

Farming Simulator 20



FARMING TIPS

THE FARMING SIMULATOR USER GUIDE

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CONTROL MAPPING

ZL Brake / Reverse

L Switch Vehicle

- Shop Menu

○ Steer / Toggle Map

▲ ▼ Zoom camera

◀ ▶ Increase / Decrease Map



ZR Accelerate

R Switch Vehicle

+ Game Menu

A Enable Function

B Attach / Detach Equipment

X Switch Seeds

Y Hire / Dismiss Worker

○ Look Around / Switch Camera



FARMING BASICS

Arable Farming

In Farming Simulator 20, there are ten types of crop: wheat, barley, oat, cotton, canola, sunflowers, soybeans, corn, potatoes and sugar beet.

To process field crops, there are three mandatory steps: cultivating, sowing and harvesting.



Cultivating

Use a cultivator to aerate the ground before you start to sow your crop.

To cultivate, you must lower the cultivator into the ground.



Sowing

With a seeder you can then plant your crop.

- Fill the seeder with seeds at your farm
- Select the crop you want to sow
- Activate the seeder



Harvesting

When the crop is ready to be harvested, use a combine harvester with a suitable header attached.

- Attach a header suited to the crop you will harvest
- Turn on the harvester

Unload your harvest into a trailer. It can then be sold at a selling point or stored in your silo for later use.



Root Crops

Growing potatoes and sugar beet requires special sowing machines and harvesters.



Cotton

To harvest cotton, you must use a self-propelled cotton harvester.

When the harvester tank is full, you must unload the large bale of cotton. You need a special trailer to transport it to a selling point.





Improving Yield

To increase the yield of your field by 50%, you can fertilize it using either a:

- sprayer
- fertilizer spreader
- manure spreader
- slurry tank

The sprayer and fertilizer spreader can be filled at your farm.
The manure spreader and slurry tank can be filled at the cow pasture or pig enclosure.



FODDER

Fodder

Fodder is any product used specifically to take care of your animals. It includes: grass, hay and straw.



Grass and Hay

Grass is cut with a mower attached to a tractor.

Use a tedder to turn cut grass over so that it can dry properly and become hay. Hay looks slightly lighter and less dense than cut grass.



Straw

When you harvest wheat, barley or oat your harvester will drop straw.



Collecting Grass/Hay/Straw

To make grass and hay collecting easier, arrange it into rows using a windrower.

Straw coming out of the harvester is already arranged in rows.

Then, it can be collected in a loading wagon or made into bales using a baler.



Grass usage

Grass can be fed to your cows and sheep.

Hay can be fed to your cows, sheep and horses.

Straw can be used as clean bedding for cows, pigs and horses.

Also, grass and hay can be made into chaff.



Chaff

Chaff is made by chopping up a crop using a forage harvester. You can make chaff from corn, wheat, barley, oat, canola, soybeans, grass or hay.

But remember to attach a tipper because forage harvesters don't have internal tanks.

Chaff can be sold at the biogas station.





ANIMALS

Animals

In Farming Simulator, you can also take care of animals: horses, cows, sheep and pigs.

You can purchase animals from your local animal dealer.



Transport

You must take the animals back to the farm in an animal trailer.

To do so, make sure that the trailer is parked close to the animal dealership.



Caretaking

You must take care of your animals: feed them, give them water and change their bedding using a straw blower.

When animals are happy, they reproduce and new animals are added to your livestock.



Cows

Food: grass, hay

Product: milk, manure and slurry

Reproduction speed: slow

To sell milk, first move a milk tank into the interactive zone to collect milk. Then go to a selling point that accepts milk and sell it.



Sheep

Food: grass and hay

Product: wool

Reproduction speed: medium

In order to sell wool, move a trailer into the interactive zone to collect wool and transport it to the spinnery.



Pigs

Food: corn, wheat, barley, soybeans, canola, sunflowers, potatoes and sugar beet.

Product: manure and slurry

Reproduction speed: fast

If you take care of your pigs, they will reproduce. Then they can be sold for a profit. Just use the animal trailer to take them to the animal dealer where you can sell them.



Horses

Food: hay and oat

Horses are trained and then sold for a profit.

You can own up to eight horses, each with its own name and statistics.

Fitness: the higher the fitness level, the higher the value. Raise their fitness level by riding them.

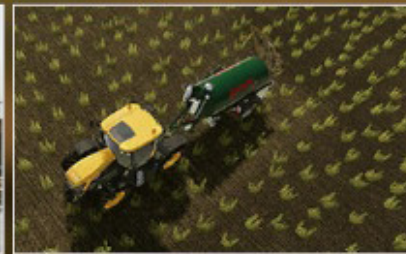
Health: horses require straw for clean bedding and water and food to stay healthy.



Slurry

As soon as cows and pigs are fed, they produce slurry, which is collected in a pit.

Put a slurry tank next to the pit to collect slurry and spread it over your fields to fertilize them.



