



Farming Simulator 17



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; 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.

HELP - TECHNICAL SUPPORT

If you encounter difficulties installing or running Farming Simulator 17, do not hesitate to contact our technical support department by email.

E-Mail : 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, and your PC's DxDiag.





INSTALLATION

BEFORE YOU GET STARTED

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

- OS: Windows 7/8/10
- PROCESSOR: AMD/Intel 2.0 GHz dual-core
- RAM MEMORY: 2 GB
- GRAPHICS CARD: 1 GB, DirectX 11, AMD Radeon HD 6770/NVIDIA GeForce GTS 450
- HARD DISK SPACE: 6 GB
- DVD-ROM: 2X DRIVE

INSTALLATION AND GAME LAUNCHING

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 "autorun" or "autorun.exe". Then, click on the button "Install the game". Once the installation is done, you will first need to launch the game.

At first launch, you will be asked to enter the product key, which can be found inside the DVD box, or on your purchase confirmation mail if you bought the game digitally.

After this step is done, you can launch and fully enjoy the game and all its latest features.

You can find the game in the Start menu by navigating to Programs/Farming Simulator 2017/Farming Simulator 17





STARTING A NEW GAME

We recommend **playing the tutorials before starting a new career**. They help familiarize you with how the game works and with the different types of vehicles.

To start a new game:

1. First select career mode in the main menu.
2. Select the location you want to save your progress to from the list.
3. You are then proposed three levels of difficulty: Easy, Normal, and Hard.
4. Select the map you want to play on.
5. Finally you are asked to choose your character.
6. You then begin your career with a few fields and a small number of vehicles.

Note: If you select the Goldcrest Valley map when starting a new career, you will be given the option to take a guided tour through the map and the basic aspects of the game.

SAVE/LOAD

Farming Simulator lets you manually save your progress at any point (Press Esc button to pause the game, then click on "Save" to save it).

Note: The game does not have an auto-save function. It is therefore strongly recommended that you regularly save your game.

Once the game has been saved, you can access it via "Main Menu > Career > Select game".

GAME CONTROLS

Farming Simulator 17 supports mouse, keyboard or a gamepad like the Microsoft Xbox One® Controller for Windows. You can adjust the controls according to your preferences in the options menu or use the default settings as shown here:





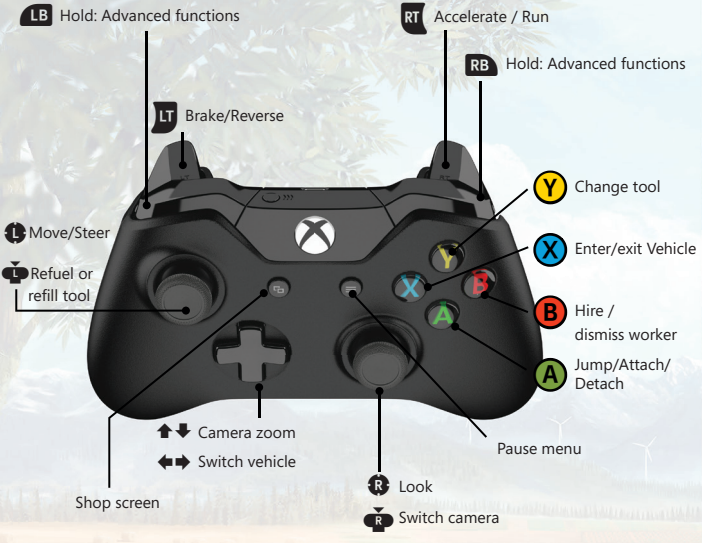
MOUSE & KEYBOARD

ACTION	KEY	MOUSE
GENERAL CONTROLS		
Move	W A S D	
Look around	Arrow keys	Mouse movement
Run	Shift left	
Jump	Space	
Shop screen	P	
Light on/off	F	
Pause menu	ESC	
Activate object	R	
Change time scale	7 8	
Chat (multiplayer)	T	
Previous station - Radio on/off - Next station	4 5 6	
VEHICLE CONTROLS		
Steer	W A S D	
Move camera	Arrow keys	Mouse movement
Enter/exit vehicle	E	
Switch camera	C	
Zoom camera	Page down/Page up	Mouse wheel
Move front loader/telescopic loader	J K N M	Buttons + movement
Unload tipper	I	
Attach/detach implement	Q	
Unload tipper		
Switch between vehicles	Tab	
Hire/dismiss worker	H	
Lower/lift tool	V	
Tool function 1 2 3 4 5	B X O V Y	
Switch between attached tools	G	
Refuel or refill tool	R	
Activate cruise control	3	
Change cruise control speed	1-2	





