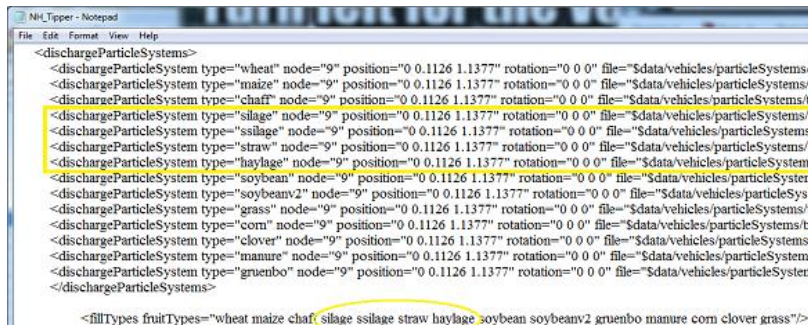


# Bronkema Farms Inc

Bronkema Farms Inc Version 2 is four times larger than version 1. The crops that version 1 has are alfalfa, clover, corn, grass, maize, oats, peas, sorghum, soybean, and wheat. The crops of version 2 are alfalfa, barley, clover, corn, cotton, grass, greenwheat, gruenbo (green beans), honeymelons, maize, milo, oats, peas, peanuts, potatoes, pumpkins, rape, RedClover, rye, sorghum, soybeans, soybeansv2, sunflowers, watermelons, and wheat. The crops that can be cut then baled or picked up are alfalfa, barley, clover, corn, grass, oats, peas, RedClover, rye, and wheat. I have added haylage, ssilage (soybean silage-when chopper is used on soybeans), and straw to the second version of the map. Silage is in each map. BUT, in order for you to have those you need to change the output crop in your chopper's .xml file **PICTURE BELOW**, unless you have downloaded the Bronkema Mods Pack.



Before you change the file make sure to backup the file by making a copy of it. **PICTURE BELOW--**



## CHOPPING

Use a chopper to get chaff to feed your cows. If you have my Mod Pack, you will have Haylage, Silage, Ssilage, and Straw as output for certain crops. **PICTURE BELOW-----CLOVER=HAYLAGE**



## **COMBINING**

Be careful when hiring workers for these fields. Not all fields are square so the workers **WILL** miss some crop. Vehicles with Auto-Pilot work the best. Also not all fields are flat-a touch of Midwestern realism-which affects some combines and choppers.

## **COWS/GRASS**

As a Dairy farmer, you rely on your cows to make you money when you sell their milk, so don't forget to feed your cows. You can dump grass right in the bunk at the pasture or you can dump grass in the bunker silo west of the cow pasture. Chaff goes in the bunk and bunker, as well as, alfalfa, clover, RedClover, haylage, silage, ssilage, and straw. **PICTURE---FARM OVERVIEW-----**



Grass is cut with a combine or chopper, to be picked up by a chopper, or by a baler.



## **BALES**

Bales are made from windrows of alfalfa, barley, clover, corn, drygrass, grass, oats, peas, RedClover, rye, and wheat. And a roundbaler or a squarebaler is used to make them.



## **FUEL/SEED/FERTILIZER**

In Version 2 there are two places for you to refuel, and fill your planters and sprayers.



## **MANURE/LIQUIDMANURE**

Manure is collected from the manureHeap, using a Loader Tractor or Telehandler. Liquidmanure is stored in the Blue Slurry Store.



## **Sell Points**

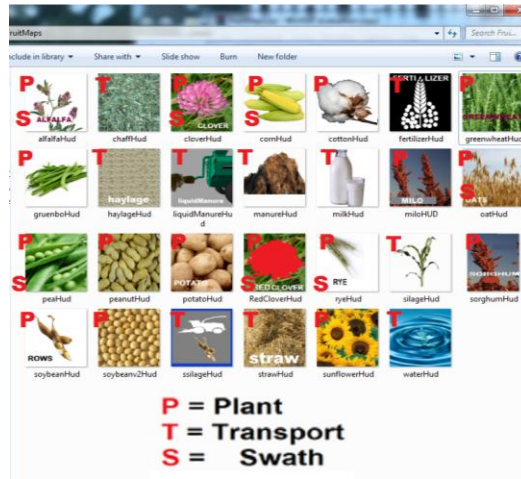
There are 3 sell points The Dairy, The Grainery and a Food Processing Plant. Milk is sold at the Dairy. You can pick it up on the East side of the barn or you can let the milktruck pick it up.



Grass, chaff, haylage, silage, ssilage, and straw can **NOT** be sold!!!

## **Images**





## **MODS**

The mods have been edited by me to work the best with the Bronkema Farms Maps.

### **Bronkema1 Pack**

Squarebaler pick up windrows of alfalfa clover corn  
drygrass grass oats peas RedClover rye and wheat  
Bale Trailer---Pull behind the John Deere 3400  
Planter---Plant your fields  
Chisel Plow---Plow your fields  
Tractor---Can attach loader to tractor



**NOTE:** Other Mods can be used with these maps, as long as you add the necessary crops to the equipment. And add silage, ssilage, haylage, and straw to your trailers.

### **Bronkema2 Pack**

Choppers harvest ALL CROPS  
Corn Header harvest corn maize milo sorghum sunflower  
Erba harvest  
PU300 pick up windrows of alfalfa clover corn drygrass  
grass oats peas RedClover rye and wheat  
Silage Trailer transport chaff grass silage ssilage straw  
haylage to the farm  
Tow Frame-Attach 3 trailers to chopper then HIRE THE WORKER!!!

