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Farming simulator 14 cheat codes pc

Thank you for printing this page with www.SuperCheats.com. Don't forget to go back to check out more great content for Farming Simulator 14. Comment | Bookmark Rate This: 52 23 Money CheatsAdded: November 21, 2016 Go to the menu on xbox 360 and when it shows one player or multiplayer icon click one player and put in the following code: bbbxyxaaba. Ta your money your screen will glitch in a few seconds, but all your money will move to \$999 999 999 and have fun shopping! us more codes and tips for this game here, Farming Simulator 14 codes added GuestID #8310 | REPORT Agriculture Simulator 14 Corey Feldman Interview Trophies Successfully perform one of the following tasks to get the trophy: SEEN IT ALL (Platinum): You unlocked all the trophies. NOUVEAU RICHE (bronze): Your score has reached more than 1 million. WELL HEELED (Silver): There are more than 5 million in your account. POTS OF GOLD (Gold): Your wealth exceeded 10 million. TRUCKER (bronze): You covered more than 10 km with vehicles. MOBILE FARMER (Silver): You covered more than 100 km with vehicles. VERY FREQUENT DRIVER (Gold): You covered more than 1000 km with vehicles. PEASANT (bronze): You have harvested more than 1 hectare. FRUITS OF YOUR LABOR (Silver): You have harvested more than 10 hectares. HARVEST KING (gold): You have harvested more than 100 hectares. GREEN THUMB (bronze): You sowed more than 1 hectare. SOWER (Silver): You have sown more than 10 hectares. SERIAL PRODUCTION (gold): You sowed more than 100 hectares. Helping hand (bronze): You have recovered goods for 5 townspeople. BENEFACTOR (Silver): You helped 10 townspeople. POWERLESS SAVIOUR (Gold): You helped 20 townspeople. In addition, there are four secret trophies: ECO-FARMER (Gold): The suspension tank has been filled to the top. MANURE MASTER (Gold): Your manure pit has grown to epic sizes. DIESEL TYCOON (Gold): You used more than 1,000 liters of diesel. NOISE DISTURBANCE (gold): You have been since more than 100 times. X Like CheatCC on Facebook 200000 MAX amount of money 100,000 MAX number of download vehicles Right now all resources have been exhausted for farming simulator 14. You can wait 6 minutes or discover other alternative resources. 0 0 Earn Coins Fast and Free for Your Farming Simulator Game 14 with Trukocash elmdog1950 Posts: 2 Joined: Thu Oct 27, 2016 5:57 pm Post by elmdog1950 » Thu Oct 27, 2016 6:05 pm Downloaded money codes but do not know how to use it. Can someone let me know what I need to do to get the codes to work? thanks to TopSoil Posts: 371 Joined: Wed Dec 31, 2014 12:42 am Post TopSoil » Fri Oct 28, 2016 2:52 am you can also just edit your game file with notepad+++ or something. Farmer2B Posts: 429 Joined: Sun Oct 05, 2014 12:31 pm Post by Farmer2B » Fri Oct 28, 2016 3:15 am Snuggles101 wrote: ctrl +alt+S what for me is ctrl + alt + 0, and quite interesting while you're in the vehicle RogsR35UK Message: 397 Joined: Sat Oct, 2016 10:49 am Post by RogsR35UK » Fri Oct 28, 2016 3:25 am (Console) I took advantage of a cash feat on one save, although I have another save using the same card on which I did not use it. Farmer2B Posts: 429 Joined: Sun Oct 05, 2014 12:31 pm Post Farmer2B » Fri Oct 28, 2016 3:32am Cajunwolf wrote: All this makes it ruin the game for you. Not really, things like putting in a train to drive from one side of the map to the other, ah yes, you already know what, ruins it for me. I mean it brings a lot more realism to a game like this, right? Same with pallets of everything that really makes it more realistic too, the same with cutting grass that needed to change as well, ach never mind, agh yes, let's not forget that you can use your hands, so to lift something up and then throw it or throw it, but don't really use any of the items is realistic enough as well that's why I've played FS since 2009. Faelandaea Posts: 1198 Joined: Sun May 25, 2014 7:09pm Post Faelandaea » Fri Oct 28, 2016 4:04am Well I use money codes for my review and testing profile. It allows me to buy anything as I download it to test it in a secure environment before deciding if I want to use it on my actual profile. So there are situations where making money stuff is good. As for the OU ... not sure how you do it on the console, but if you're a PC user, just go to the save game location that's in DOCUMENTS\My Games\FarmingSimulator2017\savegame1 and open careerSavegame, find a record called money and put any value you want. Keep in mind if you have multiple saves, replace 1 with savegame1 with the number save you are using the money for. In my case, I keep savegame1 as my testing profile for fashion reviews, followed by 2, 3, 4, etc. to remain thankful for the actual Faelandaea gameplay recognized as the kindest person on the internet throughout game history. BumpyStump Message: 182 Joined: Sun Jan 18, 2015 10:11am Contact: Post bumpyStump » Fri Oct 28, 2016 4:42 I personally don't like money cheat where you can just click on 100k. I'm however the one for 15 where you could get more credit that you had to pay back. For me, that doesn't really cheat is how you had to pay it back or keep paying interest