

AGRICULTURAL SIMULATOR

HISTORICAL • FARMING



MANUAL

UIG
ENTERTAINMENT



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Important Health Warning About Playing Video Games

Photosensitive Seizures (seizures by photosensitivity)

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.

You can reduce the occurrence of photosensitive seizures, if you follow these precautions:

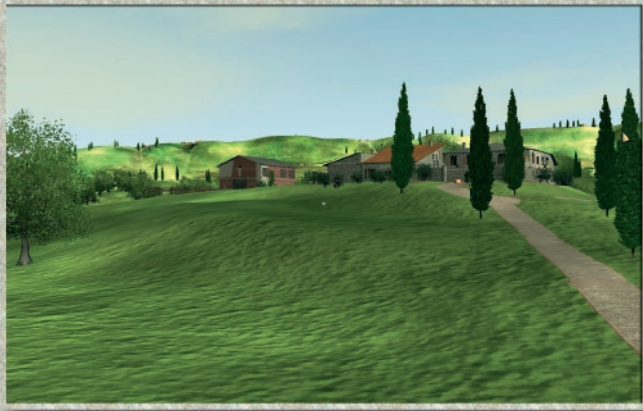
- increase the distance to your monitor.
- use a smaller monitor.
- play in a well illuminated environment.
- do not play if you are tired.
- If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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AGRARICULTURAL SIMULATOR - HISTORICAL FARMING



An Agricultural Journey back in time

Let us take you back in time and experience the charm of agriculture in the fifties and sixties. With the PC game „Agricultural Simulator - historical farming“ you will manage your farm as a farmer, cultivate your fields with faithfully recreated oldtime machines and experience the traditional conditions of the past.

In the new agricultural simulator historic tractors and farm equipment are waiting in the garages of your virtual farm. The oldtimer well-known brands from the years between 1950 and 1970 like John Deere, Lanz Bulldog, Fiat Trattori, Ferguson and many more have been faithfully recreated with every detail.

The mechanics of the machinery are fully animated. Various new features will be waiting for you in this part of the series. This will make „Agricultural Simulator - historical farming“ more realistic than its successful predecessors. A remarkable new feature is the „dynamic ground“. For the first time field work with heavy machinery will leave deep furrows in the fields, which affect the handling of the tractor and thus provide for pure realism.

Select the region in which you want to manage your farm. You can choose between two scenarios: an alpine landscape or beautiful Tuscany, with its wonderful

climate. A lot of work is waiting for you: From the storage of the harvest and transport to the market place, you always have to work for your money. For example, you have to pick up the sacks of grain from the storage yourself and load them onto the trailer to sell the grain in the market.

The welfare and breeding of farm animals alongside agriculture was a mainstay of agriculture in the fifties and sixties. The new version of the agricultural simulator allows players to keep many animals including cows, pigs and poultry, and breed and sell them profitably. With the extensive multiplayer mode you can share work with your friends and family in the co-op mode and manage the common farm via network or Internet.

Important information: The game is being constantly improved and expanded. For this purpose, there are regular free patches and the ability to keep the game current via automatic updates. We therefore recommend you check regularly for what's new.

SYSTEM REQUIREMENTS

Minimum system requirements

Operating System: Microsoft Windows© XP / Vista / 7
CPU: 2.5 GHz Pentium© / AMD© processor
Main memory: 2 GB RAM
CD-ROM drive: 8 x DVD-ROM
hard disk: minimum 1500 MB free hard drive space
16-Bit sound card, compatible with directX
video adapter: nVidia Geforce© 9600 series / ATI© HD3600 series
(min. 512 MB VRAM) or higher, shader model 2.0

Recommended System Requirements

Operating System: Microsoft Windows© XP / Vista / 7
CPU: 3 GHz Pentium© / AMD© processor
Main memory: 4 GB RAM
CD-ROM drive: 8 x DVD-ROM
hard disk: minimum 1500 MB free hard drive space
16-Bit sound card, compatible with directX
video adapter: nVidia Geforce© GTX 550 series / ATI© HD 5600 series, 1024 MB VRAM or higher, shader model 3.0



INSTALLATION

Instructions to install, run and uninstall the game.

