



XBOX 360®

# Farming Simulator 15



MANUAL



GIANTS  
SOFTWARE

FOCUS  
HOME INTERACTIVE



**WARNING** Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, 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.





## INTRODUCTION

Welcome to **Farming Simulator**. The manual has been designed to help you take your first steps in this world full of possibilities.

Find out everything you want to know about the different crops, livestock, fertilizers, and vehicles in the game.

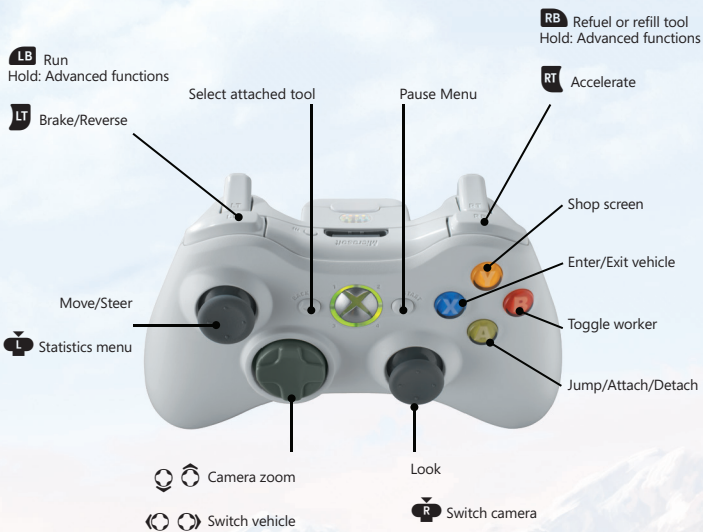
The guide is nonetheless not complete; experience is still the best teacher in **Farming Simulator**.

So give it a try!





## GAME CONTROLS



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





## CAREER

### FIRST STEPS IN THE GAME

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



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.

### SILOS



There are several silos 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 silos. When the trailer stands in the correct position you can unload the tipper.

To load a tipper you have to steer it underneath the silo.

Potatoes, sugar beets and woodchips 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 map. Fields already in your possession are marked with green numbers on the map.

### HIRING A WORKER



You can hire a worker to help 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**. Note that all work deserves a wage, and so each time you use a worker, it means money is deducted from your revenue.





## MAKING MONEY

### SELLING CROPS

To make money, you have to deliver your harvest to one of the points of sale. These places are shown on the map as yellow and green unload symbols. The price depends on the frequency and quantity sold for each type of grain.

For example, if you keep selling canola, its price keeps decreasing until you make almost no profit. 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 Statistics menu to see the applicable prices at each point of sale.

### 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 start.

### TYPES OF SEEDS



You are free to choose which of the four types of grains (wheat, rape, barley, or corn) you want to sow.

Nonetheless, you should only sow what you can reap, as ripe grain starts to rot if not harvested. To reap corn, you need a combine harvester with a specially designed corn blade that can be bought at the store.



Wheat



Canola



Corn



Barley



## **SELLING ANIMAL PRODUCE**



If you buy animals, you gain another source of income: cows produce milk, sheep provide wool, and chickens lay eggs. It's up to you to make sure you get the best price for it.

## **MISSIONS**



There are several job boards found on the map which show a list of missions you can do. Each successful mission earns you some additional money. Depending on the mission's type you need different equipment:

**Transport missions** ask you to deliver some goods on a pallet to a specific location. This mission type requires a front loader and a pallet fork.

**Mowing missions** want you to mow a certain (fenced in) area. This requires a tractor and a mower.

**Demand missions** expect you to deliver a given amount of a certain fruit type to a specific location. You need a tractor, a trailer and the right amount of the demanded fruit type. Note that you can deliver the amount in more than one go, so you don't need to deliver everything at once.

If you accept a mission, an indicator starts blinking on the map, showing you where you have to go.

