



 **GIANTS**
SOFTWARE

FOCUS
HOME INTERACTIVE





PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.



PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit

www.pegionline.eu



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-02108

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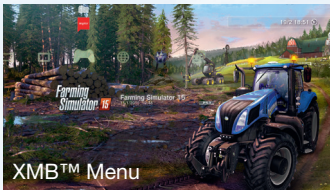
INTRODUCTION

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!

INSTALLATION



Set up the PlayStation®3 system following the instructions in the instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in standby mode. Press the power button and the power indicator light will turn green.

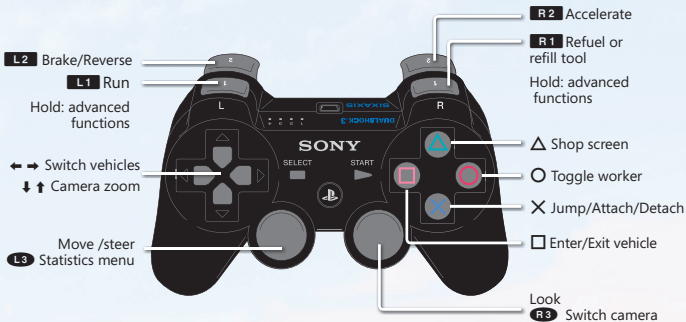
Insert the Farming Simulator 15 disc into the disc slot with the label side facing upwards.

Select the  icon from the XMB™ Menu and press the  button to continue. Make sure there is enough free space on the hard disk drive (HDD) before commencing play. Do not insert or remove any peripherals once the power is turned on. Please refer to the PlayStation®3 system instruction manual for further details about setting up and recharging a wireless controller.

Select your preferred language in the "system settings" menu.

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.

GAME CONTROLS



L1 + R1 - Hold: Advanced functions

▽ Pause Menu

□ Select attached tool

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.

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 you can unload the tipper.

To load a tipper you have to steer it underneath the silo.

Potatoes, sugar beets and woodchips 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 map. Fields already in your possession are marked with green numbers on the map.

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 . 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 deliver your harvest to one of the points of sale. These places are shown on the map as yellow and green unload symbols. The price depends on the frequency and quantity sold for each type of grain.

For example, if you keep selling canola, 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 in the Statistics menu 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.

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



Canola



Corn



Barley

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



There are several job boards found on the map which show a list of missions you can do. Each successful mission earns you some additional money. Depending on the mission's type you need different equipment:

Transport missions ask you to deliver some goods on a pallet to a specific location. This mission type requires a front loader and a pallet fork.

Mowing missions want you to mow a certain (fenced in) area. This requires a tractor and a mower.



Demand missions expect you to deliver a given amount of a certain fruit type to a specific location. You need a tractor, a trailer and the right amount of the demanded fruit type. Note that you can deliver the amount in more than one go, so you don't need to deliver everything at once.

If you accept a mission, an indicator starts blinking on the map, showing you where you have to go.

If you find that you can't finish a mission you've started, you can go to a job board and cancel the mission manually. You do not get punished for a failed mission. New missions appear at regular intervals. You can adjust the time interval in the settings of the Pause menu.

FINANCES



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.

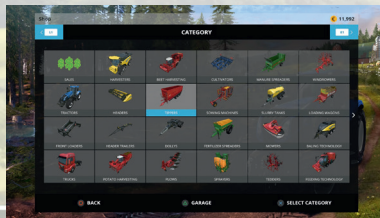
STORE AND MENUS

STORE



In Farming Simulator 15, west to your farm is a farming equipment supplier where you can purchase vehicles, equipment and animals.

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






SALES

From time to time the vehicle store has temporary sales on specific equipment. If an entire brand goes on sale, you receive a message to make sure you don't miss it.

PAUSE MENU

The Pause menu can be accessed at any time via .

There are several tabs:

- Briefing
- Controls
- Settings: this is where you can adjust several game options, such as the time scale, the mission frequency and the help display on the maps.

STATISTICS MENU

By pressing **L3** you can access the Statistics menu which offers information about the game on several pages:

Overview

The first page displays the weather forecast and a brief summary of your finances.

Storage - Prices

This view lists all the places where you can sell your products and their individual prices. You can scroll the list with the arrows displayed at the sides of the table.

Vehicle Selection

This map shows the locations of all your vehicles and farming equipment you currently own. You can select individual items and enter them (If they are drivable) or reset their position back to your farm.

Map Views

This map shows you the growth state of your fields and what you have planted.

Animals

The last page is a summary of the animals you own and what they have produced so far.

Statistics

Here you can review a lot of statistics about the current game, like the total area you have seeded or the amount of bales you have created so far.





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.

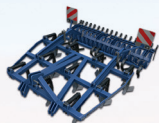


FRONT LOADERS

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.



