FARMING
GIANT
MANUAL
actalogic
UIG
ENTERTAINMENT

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Epilepsy warning

Some persons may suffer from loss of consciousness or epileptic seizures when they are exposed to certain light effects or flashes of light. Certain graphics and effects in computer games can cause an epileptic seizure or trigger loss of consciousness. And previously unknown epileptic tendencies may surface when exposed to the above effects. If you have epilepsy, or someone in your family has epilepsy, please consult your physician before playing this game. If you experience symptoms such as dizziness, sensory disturbances, eye or muscle twitching, unconsciousness, disorientation, or any involuntary movements or convulsions, turn the device off IMMEDIATELY and consult a doctor before playing again.

Technical Information/Hotline

Do you have technical problems while installing the software or are you in the middle of the game and have no idea what to do next?
support @uieg.de

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1. Introduction

Thank you for purchasing Farming Giant!

With its unique charm, this game takes you into the countryside and lets you create your very own farm from scratch, complete with farming, animal husbandry and processing plants. The game's role-playing aspect and skill system provides plenty of motivation as you continue to improve your staff and unlock more buildings, products and business cycles. Special missions and dynamic market conditions keep the economy exciting, with changing needs in the cities adding to the variety.

As you can see – despite its colourful graphics and comparatively intuitive controls, Farming Giant is a complex business simulation game with depth and nearly unlimited possibilities.

This is why we have created this extensive manual for you, to make it as easy as possible for you to get started with our latest Giant.

The creators of Faming Giant at UIG & Actalogic hope you enjoy the game!

2. Installing & Starting the Game

2.1. Installing the game

The game installs automatically, as soon as you insert the CD. Please follow the on-screen prompts, which will take you through the steps to install the game.

If Autorun is deactivated on your computer, you can start the installation by hand from the disc.

System requirements:
Minimum: Windows XP/ Vista / 7 / 8, 2.4 GHz Pentium or compatible (3 GHz recommended), 2GB free hard disk space, Nvidia Geforce 6800GT, ATI Radeon HD3650 (GTX560, ATI Radeon HD6970 recommended), DirectX compatible sound card, DirectX9 (installed with the game), keyboard, mouse.
Requires a connection to the Internet!

2.2. Starting the game

If you are asked to supply a serial number when (first) starting the game, please type in the registration number that you will find either on the inside of the game box or on the back of this manual.

Main Menu:

Continue:	continue existing game
New Game:	start new game (opens the game mode selection screen)
Saved Games:	save and load saved games
Profiles:	change, create and delete player profiles
Options:	video & sound options
Credits:	Lists the people who contributed to the game

3. The Game Modes

Farming Giant comes with three different game modes.

- Tutorial
- Campaign
- Scenarios

Even if you have plenty of experience playing Giant and business simulation games, we strongly recommend that you finish the tutorial first, and then play the campaign before moving on to try the challenging scenarios.

The chapter „Campaign – First Steps“ details the first steps in the campaign.

3.1. The Tutorial

The tutorial explains key steps, what to click on, and the interface. Step by step you will play the parts of game needed to make everything run smoothly.
Folgen Sie den Anweisungen auf dem Bildschirm, um das Spiel zu erlernen.

Follow the on-screen prompts to learn the game.

You can conveniently select and start all tutorial topics from the drop down menu.

3.2. The Campaign

The campaign forms the heart of Farming Giant, an open-ended sandbox business simulation game in a dynamic trading environment.

You start out as a young, optimistic Level 0 farmer, equipped with meagre starting capital to build your first farm. As your experience in crop farming and animal husbandry grows, you level up and little by little unlock new plants, livestock, buildings, products and commodity chains.

Chapter 4 takes you through all the steps from the beginning of the campaign until the first time you level up.

3.3. The Scenarios

Here are a number of scenarios and missions which have pre-defined targets for you to achieve. Unlike in the Campaign, all buildings, machines and products are already available, and the capital you have is the only limiting factor. Be careful, though: These scenarios are meant for experienced players who have progressed well in the campaign.

4. The Campaign – First Steps

4.1. Your First Farm

After starting the campaign we find ourselves on the welcome screen. Our meagre starting capital is displayed at the top-right, and we can settle down ANYWHERE on the map. However, it would be a good idea to pick a grassed area that is near a city and not too far from water.

Once we have found such a place, we start the Land tool (first icon from the left, in the bar at the bottom)

This shows us WHERE we can purchase land. Click on the icon with the four arrows to „stake out“ your own claim.

If we are happy with the size, shape, and most importantly, the price, we confirm the purchase with the blue-and-white checkmark.

