANAGEMENT

Available animals are cows, sheep, pigs, chicken and horses.



First you need to buy an animal pen in the shop.

Then purchase animals from your local animal dealer.



You can bring back the animals yourself by using an **animal trailer**.

Otherwise, the animal dealer will deliver them directly to your pen for a fee.
























To take care of your animals:

- give them water
- feed them
- change their straw bedding using a **straw blower**
- clean around the trough




When animals are content, they reproduce, with the exception of horses, and their offspring are added to your animal population.





<i>ANIMAL</i>	<i>FOOD NEEDED</i>	<i>PRODUCE</i>
<p>PIGS</p> 	 Corn  Wheat or barley  Canola, sunflowers or soybeans  Potatoes, Sugar Beet	 Manure and Slurry
<p>COWS</p> 	 Grass  Hay or Silage  Total Mixed Ration	 Milk  Manure and Slurry
<p>SHEEP</p> 	 Hay or Grass	 Wool
<p>CHICKEN</p> 	 Wheat	 Eggs
<p>HORSES</p> 	 Hay  Oats	

A horse's value is determined by its fitness, health and cleanliness

-  **Fitness:** Horses should be ridden every day to increase their fitness.
-  **Health:** Horses require straw for clean bedding and water and food to stay healthy.
-  **Cleanliness:** Periodically horses need to be brushed and cleaned.

FORESTRY



TREE PLANTERS

You can use the **tree planter** to plant several types of trees. To fill the **planter**, you need to buy a **pallet of saplings** in the shop. Then drive the **planter** close to the **pallet** and fill the machine.



TREE HARVESTERS

Use a **harvester** to cut a tree and remove its branches. The wood can be sold or turned into wood chips.



FORWARDERS

By using the crane on the **forwarder** you can put trunks into the loading space and transport them



WOOD CHIPPERS

A **wood chipper** allows you to cut trunks up into wood chips to sell.



STUMP CUTTERS

A felled tree leaves behind a stump that can be removed with a **stump cutter**.



CHAINSAWS

Using a **chainsaw** is a cost-efficient way of cutting down trees. Additionally, you can move small pieces of wood by hand.



TRAIN

In each map, a **train** is available. You can use them to load a lot more produce and move it across the map via two different railroads.

TRAIN STATIONS

You can unload your crops at the train station' silo using a trailer and load them on the train.

Note that you can't move animals by train; use the **animal trailer** to do so.





MULTIPLAYER

Farming Simulator 19 lets you manage your farm with several other players via the Internet or LAN. Select "Multiplayer" in the main menu to start a multiplayer game or join an existing game.

JOIN GAME

Select this option to join an existing game. You get to see a list of the currently available games from which you can choose one. If a game is running with mods, you need to install them as well. You can look at the details of each game to see which mods are required.

CREATE GAME

Here you can create your own game that other players can join. As with a regular career game you first select a savegame, difficulty and map. In the following screen you can adjust additional settings, like the maximum number of players allowed in the game or the mods used. You can also create a game by using your career savegame. Then if you save in multiplayer, the progression will be taken into account into the career savegame.

MULTIPLAYER OPTIONS

In the Pause menu, the host has access to many multiplayer options. You can allow players to have a separate account, to sell vehicles, to reset the vehicles position, to hire an assistant, to create new field and to manage some missions.

CHAT

To communicate with other players in the game you can start the chat by pressing T and then type a short text message.

FARM MANAGEMENT

Farm managers and the server host can transfer money to other farms. You can do this in the farm management menu. There you can also grant other farms a contractor status and allow them to work on your lands

BANISHMENT

The host is the only one who has the possibility to ban a client from the game. This is done by accessing the players list in the multiplayer overview.

For further information about multiplayer games please visit the support section of www.farming-simulator.com.





THE WAY
IT'S MEANT
TO BE PLAYED

For additional information and downloads go to:
www.farming-simulator.com

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