Installation:

This CD-ROM has an autorun feature, which automatically brings up the Start menu. If the autostart function has been deactivated, please proceed as follows: Insert the CD-ROM „Agricultural Simulator“ in your CD-ROM-drive.

Windows 2000 / XP: Choose start - execute and type „d:\start.exe“ in the entry box. In the following screen click OK.

Windows Vista / 7: In the lower left corner click onto the windows-logo and type „D:\Start.exe“ in the entry box. Hit Enter afterwards. If necessary replace „D:“ with the valid drive letter for your CD-ROM. Once the installation starts please follow the on-screen instructions.

If you receive any security warning while installing in a Windows Vista or Windows 7 environment, you may allow the execution of the installation procedure without any risk.

Starting the game: In the windows start menu navigate to the folder „Agricultural Simulator historical farming“ and click „Agricultural Simulator historical farming“ to start the game. If you decide to run the game with minimal settings in the sub-folder containing the special startuplinks, the game will start with an alternative rendering technique. This will enable the game to run even on lower spec computers. In this section you also can start the game in windowed mode or without sound, if you experience any problems with your audio card.

Tip: Notice: to prevent errors with saving your game progress or game options in a Windows Vista / 7 environment we recommend you to execute the game as Administrator on those operating systems!

Uninstall:

In Windows 2000 / XP click start - programs respectively in Windows Vista / 7 click onto the Windows-logo. Then choose all programs and „Agricultural Simulator“. Click onto the icon „remove Agricultural Simulator“ and follow the onscreen instructions.

MENUS & OPTIONS

Instructions about the settings and options, and the game menu



Main menu: From here you can start a new game, continue with the last saved game and get to the submenus for the game settings.

Multiplayer - create server: Select the desired settings to create a server for a multiplayer game. The name of the server and a password can be chosen freely, as well as the maximum number of players. Determine whether the server will be accessible in the LAN environment or on the Internet by selecting the appropriate option on or off.

Multiplayer - join server: Choose whether you want to join a server on the LAN or the Internet, and then update the server list (refresh). Select the server in the list and click join.

Video options / advanced video options: Use this menu to setup the video options according to your wishes. Consider the performance of your graphics card..

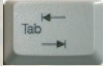
Game options: In this menu you can set how long your work will be in the game and also adjust the game speed.



MENUS IN THE GAME:

The control panel:

Pressing the TAB-key



in the game will bring up the control panel. This menu shows the available functions for each device you want to control. Some of the functions can be executed only when you exit the vehicle and step



next to the device (for example, open or lower the seeder). Other functions can be activated from the tractor with an attached device (for example, lower or lift plow or cultivator, or switching manure spreader on or off).

Machinery trade:



This menu can be accessed by entering the machine vendor in the game (optional by pressing O-key). In the left menu bar you can filter the supply of vehicles and machinery, for example, the seller or the type of machine (plow, harvester, tractor, etc.). If you have enough money, you

can purchase the selected tool or vehicle, by clicking on the shopping cart icon at the bottom left. Some machines can be purchased in different color combinations or extensions. Under certain circumstances, the price may vary for this. Press O again to exit the trade window. If you are unable to close the window, left click once on the rotating vehicle and press O again. You can only buy a limited number of devices at once. First you have to drive the recently purchased machines to another location in order to buy additional devices.

Information screen:

This menu can be opened by pressing the CTRL key. Here you can see the current time, date and your account balance and all the stored goods. Next to the calendar, click the sun symbol to proceed to the next day.



GAME CONTROL

Instructions for using the game

Camera control:

Inside a vehicle the following camera settings are pre-defined:

F5 standard camera, external view, focused on the driver

F6 driver's view (cockpit)

F7 alternative camera 1, focused on the front of the vehicle

F8 external camera, focused on the attached implement

Click and hold the right mouse button and move around with your mouse to change the perspective inside a vehicle (external cameras F5, F7, F8). Use the mouse wheel to zoom in and out. In driver's view (F6) the perspective changes as soon as you move the mouse without pressing a mouse button.