on it, sort like a real farm. I know where I live even average farms have 800,900k loans and that's common. TopSoil Posts: 371 Joined: Wed Dec 31, 2014 12:42 AM Post TopSoil » Fri Oct 28, 2016 4:56 I abused the money thing by changing my game files back to FS13. I was also playing for Easy at the time. What I personally found was that I became bored during the evening. There was little work more to do. No goals. There is no sense of achievement. So I stopped doing it, and play through the content now with What I do is savegame (#6 something, from the main front page) where I have a lot of test vehicles before I buy them. I suppose before I spent 120,000 bucks on something in the store in real life, I'd know for sure if it attached to my tractor, and whether it worked with any other self-driving truck/reference I wanted - and they probably would have allowed me to release it and drive a few minutes. The game is very modular, and very open to individual players who play as they wish. Some people like Money Cheat - it's good too for them Cajunwolf Message: 668 Joined: Fri September 23, 2016 6:25pm Post Cajunwolf » Fri Oct 28, 2016 5:33am Faelandaea wrote: Well I use money codes for my review and testing profile. It allows me to buy anything as I download it to test it in a secure environment before deciding if I want to use it on my actual profile. So there are situations where making money stuff is good. As for the OU ... not sure how you do it on the console, but if you're a PC user, just go to the save game location that's in DOCUMENTS\My Games\FarmingSimulator2017\savegame1 and open careerSavegame, find a record called money and put any value you want. Keep in mind if you have multiple saves, replace 1 with savegame1 with the number save you are using the money for. In my case, I keep savegame1 as my testing profile for mod reviews and then 2, 3, 4, etc. stay thankful for the actual gameplay of The I sa I do the same to check different tractors, combines that don't, but on my main games I keep it absolutely legit because working on achieving goals is much more rewarding than cheating. TopSoil ... I abused the money thing by changing my game files back in FS13. I was also playing for Easy at the time. What I personally found was that I became bored during the evening. There was little work more to do. No goals. There is no sense of achievement. That's !!! The latter, and I go to more productive threads, it's depressing. I can't for a lifetime understand why so many people can't understand the economy behind the train, and seem to think it has been dropped both after thought. Great tip, economies of scale, look it up in any major economics book. I store almost all my crop in the silos of the Transport Hub (railway hub) and once I have enough wood, grains, sugar beets, and that someday else I'm ready at the time, I load the train. Now you're running to different stops, dropping huge amounts of produce and raising big bucks. My last train run around 2:00 a.m. this morning netted me just south of \$300,000. I had both wooden cars full and the wheat and sugar beets full. It happens so, 3 cents profit one 100 sales \$3 measly bucks, right, now that 3 cents profit on 1,000,000 sales? Look at what I mean, economies of scale. That's why Walmart can at a low price all its competition. Faelandaea 1198 Joined: Sun May 25, 2014 7:09 pm Post Faelandaea » Fri Oct 28, 2016 6:35 am it will take just some getting used to. Basically what happened was this... Giants have given us a new one but there are no tutorials on how to use these features. They're still stuck with very very basic Good, here's the A-S-W-D-... move with those ... Okay, that's the selling point, you're selling here. The flight simulator had it right. They had different tutorials for different things. First you learned the basics, then you played the simulator, however long until you got that down pat and then you opened the tutorials and went to the next level. If I were a Giant, I would do something like this: Here lets show you how to move around and interact with vehicles. Wonderful! Now lets start making crops. Here are the different cultures and how to work them out. First we will show you 1-step fields without ploughing needed to get started. At a later lesson, we will show you more advanced crop levels using a 3-speed fertilizer system and ploughed bonuses. Comfortable with cultures? Good! Let's take you to the forefront of agricultural farming (explains the 3-foot fertilizer, the methods for this, and the option of ploughing requirements). Now you're a harvest farmer! But there is still agriculture ... Cattle! Let's start with the sheep at the moment and show you how to take care of them. Okay with sheep? Sweet. Let's get you going for pigs... Now that you have the veers and pigs down, cows don't have to be the problem. You already have other feed bases down, so here we'll show you how to mix Power Food for these cows. You did it! You are definitely a farmer now. Have you thought to take this one step further and try your hand at forestry? Here's how... Unfortunately, getting such a large system out of the box is absolutely out of the question. We have to decide to wait for