

Presentation of the game **SimAgri**, the online farm simulation



Introduction :

SimAgri.com is an exclusively online game. It enables you to manage a virtual farm.



SimAgri offers you :

- **8** species with more than **30** breeds
- **16** culture types + orchards
- **40** agricultural machines with **the real brands**
- **24** building types and standing equipments
- Managed time (days, months, seasons) and distances
- Weather influence
- Interactivity between players
- **4 maps available** (France, Belgium, Switzerland, Canada)
- **Several secondary activities**
- Picture of your farm in 2D

You always dreamt of being a farmer, rearer or cereal producer? Tending to your crop? Rear cows or sheep? Removing manure? Then **SimAgri** is made for you. **Discover the best online farm simulation available and immerse yourself in cyberagriculture.**

The most comprehensive simulation :

Simulation oriented, **SimAgri** offers players with a number of choices and options. Everyone is free of his choices and activities.

• Rearing :

- The player may choose to become a rearer. He then chooses the type of rearing, the species and breeds. He feeds and waters his animals, he inseminates them, changes their litter, milks them, brings them to the meadows to graze...
- He can then sell them to a slaughterhouse, to another player or settle a deal with a factory in his region.
- Genetics are also available for each species as well as Artificial Insemination Centers.
- Bovines, buffalos, porcines, caprines, ovines, poultry, rabbits and guineafowl.



• Cultivation :

- The player can also choose cultivation. He can do the necessary works in his fields, ploughing, sowing, spraying, harvesting, pressing bales... He has to follow the right dates for sowing and harvesting, check the forecast, store or sell harvests...
- Wheat, triticale, barley, oats, corn, beetroots, peas, colza, sunflowers, potatoes, flax, grass, green covers.
- You also have the possibility to start arboriculture with apple, peach and pear orchards.



• Equipment :

- Whatever your choices are, you will have to buy equipment. **SimAgri** has 40 different equipment types to offer you, each with its own specificities. The player can buy tractors, trailers, seeders, combine harvesters, ensilers, presses, loaders, cattle trucks ... He will also have to purchase bio fuel made out of colza to use all these machines !
- **SimAgri** has an agreement with several manufacturers to use their brands. The most renowned brands are available. John Deere, Massey-Ferguson, Fendt, Claas, Kuhn, Same, Deutz-Fahr, Agram...
- 40 agricultural equipment types from 50 real manufacturers.



• Buildings :

• A farm is composed of buildings. Depending on his main activity, the player will need a warehouse, a pigsty, a henhouse, a storage, silos, milk and water tanks, a manure pit...



• 24 building types and other standing equipments.

• Secondary activities:

• If the player wishes so, he can develop one or more secondary activities. **SimAgri** so far proposes you **5** secondary activities :

• The Farm Work Contractor (FWC). Does all the farm work in the fields for other players (sowing, harvesting...).

• The Agricultural Equipment Dealer. . Sells first and second hand equipment to players. Can also buy back.

• The Artificial Insemination Center (AIC).) Takes care of semen sampling and inseminating females in player's farms.

• The Regional Agricultural Cooperative (RAC). Buys and sells harvests, foodstuffs, fertilisers... to other players and RACs in SimAgri. This activity can be co-managed by up to 7 players. The RAC also produces bio fuel made of colza for the machines.

• The transport contractor. Essential link in SimAgri, he transports goods and equipment and thus develops an interactivity between players.

