

XBOX ONE

# Farming Simulator 17

MANUAL

 **GIANTS**  
SOFTWARE

**FOCUS**  
HOME INTERACTIVE



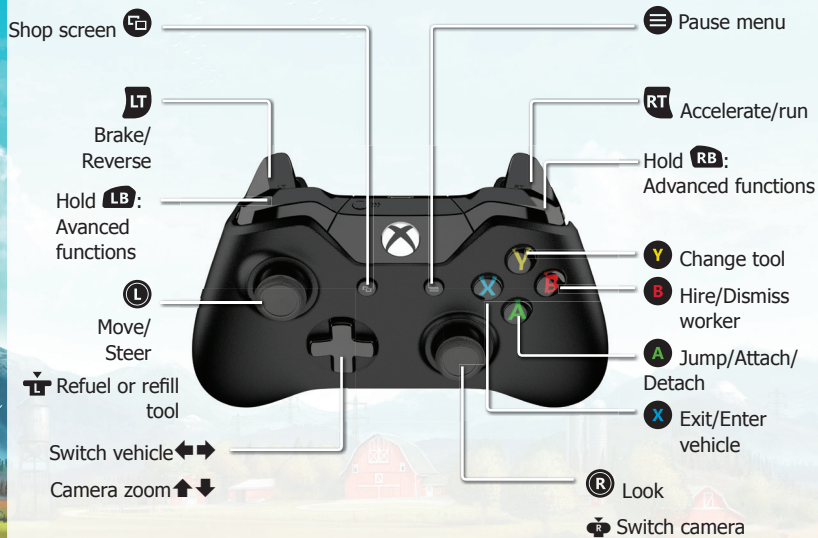
**⚠ WARNING** Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

### Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.





# GAME CONTROLS



Hold **LB** + **RB** - Advanced functions

## STARTING A NEW GAME


If you are selecting the Goldcrest Valley map for the first time, you will be taken on a guided tour through the map and the basic aspects of the game.

Farming Simulator lets you manually save your progress at any point (Press  button to pause the game, then press  button 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.

## STORE AND MENUS


### 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  button. You still have to visit to pick up your purchases.

### SALES

From time to time the vehicle store puts up temporary discounts 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 with  button. 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 **B** button. 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

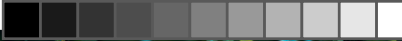
Cranes will help you load and unload tree trunks on your train. Note that you can't move animals by train; use the animal trailer in order to do so.



## MULTIPLAYER

Farming Simulator 17 allows you to manage your farm together with several other players via Internet. 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 specific contents, you need to install them as well. You can look at the details of each game to see which ones 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. You can adjust additional settings, like the maximum number of players allowed in the game or the downloadable content 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.

## ***INVITE A FRIEND***

If you are a host, you can invite a friend by going to the Pause menu.

## ***CHAT***

If you have a microphone, you can communicate with other players present in the game.