Controllers:

The game can be controlled easily with keyboard and mouse. For a better gaming experience when maneuvering vehicles, we recommend that you use an additional controller. All common input devices are supported, such as joysticks, steering wheels and game pad controller, which are compatible with your PC and installed properly. Please note that steering wheels and controllers are not recognized as special devices. Those are treated as a joystick.

In the game options you can assign specific game functions to any button for these devices and adjust the sensitivity of the control axes according to your wishes. If the vehicles in the game move accidentally, please check whether your input device (joystick or controller) is installed and calibrated properly.

The keyboard commands for the operation of vehicles and equipment can be adjusted in the options menu to suit your needs.

Key assignment:

W-A-S-D, arrow keys

left Shift (press+hold)

ESC-key

space

V

U / J

TAB-key

STRG (CTRL)

Y

1, 2, 3

H

I

moving the mouse

mouse wheel

left mouse button (press+hold)

F9

O

walking and driving

walking faster

main menu

hand brake

parking break

rear hydraulic lift / lower

machines menu

Info menu (time, date, stock)

get out of the vehicle

cruise control slow, medium, fast

horne

lights

looking around (driver's view, internal camera F6)

zoom in and out

carrying goods / pulling animals

chat enable / disable (multiplayer)

Showroom / machinery on / off (if you

are unable to close the window, left

click once on the rotating vehicle and

press O again)

hotkeys for graphics settings (press in game):

ALT+3: anti-aliasing on / off

ALT+4: shadows on / off

ALT+5: ambient occlusion on / off

ALT+7: haze on / off

ALT+P: screenshot (is stored in the installation directory)

GAMEPLAY



A brief overview of the opportunities in the game:

In „Agricultural Simulator - historical farming“ you will experience the agriculture during the 50s to the 70s of the twentieth century. Take advantage of the full range of possibilities to earn money with your farm and its resources, while you enjoy the flair of the lovely landscape, the settlements and buildings.

You will produce crops by cultivating fields in the environment of your farm. Choose from different types of grains that you can grow on your fields. The fields you can freely create in the area - You can determine the location and size arbitrarily. In order to harvest crops, you have to go through the entire production cycle: Plowing, cultivating, fertilizing (optional), sowing, pest control (spraying, optional) and finally harvest.

Earn money with livestock. All animals on the farm must be maintained and cared for. Grazing livestock (eg cows and sheep) must eat grass and fattening feed (eg corn) to achieve a good condition. Milk your cows every day and sell the milk at the market. Collect the eggs of chickens in order to sell them as well.



To breed animals, they must be in pairs for a long time in the barn. You can also buy more animals and raise them in order to sell those for a higher value on the market again.



Use the vault of your farm and store your goods there. All merchandise can be placed there. Bring your goods to the market early in the morning, where they are sold during the day gradually. In the evening carry the unsold merchandise back to your storage. If you do not pick up your goods, it can easily happen that the next



day something is missing. From time to time you may find more buyers for your products on the map, who may buy larger quantities, but pay proportionately less. Develop your farm, create fields, invest in new, larger equipment and tractors and cultivate your fields to manage your farm as possible.

In the vicinity of the farm tree trunks lie around sometimes. It can be a good extra income, to deliver those trunks to the local sawmill. Click on one of the tribes and connect the existing cable carrier with your tractor. Pull the trunk to the sawmill and put it there in the area of the small wooden icon (circle). Click again to the now detached tribe and you will receive a reward. If you have not got any money, it may be that the tribe is not located properly in the delivery area.

Tip: The prices that are displayed in the information window of the items to be sold represent only the approximate value. As usual in a market, the actual price according to supply and demand is agreed. Therefore it is possible for a commodity that you do not receive the specified value, but something less or even more.

FIRST STEPS

Fieldwork



In order to cultivate a field, you have to do some preparation first. These are: plowing, cultivating and fertilizing before you spread the seed. The required equipment must be manually attached to the tractor.