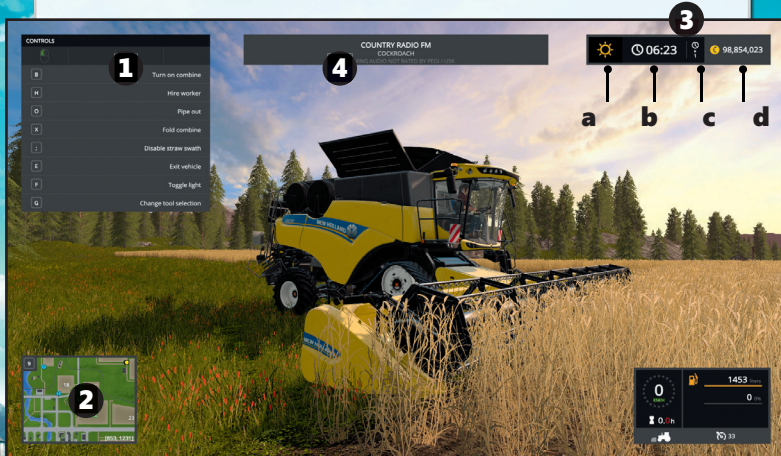
XBOX ONE® CONTROLLER FOR WINDOWS ONLY





INTERFACE AND GAME SYSTEM

GAME INTERFACE



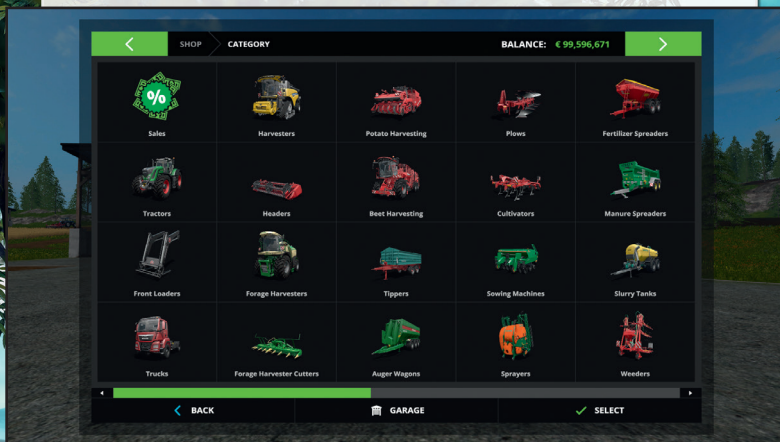
1. **Help panel:** Indicates the actions you can perform.
2. **Map:** Press "9" button to toggle the size of the map.
3.
 - a. Weather info.
 - b. Time of day.
 - c. Time scale: You can change this value to speed the game up via the options menu.
 - d. Bank account: Tells you how much money you have.
4. **Radio system:** Indicates the currently running radio station.

STORE

In each map of **Farming Simulator 17** there is a farming equipment supplier where you can purchase vehicles and equipment. You can access it at any time by pressing the "P" key. You still have to visit to pick up your purchases.

