

ITALIA EMILIA Extension

The ITALIA EMILIA Extension map is the result of almost three years of work. The first part was released in 28/03/2021 for Farming Simulator 19, and now the map has been expanded for Farming Simulator 22 with this new version.

This project required a vast amount of work (almost 1500 hours in total) as we wanted to challenge ourselves to design every building and every detail from scratch – every street, every railway, every building, and every fence is custom made in-house. The goal was to give the player a completely new game experience, both in terms of graphics and (as we can see later) gameplay.

As with any good game map, there is a backstory for every player to choose, and Italia Emilia is no exception. We wanted to create an infinite number of branches for the player to take to create a story which is both engaging, but infinitely unique. The map centres heavily around a “career”, and how that intertwines within the map’s buildings, farms, animal husbandries, and other interactive objects.

As an example, the player wishes to start a save game without any funds and without farmland. After completing just a few missions, the player will be able to buy ‘Deposito Ferroviario’ (Railway Depot) for €8,000, or go bigger with Capanno Nuovo (New Sheds) farm for €19,000 with the bare-necessities for gameplay – a couple of sheds, a small grain silo, a sleep trigger, and a few smaller details which are useful to the player.

With this, the story begins. The player progresses, earns money, and buys more land, more buildings, and invests in warehouses, factories, and opens the door to animal husbandry. All of this whilst watching the financial situation, making wise investments to generate maximum income.

For the player who wants a head start, your career begins at Masseria Azzurra (Azure Farmhouse), one of the smaller and easier farms to manage with just a chicken coop to pave the way into animal husbandry; work begins here. Buy up animal husbandries, buy into silage trenches and huts, and expand, and climb into new territory! The climb is not only metaphorical, but is a very real reminder that the climb to the goal of reaching the farm at the top of the highest point of the map has started – the climb to Masseria Italia (Italia Farmhouse). This elaborate farm is home to pastures for every type of animal, 2.5Ha of included farmland, 5Ha of custom made, entirely reworked vineyards, and a wine cellar to turn your grapes into the finest wines at the cost of over €5.2 million!

So again, the goal of Italia Emilia Extension was to give the player a completely new game experience. Following the Italian-style, and following the infinitely varied avenues, Italia Emilia Extension allows its players to use their imagination and write their own story of creating a successful farm!

Please only download the map from the dedicated official website:

<https://www.ega.cloud/edomod/>

here you will always find the most secure and up-to-date version

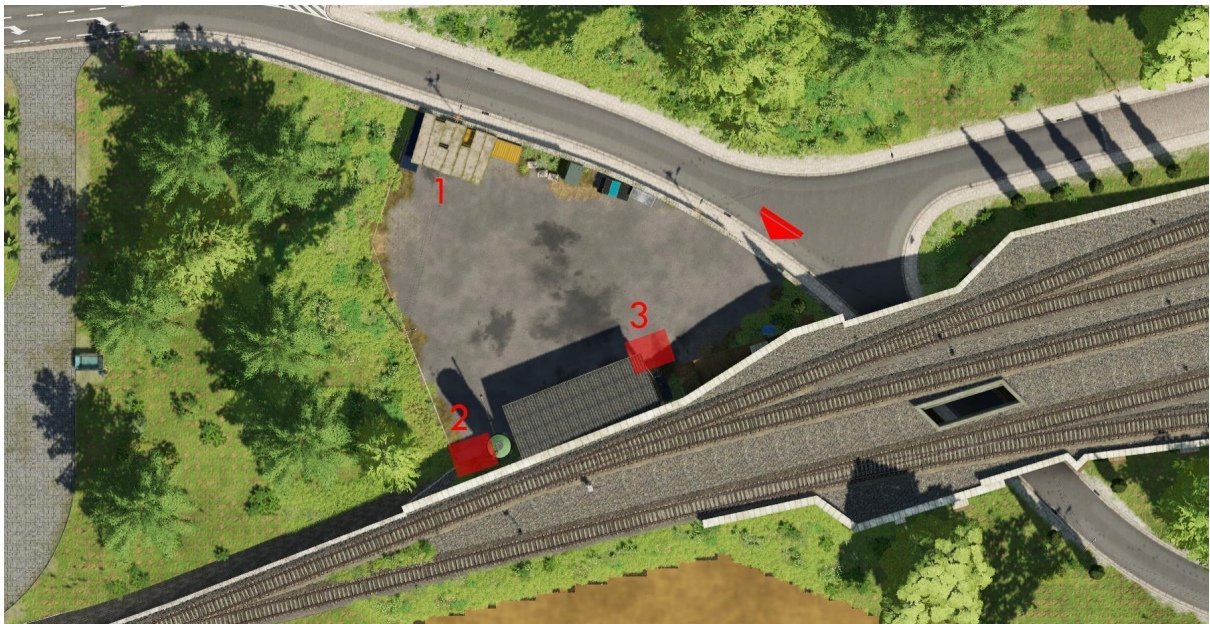
Any other website that allows map downloads does so without permission and in violation of copyright law.

