

Farming- Simulator 2013[®]



MANUAL

 **GIANTS**
SOFTWARE

FOCUS
HOME INTERACTIVE

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; and 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.

Before You Get Started

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

- Microsoft Windows XP, Windows Vista, Windows 7 or Windows 8
- 2 GHz Intel or equivalent AMD processor
- NVIDIA GeForce 6800 Series, ATI Radeon X850 or S3 Chrome 430 GT or better (min. 256 MB VRAM)
- 1 GB RAM
- 2 GB free hard drive space
- Soundcard

Installation

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 **cdstart** or **cdstart.exe**. Once the installation starts please follow the on-screen instructions.

You can find the game in the Start menu by navigating to **Programs/Farming Simulator 2013/Farming Simulator 2013**.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI 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. Comprising two 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 is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



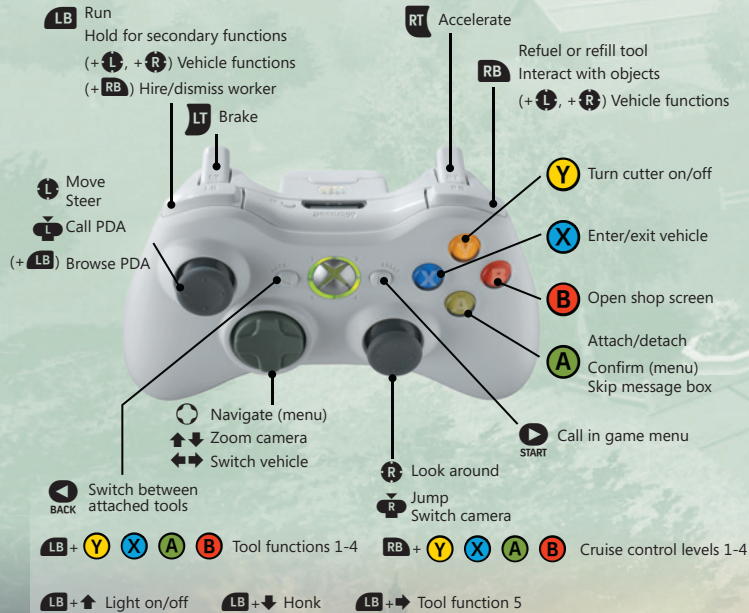
For further information visit <http://www.pegi.info> and pegionline.eu



Game Controls

Farming Simulator 2013® supports mouse, keyboard or a gamepad like the Microsoft Xbox 360 Controller for Windows. You can adjust the controls according to your preferences in the options menu or use the default settings as shown here:

Xbox 360® Controller for Windows



The vehicle functions are used for the more complex vehicles, like the front loader, so you can move their arms and attached tools.

Some buttons have several functions. To activate secondary functions you need to press and hold **LB** or **RB**.

The fourth cruise control level allows you to adjust the speed of your tractor to that of a driving combine harvester.

Mouse & Keyboard

Action	Key	Mouse
GENERAL CONTROLS		
Move	W A S D	
Look around	Arrow keys	Mouse movement
Run	Shift left	
Jump	Space	
Skip message box		Left mouse button
Open shop screen directly	P	
Light on/off	F	
Activate PDA/switch through screens	I	
Call menu	ESC	
Chat (multiplayer)	T	
Interact with objects	R	
Change time scale	7 8	
Transfer money (multiplayer)	L	
VEHICLE CONTROLS		
Steer	W A S D	
Move camera	Arrow keys	Mouse movement
Enter/exit vehicle	E	
Switch camera	C	
Zoom camera	+ - (NumPad)	Mouse wheel
Move front loader/telescopic loader	J K N M	Buttons + movement
Attach/detach implement Unload tipper	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	
Turn cutter on/off	J	
Switch between attached tools	G	
Refuel or refill tool	R	
Cruise control levels	1 2 3 4	

Tutorials

The tutorials are designed to introduce new players to the basic mechanics of the game. They also demonstrate some of Farming Simulator 2013's new features.

