

YOUR FARM. YOUR COMMAND CENTER.

SIMSTEAD COMMAND

THE USER GUIDE

App version 1.5.0 | Guide v1.01 | October 20, 2026

iOS build 22 / Android build 23 - setup, operations and recovery

RED SIX INTERACTIVE

FIELD MANUAL / 02

Your field manual

Tap a chapter title or use your PDF reader bookmarks.

Start here 3
What changed since the first beta 4
Find your way 5
Set up your existing farm 6
A practical play session 7
Game calendar & timing 8
Financials 9
Reconcile the whole farm 10
Fields & land 11
Harvests & trailer loads 12
Crop Center 13
Fleet management 14
SmartScan: one machine 15
Scan an equipment list 16
Storage & crop stock 17
Farm essentials 18
Animals & feed 19
Animal output & sales 20
Animal rules & new species 21
Productions: set up a facility 22
Productions: record & dispatch 23
Timber operations 24
Goals & funding 25
Land comparison 26
Market calendar 27
Farm identity & showcase 28
Reminders & daily priorities 29
Correct a saved record 30
CSV & TSV exchange 31
Save a full farm backup 32
Restore & recover 33
Troubleshooting & support 34
Quick reference 35

Two versions to keep straight
The app version is 1.5.0. This document is guide v1.01, dated October 20, 2026. Keep this PDF handy while you play; use Help inside the app for the website and support.

FIELD MANUAL / 03

Start here

A companion for your game, built around the farm you enter.

Your farm. Your command center.

Track accounts, fields, equipment, animals, timber, production, inventory and goals while you play Farming Simulator. Start with what is already in your savegame, then record new activity as it happens.

Use the right testing channel

Existing iOS testers update through TestFlight. Android testers use their Google Play testing invitation with the invited Google account. Public launch is planned for November 6, 2026. Store and testing availability can differ by platform.

One game, one set of records

The app stores farm data on your device. It does not read your console save or synchronize farm activity automatically. Photos can help enter equipment, but you review the results before saving.

About this edition

Guide v1.01 covers app version 1.5.0: iOS build 22 and Android build 23. Android build 23 changes photo access; its farm workflows match build 22. Illustrations use sample farm data from app review captures; device controls and screen framing may differ.

> Protect the farm before changing devices
> Save a full backup outside the app before an update, reinstall, reset or device change. A testing invitation does not preserve your farm data.

FIELD MANUAL / 04

What changed since the first beta

The biggest additions, and where to find them.

Money and equipment

Financials now reconciles the whole game balance across your active accounts. Fleet supports list scanning, reviewed current values, photos, search and ownership filters.

Farm operations

Timber tracks plots, planting batches, haulers and weighed loads. Productions supports recipes with multiple inputs and outputs, actual produced batches and split deliveries or sales.

Animals and crops

Barns record actual output collections and sales with a receiving account and history. Crop Center supports base, expansion, map/mod and custom crop entries with map-specific calendars.

A clearer workspace

The refreshed Command Center, illustrated section icons, swipeable navigation and More menu bring your farm operations and planning tools together. Storage includes Farm essentials and recorded silage completion.

Corrections and recovery

Use screen edit controls or Farm records for supported corrections. Backup/Import combines full farm backups with CSV/TSV exchange and a preview before restore.

> Already using the app?
> Export a backup first. Review your current month/year, accounts, field crops, animal ages and stock after updating. Do not re-add records that are already present.

FIELD MANUAL / 05

Find your way

Swipe the bottom strip. Use More for the complete menu.

Operations within reach

The main strip contains Command Center and farm operations such as Financials, Fields, Fleet, Animals, Productions, Timber and Storage. Swipe sideways to reach the other icons.

Open More

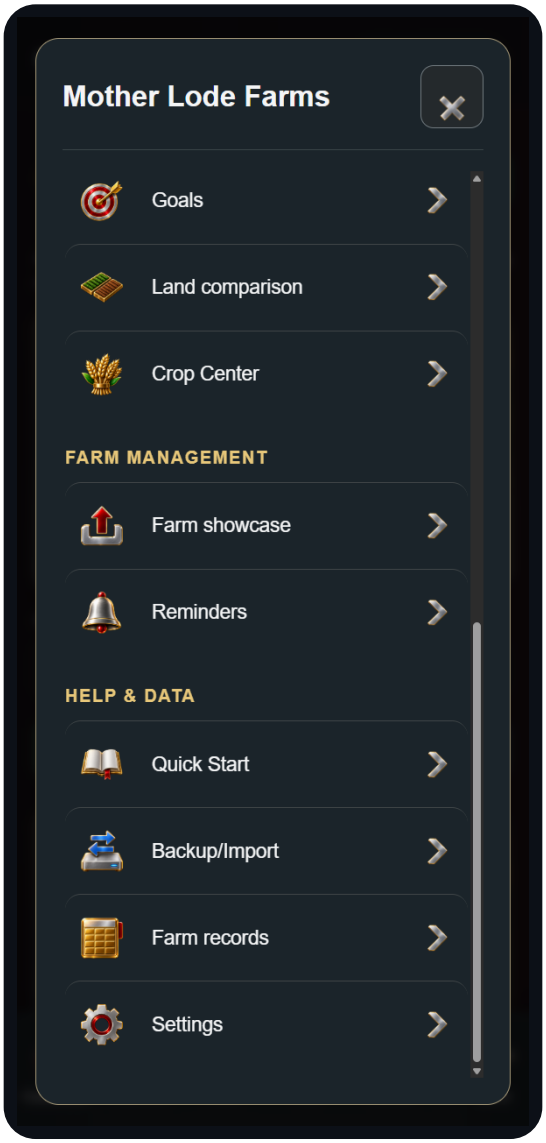
The fixed More control opens grouped destinations: Farm operations, Planning, Farm management, and Help & data. Scroll inside the menu when a destination is below the visible area.

Planning and help

Find Game calendar, Market calendar, Goals, Land comparison and Crop Center under Planning. Find Quick Start, Backup/Import, Farm records and Settings under Help & data.

Expand the details

A card arrow or location heading usually opens details. The pencil edits an existing item. Read a confirmation before saving, selling, removing or restoring.



App screen capture with sample farm data. Native phone controls may differ.

When a tool moved
Supplies are now under Storage > Farm essentials. Harvest history is reached from Fields. Equipment scanning is reached from Fleet. You do not need to find an old standalone menu item.