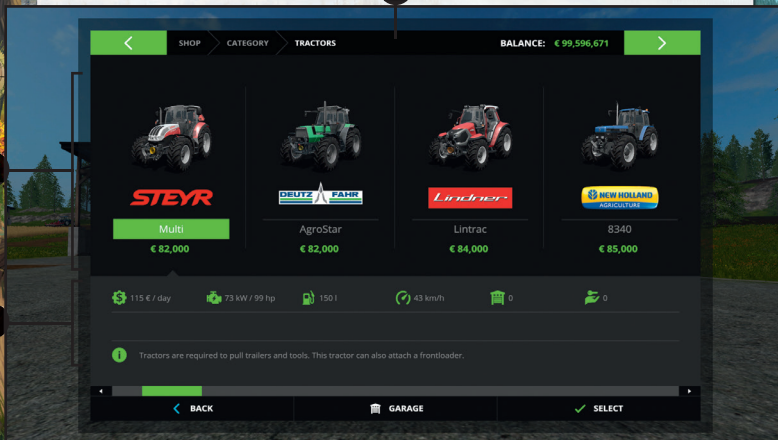


STORE INTERFACE



When you enter the shop, you can sort out the vehicles by category or by brand.

1

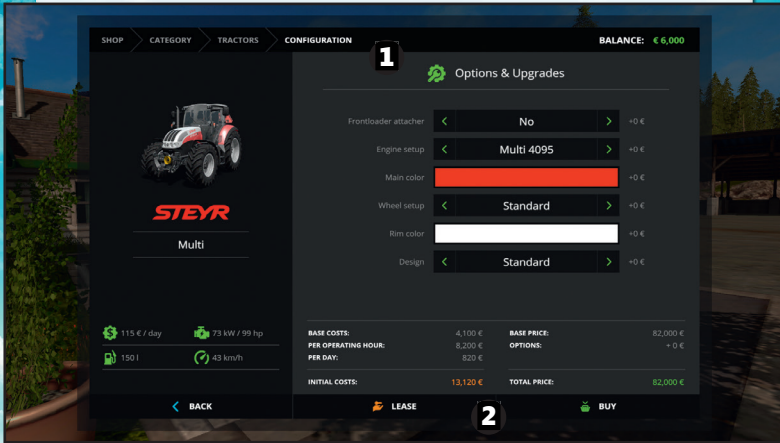


2

3

1. Equipment categories.
2. Equipment available in the selected category and their price.
3. Equipment data sheet.

8



1. Customization possibilities. Be careful, every change impacts the price.
2. Buy / Lease. Leasing a vehicle is cheaper but you must pay money over time.

SALES

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

PAUSE MENU

The Pause menu can be accessed at any time via the "Esc" key. There are several tabs.

Map overview:

Here you can see:

- The fields' fruit type, their growth state and their soil composition.
- Your vehicles/tools.
- Important locations: selling stations, animal pens, and other farmers' fields.

You can select icons and interact with them: Fast travel, reset vehicle, place a beacon.



**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. You also can place beacons over designated locations.

Vehicle Overview:

This page lists all the vehicles you own, showing you their age, their maintenance costs, and their selling prices.

Finances:

This page displays a detailed summary of your finances. If you need more money urgently, you can borrow some from the bank. However, at the end of each day, you will have to pay a hefty interest for each loan you take out.

Animals:

This page gives an overview of your animals, their productivity, their needs, as well as their reproduction rate.

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.

General & game settings:

This is where you can adjust multiple game options, such as the time scale, the plant growth or the help window.

Help:

Whenever you need information regarding the basics of the game or more advanced knowledge, you will find it here.

CAREER

This is the main part of the game. You are in charge of your farm and free to develop it at your own pace.

There are three major activities:

- **Agriculture:** Work fields, harvest crops, and sell them.
- **Animals:** Take care of your animals and sell their products.
- **Forestry:** Cut trees and sell them.



QUESTION MARK

At the start of the game you can walk into the highlighted question mark symbols to get gameplay information relevant to the location. More information is always available in the help menu.





SILOS



There is a silo 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 silo. When the trailer stands in the correct position, you can unload the tipper.

To retrieve a commodity from storage, position a trailer below the pipe on the other side and activate it. This opens a menu allowing you to select the desired grain type. The trailer will be loaded until it is full or until the storage is empty.

Roots crops, like potatoes or sugar beets cannot be stored in silos. If you want to store root crops temporarily, just unload them on the ground. Use tractors with front loaders and shovels to put them back into trailers again.

