

## **USER MANUAL TO THE MOREREALISTIC MOD 2013**

Who is meant to play the MoreRealistic Mod ? .....	2
To enjoy the most the mod, you will need to get 4 ZIP files .....	2
How to install it .....	2
What's new? .....	3
New controls / information .....	5
Some advices .....	6

## Who is meant to play the MoreRealistic Mod ?

1. People who want to play without cheating (Hard difficulty is now profitable for good workers)
2. People who want more realism (vehicle power, weight, stability...)
3. People who enjoy progression in a game (start small, become big)

## To enjoy the most the mod, you will need to get 4 ZIP files

- **moreRealistic.zip** : the mod itself. It is just plain “code” (lua files). This the new “engine” provided by the mod.
- **moreRealisticVehicles.zip** : this is a set with the genuine vehicles and equipments converted for the moreRealistic mod.
- **moreRealisticGenuineMap.zip** : this is the genuine map modified to start with moreRealistic vehicles.
- **mrAlternativeTipping.zip** : get this one is you want to be able to tip your trailers anywhere on the map. Buckets can unload on heaps and load from them too. Mainly useful to make manure heaps near fields with your trailer before loading the manure spreader and spreading the field.

## How to install it

1. Remove all your unnecessary zip files from your mod folder.
2. Place the 4 moreRealistic zip files in your mod folder.
3. Start a new game choosing the moreRealistic genuine map.
4. Enjoy “real” farming

## What's new?

Each implement has some power requirement. Check it in the shop before buying it. Most of the time, you will need front ballast with lifted equipment. You can purchase different weights in the shop in order to keep all your tractor wheels on the ground. If you forgot adding proper ballast, you can lose the control of your tractor.



Traction is like in real life: the more weight on the powered wheels, the most power can be delivered to the ground and so, the heavier the equipment the tractor can move (providing it has enough motor power).

If the tractor is too light, its wheels will slip a lot and it will not move at the expected speed (or do not move at all!)

If the tractor is “underpowered”, the wheels will not rotate at all.



The economical system has been slightly improved. There is a random station price multiplier. And so, this is not anymore the same station which pays the most for a particular fruit anytime. Station prices multipliers are set randomly each starting day.

In normal and hard difficulties, workers use fuel and seeds too. If they run out of fuel or seed, they stop working.

Vehicles now consume fuel function of their motor load. For example, you will be able to travel farther with an empty trailer than a filled one. Also, a carting tractor will run longer than a tractor doing heavy field jobs.

Vehicles lose traction during and after rains. In this case, lighter tractors will have a hard time ploughing or cultivating.

Moreover, you will consume more fuel and time to do the same amount of work.

Trailers have now the proper weight function of their load density and fill level (fill level are in litre). A trailer full of silage will be lighter, and so easier to tow, than the same trailer full of corn.

Since seed prices are different, when you change seed type for your seeder, its tank is emptied and your account is refund 75% of the remaining seed price.

Baling and especially handling bales is now possible. There is no need for “attach mod”.

Trailers can be filled with manure or fermented silage.

Starting bank account is now the same for all difficulty levels : 25,000£.

Silos amount is now randomly set at the starting of a new game, function of the difficulty level selected.

Many other things to discover by yourself.

## **New controls / information**

The selected drive direction is displayed at the right of the screen. (yellow arrow)

Some vehicles can engage/disengage the All Wheel Drive mode. To achieve this, you have to press the numpad \* key. The current AWD state is displayed at the right of the screen. (AWD in yellow = On)

Some vehicles display the slippage (% slip).

Vehicles are featured with 3 transmission modes. There is a yellow T1, T2 or T3 displayed at the right of the screen.

T1 = Transmission Mode 1 (especially for steering wheel/pedals users : the shuttle is manual so that you always use the same key/pedal to accelerate – default shuttle key = “spacebar” or “middle mouse button”)

T2 = Transmission Mode 2 (when you brake, you have to release the key and press it again to change the drive direction)

T3 = Transmission Mode 3 (like in the genuine game, when you brake, the vehicle change its drive direction automatically)

To select a transmission mode, just press the numpad “/” key.

This is possible to lock the steering system so that the wheels do not return in their default position. To lock or unlock, use the “CTRL + J” key combination.

This is especially useful for manoeuvring with articulating loaders.

The speed regulator is engaged by pressing the 1,2,3 or 4 key of your keyboard (like in the base game). Then, you can adjust the current speedlevel by pressing the “+” or “-“ numpad keys.

If you want to define the current speed as a speedlevel, you can press the “Left CTRL” key and the regulator key corresponding to the speedlevel to set. (example : pressing “Left CTRL + 2” would define the current speed as the target speed for the speedlevel 2)

## Some advices

- Check stations prices every day to know which station pays the most for a particular fruit.
- Don't buy an implement if you don't have the proper tractor to work with.
- Be careful when transporting bales: there is no "straps" to hold firm them. (especially when making turn)
- Do not spill fertilizer: it costs a lot of money!
- Look at the weather forecast regularly: you should keep "light" works to do when rains come.
- Tractors are not race cars: drive safe and take your time to learn how to drive them properly.
- Sometimes, the shortest path is not the fastest.
- Do not full fill your seeder tank if not needed. Seeds can cost a lot of money. Learn how many seeds you need depending of the fruit you want to seed and the field size. (Example : canola seeding usage is very small)
- Full-filling a trailer is not always the best thing to do, especially when carting on a hilly map.
- Rolling on a field is "harder" (need more power) than on the road (rolling resistance).
- A cultivating or ploughed field is easier to work. You will need less power to sow in that case.