FIELD MANUAL / 06

Set up your existing farm

Record the starting position before you log new purchases.

1 / Match the game calendar

Set the current month and year from your savegame. Use the actual year you want the farm to follow; do not confuse a calendar year with the number of years you have played.

2 / Create accounts

In Financials > Accounts > Create account, enter the balances you want to track. If you split money between several accounts, their total should equal your game bank balance. Choose a main account.

3 / Add fields and current crops

Record owned land, acreage and value. For crops already growing, use the existing-crop choices. If harvest timing is unknown, keep it unknown instead of inventing a planting date.

4 / Add the fleet you own

Use Already owned for machines already in your game. Use Purchased only for a new purchase you want to charge now. Scan equipment list can speed up existing fleet entry.

5 / Add the other operations

Create storage locations, opening stock, animal locations and groups, production facilities, timber plots and goals as needed. Revisit Quick Start > Your setup checklist.

> Starting stock is not a second purchase
> Enter current balances and existing assets once. Recording the same starting inventory as both an opening record and a new purchase can distort your money or stock.

FIELD MANUAL / 07

A practical play session

A short routine keeps the app useful without slowing the game.

Before playing

Open Command Center. Check the game month, account balances, field reminders, stock and animal outlook. Open Today on the Farm for a focused task and alert view.

While playing

Record a harvest load when it reaches its destination. Log purchases, sales, feed deliveries and produced batches once. Use a correction if you made an entry mistake.

When the game month changes

Advance Game calendar deliberately. Then review fields, animal ages, forecasts and due tasks. Advancing the calendar does not perform the work in your game.

Before you finish

Compare your combined app cash with the game balance. Reconcile only a genuine difference. Check any pending changes, then save a backup outside the app after important progress.



Record actual activity, then check the resulting stock and accounts.

> Actuals first, forecasts second
> A reminder, projected birth, output estimate or seasonal window is a planning aid. It does not create stock, cash, offspring or a completed task by itself.

FIELD MANUAL / 08

Game calendar & timing

Game time and phone time are separate.

Choose or advance the month

Open Game calendar. Match your savegame month and year, then use the displayed action to set or advance it. Review December-to-January rollover carefully.

Understand saved crop schedules

A growth duration estimates how long a new planting takes. Plant and harvest windows describe seasonal months. These are separate settings, and both can vary by map or game settings.

Existing crops may have unknown dates

A purchased or already-owned field can have a standing crop without a known planting month. Use Unknown harvest timing when that is what you know, then correct it when you have the information.

Correct older animal calendar dates

If Animals offers a calendar-year correction for an older farm year, confirm the current in-game year and follow that review. Check the resulting dates, animal ages and feed balances afterward.

> Advancing is not automatic consumption
> Do not assume the app has consumed feed, harvested crops or completed a job just because the month moved forward. Confirm actual changes in the relevant operation.

FIELD MANUAL / 09

Financials

Accounts, activity and the money you actually record.

Manage your accounts

Open Accounts to create, edit, mark an account as main, or close it. Use opening balances to represent money already present. Transfers move money between accounts without changing combined farm cash.

Choose the right action

Deposit adds money to an account without treating it as operating income. Record income / expense logs activity. Use the account selector wherever a purchase or sale asks which balance to change.

Read the month in context

This month shows income, expenses and profit/loss from recorded activity. Transfers and account deposits are excluded from its operating comparison. Recent activity groups entries for review.

Correct an account carefully

The account pencil can correct its name or current balance. A balance correction is not operating income or expense. Reconcile is a different tool for matching the whole game balance.

> Avoid duplicate money
> A recorded equipment purchase, stock sale, animal sale or production sale can already update an account. Do not enter that same money again as a manual income or expense.

FIELD MANUAL / 10

Reconcile the whole farm

Enter the total shown in your game, not one account balance.

1 / Open Reconcile

Financials > Reconcile compares the whole game bank balance with all active app accounts combined.

2 / Pick the difference account

Choose the account that should absorb the adjustment. Other active accounts retain their balances.

3 / Enter the game total

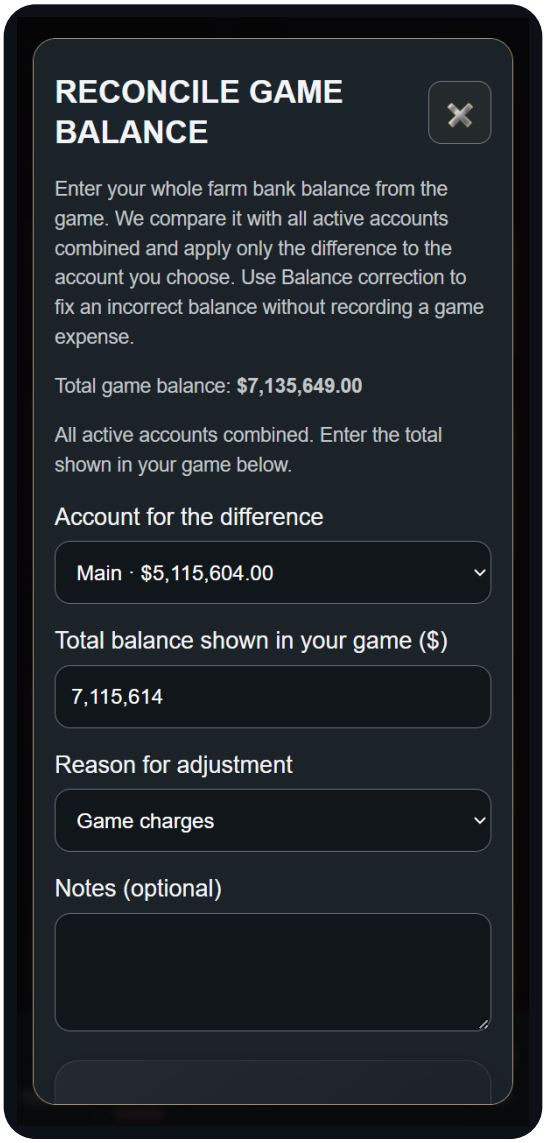
Type the total balance shown in the game. Review the difference before confirming.

4 / Explain the change

Choose Game charges for unrecorded game costs, or Balance correction for a bookkeeping correction. Add a note so you can understand it later.

5 / Recheck the result

After saving, compare combined cash again. If a separate purchase or expense is already logged, do not include it a second time.



App screen capture with sample farm data. Native phone controls may differ.