WARNING: If you spend too much money on land, you will HAVE to apply for a loan to build the infrastructure you will need. We recommend choosing property for a maximum of 220.000!

Now let‘s start constructing buildings. We select the „Building menu“ (second icon from the left) and pick...

... the first main building available in the first tab. The main building stores several resources that do not require much storage space, and also lets us hire our staff.

We select the building with the blue construction icon next to it and place it on our new plot. With L-SHIFT + mouse wheel we can dynamically turn the building and perfectly match it to the borders. Attention: Buildings take time to construct – if the game is paused, nothing is going to happen!

We also find a garage in the first tab of the basic buildings. As it is used to manage all machines, transport vehicles and the associated personnel, it is essential to the farm. We will build it at a central location, and close to the main road.

A cow shed (the only level 0 shed besides the chicken shed) rounds off our buildings for now. Now we should have just enough money left for a few machines, some cows, fodder and of course our first fields.

4.2. Your first field

Crop plants only grow on fields tilled on our own plot. We use the Field tool for this (third icon from the left). Unlike when purchasing the property...

... we need to select a square shape. However, we can rotate this square anyway we like (L-SHIFT + mouse wheel again) and scale it by simply clicking on a corner and dragging it in any direction. You can also change the size of the field by pressing CTRL while rotating the mouse wheel.

A minimum distance from the buildings and proximity to the main roads is recommended. We will explain why in the next subsection.

If we agree with the size, orientation (and cost, of course) we confirm that the field should be established.

Grass will grow automatically on the field if no other crops or grain is cultivated. And it's a good thing, too, because all we need for cattle farming is water and grass at first.

4.3. The first path network

Whereas the cities are already connected, we still need to connect our buildings and fields with each other and with the public routes.

To do so we select the Road-building tool (fourth icon from the left) and click on the button with the four arrows again. Now we can set points on our buildings, fields and available, untilled spaces, which will then be connected with each other automatically if at all possible.

In this example we have successfully connected the garage, main building and shed with each other.

We establish another connection to the shed. To enhance efficiency, it is recommended to connect all buildings and fields directly with the main road.

In our example we have created a nearly perfect infrastructure. There are paths leading from each building to the next, to the field and to the main road. A path runs directly from the field back to the main road. Note that roads do NOT have to be on your property.

ATTENTION: Vehicles CANNOT drive through buildings!

4.4. Water, staff & vehicles

By clicking on the main building you can regulate the number of staff via the small cartoon farmers at the bottom-right of the screen.. There should be at least 5 in the beginning. The tap next to the farmers represents the building's water supply – we should supply EVERY building with water!

By selecting the garage we can access the „Buy vehicle" button. First we will buy a tractor, a truck for transporting animals, a truck for grains, and in „Additions" a manure spreader and a grass mower.

4.5. The first business cycle – The task manager and how to use it

The work in farming consists of numerous tasks with a multitude of machines, which need to be repeated regularly on top of everything else. As we endeavour to reflect these tasks as accurately as possible in Farming Giant, we decided that we could not adopt a „light" version á la „Plant crops" and „Harvest crops" in the game without intermediate steps.

Yet on the other hand, manual micromanagement of each and every step would be too much for any player, except the die-hards perhaps. For this reason, Farming Giant comes with a powerful tool:

The Task Manager:
Each economic building and field has its own task manager. You can use it to set up tasks individually, which can be repeated or adapted as required. This means we select the machine to be used, its destination or point of origin, the activity, or goods and amount. The game then uses our selection to generate a „mission" for our staff, who we can deploy as often as required.

Let's take a look at a basic example:

By clicking on our cow shed we can see that we have neither cows, fodder, staff or a water supply. Although we can manage the latter two with the buttons at the bottom right, we will need the task manager to store fodder.

We start it by clicking once on „Vehicle task“.

First we need to select a vehicle. To do so, we click on the Vehicle Selection icon.

Now we can select one of our garages. As we only have one, the choice isn‘t hard. We click on the garage.

Now we select the place to buy from. After clicking on a location, a new window with four colourful icons opens.

We select a truck for grains.

By clicking on the icon with the arrow and the house we can choose whether to store the product or ship it. As we want to buy fodder, and do not have any to sell yet, we select „store“ and click on the icon next to it, the product „Grass“ (the only one we can buy at the moment).

Now we select the place to buy from. After clicking on a location, a new window with four colourful icons opens.

The first one (from the left) represents one of your buildings. It can be a shed, a silo or a production plant. As we do not have any building in which grass is being stored at the moment, it is not relevant.