PURCHASING FIELD



To work a field you have to buy it first. Each field not in your possession has a buy symbol next to it. If you activate this symbol, a description of the field is displayed (field area & price) and you receive the option to purchase it. It is also there that you can work for other farmers

Fields already in your possession are marked with green numbers on the map.

HIRING A WORKER

You can hire a worker to assist 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 "H". Note that all work deserves a wage, and so each time you use a worker, it means money is deducted from your bank account.

MAKING MONEY

To make money, you have to deliver your products to one of the points of sale. These places are shown on the map as orange unload symbols.





SELLING CROPS

All the stations don't accept the same types of grains and don't pay the same prices.

Their prices constantly change: they depend on the frequency and quantity sold for each type of grain.

For example, if you keep selling canola, the price will start decreasing over time.

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 Price menu to see the applicable prices at each point of sale.

Here are the crops you can sow and sell:



Wheat



Canola



Barley



Corn



Sugar Beet



Potatoe



Soy bean



Sunflower

SELLING ANIMAL PRODUCTS

If you buy animals, you gain another source of income: cows produce milk, sheep provide wool, and chickens lay eggs. Milk is sold automatically, but you must transport wool and eggs to the selling point.

If you take good care of them, animals will reproduce. Note that pigs reproduce faster than cows and sheep, and are much better for selling to the animal dealer.



Milk



Wool



Pig

SELLING WOOD

Fully grown trees can be logged and cut into pieces either by using a chainsaw or a tree harvester. The price of wood not only depends on the length but also on the straightness of the delivered pieces. You can also chop any logs into wood chips and sell them. Another way to make wood chips is to plant poplars and harvest them with the adequate forage harvester.



Tree



Wood chips





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. When this happens, a short-term Great Demand begins.

During a Great Demand the applicable unloading station offers a significantly higher price than its competitors. You receive a message as soon as a great demand starts and you can look up all currently running demands 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.

To launch a job for them, interact with the symbol next to their field. The farmer will then provide you with the right tools in order to do the job.

Note that each time you complete a job, your relationship with the farmer will improve. The more you work for them, the cheaper the prices of their fields will become.

There are 5 types of missions:

- Sowing
- Fertilizing
- Harvesting
- Cultivating
- Plowing

If you find that you can't finish a mission you've started, you can drive outside of the field to cancel it.

You do not get penalized for a failed mission.

New missions appear on the same field one after another, following the natural cycle of the crops.

LOAN

Don't forget that you can take a loan in the "Finances" menu.





FARMING BASICS

In order to successfully tend to your fields and feed your animals, you have a large selection of vehicles and tools available to you:

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.

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 bought in the shop.

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.





PLOWS

After you have harvested a field, you'll need to prepare it for the next cycle. You can do that quickly by using a cultivator just as before. From time to time you should plow your field to make sure that it stays as fertile as possible. You can also create new fields with a plow.

FERTILIZATION

After sowing a field, you can improve the harvest by fertilizing it. To achieve the best outcome, you need to fertilize your field up to 3 times before the plants are fully grown. But remember that fertilization is only effective once per growth stage:



SPRAYERS

The sprayers need to be refilled when they run empty. You can refill with a pallet that you can buy at the shop.



SLURRY TANKERS

Your cows and pigs can also produce slurry which is stored in the pit at their pasture.

You can take it with a tanker, then spread it onto your fields as an organic fertilizer. You can also fill it at the biogas plant.



MANURE SPREADERS

With this trailer you can spread manure on your fields.

Use the front loader's shovel to haul manure from the dung heap, next to the cow or pig pasture, into the manure spreader.



WEEDERS

A weeder is an easy and economical way to improve the yield of your fields.

It doesn't need to be refilled, unlike the previous methods, but it can only be used at one specific stage of the growth cycle: only once the new plants have sprouted but before they have grown too tall.





OILSEED RADISHES



Oilseed radish is a special crop which you don't harvest at the end, but dig it into the ground. Once the plants are visible, you can use a cultivator on your field. This is called 'green manure' and works as a fertilizer.