> Example
> App accounts total $500,000; the game shows $480,000. The difference is -$20,000. Only the account selected for the difference changes by that amount.

FIELD MANUAL / 11

Fields & land

Track land, current crops and the work still to do.

Add the right starting state

Record field number, acreage and land value. Distinguish land already owned from a newly purchased field. Enter a standing crop only when one exists; empty or plowed land should not gain an invented crop.

Review timing and land use

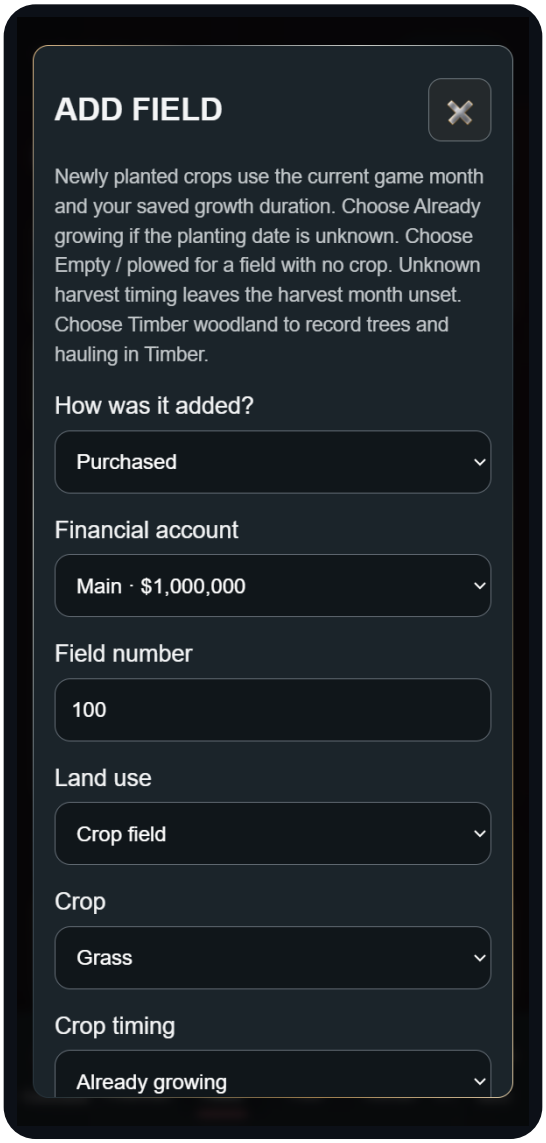
Choose a known crop schedule or leave timing unknown. Fields designated for timber or production link to those operations. Review a restored field when the app asks you to confirm its current crop.

Plan field work

Expand Field work to add a task and due month. Complete it after doing the job. To fix the month or wording of a saved task, use Farm records and select the relevant task record.

Edit before adding a workaround

Use the field pencil or Review crop where offered. Harvest history and Past fields retain useful records. Sell field is a sale action, not a way to edit a field.



App screen capture with sample farm data. Native phone controls may differ.

> Unknown is useful information
> An unknown planting or harvest date is better than a guessed date. Crop Center can supply defaults for future plantings without rewriting an old saved schedule.

FIELD MANUAL / 12

Harvests & trailer loads

Record each load once and check where it went.

Start from the field

Use the available harvest/load action on a field. Harvest history opens retained sessions, loads and completed harvests. A standing crop with unknown timing can still be recorded through the appropriate field workflow.

Record a trailer load

Choose the correct session, material, unit and quantity. Select the destination: for example a storage location or another destination offered by the form. Review whether the load represents main yield.

Check the totals

The session totals summarize the loads you saved. Stored stock and lifetime harvested quantity are different measures: selling or using stored crop does not undo the recorded harvest.

Correct the source load

In Harvest history, use the pencil on the saved load to correct quantity or destination. Use Harvest details for the session. Check related stock and totals after saving.

Finish when the field is done

Finish harvest closes the active session after all loads are entered. Do not log the same harvest again as opening stock or a second total.

> Units matter
> Read the unit next to every quantity. A load entered as liters is not a weight ticket. Timber loads have their own gross/tare/net workflow.

FIELD MANUAL / 13

Crop Center

Your map, your crops, your calendar.

Find the crop

Search the library or filter Base game, Expansions, Map / mod or Custom. Each card shows its source, harvest unit, growth duration and seasonal windows.

Edit growth and seasons

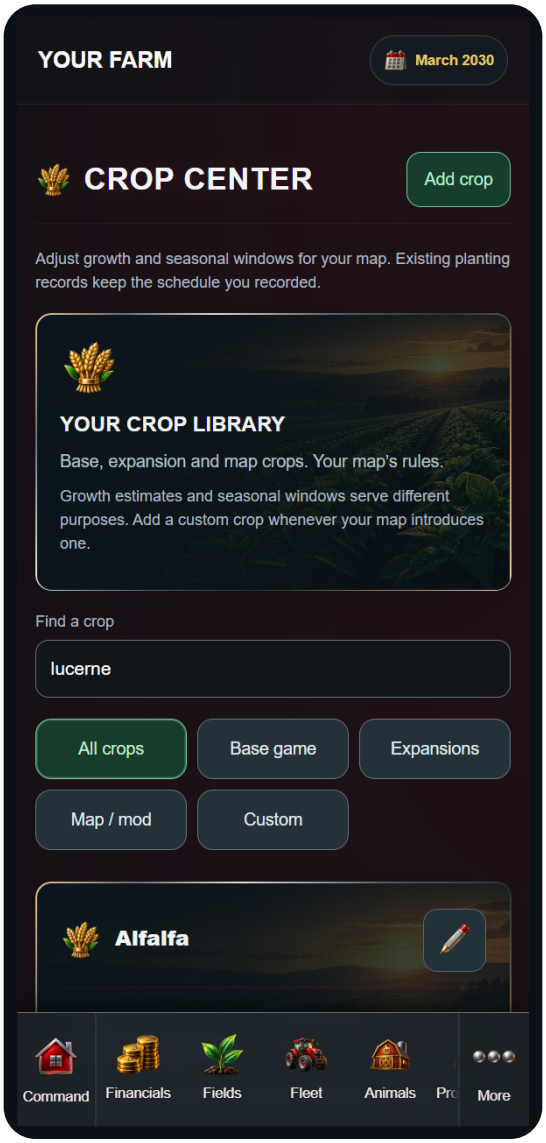
Use the crop pencil or Growth time. Set the growth duration and planting/harvest months to match your map and settings. Seasonal windows and elapsed growth months answer different questions.

