FS22 day

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

Fieldwork

- [ ] Max growth stage (growing or cultivated/plowed/seedbed with seasons) !!mulch after harvest!!
- [ ] Remove weeds
- [ ] Remove stones if needed
- [ ] Roll the fields
- [ ] Fertilize
- [ ] Lime if needed
- [ ] Baling (straw or hay/silage making and storage)

Production

- [ ] Sell if you get the highest price for it
- [ ] Move the pallets from your factories (everything not from your farm area) to storage
- [ ] Move the pallets from spawn (Spawn in farm area) to storage

Animals

- [ ] Provide food
- [ ] Provide water
- [ ] Provide straw bedding

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