

Farming Simulator 22

Manual



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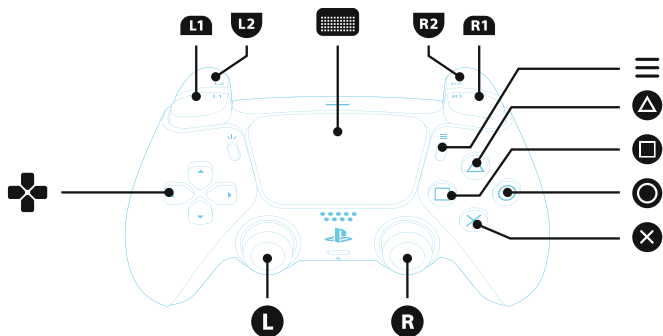
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GAME CONTROLS



General Controls

L1	Hold: Advanced Functions	R1	Hold: Advanced Functions
L2	Brake / Reverse	R2	Accelerate / Run
	Shop Menu		Game Menu
L	Move / Steer	R	Look around
L3	Refuel / Refill Tool	R3	Switch Camera
	Zoom Camera in	X	Jump / Attach / Detach
	Zoom Camera out	O	AI Worker
	Switch to previous Vehicle	Square	Enter / Exit Vehicle
	Switch to next Vehicle	Triangle	Switch Control Group

L1 + R1 Hold: Advanced Functions

GETTING STARTED

CAREER MODE OPTIONS

You can choose from three career modes, which changes the difficulty by mainly influencing your financial situation, but also affects certain gameplay elements.



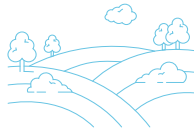
New Farmer

You start with a good selection of machines, you already own some land and money should not be your main concern. Recommended for absolute beginners.



Farm Manager

In this mode, you start with nothing but a good amount of money to customize your fleet and farmland. Be aware of the loan that you have to pay back!



Start from Scratch

You are left with little to no money, and you might need to help out with some contractor work before you can afford your own farmland and machines. Work your way up!

MAPS

Farming Simulator 22 comes with three environments for you to play in:



Erlengrat

A lovely little town embedded within the Alpine mountains.



Elm Creek

The American Midwest is calling with large fields and places to explore!



Haut-Beyleron

A historic Mediterranean region dominated by a large river.

HUD - HEADS UP DISPLAY



1 Help Menu

Shows the currently possible actions for the selected machine.

2 Control Group display

Indicates the status of your current tools and / or vehicles.

3 Weather, Time and Money

Displays the current and upcoming weather, the time and timescale, as well as your current account balance.

4 Notifications

Notifications about AI workers, your expenses and incomes.

5 Mini-Map

Shows the local area and field information.

6 Attachable objects

This only appears when you are close to an attachable object.

7 Fill Level

Here you can see how much of a certain fill type is in your machine or tool.

8 Speedometer

Information about your current speed, the current cruise control speed and the vehicle's working hours.

9 Fuel and Condition

Displays the fuel level and condition of your machine.

10 Gears

Displays the selected gear and gear group. Play with automatic or use manual transmission and shift gears yourself.

11 Crosshair (on foot only)

Indicates the center of the screen. Used to grab objects or point at fields, machines, etc. to see more information.

FARMING BASICS

There is a lot to keep in mind when operating a farm. First, you decide what to focus on. There are three main activities that you can pursue in the game.



Arable farming

Work fields, harvest crops, and process/sell them.



Animal husbandry

Tend to animals and sell their products.



Forestry

Plant and cut trees to sell them for profit.

ARABLE FARMING

In Farming Simulator 22 there are 16 different crops. You need to keep in mind the special requirements for each type.

Grains: Wheat, Barley, Oat, Canola, Soybeans, Sorghum, Sunflowers and Corn



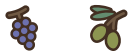
Use a cultivator attached to a tractor to loosen the soil. Plant seeds with either a seeder or planter. Once the field is ready for harvest, you can use a combine harvester with the appropriate header attached to it to harvest the field.