Add a custom crop

Choose Add crop for crops introduced by a map or mod. Give it a clear name and unit, then enter the timing you have verified in your game.

Keep unverified values unknown

The new expansion and map/mod choices include Alfalfa and additional products. Growth and season values can be Not configured until you set them. A crop name in the library does not guarantee a calendar for every map.



App screen capture with sample farm data. Native phone controls may differ.

> Existing dates stay put
> Changing a growth setting affects future planting calculations. It does not silently rewrite the schedule already saved on an existing field.

FIELD MANUAL / 14

Fleet management

Own it, lease it, value it and find it again.

Add or find equipment

Use Add equipment, search by name, sort the list and filter by equipment group or ownership. Open a card to inspect the machine.

Owned versus purchased

Already owned adds an asset without deducting cash. Purchased records a new charge to your chosen account. A lease is not an owned machine; review its separate charges and return action.

Review value and condition

Fleet value uses recorded current values, with purchase cost as a fallback where appropriate. Unknown values are identified. Different currencies are shown separately, not converted into one invented total.

Keep a useful photo

Attach a recognizable machine image. A fleet thumbnail can be separate from the original shop/specification screenshot. Review the saved crop or framing before accepting it.

Sell or return deliberately

Sale Equipment records a sale; Return equipment applies to a lease. Review actual money and the selected account. Past equipment retains sold and returned items.

> Catalog values are references
> Enter what you actually paid or received. A catalog suggestion or displayed game value is not automatically a purchase transaction.

FIELD MANUAL / 15

SmartScan: one machine

A photo starts the entry. Your review finishes it.

Choose the source

From Fleet, open Add equipment and use the scan/photo workflow. Capture a clear shop screen or choose an existing image. You can also find a brand/model in the offline catalog or enter it manually.

Frame the information

Photograph the complete specification screen, with text large enough to read. Use the scan-area editor when offered. Avoid glare, tilted text and cut-off names or prices.

Scan, then correct

Check manufacturer, model, horsepower and total price. Set the name and equipment category. Missing or incorrect values can be typed manually; photo recognition is not a guarantee.

Set ownership and account

Choose Already owned or Purchased. A purchase needs the actual price and receiving charge account. Review the information and confirmation before adding the machine.

Keep thumbnail and evidence separate

Use a vehicle photo for the fleet card and retain the specification screenshot for reference. Android build 23 uses the system photo picker instead of broad photo-library access.

> If a photo cannot be read
> Try a closer, straight-on image or manual entry. If you deny a requested camera permission, use an existing image or enter the details yourself.

FIELD MANUAL / 16

Scan an equipment list

Bring an already-owned fleet into the app faster.

1 / Choose the list photo

Fleet > Scan equipment list. Capture or select the in-game equipment list. Choose full photo or the left-half option to focus on the names column.

2 / Scan or paste names

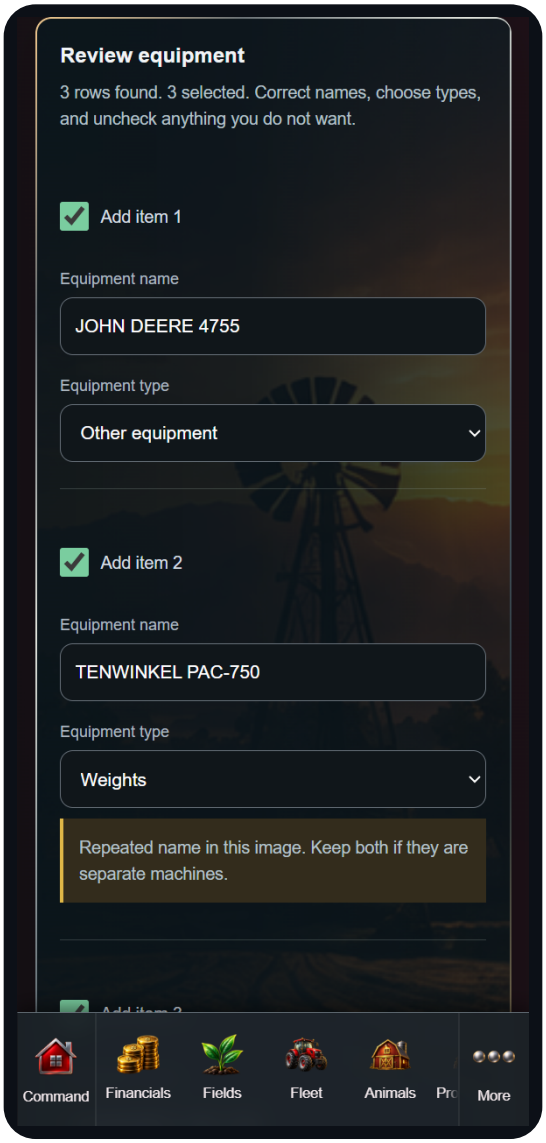
Scan image reads visible rows. Review detected text or paste equipment names accepts one name per line; Review names rebuilds the unsaved review list.

3 / Review every row

Correct names and equipment types. Uncheck rows that are headings, duplicates or unwanted text. Review optional hours, condition, vehicle age and displayed values.

4 / Confirm already owned

Check the review confirmation and choose Add to fleet. Repeated model names may be separate machines; inspect them rather than assuming they are errors.



App screen capture with sample farm data. Native phone controls may differ.

No new purchase charge
This workflow adds already-owned equipment. Displayed values are reference information; scanning the list does not deduct cash from your accounts.

FIELD MANUAL / 17

Storage & crop stock

Give every recorded quantity a location and a unit.

Add a location

Use + Location for a silo, bale shed, pallet shed or custom store. Add capacity and extensions when useful. The capacity view combines compatible volume units; it is not a total weight for every product.

Record what is already there

Record existing crop stock or + Add stock starts with inventory in your savegame. Keep its field origin where available. Harvest loads can send new crop into the selected location.

Move, use or sell

Open Location details. Move changes where stock is recorded; Use removes stock you consumed. Sell records actual sale money to the selected account. Check balance corrects a recorded quantity.

Finish silage when the game does

For supported fermenting stock, choose Record finished silage once fermentation is actually complete. Enter the finished liters you have, instead of relying on elapsed app time.

Set a minimum

Minimum is your stock alert threshold. Review bale size, pack size and units before interpreting a quantity or capacity warning.