FARMS AND FARMHOUSES IN DETAIL

A - Deposito Ferroviario (Railway Depot)

The Deposito Ferroviario (Railway Depot) is one of the three farms without stables and could be considered the start of the career for players who will “start from zero”. It costs € 6,300 and has:

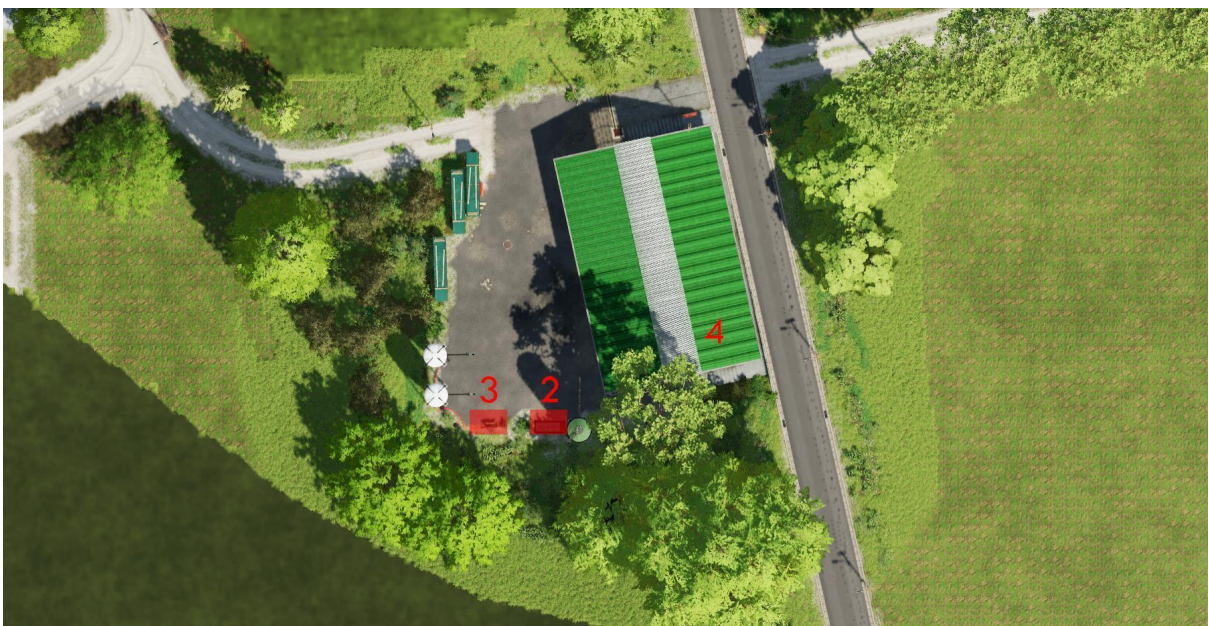
1. Sleep trigger
2. Grain silo
3. Water point



B - Capanno Nuovo (New Shed)

The Capanno Nuovo (New Shed) is one of the three farms without stables and could be considered the start of the career for players who will “start from zero”. It costs €18,800 and has:

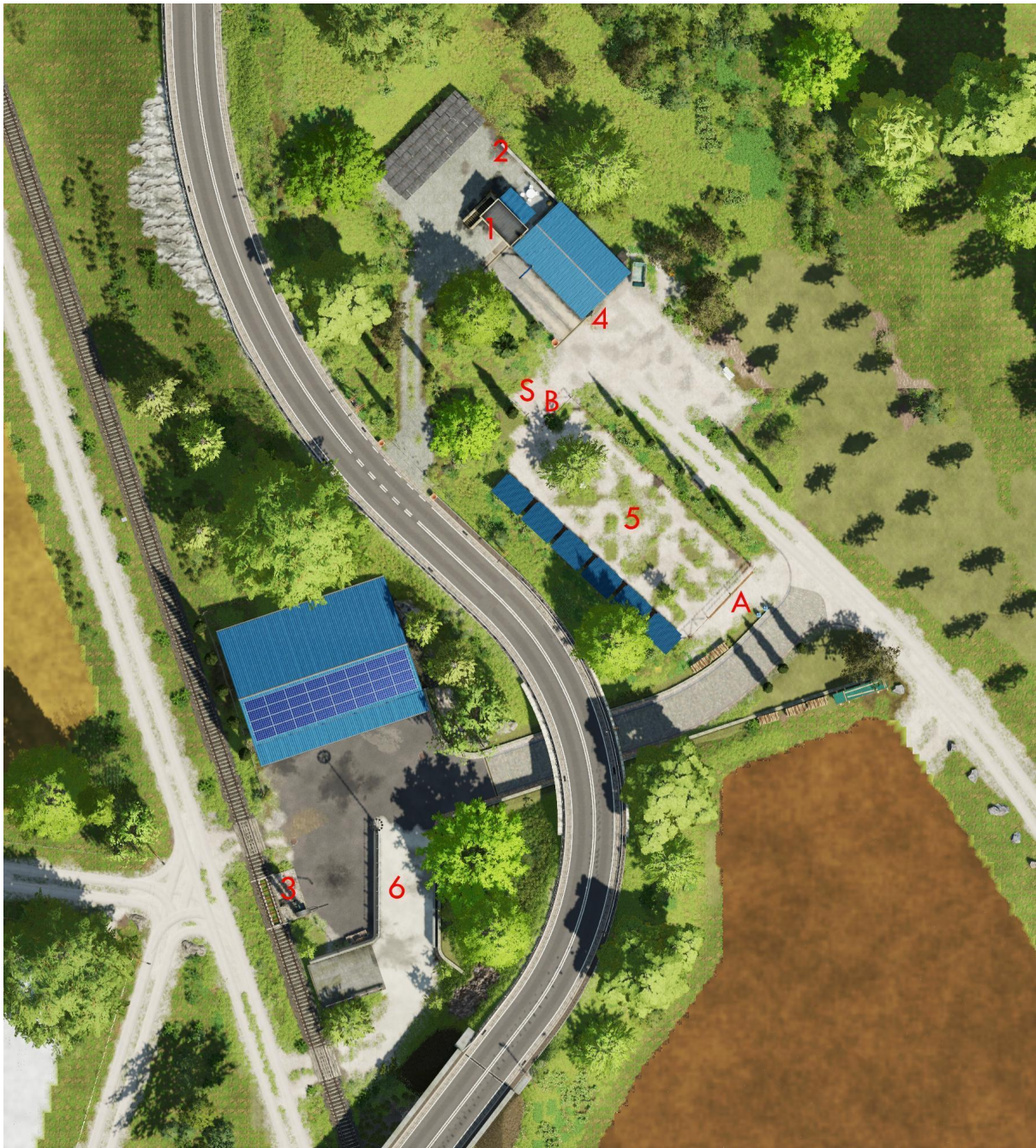
1. Sleep trigger
2. Grain silo
3. Seeds and fertiliser silo
4. Workshop



C - Masseria Azzurra (Azure Farmhouse)

The Masseria Azzurra (Azure Farmhouse) is the starting farm for those who choose “New Farmer” mode. It costs € 430,000 and in addition to a large 1.73Ha field, it has:

1. Sleep trigger
2. Grain silo
3. Seeds and fertiliser silo (with train access)
4. Water point
5. Chicken coop (A: Food, B: Animals purchase, S: spawn eggs)
6. Silage trench



D - Masseria Parma (Parma Farmhouse)

The Masseria Parma (Parma Farmhouse) is a medium farm. It costs € 1,033,000 and in addition to a 0.5Ha field, it has:

1. Sleep trigger
2. Grain silo
3. Pig food silo
4. Pigsty (A: Food, W: Water, B: Animals purchase, M: Manure, L: Slurry)
5. Sheepfold (A: Food, W: Water, B: Animals purchase, S: spawn wool)
6. Chicken coop (A: Food, B: Animals purchase, S: spawn eggs)

7. Workshop



E - Cantina Italia (Italia Cellar)

The Cantina Italia (Italia Cellar) is a farm without stables for players who want to specialise in oil and wine production. It costs € 2,404,000 and in addition to a large 3.6Ha field and a 7.83Ha vineyard, it has:

1. Sleep trigger
2. Grain silo
3. Oil mill
4. Cellar for wine production

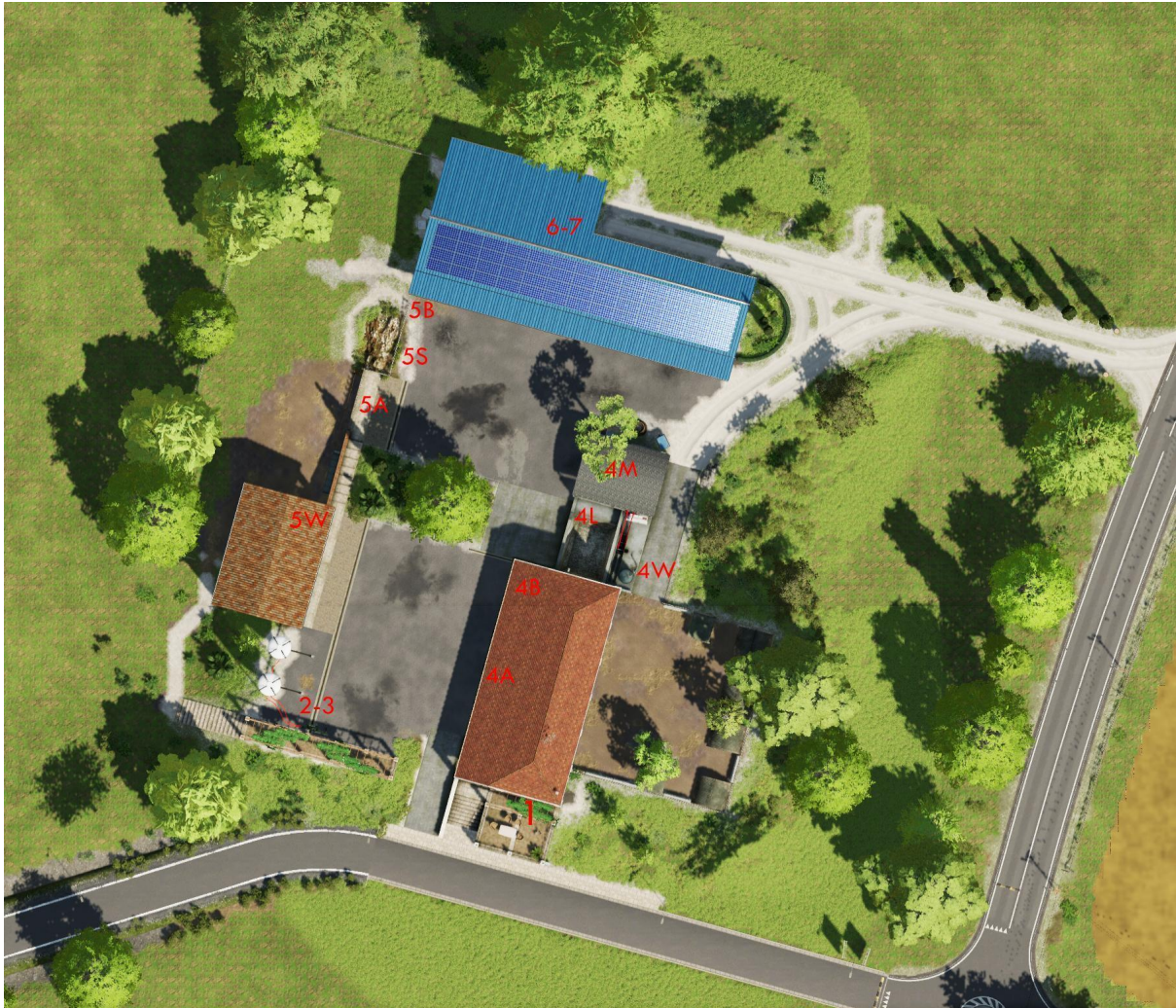


F - Cascina Emilia (Emilia Farmhouse)

The Cascina Emilia (Emilia Farmhouse) is a medium farm. It costs € 2,209,000 and, in addition to a large 1.59Ha field has:

1. Sleep trigger