The second would be your own fields. To select this one we would need to have a grass mower instead of the truck we selected, and a field where the grass is ready to be harvested.

The third icon represents signed delivery contracts. They are only available for sales, so this one is also not an option and cannot be selected.

We are left with the fourth option, buying in one of the cities or from the warehouses at the goods stations. We click on this one and find ourselves on the overview map.

If we move the cursor on a city, we can see what it demands – if we can supply that demand (meaning deliver the required goods) the city will continue to grow and buy greater quantities and also more expensive goods from us. There is also a northern and a southern trading center, where we can trade goods.

However, our vehicles have to actually cover the distance first – which takes time and involves transport costs.. For this reason it would be cleverer to buy directly from the southern trading center, or – closer still – in Bern nearby.

By clicking on Bern we accept it as the market place for this contract.

Then all we need to do is specify the amount we require...

... and our truck will leave on a shopping tour!

... confirm it with the „Start“ button...

Congratulations! You have managed the basics.

All tasks are set up according to the same pattern. The tasks are saved and can be re-started or changed at any time.

The next steps in this example would be:

- Buy meat cows

- Conclude a delivery contract for cows, or find a city with a demand for them

- Harvest the ripe grass and deliver it to the shed

- Deliver excess cows (they multiply by themselves if there is enough fodder, water and staff) under the delivery contract or to a city with a demand for cows.

If we manage that, not only will we make our first profit, we will also level up for the first time!

5. Levelling Up, Skill Points, Bonuses and Achievements

Once we have managed to fill our progress bars for both crop farming and animal husbandry, we can level up for the first time. „Excess“ experience from the area worked on the most does not expire, and is credited toward the next level. This means it is entirely possible to be a level 2 or 3 in animal husbandry, while our success at crop farming may only be sufficient for level 1 (as in the picture). If we move the mouse onto the level number „1“...

... we can see which products and buildings will be unlocked at level „2“.

Each time we level up we receive „skill points“, which we can (and should) invest in our skill tree. Clicking on the small flowchart icon opens a detailed tree.

It is subdivided into the categories Technology, Staff and Production. In Technology and Production we can improve skills which serve primarily to improve higher quality products (which become available later in the game).

In the beginning it is recommended to invest in the general skills you can find in the „Staff“ category.

What is a bonus?

A bonus is a „gift“ that can be found on the map at random. If you click on it, a bonus item (special seeds, an extraordinary farm machine...) is added to your property. We can view all the bonuses in „Bonus“ (first icon from the top-left).

What is an achievement?

Achievements are special accomplishments, which the game rewards accordingly. Such an accomplishment might be a certain amount of animals you bred yourself, a particular number of products delivered, or having established a complex commodity chain. We can view all the achievements by clicking on the star (second icon from the top-left).

6. Capitalism Ahoy – of Markets, Contracts and Optimisation of Profits

Pulling out the stops: After all, each business simulation games lives and breathes through becoming filthy rich to ensure the company keeps growing. There are all kinds of approaches, strategies and tips to do so. We will touch on some now.

6.1. Observing and Calculating Market Prices

It sounds so simple, yet one is easily tempted to ignore it:

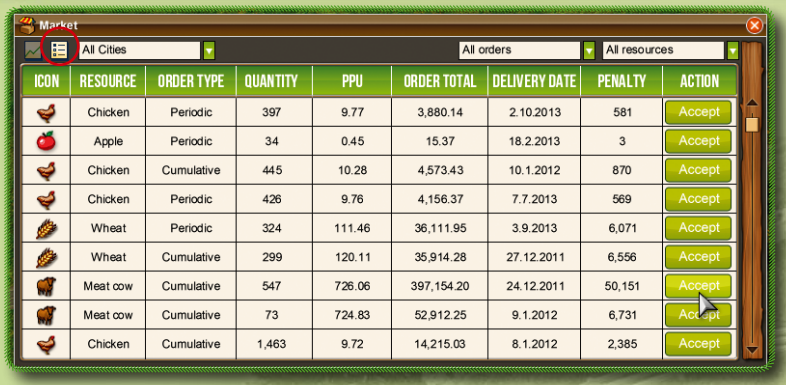
prices change continuously, both in the cities and at the trading centres. If you choose a careful compromise between the current product price and the distance (transport costs), you can significantly improve your profits. We can view the market prices at any time by clicking on the market icon in the bar at the bottom. By using the drop-down menu we are able to compare the product prices and their history in all cities and trading centres.