If you find that you can't finish a mission you've started, you can go to a job board and cancel the mission manually. You do not get punished for a failed mission. New missions appear at regular intervals. You can adjust the time interval in the settings of the Pause menu.

## **FINANCES**



If you go to an ATM 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.



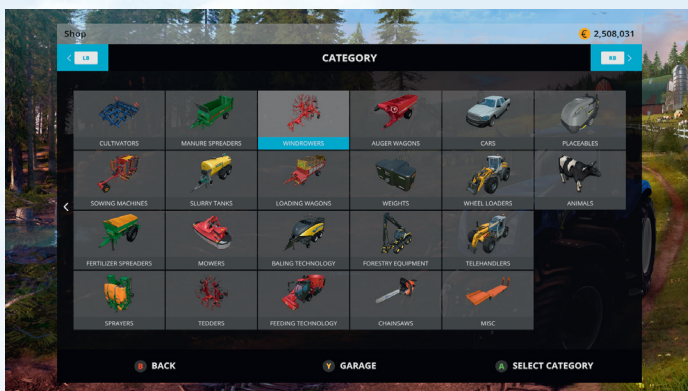
## STORE AND MENUS

### STORE



In Farming Simulator 15, west to your farm is a farming equipment supplier where you can purchase vehicles, equipment and animals.

You can access it at any time by pressing **Y**. You still have to go there to pick up your purchases.



### SALES

From time to time the vehicle store has temporary sales 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 via **Start**.

There are several tabs:

- Briefing
- Controls
- Settings: this is where you can adjust several game options, such as the time scale, the mission frequency and the help display on the maps.



## **STATISTICS MENU**

By pressing  you can access the Statistics menu which offers information about the game on several pages:

### **Overview**

The first page displays the weather forecast and a brief summary of your finances.

### **Storage - 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.

### **Vehicle Selection**

This map shows the locations of all your vehicles and farming equipment you currently own. You can select individual items and enter them (If they are drivable) or reset their position back to your farm.

### **Map Views**

This map shows you the growth state of your fields and what you have planted.

### **Animals**

The last page is a summary of the animals you own and what they have produced so far.

### **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.



## 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.

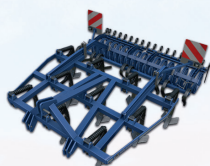


### FRONT LOADERS

The front loader or telescopic loader allows you to perform tasks like transporting pallets of sheep wool or unloading manure into a manure spreader.

### 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.



### 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 found at your farm and at the garden center.



### SPRINKLER

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

The sprayers empty as they are used and have to be refilled at the blue fertilizer tank located on 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 LOADERS**

The automatic bale loader makes collecting and transporting square bales a lot easier. Afterwards you can stack the bales wherever you need them.



## **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.

## **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.



### **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.

### **POTATOES**

To plant potatoes you have to purchase the correct machines. First you need a potato planter, like the SE 260 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 for example use Väderstad's Tempo F8. Sugar beet seeds are available at the seed pallets at your farm or at the garden center.



To harvest sugar beets you can use the self-propelled sugar beet harvester MAXTRON 620 from Grimme. This machine works similar to the potato harvester.





## ***CATTLE MANAGEMENT***

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 them with hay, cut corn, or straw. If you give them enough, they produce more milk. If you don't give them enough of one of them, the milk production will be cut in half. The Statistics menu keeps 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. 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 slurry pit 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. You can also fill it at the biogas plant Biofuel factory.

### ***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**

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**



As with cows, any sheep you buy automatically get transferred to their pasture. The sheep are the only animal that produces wool.

The more animals you have and the happier they are, the more quality wool they will produce. 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 area marked out at the spinnery where they are 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 coop and collect all the eggs you can find in the area. Eggs can be sold at places marked on the map with an egg symbol.





## FORESTRY

Forestry is a brand new feature in Farming Simulator 15 which allows you to cut down trees and plant new ones. You have access to the following equipment:

### CHAINSAWS

Using a chainsaw is a cost-efficient way of cutting down trees.