2. Grain silo
3. Pig food silo
4. Pigsty (A: Food, W: Water, B: Animal purchase, M: Manure, L: Slurry)
5. Sheepfold (A: Food, W: Water, B: Animals purchase, S: spawn wool)
6. Workshop

7. Diesel tank



G - Cascina Dosso Vecchio (Old Hump Farmhouse)

The Cascina Dosso Vecchio (Old Hump Farmhouse) is a medium farm. It costs € 2,343,000 and, in addition to 2 fields which combined add up to 2.15Ha, it has:

1. Sleep trigger
2. Grain silo
3. Pigsty (A: Food, W: Water, B: Animal purchase, M: Manure, L: Slurry)
4. Cowshed (A: Food, W: Water, B: Animal purchase, S: Milk, M: Manure, L: Slurry)
5. Workshop
6. Diesel tank

7. Silage trench



H - Masseria Italia (Italia Farmhouse)

The Masseria Italia (Italia Farmhouse) is one of the biggest farms, it costs € 5,189,000 and, in addition to a large 2.5Ha field and a large 4.14Ha vineyard, it has:

1. Sleep trigger
2. Grain silo
3. Pigsty (A: Food, W: Water, B: Animal purchase, M: Manure, L: Slurry)
4. Cowshed (A: Food, W: Water, B: Animal purchase, S: Milk, M: Manure, L: Slurry)
5. Sheepfold (A: Food, W: Water, B: Animals purchase, S: spawn wool)
6. Chicken coop (A: Food, B: Animals purchase, S: spawn eggs)