Looks like we struck gold here: Meat cows are being traded at the northern trading centre for the incredible price of 830.28. Not only does that justify travelling a longer distance to get there, it would also be a good idea to send out several shipments in one go to exploit the price to the maximum.

However, we will require several trucks and a driver for each truck to do so.

6.2. No Risk, No Fun: Futures contracts

Opinions are divided over futures contracts: Some vilify them as a sure way to bankruptcy, others see them as a tried and tested way to increase profits. In fact, Farming Giant offers two different types of futures contracts, each with their own risk. We can access futures contracts via the notice board icon (second mini icon in the top-left) in the Market menu.



We can filter futures contracts by city – it is recommended in the beginning to ship to nearby cities or stations, due to the low capacity of the first available transport vehicles.

In the overview we can see the type of amount demanded, the type of contract (more on that soon), the price per unit, the total volume, and of course the penalty if we fail to satisfy the contract. But first, more about the types of contracts:

Cumulative contracts:
These are deemed met and concluded once we deliver the total units. They are useful for selling excess stock at a lucrative, or at least above-average confirmed sales price.

Periodic contracts:
Here we need to deliver the specified amount by the expiry date of the contract on a recurring monthly basis. A periodic contract for 30–40% of our production capacity is ideally suited to cushion price drops.

The contractual penalty must be taken into account for both contracts. Highly priced products and a high volume can result in particularly painful fines!

6.3. Pepping up the Cities

Long-term strategists will rear a „main buyer city“, in which they will be able to sell very expensive products in future, such as light yoghurt. Before the spoiled consumers can enjoy such gourmet foods, however, the cities and their markets need to grow. This is where satisfying basic needs plays a role. If we open the overview map (bottom left, first icon above the mini map), we can see cities on the map. As we move the mouse on the cities...

... we see which goods the city is demanding. If this demand is satisfied, the city grows and we rear a lucrative market. On the other hand, if we ignore the city, it will shrink.

Tip: Always nurture two or three cities, so that you always have a good taker, even when prices are fluctuating.

6.4. Hara-kiri – Risk: Gambling on Loan

What works for bankrupt banks can't be wrong for Farming Giant: A click on the stylishly antique bank icon at the bottom right takes us to the Loans menu.

Here we can take out a handsome sum at not-quite-rip-off interest rates.

Anyone who accepts super-lucrative futures contracts and attempts to meet them with a farm expanded on debt capital demonstrates impressively that they have learned nothing from the dot.com bubble, the Asian crisis or the housing bubble. It can work, though.

But be careful: Neither the ECB, nor the ESM, nor any tax payers will be there to get you out of the mess!

7. Levelling Up

Each level unlocks new products, buildings and vehicles. This overview shows all of them. Please note that this information may change due to last minute improvements to balancing, and patches released in future.

Level	Building menu	Product	Vehicle	Addition
1	Small butchery	Barley Eggs Beef		
2	Small mill	Wheat flower Chicken meat	Big van	
3	Small pigsty Flower silo	Millet Pigs		Medium plough
4	Medium cow shed Water pump	Tomatoes Corn flower Pork	Small goods truck	Medium trailer
5	Medium shed Small dairy	Peaches Milk cows Milk	Small liquid transport	Medium grubber
6	Medium farm house Medium chicken farm Small juice factory	Oats White bread Apple juice	Medium tractor	
7	Medium garage Medium mill Small jam factory	Barley bread Wheat bread Peach jam		Medium grass mower Medium planter
8	Medium grain silo Small olive press	Green olives Olive oil Cheese	Medium grain truck	Medium seeder
9	Medium butchery Water tower	Salad Peach juice Cow leather	Medium refrigerator truck	Medium sprayer
10	Large cow shed Small horse stable Solar plant	Cherries Horses Homogenised milk	Medium harvester	Large trailer
11	Medium pigsty Large chicken coop	Rye Pickled olives Cherry jam	Medium goods truck	Medium manure spreader

12	Large shed Medium dairy	Onions Cherry juice Butter	Medium liquid transport	Large plough
13	Large butchery Small wine cellar	White grapes Rye flower White wine Horse meat	Medium animal transport	Large grubber
14	Small rabbit hutch Large mill Medium juice factory	Turnips Rabbits Whole milk yogurt		
15	Medium olive press Large garage Wine depot	Black olives Rye bread Rabbit meat	Large tractor	Large grass mower
16	Large farm house Medium horse stable	Beans Milk powder Peach yoghurt		
17	Large grain silo Medium jam factory	Pumpkin Light yoghurt	Large refrigerated transport	Large seeder
18	Medium rabbit hutch Olive oil depot Large dairy	Rabbit furs Pickled black olives	Large liquid transport	
19	Small soy factory Large pigsty Wind turbine	Soy beans Soy sauce Cherry yoghurt	Large goods transport	Large planter
20	Medium wine cellar Small sheep pen Soy sauce storage	Pears Sheep	Large grain truck	Large manure spreader
21	Large olive press Large horse stable	Buckwheat Pear juice	Large harvester	
22	Medium soy factory Medium sheep pen	Cucumbers Wool	Large animal transport	
23	Large rabbit hutch Large jam factory	Red grapes Buckwheat flower Red wine		Large sprayer
24	Large juice factory	Beetroot Grape juice Pear yoghurt		
25	Large soy factory Large sheep pen	Champaign Sheep cheese		

