



XBOX ONE

# Farming Simulator 19




MANUAL

 **GIANTS**  
SOFTWARE

**FOCUS**  
HOME INTERACTIVE



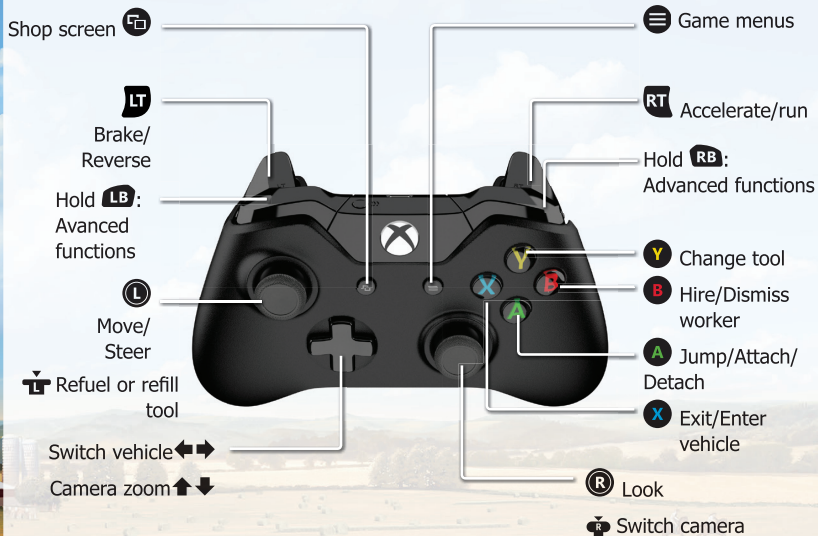
 **WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### 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.



# GAME CONTROLS



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 New Farmer mode, there is a silo at your farm where you can store harvested crops temporarily. You can also buy another silo at 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 FIELD

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 **B**. 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 have 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 your animals, they will reproduce, with the exception of horses. Note that pigs reproduce faster than cows and sheep. Pigs are a better choice 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.

## ***LOAN***

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.

8



## 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 sugarcanes 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 it 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 in the first growth 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 the 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 using a baler.



↓

+



Collect the bales with a bale loader.



 **CHAFF**

You make chaff by chopping up crops with 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**

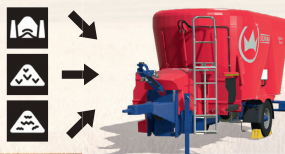
To make silage from chaff or grass, you need to:

- 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

The animals available in the game 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 transport the animals to the farm yourself in an animal trailer.  
Otherwise, the animal dealer will deliver them directly to your pen for a fee.



To take care of 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.



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



## HORSES



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 down 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, there is a **train** 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 an **animal trailer** to do so.





## **MULTIPLAYER**

Farming Simulator 19 lets you manage your farm with several other players via the Internet. 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.

### **INVITE A FRIEND**

If you are a host, you can invite a friend by going to the Pause menu.

### **CHAT**

If you have a microphone, you can communicate with other players present in the game.

### **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](http://www.farming-simulator.com).





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## **TECHNICAL ASSISTANCE**

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](mailto: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.



# NOTES

A large white rectangular area with horizontal dotted lines for writing notes, set against a background image of a farm scene with a red barn and fields.





## **NOTES**

A large white rectangular area with horizontal dotted lines for writing notes, set against a background image of a farm landscape with a red barn, fields, and mountains under a blue sky with clouds.





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