Root Crops: Potatoes and Sugar Beets



Growing potatoes and sugar beets requires special planters and harvesters. For potatoes, you can use potatoes from previous harvests to fill up the planter. 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 (but more expensive) way to do this is to use a self-propelled harvester. A cheaper alternative is to use a tractor with several specialized tools.

Special Crops: Grapes and Olives



Grape vines and olive groves need to be planted in rows. Use the build mode to place the plants. Once grown, harvest your olives or grapes with specialized harvesters and take them to your production points or sell them right away. Remember to prune your grape vines after the harvest so they can grow back.

Special Crop: Sugarcane



To plant sugarcane, you need a billet planter filled with pallets of sugarcane bought from the store or sugarcane from a previous harvest. Since sugarcane harvesters don't have tanks, you'll need to attach a trailer to it if possible or hire a worker to drive the harvester while you drive alongside it with a tractor and a trailer attached. Harvested sugarcane will regrow and does not have to be planted again.

Special Crop: Cotton



Harvesting cotton requires a specialized cotton harvester. It turns the cotton into bales that can only be transported on a special cotton trailer. Just like sugarcane, cotton plants will regrow.

ANIMAL HUSBANDRIES

If you want to take a break from harvesting, or focus on other tasks, you can take care of animals: horses, cows, sheep, pigs, chicken and bees. Each of them have specific needs and reward you in different ways.

Purchase & Transport

First, you need to buy an animal pen and place it via the build mode menu. Then, you can purchase animals from your local animal dealer. Most of them are transported in a livestock trailer.

Animal Care

You have to take care of your animals by feeding them, supplying them with water and straw for bedding by using a straw blower. If you have purchased an animal barn, they are automatically supplied with water. When cows, sheep, pigs and chicken are happy and old enough, they reproduce, and new animals are added to your animal population.



Chicken

- **Food:** Wheat, Barley, Sorghum
- **Product:** Eggs

Chicken produce pallets of eggs, appearing next to the chicken coop. Put them in your vehicle with a forklift and sell them or deliver them to your production buildings.



Horses

- **Food:** Hay, Oat, Sorghum
- **Product:** Trained Horses

Horses are trained and then sold for a profit. Each horse has an individual fitness level. Ride your horses to train them and increase their value. They require straw bedding and water. And, don't forget to brush them! You can even give them custom names!



Sheep

- **Food:** Grass, Hay
- **Product:** Wool

Sheep produce wool. In order to sell the wool, you have to grab the pallet at the sheep pasture with a pallet fork and transport it to the local spinnery. You can also deliver the wool to your own production point for further processing.



Pigs

- **Food:** Almost everything
- **Product:** Pigs, Slurry, Manure

Pigs can eat corn, wheat, barley, soybeans, canola, sunflowers, potatoes, and sugar beets. Like cows, they produce slurry and manure when they're fed. Collect it in a slurry tank and use it as a fertilizer.



Cows

- **Food:** Grass, Hay, Silage, Total Mixed Ration (TMR)
- **Product:** Milk, Slurry, Manure

Your cows always produce milk, but you can improve their productivity by feeding them better food. You can also sell cows for profit. The best food for your cows is Total Mixed Ration (TMR).



Bees

- **Food:** -
- **Product:** Honey

Beehives placed via the build menu produce honey, which can be processed further or sold directly. Place your beehives next to fields, and you will soon be living in the land of milk and honey, as the bees will increase the yield of canola, sunflower and potato crops. Honey will be delivered to the freely placeable delivery area.

FORESTRY

Selling wood is a profitable business. You can cut down trees with a chainsaw or a tree harvester. They should be de-branched and cut into logs before they're sold.

Trees & Poplar



You can harvest trees & poplar to produce logs and wood chips. New trees need to be planted with a special tree sapling planting machine. The shop can provide you with seedling pallets.

Selling Wood

Logs can be delivered and sold to the sawmill or further processed at a factory. The price of wood not only depends on the length, but also on the straightness of the delivered pieces. Small, bent pieces will generally sell for less. You can also chop them up with a wood chipper to make wood chips and deliver them to the sawmill.

FARMER'S KNOWLEDGE

START FARMING



Cultivating

Use a plow, cultivator, disc harrow, power harrow, subsoiler, or spader to aerate the ground before you start sowing your crops.



