

Farming Giant

We would like to provide some extra information about the game, as well as a few tips and hints:

- ❖ We strongly recommend that all players do the tutorial first. It demonstrates the basic game mechanics and should also be played by experienced Giant players.
- ❖ Roads can be removed if they are not the only connection to a building. If you want to remove a road anyway, you will need to make sure that an alternative route is available.

When starting a scenario, it is good to check first if there are contracts or credit available.

- ❖ If you want to automate tasks (vehicle tasks), you should note that the tasks can only be performed if the relevant amount is available for transport and/or sufficient space is available at the destination.
- ❖ If required resources run out at a facility (such as water or milk in a dairy), production tasks will be halted. Therefore, always keep an eye on the supplies. If a bottleneck does happen in spite of your best efforts, you will need to restart production by hand.
- ❖ It can be cheaper to sell older vehicles and buy new ones rather than paying for frequent repairs.
- ❖ You can also specialize in particular products when supplying cities. The cities can still grow. So it isn't necessary to deliver every single item that is demanded. The percentage indicator tells you how a city is developing. It will shrink at 0% and grow at 100%. You can also develop cities into megacities.
- ❖ City demand is not satisfied by simply delivering goods. To satisfy demand, city contracts need to be fulfilled. To affect city growth, contracts need to be accepted and fulfilled.
- ❖ If you organize your staff well, you can save quite a lot of money. It makes sense to not simply fully staff all main buildings. Idle workers want to be paid as well. It is best to just employ the number of staff actually needed.
- ❖ Vehicles cannot drive through buildings. There always has to be a direct route to each building. However, in some cases it is a good idea to connect a building from both sides to save fuel and time.
- ❖ The more staff employed in a factory, the quicker products will be manufactured. On the other hand, the stockpiled resources will be used up more quickly as well.
- ❖ Slower vehicles slow down faster ones. If you are planning a lot of traffic on a particular route, you should also keep the speed in mind.
- ❖ Fields can be tilled without fertilizing or grubbing them. The harvest will suffer as a result, though. The proper order is always to plough, grub, fertilize, sow/plant, spray and harvest. This sequence ensures the best yield.

- ❖ Always keep an eye on soil nutrition and other values of the fields. You may need to help them along, to avoid a disastrous harvest. Even if you have a water tower to irrigate the fields, dry periods may result in there simply not being enough water available.
- ❖ If you have a green conscience, you can gradually switch your farm over to alternative energy. Investing in solar or wind power may end being as worthwhile as setting up water towers. And if you generate excess power, you even get money for it.
- ❖ If you get achievements, you receive skill points and can specialize even further, with benefits such as driving, producing or seeding even faster. It pays off to take a look at what you still need to get that next achievement. All campaign games in a profile are added up for the achievements. That means you can collect these achievements in lots of games.
- ❖ Each scenario has a pre-specified level, which means that not all vehicles or buildings and products are always available. However, if you have unlocked a higher level in a campaign game, it will also be available in all scenarios.
- ❖ You can also consolidate "estates". Doing so can be a wise choice at times. However, making several smaller "fields" can be an equally good decision.
- ❖ Monocultures may push prices down. You should always try to maintain a well-balanced production, to ensure you always fetch good prices in each market. This is true for animals and crops.
- ❖ You cannot accept more than 16 contracts at one time. Choose with care. The penalties incurred when canceling at a later date can make a severe dent in your account!
- ❖ You can abandon fields without a cost. Doing so can even have its uses, such as when reorganizing or reorienting your farm.
- ❖ Fast-forwarding should be used with care and only by experienced players or at the beginning of a game. Animals and harvests are easily lost. If you don't keep an eye on all of your commodity chains, you may lose the game quickly.
- ❖ From time to time you will find boxes distributed around the map, which can be picked up by clicking on them. They contain temporary bonuses, which often have a positive affect. However, just like in real life, you might also be in for a nasty surprise.
- ❖ When planning, it can sometimes be difficult to run roads past buildings. If you have a large farm it may be a better idea to build a basic road network first, and then place the buildings.
- ❖ Our large community is always happy to help online if you have questions about strategies and problems. Visit www.agrar-simulator.de/FORUM.

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