

# FS22 day

Typical day in FS22 ( Skip if you don't have something )

## Fieldwork

- ☐ Remove weeds
- ☐ Max growth stage (growing or cultivated/plowed/seedbed with seasons) !!mulch after harvest!!
- ☐ Roll the fields
- ☐ Remove stones if needed
- ☐ Fertilize
- ☐ Lime if needed
- ☐ Baling ( straw or hay/silage making and storage)
- ☐ Move the pallets from spawn (Spawn in farm area) to storage

## Production

- ☐ Provide water
- ☐ Sell if you get the highest price for it

## Animals

- ☐ Move the pallets from your factories (everything not from your farm area) to storage
- ☐ Provide food
- ☐ Provide straw bedding