### TREE PLANTER

You can use the tree planter to plant several types of trees. To fill the planter, you need to buy a pallet of saplings at the garden center. Then drive the planter close to the pallet and fill the machine.

Trees can also directly placed by purchasing them as placeables in the shop. However, this is more expensive



### TREE HARVESTER

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



### FORWARDER

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



### WOOD CHIPPER

A wood chipper allows you to reduce trunks into wood chips which you can sell at the biomass heating plant.



### STUMP CUTTER

A cut down tree leaves behind a stump which you can remove with a stump cutter.



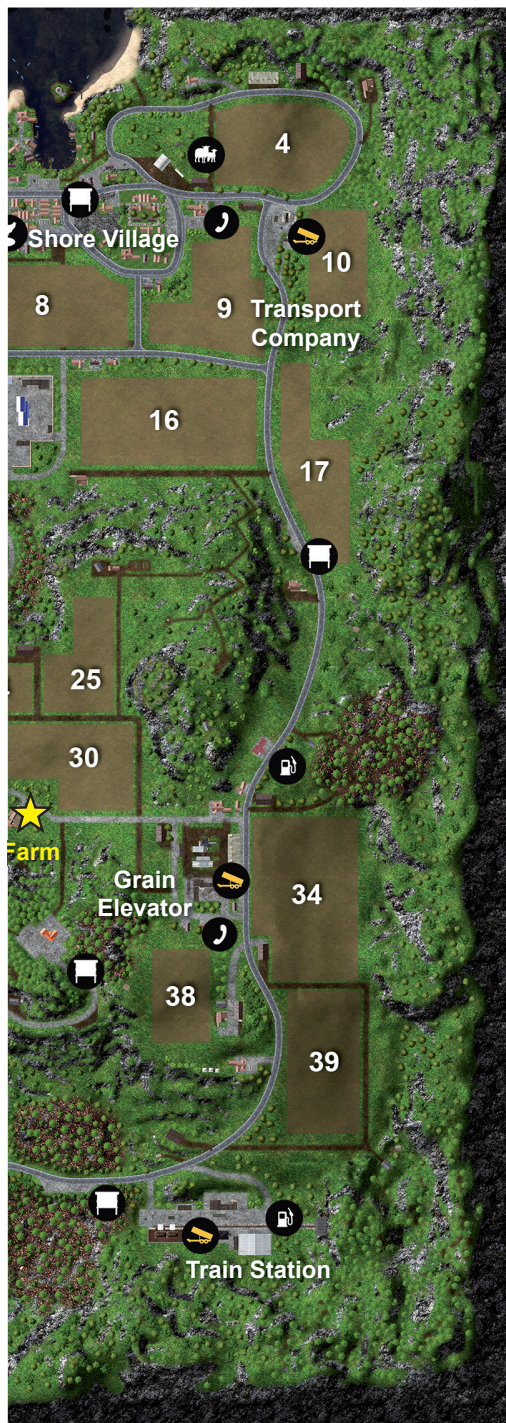




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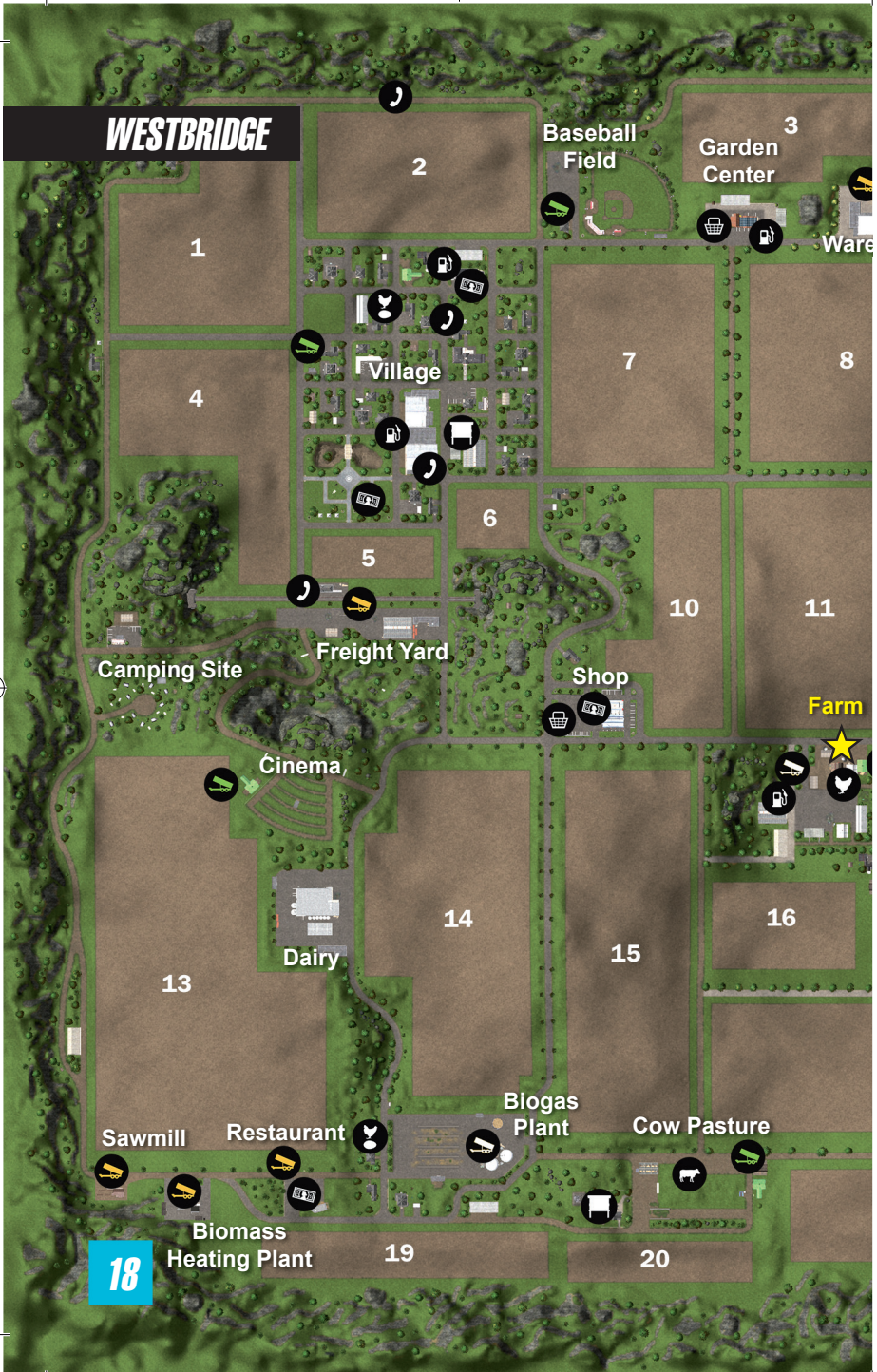