8. Credits

We wish you loads of fun, high profits, abundant harvests and healthy cattle!

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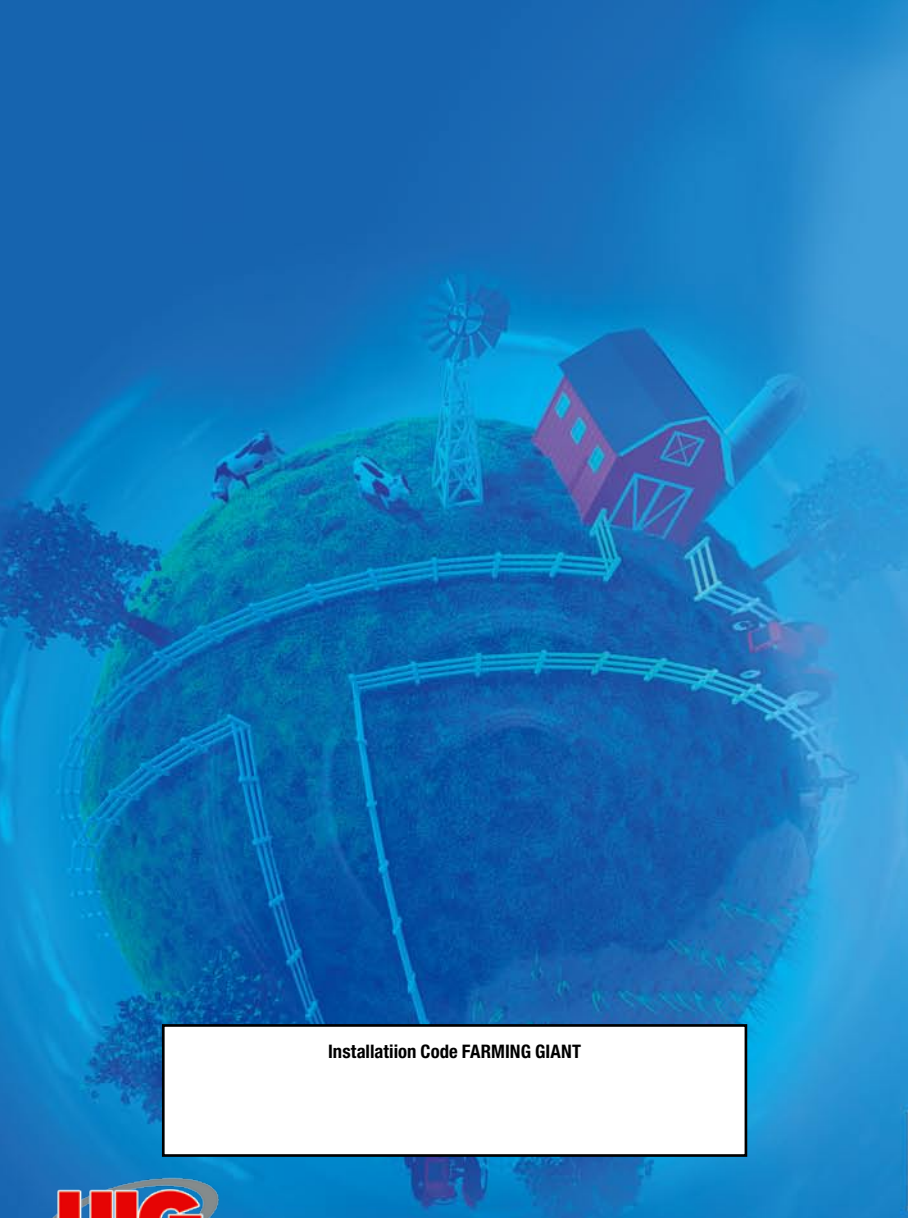
PUBLISHED BY
UIG GmbH
www.uieg.de



Installatiion Code FARMING GIANT

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