Sowing

Sow crops using a seeder or a planter. Fill the machine with seeds from a pallet or silo first. Select the crop you want to sow. Lower the machine and turn it on. Seed pallets can be purchased at the shop.



Harvesting

Your crops grow with time. You can check the growth by standing next to the field or by checking the overview map. Once they're ready to harvest, use a combine harvester with the appropriate header attached.



Hint: The pack section in the shop will help you find the right machines to start with certain activities.



Transporting

If the combine's tank is full, you can unload it into a trailer. Transport it to a selling point, factory, or put it into storage to sell it later. When transporting large objects like tree trunks or bales, it is important to secure your cargo with tension belts.



Storing

You can store your crops in a silo to sell later. Silos can be placed on your farmland via the build mode menu.

Hiring a Worker

Need help on your farm? Hire a helping hand to assist you with specific tasks by pressing the helper button. They can harvest a field, for example, or cultivate after a harvest. Of course, the worker expects a wage, which is automatically deducted from your bank account.



Hint: Some seeders and planters have an integrated solid fertilizer tank. You can make use of this and reduce the amount of times you would have to drive over the field.

IMPROVING YIELD

Let's optimize your work! The more you improve your fields, the higher the yield. Visit the overview map and switch to "Soil composition" to get an overview of what your fields need.

Periodic Plowing

You should plow a field after harvesting corn, potatoes or sugar beets and when replacing your sugarcane with a different crop. These plants have deep roots and would reduce your yield.

Liquid/Solid Fertilizer



Liquid and solid fertilizer can be bought as pallets or Bigbags from the shop. Use a sprayer for liquid fertilizer and a fertilizer spreader for the solid fertilizer. You should fertilize your growing crops twice before they are fully grown. Fertilizers increase your yield each time.

Slurry, Manure, Digestate



These natural fertilizers can be used instead of liquid/solid fertilizer. Both slurry and manure can be obtained from cows or pigs. Slurry is spread with a slurry tank, while manure requires a manure spreader. Digestate is spread with a slurry tank and can be obtained at the biogas plant.

Lime



Lime increases your yield. It should be applied after every third harvest. Use a lime spreader to apply lime to your field.

Catch Crops



Oilseed Radish is a catch crop that is used as a fertilizer instead of being harvested. Once the plants are visible on the field, use a cultivator to dig them in. It will increase the yield of the following harvest.

Weeds



Together with your crop sprouts, weeds will show up. If you don't remove them, your yield will suffer a loss. Remove the weeds with a weeder, if they are still near the ground level. Once they've grown too large, you can only get rid of them by spraying herbicide.

Stones



When cultivating and plowing your fields, stones can be dug up. When driving over them, your tools and vehicles can get damaged. Smaller stones can be removed with a roller, while bigger stones need to be collected. Use a stone picker to collect the stones from your fields and sell them at the debris crusher.

PURCHASING LAND

You can buy new land for growing crops and more in the map menu. You can also sell land you own if necessary. You cannot work, mow grass, or cut trees on someone else's land unless you are doing contract work.

Create & extend fields

You can use a plow to create new fields on land you own. This way, you can also enlarge your fields, or even combine them. Especially in the beginning, when you do not have large amounts of money, it is a good decision to buy smaller fields in close proximity, and combine them later to create even bigger fields.

ANIMAL SUPPLY

Grass and Hay



Most of the animals need grass. A mower is required to cut the grass. You can plant it on a field or mow the meadows all around to gather some. If you want to make hay, you have to turn the grass with a tedder, so it dries. Arrange the grass or hay with a windrower into swaths for easier collection. You can pick up the grass or hay with a loading wagon or a baler.

Straw



Straw can be obtained after harvesting a field of wheat, barley or oat. Just collect the swath with a baler or loading wagon.

Bales



Bales can be automatically loaded with a bale collector. A cheaper but more work-intensive investment would be a tractor with a front loader configuration and a bale fork.