To attach a plow:

Drive the tractor backwards close to the plow, and get out. Go to the rear of the vehicle to have a good view of the plow and the back of the tractor. Notice the small icons that you see on the plow and the tractor: click with the target cursor (the small circular icon in the center of the screen) on the small triangle icon at the plow. The triangle will change its color to green. Now click on the appropriate icon at the rear of the tractor. The plow is then attached to the tractor.

Get on the tractor and lift the plow (via the control panel (TAB-key) or lift: U, lower: J).



J). Exit the farm with your tractor and decide where you want to create a field.

Steigen Sie in den Traktor ein und heben Sie den Pflug an (über das Kontrollmenü (TAB) oder heben: Taste U, senken: Taste J). Verlassen Sie mit dem Traktor den Hof und entscheiden Sie, wo Sie das Feld anlegen wollen.

Plowing and cultivating

Position and size of the fields is completely arbitrary. To begin with the plowing, go to the middle of the planned field width and plow right there side by side two furrows. From now on, you go track by track. Continue with the right wheels in the previously plowed furrow.



Keep working until the field is large enough. Then bring the plow back to the farm and afterwards attach the cultivator. The attachment of the cultivator is the same as before with the plow. Work with the cultivator track by track until you have machined the entire plowed area.

Fertilize

Optionally, you can fertilize the field now. This is not necessarily required, but will



increase the yield later. Attach the manure spreader at your tractor. Attention - unlike the plow and the cultivator, the spreader will be connected by using the square icon.

Drive backwards towards the manure heap, to fill the spreader.

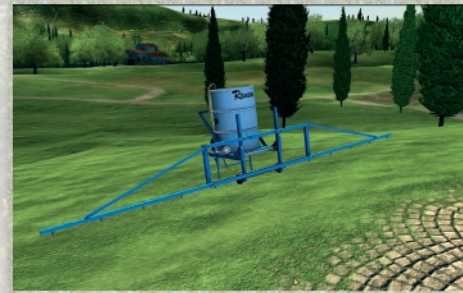
Drive to the field and activate the manure spreader (TAB-key brings up the control panel). In the menu click „activate“ to turn on the spreader.

Sowing

After fertilization, you can now spread the seed. First you have to fill the planter with seed. If you do not have corn, you can buy it on the market. Stand on the right side (from the coupling point of view) and open the planter using the control panel (TAB-key). Move the target cursor to a sack of grain. Click and hold the left



mouse button to pick up the bag. „Carry“ the bag to the drill and place it near the left wheel. The content is now automatically filled into the machine. Repeat the process until you have enough seed in the machine. So as usual track by track, until the whole field has been processed.



The grain will germinate within a few days. Now you can use the sprayer to keep weeds and pests away from your fields. Just as fertilizing this procedure is optional and only necessary to increase the yield. Water is available at the well in the courtyard. You can buy sprays on the market.



Harvest



The grain is maturing gradually. Important: it is never the case that all plants will be ripe at the same time. Some ripen later. Decide when you want to start harvesting - best when most plants are mature. The mature plants die off after a few days, so you should not hesitate too long.

The crop is harvested naturally with the harvester. Attach it to the tractor as usual. During transport you should couple the harvester to the left pickup point. For harvest you may like to attach it to another point, it's up to you. To harvest, lower the header and turn on the machine (control menu, TAB-key).

As usual you harvest track by track. When the grain tank of the harvester is full, empty it by using the gravity wagon. Just drive it under the tube of the harvester, the grain will be automatically emptied into the trailer.

The gravity wagon can be emptied using the control menu. The grain is poured directly into bags and placed on the floor. It's probably a good idea if you empty the trailer next to the entrance to your basement storage. So you can easily store the bags in the basement.

THE ANIMALS IN GAME:

The animals and their breeding and care are an important feature in the game. You should maintain your animals with care, to sell them with high profit. The animal products like milk and eggs are a profitable sideline. Animals can be sold and bought at the market in the village. To do this, just carry single animals in or out of the gate in the village. Animals can be transported easily by livestock trailers. You can put up to 2 large or 4 small animals in it. Guide your animals near to the lowered ramp of the trailer by clicking and holding the left mouse button. If the animals are close to the ramp, they will enter.