CULTIVATORS

Use a cultivator to loosen the soil. After cultivating a field, you can seed it again. It is up to you if you want to plow the field beforehand.



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 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.



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.

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.



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.

POTATOES

To plant potatoes you have to purchase the correct machines. First you need a potato planter, like the SE 260 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 for example use Väderstad's Tempo F8. Sugar beet seeds are available at the seed pallets at your farm 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 menu keeps 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. 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 slurry pit 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 biogas plant 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

You can optimize the milk production of your cows by feeding them total mixed ration (TMR) from mixer-wagons. Mixer-wagons take several feedstuffs (hay, silage, straw) and weigh and blend them into a complete ration.

If you have a mixer-wagon attached (or you are driving a self-propelled model), a graphical display in the top left consisting of several bars shows you the current mixing ratio. To get ideal forage, all bars have to be within the range marked with arrows. You can fill mixer-wagons with a front loader plus shovel or with a wheel loader.

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 spinners 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 at places marked on the map with an egg symbol.



FORESTRY

Forestry is a brand new feature in Farming Simulator 15 which allows you to cut down trees and plant new ones. You have access to the following equipment:



CHAINSAWS

Using a chainsaw is a cost-efficient way of cutting down trees.

TREE PLANTER

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

Trees can also directly placed by purchasing them as placeables in the shop. However, this is more expensive



TREE HARVESTER

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

FORWARDER

By using the crane of the forwarder, you can place trunks on the load space and then transport them.



WOOD CHIPPER

A wood chipper allows you to reduce trunks into wood chips which you can sell at the biomass heating plant.

STUMP CUTTER

A cut down tree leaves behind a stump which you can remove with a stump cutter.







1-41 Fields

-  **Place of unloading**
-  **Player's silo**
-  **Unloading place for grass**
-  **Cow pasture**
-  **Sheep pasture**
-  **Chicken coop**
-  **Gas station**
-  **Farm equipment supplier**
-  **Spinnery**
-  **Job board (missions)**
-  **ATM**
-  **Selling point for eggs**
-  **Phone**







1-21 Fields



Place of unloading



Player's silo



Unloading place for grass



Cow pasture



Sheep pasture



Chicken coop



Gas station



Farm equipment supplier



Spinnery



Job board (missions)



ATM



Selling point for eggs



Phone



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.

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.

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.



WARRANTY

PRODUCT NAME: FARMING SIMULATOR 15

Focus Home Interactive guarantees up to ninety (90) days from the purchase date of the Product that the recording medium on which the product is supplied is exempt from latent defects and manufacturing errors under normal conditions of use (excluding negligence, abuse or incorrect usage). In the event the recording medium turns out to be defective within this period, Focus Home Interactive promises, at its discretion, to replace the product (insofar as the product is still manufactured by Focus Home Interactive) or to supply you with a product of an equal or lower value under the conditions described hereafter.

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We recommend you send the package via registered mail with acknowledgement of receipt. Please send it to the following address:

**Focus Home Interactive, Technical Support
Parc Pont de Flandre « Le Beauvaisis » Bâtiment 28
11 Rue Cambrai 75019 Paris – France**

TECHNICAL ASSISTANCE

If you experience difficulties installing or operating Farming Simulator 15, please contact our technical support department by email or phone (French/English service):

Email : support@focus-home.com

Phone: +33 (0) 1.85.76.15.85
(Monday to Friday from 9.00am to 1.00pm GMT)

Please provide our technical support service with as much information as possible on the type of problem you encountered and the circumstances in which it took place.

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NOTES

A large rectangular area with horizontal dotted lines for writing notes, overlaid on a background image of a farm landscape.

For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia	1300 365 911 Calls charged at local rate	Nederlands	0495 574 817 Interlokale kosten
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten	New Zealand	09 415 2447 National Rate
Česká republika	0225341407		0900 97669 Call cost \$1.50 (+ GST) per minute
Danmark	90 13 70 13 Pris: 6,-/minut, support@dk.playstation.com Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30	Norge	820 68 322 Pris: 6,50,-/min, support@no.playstation.com Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Deutschland	01805 766 977 0,14 Euro/Minute	Österreich	0820 44 45 40 0,116 Euro/Minute
España	902 102 102 Tarifa nacional	Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
Ελλάδα	801 11 92000	Россия	+ 7 (495) 981-2372
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi	Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale
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Ireland	0818 365065 All calls charged at national rate	Sverige	0900-20 33 075 Pris 7,50:- min, support@se.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Italia	199 116 266 Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto	UK	0844 736 0595 National rate
Malta	234 36 000 Local rate		

If your local telephone number is not shown, please visit **eu.playstation.com** for contact details.



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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.



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