BALES



MOWERS

Use a mower to cut grass. Grass ready to be mowed can be found almost anywhere, you can also create your own grass fields.



TEDDERS

To accelerate the drying process of mowed grass, you can turn it with the rotor tedder.



WINDROWERS

The windrower prepares mowed grass by raking it into windrows which makes it easier for the forage wagon or the baler to collect it.



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 bales a lot easier. Afterwards you can stack the bales wherever you need them.





ROOT CROPS

There are two types of root crop: potatoes and sugar beets.



POTATOES AND SUGAR BEETS

The cultivation of potatoes and sugar beets requires specialized sowing machines and harvesters.

To harvest them, you first need to remove the foliage with a haulm cutter and then dig them up with a potato or sugar beets harvester.



The easiest and fastest way to do this is to use a self-propelled harvester. However, a machine like this is quite costly and likely to exceed your budget early on. A cheaper alternative is to use a tractor with several specialized tools.

ANIMAL MANAGEMENT

If you want to take a break from harvesting crops or if that isn't quite your focus, you can also take care of animals on your farm. Available animals are cows, sheep and pigs.

They can be purchased and sold at your local livestock dealer.





ANIMAL TRANSPORTS



You can bring back the animals yourself by using an animal trailer. Always make sure that the trailer is near the livestock dealer.

For a fee, the livestock dealer can deliver them directly to your farm.

CARETAKING



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

When animals are happy enough, they reproduce, and their offspring is added to your animal population.

PIGS



If you take care of your pigs, they will multiply. They can then be sold for a profit.

Pigs accept a large array of food, namely corn, wheat, barley, canola, sunflowers, soybeans, potatoes and sugar beets.

COWS



Cows only give milk if they have water and food. You can feed them with hay, silage, grass or total mixed ration (TMR). The animal menu keeps you informed about the status of your cows' productivity.

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.

FORAGE HARVESTERS



Chaff is produced by a forage harvester. Since the forage harvester has no tank of its own, you will either need to directly attach a trailer to it or hire a worker and drive along the harvester with a trailer. Unload chaff at the bunker silo next to the cow pasture or unload it into one of the silos at the biogas plant to later ferment it into silage.





MIXER WAGONS



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



Sheep don't require much. If they have enough water and grass they will produce wool which gets packed onto pallets near the sheep pen.

You can use a front loader to pick up and transport these pallets to the area marked out at the spinnery, where they are sold.

FORAGE WAGONS



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.

CHICKENS



When you start your farm, you will automatically own 15 chickens.

Chickens are the easiest animals to keep, as they happily lay eggs without you having to do anything. If you want to sell eggs, you have to collect them manually and sell them to selected households.





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



FORWARDERS

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



WOOD CHIPPERS

A wood chipper allows you to reduce trunks into wood chips which you can sell.



STUMP CUTTERS

A cut down tree leaves behind a stump which you can remove 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 Goldcrest Valley, two trains are available. You can use them to load a lot more of your produce and move it across the map via two different railroads.

TRAIN STATIONS

You can unload your crops at the train station silo with a trailer and load them onto your train.



CRANES

Cranes will help you load and unload tree trunks on your train. Note that you can't move animals by train; use the animal trailer in order to do so.





MULTIPLAYER

Farming Simulator 17 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. 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.

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

If the option Separate account is on, as a host you can transfer money to other players by going to the multiplayer overview where you can select the player and the amount you want to transfer.





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.





GOLDCREST VALLEY





Fields: 1-31



Talk To Field Owner



Selling Point



Pig Enclosure



Sheep Pasture



Chicken coop



Cow Stable



Livestock Dealer



Fuel Station



Shop



Selling Point For Bales







Fields: 1-36

-  **Talk To Field Owner**
-  **Selling Point**
-  **Pig Enclosure**
-  **Sheep Pasture**
-  **Chicken coop**
-  **Cow Stable**
-  **Livestock Dealer**
-  **Fuel Station**
-  **Shop**
-  **Selling Point For Bales**





THE WAY
IT'S MEANT
TO BE PLAYED

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

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