When you start a tutorial a series of images with descriptions explain the task ahead and show you how to complete it. If you are unsure what to do during a tutorial, you can always switch back to this screen by pressing the Escape key.

Career

This is the main part of the game. In this mode you are completely free to decide what tasks you want to pursue and how you want to earn money.

Upon starting a new career, you can select a savegame that will keep track of your progress. After that you have to select one of three difficulty levels which make the game easier or harder. Lastly you can choose the map you want to play on. Hagenstedt is Farming Simulator 2013®'s new map. If you have maps created by other players installed, they will be displayed here as well.

Your Farm

At the start of a career your fleet of vehicles is not particularly impressive. Aside from the machines at your farm there are several other vehicles found on the map (press the tab key repeatedly to directly jump into these vehicles).



When you are driving a vehicle, a couple of bars are shown in the lower right. The first bar shows your current speed. The second bar shows the fill level if you are driving a combine harvester or if you have an implement attached that can be refilled (like a sowing machine or a sprayer). The third bar displays the current level of the vehicle's fuel tank and the bottom bar represents your current account balance.

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.

If you prefer, you can turn off the question marks in the settings found in the game menu (Escape key).

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 green icon is displayed, and you can unload the tipper with Q.



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.

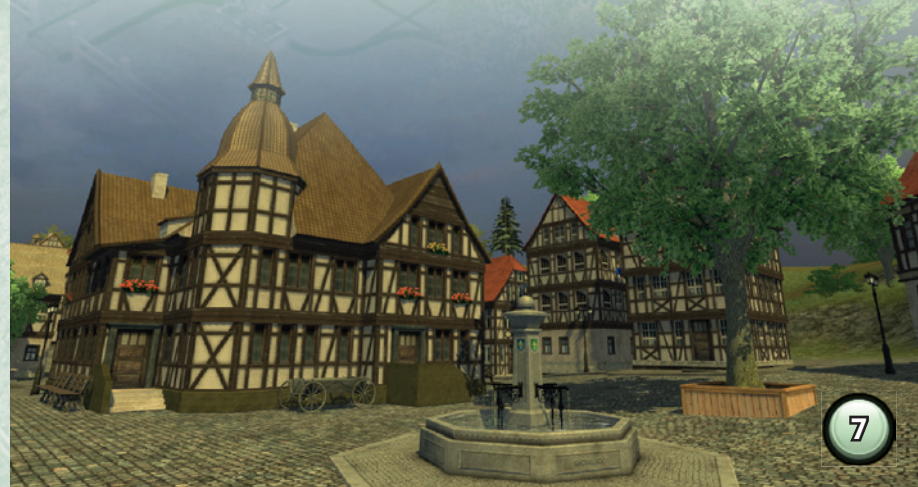
Potatoes and sugar beets are located separately in the storage building next to the silos. Behind the building are two conveyor belts that allow you to fill your trailers.

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.



Earning Money

To earn money you have to tend your fields and deliver the harvest to one of the unloading stations. Not every station accepts all commodities, though, and prices differ from station to station. Take a look at your PDA to see the current prices.

If you acquire animals, you get another source of income: Cows produce milk, sheep provide wool and chickens lay eggs, all of which you can sell.

From time to time you receive the option to carry out a mission. These tasks need to be completed within a given time limit, and if you manage to fulfill a mission in time you get a monetary bonus.

Prices

The prices of all sellable commodities change daily and act in accordance to supply and demand. You can influence the prices by deciding what you want to deliver and how much of it. If, for example, you sell wheat and only wheat for several weeks, its demand goes down considerably and its price shrinks accordingly. This also means that prices for commodities you hardly ever sell go up much faster.

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

If you go to an ATM (e.g. at the vehicle shop) 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.