Full working days :

- With all the activities and options offered, the life of a virtual farmer is always busy. The player has to plan as carefully as possible his working time on the farm. Here is what a **SimAgri** farmer's day looks like for example in August (year 2) :
- Everyday, I am going to take care of my **SimAgri** farm. For half an hour, I will become a "cyber farmer".
- As I get started, I check the forecast, sunny for the next 2 days. I also check my bank account to see what my financial situation is like.
- Having different activities, I start with my cattle. Nothing special, no sick animals ! As the troughs are empty, I feed the cows and the calves born this winter. With my tractor and my silo unloader distributor, it takes no time. I also add straw to their litter and milk the 38 Normande cows. For the bullocks and heifers, they are in a meadow, so the grass will be enough. But their water troughs are empty, I need to fill them with my water bowser. For time and money reasons, I gave up caprine rearing to focus on my bovines.
- Now that the animals have been taken care of, I check my crops. My newly-harvested wheat plot has been pressed by an FWC (Farm Work Contractor) I called yesterday, the very same one that did the harvest for me. I just have to pick up the straw bales. With the telescopic handler I bought with a friend, it's done very quickly. This way I have a straw stock for the coming winter. As I have some time left, I go and get the mower at my friend's farm, the same one that bought the handler with me. This way I won't have to do it in a few days when my meadow will be ready for mowing and hay making.
- As the animals and cultivation job is done, I use the time I have left to maintain my tractor and my sprayer. I take care of my warehouse and a silo maintenance.
- As always, I check my mail. I have 2 mails, one from the FMC who pressed my straw, confirming that the job is done. The other one is from a player selling cows. He wants to know if I am interested. I answer both messages.
- Before logging off, I confirm my participation to the **SimAgri** lottery. The price is an agricultural machine miniature scale 1/32. I also check the forums. There I can give advices to beginners. I can see the players are good humoured as always, there's a good atmosphere in the **SimAgri** community.

The SimAgri Team :

The team consists of 3 members, the two co-creators of the game each with his own job :

Baptiste LEMAIRE

Co creator and site developer.

Mail : bld@simagri.com

I'm in charge of the technical side of the site : hosting, developing, design and referencing. New stuff is added every week, so I have to have them fit into the game.

Christophe LEMAIRE

Co creator and site designer.

Mail : cld@simagri.com

My job is to find all the data related to all the game elements and format them to fit the game. These data are from the animals (species, breeds, milk production), equipment (working width, power...), crops (sowing date, harvest, pluviometry...), buildings and agriculture in general.

On top of that, I take care of the marketing side. Contact with agricultural equipment manufacturers, looking for partners...

Thierry PONSENARD

Employee, manager of the "international" side.

Mail : tp@simagri.com

Tél : (00 33) 5 61 41 20 65

Thierry is fully bilingual and works actively on SimAgri english version. He is translating the whole game and takes care of the contacts with foreign partners. Later on he will be in charge of managing the "english" servers.

This structure is part of a company in charge of the development and management of **SimAgri**

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The future of SimAgri :

SimAgri is still a young game. Released officially the 10th of January 2005, the game has already evolved a lot. The team is tuned in to the players suggestions, improvements and new stuff are added every week to please our ever growing player community. Listen to our players is one of our top priorities and we do our best to take every remark into account. Every player can bring his contribution to the game and it is essential to us.

Following this player's suggestions, we are going to release in the coming months several additions to make the game even more attractive and give a chance to each player to establish his own strategy to succeed in agriculture (virtual):

- **Forestry development activity**
- **Cheese and cider manufactures**
- **Creation of new activities : beekeeping, vineyards, selling on local markets...**

A few figures :

8,000 connections per day **600,000 pages** looked at per day **200 subscriptions** per day

80% french players, 10% belgian players, and 10% swiss, canadian, dutch or from luxemburg players.

In the press :

More than just a game, **SimAgri** is now the reference in agricultural simulation plebiscited by the press both in the papers and on the radio :

- 01net.com et Micro Hebdo
- Terra
- Cultivar
- La volonté Paysanne
- Le Quotidien de la Formation
- Micro Actuel
- La France Agricole
- Best On WEB
- RTL, France Bleu Creuse, France Bleu Ile de France, France Bleu Isère..

Our partners :

• List of the manufacturers present in SimAgri :







• Other partners :



Sivit - Server hosting