guys who have way more time to spend than others (I work for a living so I can't sit in a dark basement all day playing games while waiting for mommy's dearest to bring me a plate of food) to figure it out and then post it on YouTube. Gods I would like to make a living do that... Anyway, for the rest of us, we have to take the game in teaching tricks in anticipation of other good spirits to show us how with these YouTube streams. By the way... I want to understand that I don't beat all the streamers. I have a very high regard for the successful who make a living doing this stuff. My comparison above is a colorful way of trying to tell the Giants that they're actually random gamers playing this game as well, and not all of their player base is hardcore and able to figure everything out from 5 minutes into the game. Faelandaea is recognized as the friendliest person on the Internet throughout game history. richief66 Post: 27 Joined: Wed Oct 26, 2016 3:09am Post by richief66 » Fri Oct 28, 2016 11:57am No one beats anyone here. Suppose you buy all the fields and everything in the game. Then what-play in the dirt like kids with your new toys? you will be bored in a matter of hours, because why work properly? you have zillions dollars and no point. Atta boy! You just ruined the game. I'm not for cheating or cheating (you play your game - bad play mine), but consider this: once I got my FS17, I started 2 saved game files (take an FS15 form lesson) on #2 I sold everything! even edited my money to zero balance. went out to field 19 and started working in the field for the farmer who owns it. How did I do that? I noticed that none of the sledge, seeds or fertilizer was depleting and I didn't need to own anything! so far I have made a lot of money to buy a field. working fields 16 and 19 taught me the lessons of efficient farming and how to do it. then decided to hunt gold nuggets in about 2 hours time (maybe less) I had a million dollars for my efforts. I don't spend my time editing money in my games no more, not when I can make money working missions @Faelandaea I agree 100% with you - but press esc to bring up the information screen, scroll all the way to the right, there are tutorials on agriculture everything. I'm only trying to figure it out myself and advice from other farmers. I chose and vowed myself, I'm not going to play FS17 as if I played FS15- so in my head I'll move on and grow, and learn efficient agriculture in FS17 @Cajunwolf - right on the man, about the train and how it's cost-effective. this is exactly what they are going to do today on my farm as soon as I can pull away from this forum (lol) Faelandaea Posts: 1198 Joined: Sun May 25, 2014 7:09 pm Post Faelandaea » Fri Oct 28, 2016 6:18pm richief66 wrote: Suppose you buy all the fields and everything in the game. Then what-play in the dirt like kids with your new toys? In fact I do sandbox quite a bit to make reviews. Even playing my regular profiles gets boring after a while, but I'm one of those people who literally finds tons of joy in experiencing new things every day. Any day and it goes with a lot of games that I've installed, which mod community driven, I end up removing 5-10 mods, downloading more mods, and checking them out and if they're worthy, I'm doing a review on them now if only I could see why... Ach why ... The OBS does not want to record FS17, I haven't been able to record any feedback yet. FS15 records just fine, but the OBS just shows my game as a black screen. Gah. Annd ... Now I have successfully rammed the subject. My apologies.richief66 wrote:@Faelandaea I agree 100% with you - but press ESC to bring up the information screen, scroll all the way to the right, there are tutorials on agriculture all. I'm only trying to figure it out myself and advice from other farmers. I chose and vowed to myself, I'm not going to play FS17 as if I played FS15- so in my head I'd like to move on and grow, and learn efficient farming in FS17 so, I found an area of help and it helps outside the main tutorial, but so far nothing out there gets specific about how to accomplish some basic things in the game. But at least this section is a step from what they gave us for FS15. Faelandaea is recognized as the friendliest person on the Internet throughout game history. History. Post: 29 Joined: Wed Mar 01, 2016 9:45pm Post by uofmtgertim » Fri Oct 28, 2016 6:50pm This is my approach to FS17. 1. Start the game in hard mode. 2. Sell all starter equipment. 3. Sell all developments. 4. Save the game. 5. Edit xml to give yourself \$10 million. (no need that much) 6. Download the game. 7. Buy the building places I want and place them I want them. 8. Buy minimal starter equipment (I bought old material, could keep the initial starter equipment really) 9. Buy a few extra items to get started with the cows. (cow trailer, water tanker, wagon for slips) 10. Save the game. 11. Edit the xml to give yourself \$2,000. 12. Start your game. Is this a hoax? Yes, my game is still going to be a challenge? Yes to each of their own. Some people are just like playing in the sandbox and I'm grateful that the Giants gave people that option. Option.

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