> Stock is not income until sold
> Moving crop into a silo is not a sale. A storage sale already credits the selected account; do not add another manual income entry.

FIELD MANUAL / 18

Farm essentials

Seeds, fertilizer, lime and other field supplies.

Start in Storage

Farm essentials sits above your storage locations. Use Add essential or the seed, fertilizer and lime presets. Essentials are field supplies, separate from location cards.

Open a supply card

The detail panel shows current stock, unit and minimum status. Use Record use after consuming supplies and Buy more for a new purchase.

Correct stock or details

Check stock adjusts the recorded balance to match your game. Edit details changes supported metadata. Do not record a second purchase just to repair an entry mistake.

Choose useful defaults

Settings > Low-stock alerts & farm map lets you set the default low-stock minimum in bags/packs for new seed, fertilizer and lime records. Zero turns off that default alert; existing minimums remain as recorded.

Read the unit

Some supplies are liters, some kilograms and others use units or pack counts. Check sizing and the selected unit before recording use or buying more.

> Example
> If you start with 12 bags already owned, record the opening stock once. Buy more is for the next purchase, not for charging yourself again for those same 12 bags.

FIELD MANUAL / 19

Animals & feed

Locations, age groups and a practical feed outlook.

Create the location first

Add location with a name, species, capacity and field reference where useful. Open the barn to see Herd & forecast and Location & rules.

Add your animals

Use Add animals for an existing group or a purchase as appropriate. Record count, breed and known age. Keep age unknown if you do not know it, and choose the right animal reference for the barn.

Deliver and verify feed

Deliver feed records actual material delivered. Feed balances show what you have entered. Check balance corrects a stock record; a forecast is not proof that feed was consumed in the game.

Use the outlook

Review estimated feed runout, next-month herd and the six- or twelve-month chart. Set missing breeding and feed rules before relying on a forecast. Confirm offspring after births actually occur.

Reserve field feed

Reserve field feed links planned harvest volume to a barn. Include processing delays for hay or silage. A reservation is a plan, not an immediate feed delivery.

> Be honest about unknowns
> Capacity, age, rates and food effectiveness change the estimate. Predictions assume suitable conditions; they do not automatically create animal groups or output.

FIELD MANUAL / 20

Animal output & sales

Record collections, direct sales and stored sales separately.

Record a collection

Open the barn > Herd & forecast > Record output. Select the product, unit and actual quantity collected. Choose Add to storage when you kept it.

Sell a new collection

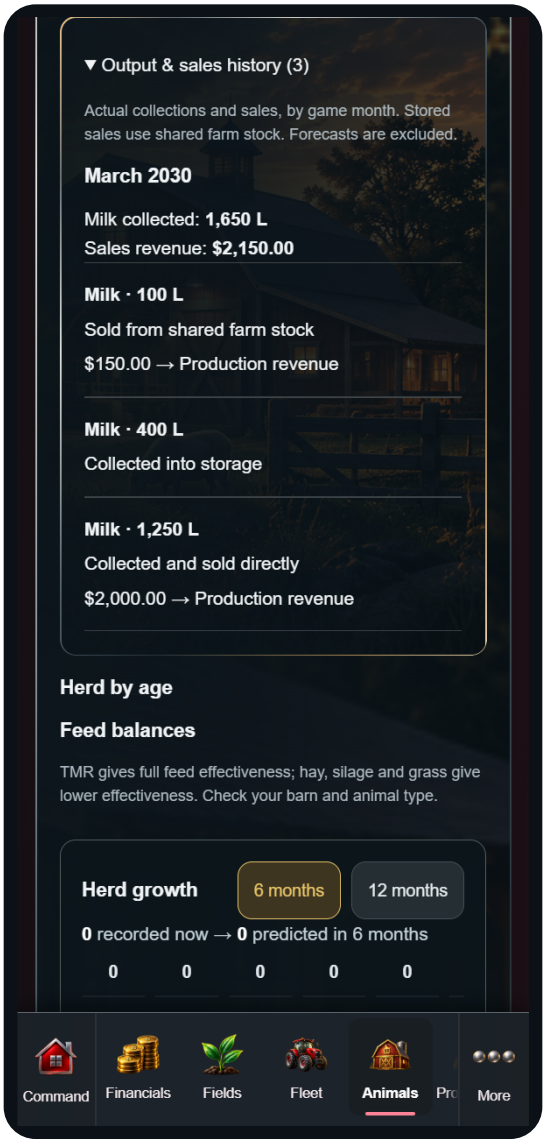
In Record output, choose Direct sale of this collection if you sold those newly collected goods immediately. Select Deposit sale into account and enter the total money actually received.

Sell existing output

Use Sell output for goods already in shared farm stock. Check available stock, enter quantity sold, and choose the receiving account. Do not also record a new collection for those same goods.

Read the history

Expand Output & sales history for collections and sales by game month. It identifies stored collections, direct sales, stored sales and credited accounts.



App screen capture with sample farm data. Native phone controls may differ.

> Shared stock is shared
> A stored sale can draw from output collected at other barns. The barn identifies the sale history; it does not imply that all shared stock originated there. Forecasts never add actual stock or income.

FIELD MANUAL / 21

Animal rules & new species

Use references as a starting point, not a substitute for your map.

Set the reference and rules

Open Animal rules or a barn's Location & rules. Review breeding age, cycle, feed and output rates. Bundled adult planning defaults can differ from age-based references or your game settings.

Separate unlike animals

Dairy and beef cattle are not the same output plan. Roosters do not produce eggs. Use the correct species, breed and barn reference rather than carrying over an unrelated rate.

Alpacas and Brahman cattle

The current crop/product and animal choices prepare for Beans & Alpacas content. Choose the correct species and verify map-specific values. Do not assume that an available product name includes a tested expansion production rate.

Record actual annual shearing

Alpaca Fleece and Alpaca Wool are separate product choices. Record actual shearing collections. The app does not invent monthly alpaca fleece production.

Review changed dates

When correcting an older farm year, check feed-runout dates against the new calendar. Verify the saved animal ages and feed balances before continuing.

> Missing rates should stay missing
> If the rate is not known, keep it unconfigured and verify it in-game before planning a purchase or feed run.

FIELD MANUAL / 22

Productions: set up a facility

Build the stock and recipe model before logging batches.

Add production

Create a facility, choose its field and record how you acquired it. Use opening/existing records for buildings already in your game; a new purchase should use its actual account and price.