Manure

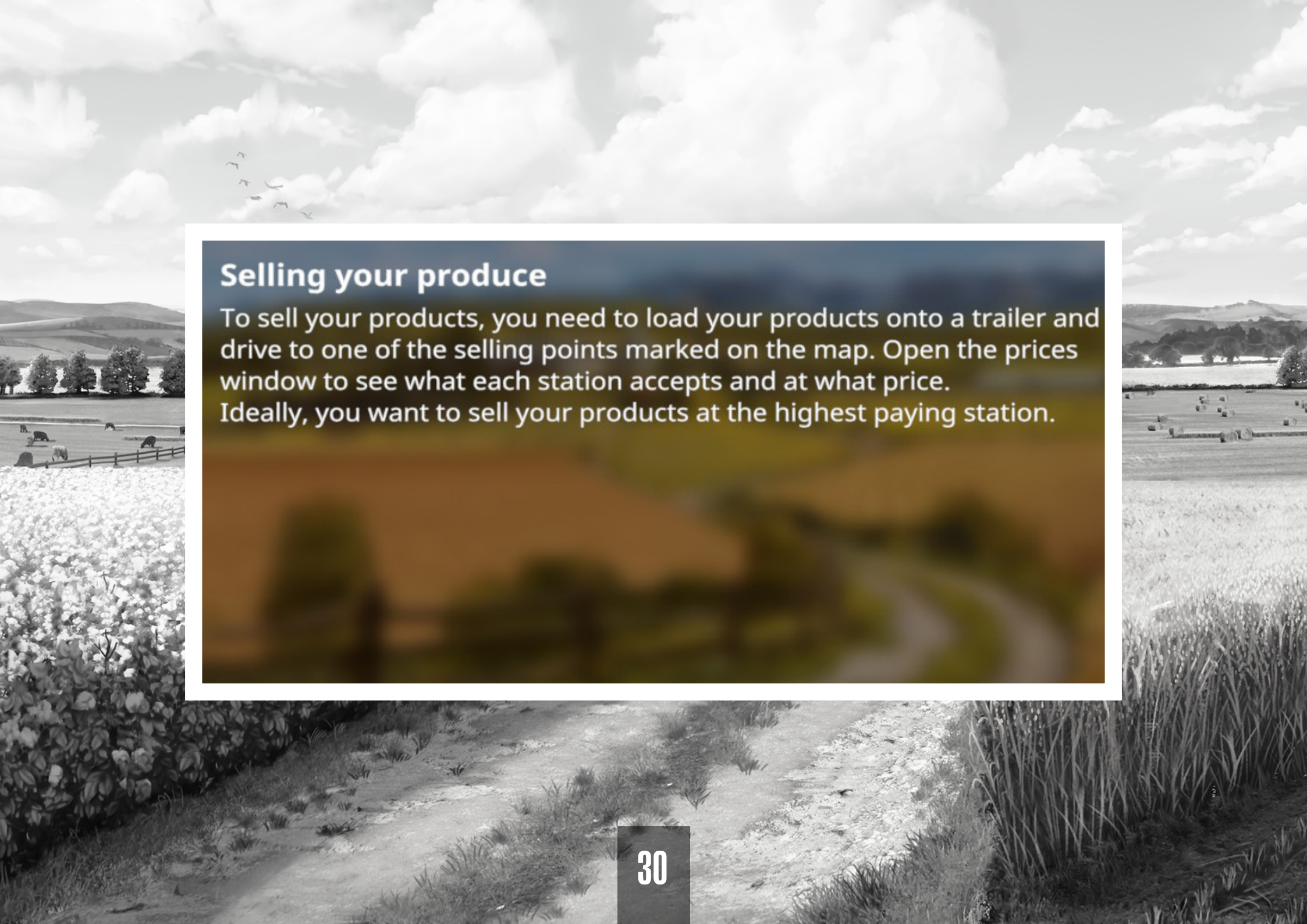
Adding straw bedding to a cow or pig enclosure creates manure for the farm.

Put a manure spreader next to the manure heap to collect it. Spread it on your fields to fertilize them.



A red excavator is shown in the background, working on a construction site. The foreground is filled with a large pile of rubble, including bricks and concrete. The scene is set outdoors under a clear blue sky.

\$ MAKING MONEY



Selling your produce

To sell your products, you need to load your products onto a trailer and drive to one of the selling points marked on the map. Open the prices window to see what each station accepts and at what price. Ideally, you want to sell your products at the highest paying station.



Prices

The prices of all sellable commodities change constantly in accordance with supply and demand. You can influence prices by deciding what you want to put up for sale and how much of it.

If, for example, you only sell wheat for several deliveries, demand will go down considerably and the price will fall accordingly. This also means that prices for commodities you hardly ever sell will go up much faster.