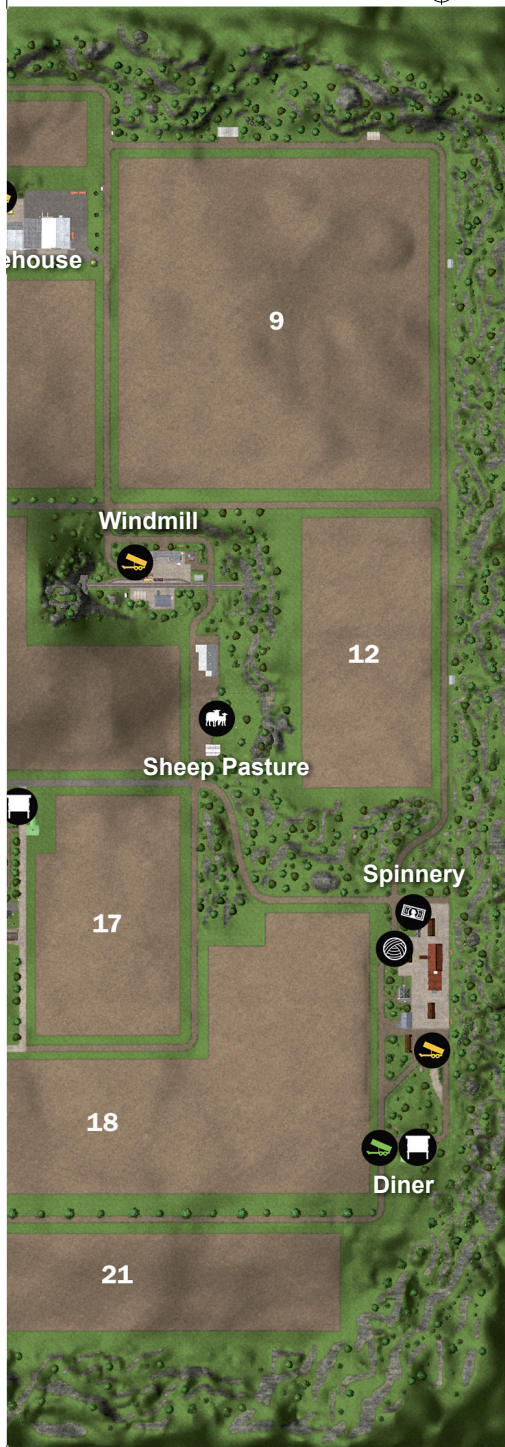


## 1-41 Fields

-  **Place of unloading**
-  **Player's silo**
-  **Unloading place for grass**
-  **Cow pasture**
-  **Sheep pasture**
-  **Chicken coop**
-  **Gas station**
-  **Farm equipment supplier**
-  **Spinnery**
-  **Job board (missions)**
-  **ATM**
-  **Selling point for eggs**
-  **Phone**







## 1-21 Fields



**Place of unloading**



**Player's silo**



**Unloading place for grass**



**Cow pasture**



**Sheep pasture**



**Chicken coop**



**Gas station**



**Farm equipment supplier**



**Spinnery**



**Job board (missions)**



**ATM**



**Selling point for eggs**



**Phone**





## TIPS

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.

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.

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.

## ADVICE

Here are some tips to help you start the Farming Simulator adventure on the right foot.

You can also obtain more information about Farming Simulator during the game by going to the Telephone Booth or by checking the tutorials via the Main menu.

At the start of your farming career, there is a field ready for harvesting next to your farm. You can harvest the field, then put the wheat in the closest tractor trailer and then go sell your grain in town.

It is possible to hire a worker to harvest the field for you but it will cost money.

You can also store your harvest in the silos near your farm in order to sell it when the market price is higher.

Once the harvest is complete, use a cultivator to plow the ground and plant new seed with the sowing machine.

At the start of the game, only buy the vehicles you need. It costs money to maintain them.





The missions are a quick way to make money. Don't wait too long before buying a Front Loader, its pallet fork and a Mower so you can carry them out.

If you acquire beehives and chickens at the start of the game, you will have regular income at a low cost.

On the other hand, you should wait before investing in livestock (cows and sheep), as the necessary equipment and maintenance is expensive.



## **WARRANTY**

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Parc Pont de Flandre « Le Beauvaisis » Bâtiment 28  
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## **TECHNICAL ASSISTANCE**

If you experience difficulties installing or operating Farming Simulator 15, please 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 technical support service with as much information as possible on the type of problem you encountered and the circumstances in which it took place.







## NOTES

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