Open the facility

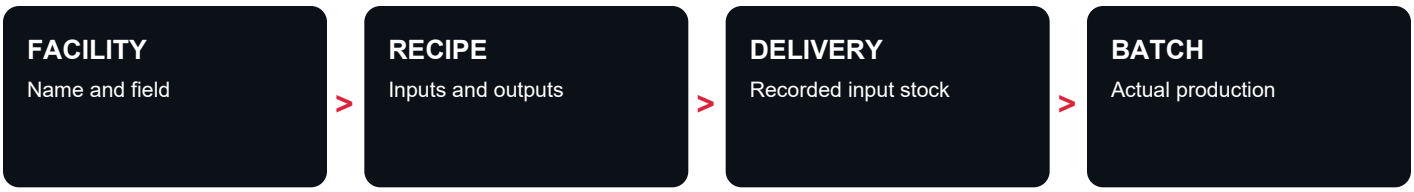
Expand its details to see recipes, input balances and recorded output. Add a recipe with every required input and output, including the quantity and unit for each line.

Prepare the inputs

Use the delivery/load action to record stock arriving at the facility. Match product names and units to the saved recipe. Existing stock can be checked without inventing a new production run.

Review estimates separately

Saved cycles and running costs help you plan. They do not automatically create output or post monthly expenses. Use the actual operating-cost action only for money not already recorded.



Record actual activity, then check the resulting stock and accounts.

> Several inputs, several outputs
> A recipe can consume more than one material and produce more than one product. Review every line rather than treating the first output as the whole batch.

FIELD MANUAL / 23

Productions: record & dispatch

Stock moves only when you record what happened.

1 / Record produced output

Choose the facility's output/batch action and recipe. Enter actual batches/cycles, then review the input quantities to deduct and every output quantity to add.

2 / Confirm the whole batch

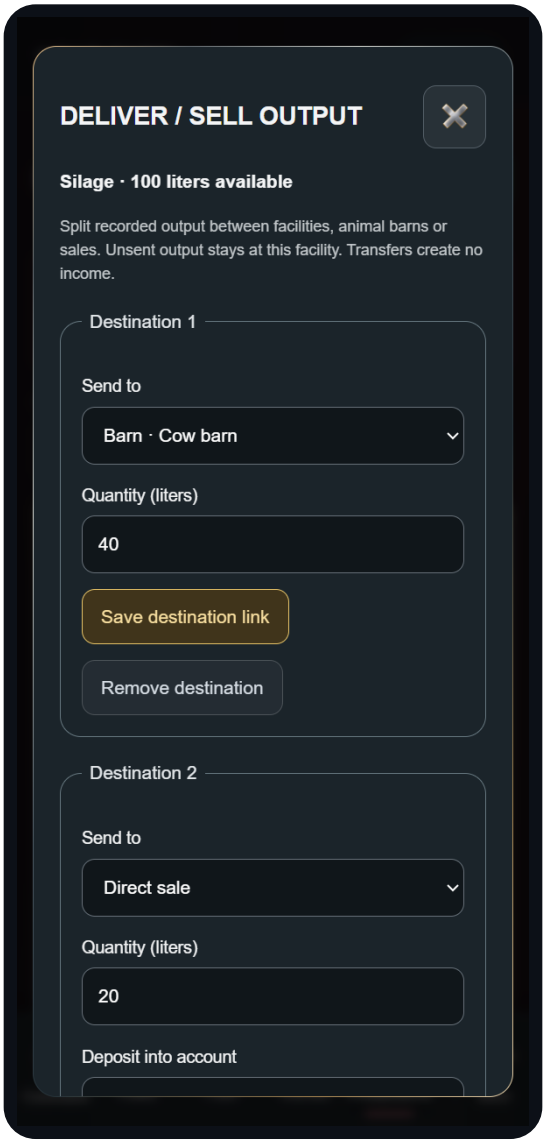
Confirm inputs & output saves the reviewed stock changes together. Producing a batch does not by itself record a sale or operating expense.

3 / Deliver or sell

Open Deliver / sell beside recorded output. Choose the quantity and destination. Split output across destinations if needed; an unsent remainder stays at the facility.

4 / Check what happened

Review facility stock, destination stock and the receiving account for a sale. A saved route/link is a destination aid, not proof of an automatic recurring delivery.



App screen capture with sample farm data. Native phone controls may differ.

Correct stock versus produce more
Check balance is for stock already present. Discard stock removes stock; Remove facility is a separate facility action. Read each confirmation and avoid logging costs twice.

FIELD MANUAL / 24

Timber operations

Plots, planting batches, harvest jobs and weighed loads.

Add the plot

Choose Add plot for existing woodland or a suitable unplanted field. Record area and woodland value. Keep tree counts, species or planting dates unknown if they have not been recorded.

Record a planting batch

Use Plant trees or + Planting batch. Record species, count, dates and stage where known. Update standing counts after cutting; a later replant can be a new batch.

Assign the hauler

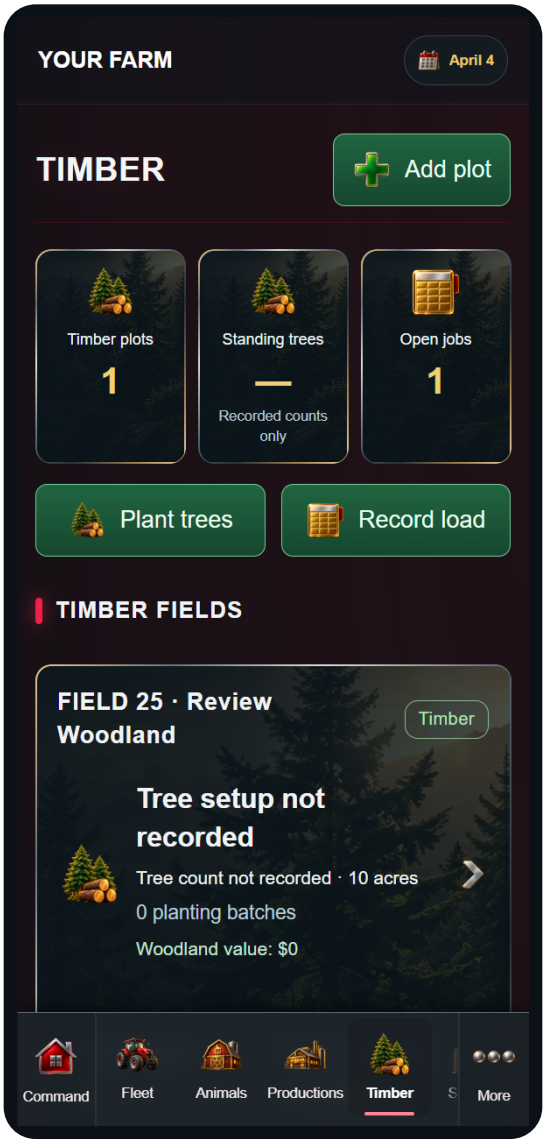
Select a Fleet vehicle, name its truck/trailer configuration, and save its empty weight (tare). A different trailer or configuration may need a different tare.