Great Demands

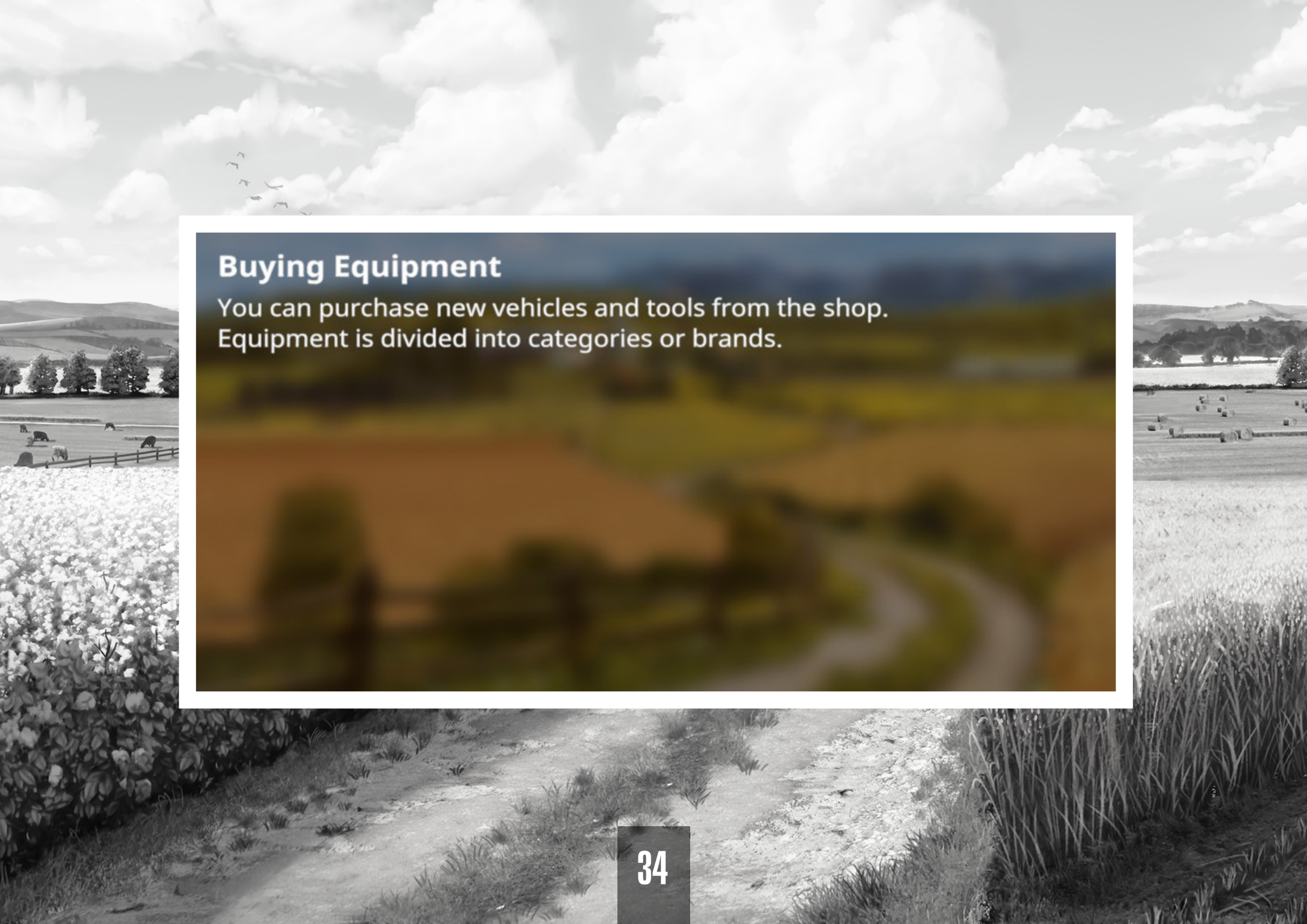
Since the unloading stations are competing with each other, a station may detect a sudden need for a certain commodity. In that case, a temporary demand peak starts.

During demand peaks, the unloading station in question offers a higher price than usual.

You will receive a message as soon as peak demand starts and you can look up current demand in the Prices menu.




 **SHOP**



Buying Equipment

You can purchase new vehicles and tools from the shop.
Equipment is divided into categories or brands.

A scenic landscape featuring a dirt road in the foreground, a field of tall grasses on the right, and a field of white flowers on the left. In the background, there are rolling hills, a line of trees, and a cloudy sky with birds flying. A semi-transparent white box with a dark blue gradient at the top contains text.

Selling Equipment

In the Vehicle Overview menu, you can see all the equipment you currently own.

You can also sell equipment from here.

The current value depends on age and usage.

Shop Icons

Here are the explanations for each icon related to vehicles:

(1) Engine power (2) Required power (3) Fuel tank (4) Capacity (5) Working width (6) Maximum speed (7) Maximum working speed (8) Crop types (9) Seed types (10) Compatibility (11) Age (12) Operating hours





? MISC.



AI Helper

You can hire a computer-controlled AI helper for the following tasks: cultivating, sowing, harvesting, fertilizing, mowing, tedding and windrowing.

A hired worker is displayed with a small hexagon and a letter on the mini map.

Once your helper finishes processing the field, they will stop automatically.

Hiring a helper will cost you money as long as the helper is active.

AI Helper - Best practice

To get the best out of your workers:

- start in the corner of a field
- make sure there won't be anything in their way
- don't put too many workers in the same field



GOOD LUCK, FARMER !

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