## ***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.





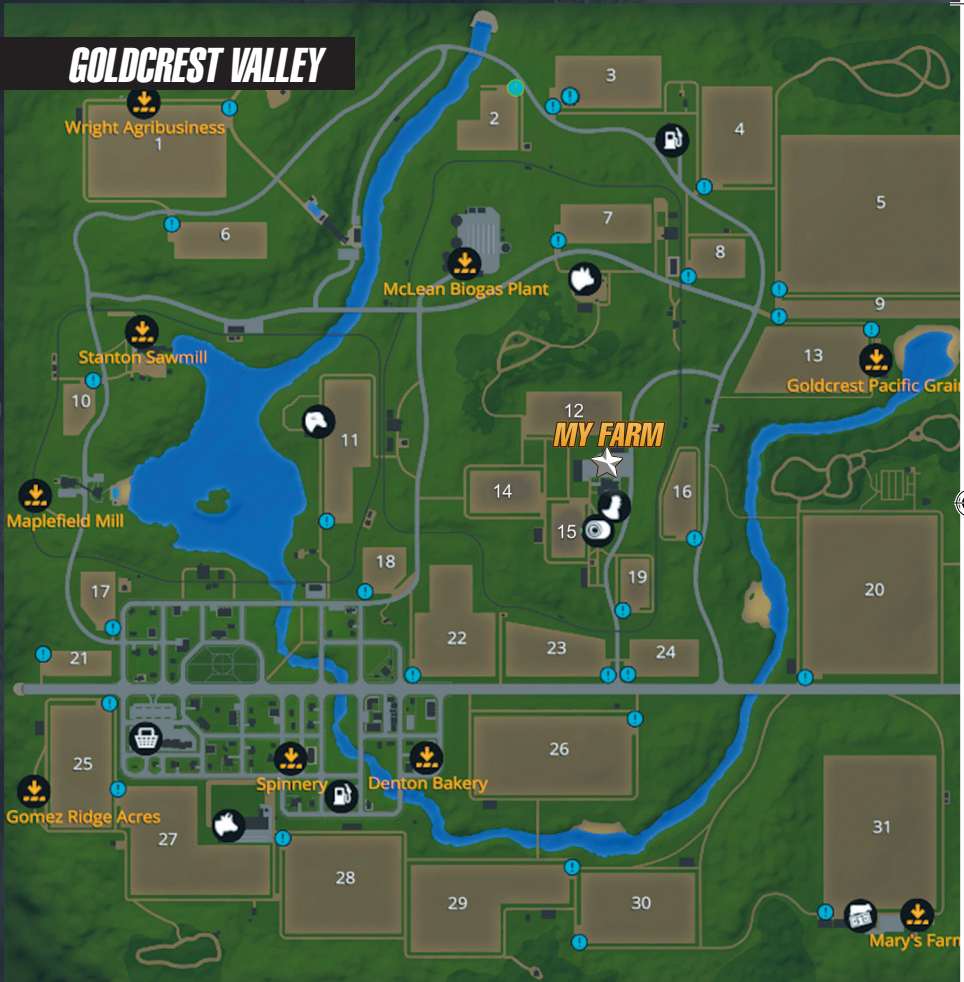
## **BANISHMENT**

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](http://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**



# SOSNOVKA







## Fields : 1-36



**Talk To Field Owner**



**Selling Point**



**Pig Enclosure**



**Sheep Pasture**



**Chicken coop**



**Cow Stable**



**Livestock Dealer**



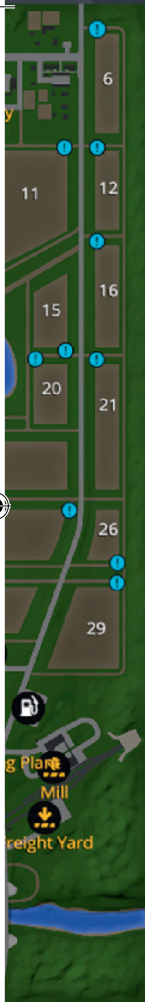
**Fuel Station**



**Shop**



**Selling Point For Bales**



## WARRANTY

### PRODUCT NAME: FARMING SIMULATOR 17

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. To enable us to exchange the defective product, please send the product in its original packaging (postage costs to be borne by the sender), accompanied by the original proof of purchase, a description of the problem encountered and your full address and contact details to the Focus Home Interactive Technical Support department.

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 encounter difficulties installing or operating Farming Simulator 17, do not hesitate to contact our technical support department by email or phone (French/English service):

**Email:** [support@focus-home.com](mailto: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 tech support team with as much information as possible on the type of problem you are experiencing, how and when it occurs.



# NOTES

A large white rectangular area with horizontal dotted lines for writing notes, set against a background of a farm landscape with a red barn, sunflowers, and mountains.





**GIANTS**  
SOFTWARE

**FOCUS**  
HOME INTERACTIVE

© 2016 GIANTS Software GmbH. Published and distributed by Focus Home Interactive under license of Giants Software. Farming Simulator, Giants Software and its logos are trademarks or registered trademarks of Giants Software. Focus, Focus Home Interactive its logos are trademarks or registered trademarks of Focus Home Interactive. Challenger® is a registered trademark of Caterpillar Inc. and is used under license by AGCO. Challenger®, Fendt®, Valtra® and Massey Ferguson® are worldwide brands of AGCO. All rights reserved. The agricultural machines and equipment in this game may be different from the actual machines in shapes, colours and performance. All other names, trademarks and logos are property of their respective owners.