PDA

Press I to display your PDA. Pressing I repeatedly switches through several screens.

The PDA either displays a map of your surroundings, the weather forecast, the current grain prices, your finances or your personal statistics. In a multiplayer game you can also see a list of all players. Furthermore, you can press 9 to browse through several pages or views at each screen. The map can show you a zoomed out view, the weather displays the next few days and the prices screen shows you the other unloading stations' prices and the currently running great demands.

Vehicle Shop

North of your farm you can find the vehicle shop where you can buy vehicles, tools and animals. The machines are split up into several categories which you can toggle through in the top left. You can also find mods created by other players here, if you have them installed.

When you sell machines, you get back half of the initial price. In front of the shop there's a marked area where you can selectively sell vehicles and tools. Anything you sell this way renders you 20% more money since you went to the trouble to drive the vehicle or tool all the way to the shop.

Every so often the vehicle shop puts individual machines on sale. Sales are temporary, thus it is a good idea to visit the shop frequently and see if there is something available for less.

On rare occasions the vehicle shop comes up with a brand sale which lowers the prices of all machines of a certain brand for a short time. If a brand sale happens, the shop gets decorated with balloons and you also receive a message to make sure you don't miss it.



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** Farm
- J** Dairy
- K** Garden center
- L** Water tower
- M** Sheep pasture

- N** Grain mill
- O** Spinnery
- P** Cow pasture
- Q** Golf course

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 Loader

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 on use. 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.

Spritzen

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

Sprayers empty on use and have to be refilled at the water tank at 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 Loader

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.

It is up to you if you want to plow the field beforehand.

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 shown to the left. This machine works similar to the potato harvester.

Cattle

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 your cows with hay and chopped corn. If you provide your cattle with both in sufficient quantities, they produce the most milk. If they only get to eat hay or chopped corn, the milk production is halved.

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.



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 grass, silage and straw. A display in the top left corner helps you find the right mixing ratios. As soon as the proportions are within an acceptable range, the forage symbol to the right goes from red to light green and you can start feeding your animals.



Sheep

As with cows, any sheep you buy automatically get transferred to their pasture. Sheep are your main wool supplier. The more animals you have and the happier they are, the more wool gets produced. 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 marked area at the spinners where they get 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 coops 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.



Multiplayer

Farming Simulator 2013® allows you to manage your farm together with several other players via Internet or LAN.

Select 'Multiplayer' in the main menu to start a multiplayer game or to join an already created 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. A click on 'Start' opens the game.

Chat

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

Transfer Money

In a multiplayer game each player has their own account balance. However, you can transfer money to other players by pressing L. This opens a screen where you can select the player and the amount you want to transfer.

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



Hints

- You can change the time scale during the game (standard keys 7 & 8). With this function you can speed up time e.g. to make the night pass faster.
- 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.
- The game menu offers several map views that indicate what is growing where and in what condition your fields are.
- The game menu also displays a map which shows the current positions of all your equipment. If you want to switch into a specific vehicle, you can just click on it in this view.
- 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 (tab key).
- 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.
- When selecting a savegame you also have the option to reset the vehicles of a particular savegame. Use this function if you accidentally got a tractor stuck somewhere or drove it into the river. Use this function with caution, though, as it resets *all* vehicles and tools of that savegame.
- Use the pole barns found at several locations to park your vehicles.
- You can call the store directly by pressing P without having to actually go there. However, you still have to pick up your purchase at the vehicle shop.

Warranty

This software has been carefully created, tested and reproduced. Please make sure that your computer fulfills the system requirements. The publisher cannot be held responsible for outcomes attributed to erroneous information. The publisher makes no claim to completeness.

Settings for Older PCs

If Farming Simulator 2013® runs slowly on your PC, you can decrease the game's graphic settings in the options menu. Also make sure to turn off 'Multisample Antialiasing' and 'Anisotropic Filtering'.



PhysX™
by NVIDIA



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

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