Chickens: The hens are kept mainly in order to sell their eggs at the market. At night, the chickens automatically go into the barn. If they're okay, they lay eggs. If the chickens are too far from the farm, it may happen that they do not come home. Guide them back to the farm in this case. To obtain eggs, you have to put a collection box on the shelf at the chicken coop. Afterwards the eggs will be collected within the box.





Cows: Feed and care for your cows, so that they gain in value. You can also sell the cows at the market. The cows can be milked every day. Milk is also an important commodity at the market. To get the milk, put the empty milk cans in the designated place in the barn. This way you will get the milk to sell on the market. Full milk jugs can be identified by the closed lid.

Bulls: Fatten your bulls and sell them at the market when they are fully developed and have achieved a high value. If you keep a bull and a cow in the barn as a couple, you can hope for offspring. Make sure that the barn is not overcrowded, otherwise the animals are unable to breed.



Pigs: Pigs are very well suited as livestock. Feed and care for your swine well, to sell them at a high profit at the market. Just like the cows, the pigs will start breeding if you keep two of them in the barn.



Sheep: Even sheep breed, if they are kept together in the barn and if they are cared for.

For all animals is that they can be kept exclusively indoors, but get a better general condition and achieve better prices if they are driven to the paddocks during the day where they can eat fresh grass. If animals are not fed or if they are standing around somewhere on the farm, it can easily happen that you lose them.



In order to feed animals, take hay, grass, or cereal to the stables. You will find storage shelves, on which you can store the food. Your animals will consume this food little by little.

Tip: The ideal storage space for hay and grass bales is in the hayloft above the pigsty. This is accessed via the ladder located outside of the pigsty near the doors. Just look diagonally up and move slightly to the right or left if necessary to climb up the ladder. From up here, the bales are easy to throw through the hole. In order to store bales in the loft, just put them right in front of the ladder and they are stored automatically.

MACHINERY

Some information about the tractors and machinery in the game

Below you will find brief information on some machines in the game, you will need, above all, at the very beginning, to cultivate your fields. This is an extract – You will find more machines. Always make sure to study the functions. By TAB key, you always see all the current capabilities of each device. Sometimes they only work when you're standing next to the machine, sometimes you have to sit on the tractor. Give it a try.

Tractor selection:

Tractor Massey Ferguson: for field work and all transport tasks. Optionally a front clutch can be added, e. g. to be towed away.

Tractor Lanz Bulldog: for heavy work, requiring a lot of power.

Tractor Fendt Dieselross: medium-sized tractor for all tasks.

Tractor B Modell, by John Deere: very successful tractor in a historic „three-wheel“-design.

Tractor Fiat 25R: Larger tractor with hitch and PTO shaft.

Extensions:

Harvester for corn and wheat: Connect this machine to a tractor to harvest your ripe grain, and for threshing

Cultivator small: for loosening the soil.

Cultivator medium: This cultivator compresses the soil and produces a fine, uniform topsoil.

Tow bar: The ideal tool if your tractor is really stuck.

Spreader: required for spreading manure as fertilizer for the fields.

Gravity wagon: is required for the harvest to empty the grain tank of the harvester. The corn is packed in bags by turning the handwheel

Box for milk jugs: with this you can transport your full milk jugs.

Plow: 1-furrow plow, The first plow, you will own in the game. Later, you may get larger plows.

Seeder: for sowing different crops on your fields.

Sprayer: treat your germinating plants to prevent weed growth and pest infestation.

Trailer: this small, nimble trailer transports all kind of goods – boxes and bags. Due to the tipping function it is also suitable for bulk materials.



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- 2.) Via internet: www.agrar-simulator.de from there please navigate to the support forum
- 3.) By phone at (+49) 1805-908088 (14 cents/min. in the german fixed-line zone; different fee for mobile phone)

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