Start a harvest job

Start harvest job from the plot. Record load when you weigh a full trip. Enter gross weight, unit, destination and any sale details offered.

Review all the history

Loaded weight minus empty weight gives timber weight. Plot totals span jobs and game months. Different weight units remain distinct. Close job when finished; retained tickets remain available.



App screen capture with sample farm data. Native phone controls may differ.

> Weight tickets are not tree counts
> Each ticket retains the tare used on that trip. Correct weights on the saved ticket if needed. Do not expect hauled weight to infer the number of standing trees.

FIELD MANUAL / 25

Goals & funding

Keep the project stage separate from today's cash.

Create a goal

Name the project, set its target cost and link the account you plan to use. Add notes and priority so the next action is clear.

Review available funding

Before starting, compare the target with the linked account and the other commitments you have recorded. A funded label is not extra cash and does not transfer money between accounts.

Start the project deliberately

Use the offered start/in-progress action once its funding is secured. In-progress funding can remain recorded after you spend the money on the project; that does not mean the account balance is unchanged.

Track the end state

Use Completed when finished, and Archive for goals that should leave the active list. Review the actual purchase or expense separately so the project and the money both reflect the game.

If the numbers seem wrong

Check account selection, current balance and project state before editing a target or adding a duplicate goal. Keep a backup before a large correction.

> Example
> A $100,000 project can be started with funding secured, then the purchase uses that cash. The project remains In progress; the account still records the real spending.

FIELD MANUAL / 26

Land comparison

Compare assumptions before committing to a field.

Create a proposal

Enter purchase price, acres, crop and your expected seasonal yield, sale price and costs. Add a map reference and the reserve cash you want to keep.

Compare alternatives

Include the proposals you want to compare. Review projected return, payback, ROI and cash after purchase. Change the assumptions to see which choice best fits your farm.

Save the scenario

A saved comparison retains the assumptions and available cash at the time it was saved. A current comparison uses current proposal values; those may differ later.

Review owned-field results

Recorded performance depends on revenue, operating costs and acquisition values that have been entered and attributed. Stored crop sales can retain field origin. Missing or unassigned records reduce what the analysis can tell you.

Make the purchase separately

Saving a proposal or comparing two fields does not buy land or create game money. Use the field purchase workflow when you actually purchase it.

> Planning, not a price forecast
> The app compares your inputs. It does not predict future game markets or guarantee a return on land.

FIELD MANUAL / 27

Market calendar

A reference for the products you actually sell.

Verify the peak month

Open Market calendar and use the in-game price graph to record a product's peak sale month. Review or correct it if your map, mod or settings change.

Keep price units clear

Enter any supported current or reference price with the unit shown by the form. A price per 1,000 liters cannot be used as a total sale price without accounting for quantity.

Use crop and production context

A saved peak can inform crop and production sale timing. Check stock, available capacity and cash needs before deciding to hold inventory.

Record the sale where the stock lives

Use Storage, Animals or Productions for their actual stock sales. Select the account and actual amount received. The market calendar itself is not a sale or a live price feed.

> A good reminder, not an automatic trade
> Game prices can vary. A recorded peak is a player-verified reference; you still choose when to sell and enter the actual result.

FIELD MANUAL / 28

Farm identity & showcase

Make the farm yours, then share only what you choose.

Set the name and logo

Settings > Upload farm logo accepts PNG, JPEG or WebP up to 5 MB. Save your farm name in Your farm. Reset logo restores the supplied Simstead branding.

Keep the map separate

Low-stock alerts & farm map stores a farm reference image separately from the logo. Field and proposal images can belong to their own records.

Create a farm snapshot

Open Farm showcase. Choose Portrait or Square and a background. Select the statistics you want to include, then Update preview.

Review financial visibility

Current showcase choices include income, expenses and net results. Uncheck any financial statistics you do not want to share. Read the preview rather than assuming all financial data is hidden by default.

Save or share

Save / share image opens your phone's destination choices. Nothing is posted to a social account automatically. Review the destination and image before completing the share.

> Keep originals
> A full backup includes your saved farm identity and photos, but keep original images somewhere outside the app too.

FIELD MANUAL / 29

Reminders & daily priorities

Game tasks and phone notifications solve different problems.

Today on the Farm

Review due field work, harvest reminders, low stock and animal checks from the records you have saved. Open the linked section to perform or record the action.

Set a phone reminder

More > Reminders lets you create an optional daily or one-time real-world check-in. Enter a useful title and the date/time, then save it.

Manage saved reminders

Edit a reminder to change its schedule. Remove reminder cancels it. Check phone notification permission and battery settings if a reminder does not appear.

Keep the clocks separate

Your phone reminder follows your device's real-world clock. Advancing the in-game month does not move a real-world reminder. A notification does not complete a field task.

On a new device

Recheck reminder settings and permissions after moving your farm. Device notification preferences are not a replacement for a saved farm backup.

> A reminder is a prompt
> The operating system controls notification delivery. Use the farm records and your in-game checks to confirm the actual work.

FIELD MANUAL / 30

Correct a saved record

Fix the source instead of adding a balancing duplicate.

Start on the relevant screen

Use a field, equipment, animal group, transaction or harvest pencil when available. Linked equipment purchase corrections should use the equipment record rather than an unrelated cash entry.

Use Farm records for detail

Open More > Farm records. Select the record type, search for the item and open Edit details. This is also where you can correct a field task with the wrong due month.

Review related effects

A quantity or price correction can affect linked stock, cash or totals. Read the proposed changes and recheck the related screen after saving.

Use the correct action

An actual sale, consumption, discard or completed task is an event. Correcting a wrong entry is a correction. These actions can have different financial and history effects.

Use recovery carefully

The offered recovery before a correction/import restores a whole-farm snapshot. Later changes can be lost. Export the current farm before using recovery if you may need those later records.

