

Professional Farmer 2014

About the game

The PC simulation Professional Farmer 2014 transports players to the countryside, giving hobby farmers boundless freedom in the comfort of their homes. Farm management, cultivating fields, planting crops, animal husbandry and buying and selling produce are just a few of the major game elements this simulation holds in store.



Starting out with a small estate, the player begins their career as an up-and-coming farmer and little by little acquires new fields, tractors, machines and animals, choosing to specialize or harness all options that farming has to offer. Success will require good planning in step with the seasons, expert

knowledge that you acquire throughout the game, skill and good old-fashioned hard work. As a farmer, you learn to live with the elements, accept the weather and use it to your advantage to increase your harvest, feed your animals and budget for new investments. A large fleet of original tractors and farm machines (combine harvesters, field choppers, attaching parts and trailers, etc.) by renowned manufacturers are available to cultivate the farm. Good planning and hard work are essential for turning fallow earth into a flourishing and fertile soil. Of course, you can drive and control all machines yourself, including attaching the plough, refuelling the tractor and unloading the harvest.

Depending on the map's climate and environment, The Farmer features a diversity of crops farmers can plant for high-yield and effective cultivation. Crop rotation plays an integral role in planning! The seasons likewise influence the game, ensuring a constant stream of interesting tasks and missions.

Your local farmer's market is your stepping-stone to success. After a short while, we should head to the market with our freshly harvested produce to earn our first money in the game. The more you sell, the better and bigger machines will soon be added to your fleet, allowing you to produce even greater quantities. Gradually, you will even be able to construct new buildings and acquire more fields.

Are you ready for life in the country? Then start your career on your own farm in The Farmer.

Options & Settings

Each time before you start, you will see a menu in which you can select the language, resolution, controller settings and detailed graphics settings. Choose your preferred settings, and then begin the game.

When in the game, you will be able to configure more game settings, the sound and controls in the Options menu. All changes made here are saved for later use.

Career or sandbox mode

When you first start your career, your options will be limited and you won't have much – a tractor, a grubber, a plough, a fertilizer and a trailer for selling your harvest later on.



The game's career mode will explain step by step how to make your farm a success. You will also receive missions, in which neighbours ask for help with cultivating and harvesting their fields. Your work will be rewarded.

If you play in sandbox mode, you can choose to start with whatever you like. Of course, the first step would be to cultivate your two fields. You can also explore the map (press M to access it) or drive to the local bank to get a loan so you can buy a combine harvester and cutter, needed for harvesting later. You definitely should also drop in at the AGRICULTURAL Shop and purchase fertilizer and seed. They are brought to your storage automatically, once paid for. The shop also sells animals like cows, chickens and ducks.

Ploughs, grubbers, seeding and fertilizing are important. Each of these steps boosts your yield immensely once the crop is ripe. If you have enough money, then while your two fields are growing, you might as well buy one or two more fields and get them ready for planting. There are also fields with crops already growing on them, waiting to be harvested. Once you have completed all the work, you can start the growth cycle by clicking on Next turn. It takes 2-3 seasons for your crop to ripen. As soon as it has, you can harvest the fields and store the harvest in your silo or sell it to the mill. To store the harvest you will need one silo per crop type. Each silo upgrade increases its capacity. Upgrade costs increase too, though.

Once a growth cycle is completed, your workflow starts over. You can hire farm workers to speed up the process by pressing M. They will do the work you assign them right away, but will also want paying according to the size of the fields and work involved. You should always consider whether it's worth employing someone or better if you do the work yourself. It is better to do without workers in the beginning, to avoid ending up in a financial ditch. Helpers can be extremely useful in the long run, though. For example, if you own several fields and all need to be worked simultaneously or harvested.

It is always worthwhile to invest in larger and more powerful machines, but you should always make sure you can actually afford them. After all, your vehicles do consume fuel.

If you follow this guide and watch your money, not overspending in the beginning, you should quickly be able to extend your farm, cultivate more fields, employ workers and buy better machines.



PDA / Information centre

- F1 Mini-map overview – gives you a top-down view of everything going on in the game
- F2 General information on the field (growth status, grubber, plough and seed status)
- F3 General information on the economic side of business (balance, loans, etc.) and weather forecast
- F4 Shows and hides the map and speedometer

The map (M):

Tasks: Shows the current tasks (career mode only)

Fields: Information on the selected field (owner, size, growth status, fertilizer status, and so on)

Vehicles: Switch vehicles and show their location. To switch to a different vehicle, select it with the mouse and left-click.

Farm workers: Employ workers and schedule their tasks. You need to be at your farm in order to hire workers. To assign a

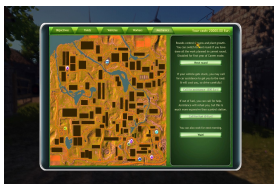
task, first select the work to be done, then select the field where your employee will work.

Miscellaneous:

- 1. Next turn:** Changes to the next season.
- 2. Ask for help:** Lets you call a tow truck to tow you to the closest road (paid service!).
- 3. Ask for fuel:** If you forget to watch your fuel gage, this is where you can buy fuel.



- 4. Wait:** Lets you wait until the next morning, without risking uncontrolled crop growth. Useful if you don't want to work at night.



Important locations in the game

Your farm: This is where you start the game. It has everything a real farmer needs. This is also where your animals are.



Farm silos: These silos store your crops. There are a maximum of four upgrades available per crop, each level increasing your storage capacity.



Goods storage: The goods storage is where your fertilizer and seed are stored, which you buy from the AGRICULTURAL Shop.



Petrol station: The petrol station is where you buy fuel for your farm. It is delivered to you automatically. There are three places on the map you can refuel your vehicles. They are indicated on the map by a petrol station icon.



AGRICULTURAL Shop: This is where you buy fertilizer and seed. Any purchases are delivered directly to your farm. You can also buy animals like cows, chickens and ducks.



Vehicle dealer: Visit the dealer to buy new vehicles and equipment. You can never buy more than 1 vehicle and 1 attachment at a time. To make any more purchases, you will first need to drive off the machines you just bought.



The Mill: Go here to sell your harvest. To do so, simply drive to the unloading point and the money will be credited to you.



The Bank: The bank is where you go to get loans and repay them. A loan may be vital at the start of the game, allowing you to buy your first combine harvester and cutters.



The Fuel depot: You have your own fuel depot, where you can refuel your vehicles. Order fuel from the large petrol station to stock up.



Shortcut keys

These are the keys used in the game's default configuration. You can change all keys in the menu.

There are more control options, which are explained on the screen via the key help.



General:

- S Reverse
- W Forwards
- A Turn left
- D Turn right
- Space bar Jump
- Left shift Walk fast
- Z Change direction
- Q Attach and de-attach
- R Lower
- F Increase revolution
- V Reduce revolution
- T Activate devices
- L Lights/Work lights
- M Map
- C Camera
- F1 Mini-map
- F2 Field information
- F3 Information and weather
- F4 PAD and speedometer

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