Chaff



Chaff consists of crops chopped by a forage harvester. You can make chaff from corn, wheat, barley, oat, or canola. Use the appropriate header for the crop while driving over it with the forage harvester. Unlike combine harvesters, forage harvesters have no tank and need to be accompanied by a tractor with a trailer.

Water



Water is transported with a water trailer. You can get water from a lake or from a water tank that can be placed from the build mode menu.

Silage



Silage is a necessary fodder for cows and can be made from chaff or grass. There are two ways to create it. Option one is to dump chaff or grass into a bunker silo and drive over the heap to compress it. Cover it, and wait for the fermentation process to finish. Option two is to use a baler. Create a bale of grass, and use a bale wrapper to start fermentation.

Total Mixed Ration (TMR)



You can optimize your cows' milk production by feeding them TMR. TMR is produced by mixing together hay, straw, silage, and concentrate in a mixer wagon.

SEASONAL FARMING

Farming Simulator 22 introduces seasonal cycles. Spring, summer, fall, and winter come with their individual atmosphere and change the gameplay throughout the year.

Crop calendar

The seasonal crop calendar impacts the time-frame you are able to plant and harvest your crops. Keep in mind that prices fluctuate depending on the time of year. You can deactivate 'seasonal growth', allowing you to plant and harvest anytime.

Weather

The weather forecast affects your decisions. Keep in mind: While there is snow or rain, you cannot harvest your crops and will have to wait until it stops. Keep an eye on the weather forecast icon in the top right corner, implicating the impending change of the weather.

Snow

When snow covers the land and your farm, you need to be wary of slippery roads. Better get your winter equipment ready as the handling of your vehicles will be affected. Snow can be toggled on and off in the game settings.

BUILD MODE MENU

Create the farm of your dreams using the build mode menu! There are various categories available to customize your farmlands in different ways.



Buildings includes sheds, silos, silo extensions, containers, and tools.



Production contains all the buildings needed to earn you additional money. There are factories, selling points, greenhouses, orchards and generators.



Animals contains all the pens for your animals - in different shapes, sizes, and some additional functionality.



Decoration contains fences, (street) lights and more. With this set of items, you can provide your farm with a lot of details.



Landscaping contains tools for sculpting, painting, trees, and plants. Here you find everything to make your farmland more unique.

FINANCES & MAKING MONEY

FINANCIALS & LOANS

On the finance screen, you can see all income and expenditures for the current month and the previous four months. Any loan you have taken from the bank is also displayed here.

If you need more money urgently, you can take on additional loans from the bank. However, at the end of each month, you will have to pay any excess interest on the loans. Pay them back as fast as you can to save on interest.

SELLING PRODUCTS

To sell your products, you need to load them 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 selling point. The prices vary and change over time - depending on the season, for example. You can influence prices by deciding what you want to put up for sale and how much of it. You can sell crops, wood, animals, their produce, and processed goods.

CONTRACTS

There are other farms on the map, which are owned by other farmers, unless you buy the fields from them. They're always in need of assistance. On the contract screen in the menu, you will find different jobs.

GREENHOUSES

Greenhouses earn you additional income. You can grow lettuce, tomatoes, and strawberries. These goods can be sold at different selling points or processed further. You can place a supplementary water tank next to your greenhouse to increase the water capacity, as your plants in the greenhouses must be provided with fresh water.

GENERATORS

Solar collectors and wind energy converters have high initial costs, but they produce passive hourly income. Place them on your farm with the build mode.

FACTORIES & PRODUCTION CHAINS

An additional option to selling your products are the factories. Either visit the local factories or build your own via the build menu. At the factories, you can process your product further to increase the selling price of the end product. This can be sold at selling points.

Bakery:

Bread, Cake



Carpentry:

Furniture, Woodchips



Dairy:

Cheese, Butter



Grain Mill:

Flour



Saw Mill:

Planks



Spinnery:

Cloth



Sugar Mill:

Sugar



Tailor Shop:

Clothing



Cereal Factory:

Cereal



Grape Processing:

Grape Juice, Raisins



Oil Mill:

Olive Oil, Sunflower Oil, Canola Oil



VEHICLES, MACHINES & TOOLS

BUYING & LEASING

You can purchase new vehicles and tools from the vehicle shop. Equipment is divided into categories or brands. If there is a suggested combination for the vehicle or tool, you can select this with a simple button press.