> If the save result is uncertain
> Reopen the section and check for the record before trying again. Record the message and your steps for support; repeated manual entries can create duplicates.

FIELD MANUAL / 31

CSV & TSV exchange

For record exchange, not a complete photo backup.

Choose the right workspace

More > Backup/Import > Import & export. Select record types and Export selected CSV files, or select one import record type and Download template.

Start from the app's columns

Use an exported file or template for the current app. Keep IDs unchanged when editing existing records. Leave IDs blank only for record types that support new entries. Preserve related IDs and units.

Save compatible text

Use CSV UTF-8 or TSV under 10 MB. Commas, semicolons and tabs are supported separators. Do not rename a spreadsheet workbook or a full backup to .csv.

Preview before applying

Choose the record type and file. Review proposed changes, unchanged records and row errors. A row problem prevents the import from saving.

Confirm changes

Check I reviewed these changes, then Import changes. A pre-change backup is kept and related totals are updated together. Reopen the affected screens to verify the result.

> Choose backup for a whole farm
> CSV files are selected record data. For moving a complete farm with equipment photos and maps, use Save backup and the restore workflow instead.

FIELD MANUAL / 32

Save a full farm backup

Keep a copy somewhere the app cannot erase.

1 / Open Backup/Import

Choose the Backup & restore tab, then Save backup. The app prepares a ZIP of your farm records, settings, logo and saved photos/maps.

2 / Save outside the app

Use the phone share/save choices to put the ZIP in Files, a cloud drive or another location you can access later. Preparing a share sheet is not proof you finished saving the file.

3 / Keep dated copies

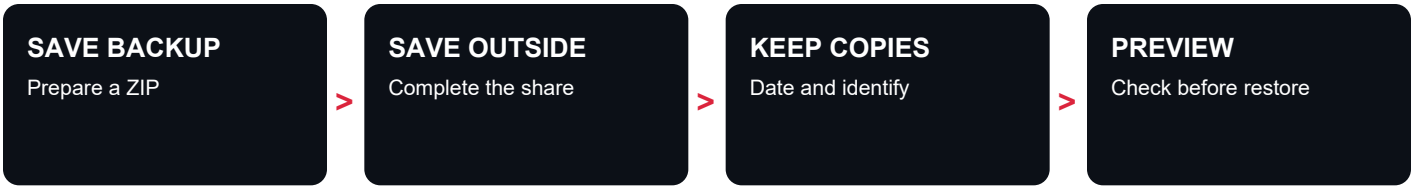
Retain a recent known-good backup and another from before major imports or corrections. Keep clear names so you can identify the farm and date.

4 / Check the file

Confirm that the saved ZIP exists in your chosen location. To inspect a backup in-app, choose it for preview and cancel before replacement if you do not intend to restore.

5 / Move it securely

For a new phone, transfer the exported ZIP using your chosen storage service. The app does not automatically synchronize two devices.



Record actual activity, then check the resulting stock and accounts.

> Before reinstalling or resetting
> Uninstalling and Reset farm can remove device-local data. Keep a verified external backup before either action.

FIELD MANUAL / 33

Restore & recover

Preview first. Replacing a farm is a deliberate decision.

Choose the backup

Backup/Import > Backup & restore > Choose backup file accepts a supported ZIP or older .mlbackup file under 150 MB. A full ZIP includes photos/maps; older files may contain records only.

Read the preview

Check game month, fields, equipment/buildings, financial records and photo count. If the wrong farm or unexpected counts appear, cancel and choose another file.

Confirm replacement

Select I want to replace this device's farm with this backup, then Restore this farm. Restore replaces the current farm; it does not merge two sets of records.

Keep the safeguard

Before restore, the app saves a previous-farm backup. Afterward use Save previous farm backup if you need that copy. Save it outside the app.

Inspect the restored farm

Open accounts, fields, fleet, photos, animals and stock. Verify dates and quantities, then save a new external backup once satisfied.

> Reset farm is permanent
> Settings > Reset farm requires typing RESET FARM. It erases farm data, settings, reminders and in-app recovery copies. External backups and original gallery photos remain outside that reset.

FIELD MANUAL / 34

Troubleshooting & support

Give us enough detail to reproduce the problem.

Photo or scan trouble

Use a clear image and review all results. On Android build 23, choose images in the system picker. Try another image or manual entry if recognition fails; do not keep saving unreviewed output.

Cash or stock mismatch

Check opening records, units, selected accounts and duplicate activity. A stock sale may already have posted income. Use a source correction for a wrong entry; reconcile only the remaining actual cash difference.

Crop or animal date looks wrong

Check the current month/year, known-versus-unknown timing, crop configuration and animal ages. Review any calendar correction offered for older farm years.

A save or import fails

Read the message and check whether the record exists after reopening. Keep the original file unchanged. Export a backup before recovery. Do not uninstall as the first troubleshooting step.

Send a useful report

Email command@simsteadcommand.com with app version/build, device and OS version, the screen and steps, expected result, actual result and a screenshot. Do not send passwords. Share a farm backup only when needed and requested.

> Help and community
> Website: simsteadcommand.com. Facebook: facebook.com/SimsteadCommand. TikTok: @simsteadcommand. Beta testers can share their experience at simsteadcommand.com/beta-feedback.asp.

FIELD MANUAL / 35

Quick reference

Choose the destination that matches the job.

Farm operations

Command Center: farm overview.
Financials: accounts, money and reconciliation.
Fields: land, crops, tasks and harvest history.
Fleet: equipment and scanning.
Animals: barns, herds, feed and output.
Productions: facilities, recipes, batches and dispatch.
Timber: woodland, haulers, jobs and tickets.
Storage: locations, stock and Farm essentials.

Planning

Game calendar: current game month/year.
Market calendar: recorded peaks and price references.
Goals: project stages and account-linked funding.
Land comparison: proposals and saved scenarios.
Crop Center: library, growth times and seasons.

Farm management

Farm showcase: choose and share a farm snapshot.
Reminders: real-world phone check-ins.
Animal rules: breeding/feed planning references.

Help & data

Quick Start: setup checklist, website and help.
Backup/Import: full backup/restore and CSV/TSV exchange.
Farm records: search and supported corrections.
Settings: name, logo, defaults, map and reset.

> Your farm. Your command center.
> Simstead Command is an independent Red Six Interactive companion. It is not affiliated with or endorsed by GIANTS Software, Apple, Google, PlayStation or Xbox. Product and platform names belong to their respective owners.