You also have the possibility to lease vehicles and tools. You will be asked to pay a starting fee and a continued leasing fee. Also, keep an eye on the 'used vehicle sale'. You can find great offers on all kinds of tools and vehicles for reduced prices.

VEHICLE CUSTOMIZATION

Some vehicles allow for additional customization, such as different wheels, a more powerful engine, a different color, or adding a front loader attachment. Customizable vehicles can be adjusted to your liking when bought. To customize them later, bring the vehicle to the marked area in front of the machinery dealer, then interact with the shop symbol.

VEHICLE & MACHINE REPAIR

Over time, your vehicles and tools will deteriorate. Vehicles in need of repair lose speed or engine power. Take the vehicle to the machinery dealer or to your vehicle workshop to pay for repairs. To fix traces of use in the paintwork, repaint your vehicle.

GARAGE

You will see all the vehicles you currently own in the garage section. All of your assets are listed here, and you can sell them directly from this menu. Their current value depends on their age and usage. Selling them at the machinery dealer instead grants you a bonus on the selling price.

Shop Icons



Power: Shows the vehicle's minimum engine power



Required Power: Shows the required engine power to operate the tool properly



Transmission: Shows the vehicle's transmission type



Speed: Shows the maximum speed the vehicle can achieve



Working Speed: Shows the maximum speed when working with the vehicle/tool



Fuel: Shows the fuel tank capacity or electric charge capacity



Weight: Shows how heavy the vehicle/tool is



Max Fill Weight: Shows the recommended maximum fill weight for the tool



Width: Shows the working width of the vehicle/tool



Fill Type: Shows what the vehicle/tool can transport or process



Bales: Shows the type and size of bales the tool can transport or create



Seeds: Shows the type of crops the tool can sow



Animals: Shows which type and the amount of animals the trailer can transport



Slots: Shows how many slots the machine occupies when bought

Garage Icons



Operating Hours: Shows the operating hours of the vehicle/tool



Age: Shows how many months you have owned the vehicle/tool



Wheel Type: Shows which wheels are equipped on the vehicle/tool



License Plate: Shows the license plate of the vehicle/tool



Condition: Shows the overall condition of your vehicle/tool

MULTIPLAYER & MODS

In Farming Simulator 22, you can manage your farm together with friends or like-minded farmers from all around the world. You can also customize your experience with a multitude of free user created content, called mods.

MULTIPLAYER

Either work a farm together, or manage your individual farms while helping each other out. An internet connection, a paid-for PlayStation®Plus subscription (sold separately) and an account for PlayStation™Network are required. Cross-platform multiplayer is supported by most systems.

Join game

Here, you see a list of currently existing games you can join. If the game is running with mods, you need to install them as well. The mods are listed in the game details.

Create game

Create your own game session others can join. First, you select a save game, difficulty, and map. Your already existing career save game can be used, too. You can then adjust additional settings, like the maximum number of players or mods used.

Multiplayer options

If you open the menu, there are a variety of multiplayer options to manage the way you play with others: You can give your fellow players various permissions to buy and sell machines, fields, or start contracts and more.

Banning players

Is one of your fellow players misbehaving? The server admin can ban a player from the game by accessing the players list.

More info

Need help or more info about multiplayer games in Farming Simulator 22? Visit farming-simulator.com/support for help and further information.

MODIFICATIONS (MODS)

Mods are extensions for Farming Simulator. They are usually created by fans of the game, adding new content to the game such as machines, maps and even gameplay mechanics. Visit the official ModHub to download all kinds of mods, tested and curated by GIANTS Software. Visit <https://farming-simulator.com/support> for further information.

Adding mods

Go to the main menu of the game and select "Downloadable Content". You can browse the categories of our ModHub to find your preferred content.

Creating your own mods

Creating mods for Farming Simulator 22 is fairly easy. If you're new to mod creation, visit gdh.giants-software.com to find documentation, tutorials, a dedicated mod forum and more to get you started.



FS22P5EXPBK

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