7. Stable for 2 horses
8. Workshop
9. Diesel tank
10. Water depot
11. Silage trench
12. Cellar for wine production



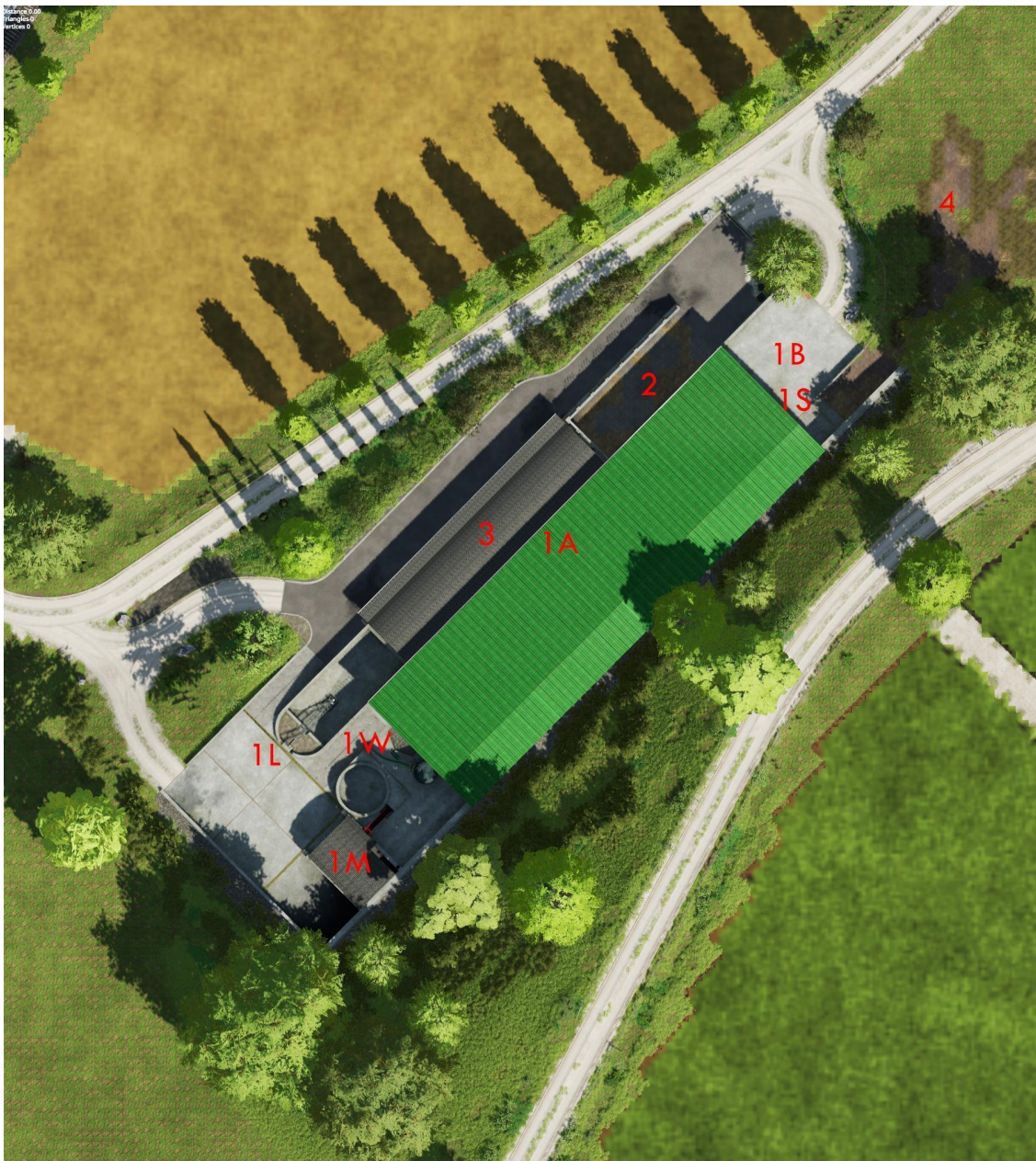
EQUIPPED AREAS

Equipped areas are buildings scattered around the map that can be bought regardless of the farm you own and are useful and cheap ways to expand your building and yard space in the game. They could be new sheds, trenches or animal husbandries.

Stalla a Valle (Valley Stable)

The stalla a valle (Valley Stable) is a cowshed which can contain up to 400 cows and costs €829,700. The land it sits on also contains a large almost 3Ha field, due South. The stable is organised as follow:

1. Cowshed (A: Food, W: Water, B: Animal purchase, S: Milk, M: Manure, L: Slurry)
2. Silage trench
3. Bales depot
4. Grassland



Sheepfold

The Sheepfold can contain up to 300 sheep. It costs €92,400 and is organised as follows:

1. Sheepfold (A: Food, W: Water, B: Animals purchase, S: spawn wool)
2. Grassland



Vecchia Scuderia (Old Stable)

The Vecchia Scuderia (Old Stable) is a horse stable. It can house up to 14 horses and it costs €88,300. It is organised as follows:

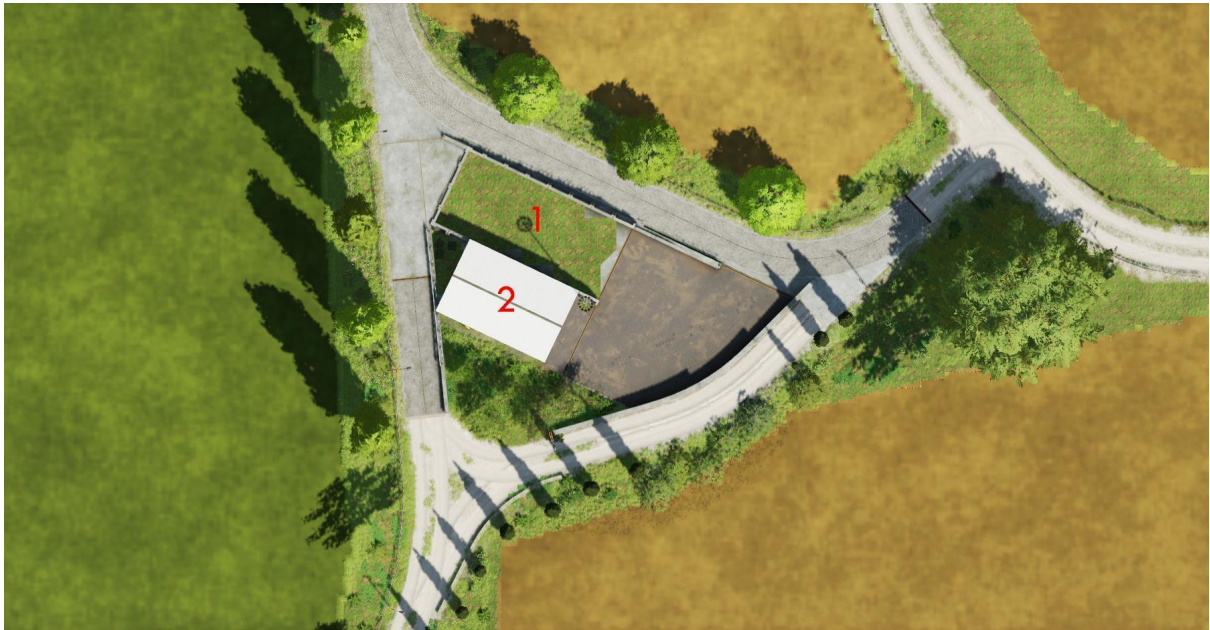
1. Stable (A: Food, W: Water, B: Animal purchase)
2. Grassland
3. Training pole



Trincea Parma (Parma Trench)

The Trincea Parma (Parma Trench) is an equipped area near Masseria Parma (Parma Farmhouse). It costs €10,500 and is organised as follows:

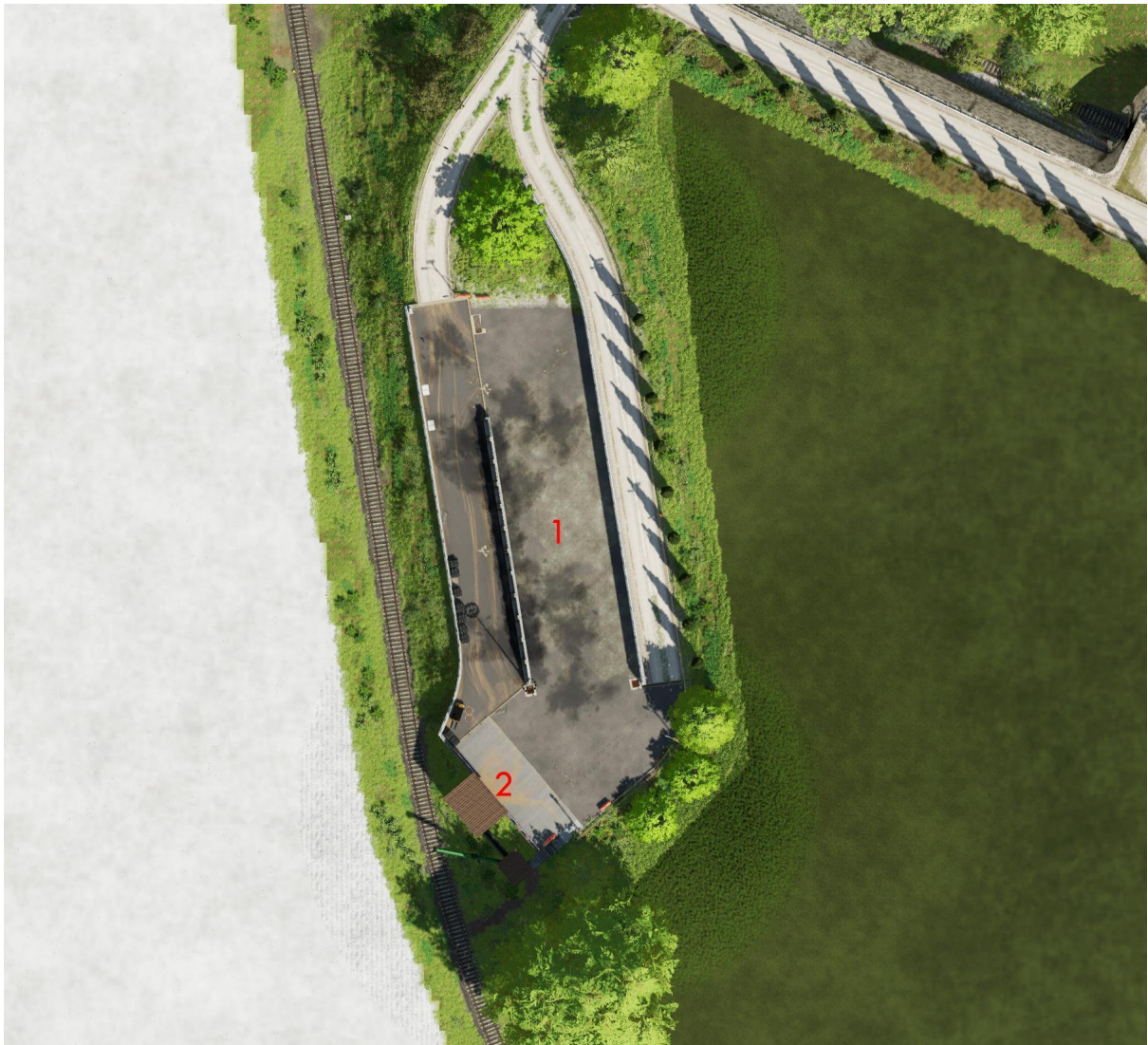
1. Silage trench
2. Depot for machinery and tools



Trincea sulla Ferrovia (Railway trench)

The Trincea sulla Ferrovia (Railway trench) is an equipped area near Cascina Emilia (Emilia Farmhouse). The peculiarity of this trench is that it has a hopper to load the silage directly onto the train. It costs €77,700 and it is organised as follow:

1. Silage trench
2. Train hopper



BGA ITALIA

The BGA Italia is a new generation plant that, thanks to the use of instruments such as the Biogrinder and the Biomixer, is able to process a huge amount and variety of waste substances. The substances accepted as input are:

- Silage
- Manure
- Slurry
- Straw
- Hay
- Grass
- Wood chips
- Crushed sugar beets
- oil production waste
- wine production waste

The BGA presents some innovations compared to the default BGA of the game.

Thanks to the presence of the Separator, it is possible to separate the liquid digestate from the solid one, thus obtaining, the following output products:

- Electricity
- Methane
- Liquid digestate
- Solid digestate

The solid digestate could be used as a natural fertiliser spreading, using it on the fields with a manure spreader.

The BGA Italia costs € 1,131,700 and is organised as follows:

1. Trench 1
2. Trench 2
3. Trench 3
4. Lower hopper
5. Upper hopper
6. Train hopper
7. Methane GAS station
8. Slurry unload
9. Loading point for liquid digestate
10. Loading point for solid digestate
11. BGA's field



PRODUCTIONS

In addition to the changes made to the BGA production scheme shown in detail above, almost all production processes have been modified and made more relevant to Italian life. We have eliminated the production of furniture, clothes, textiles and chocolate, to make room for solid digestate, waste from wine and oil production, pasteurized milk, firewood, barrels for wine, pasta and more. You will find all the production chains, with inputs, outputs and relative performance studies at this link::

[Map ITALIA productions](#)

I would like to take this opportunity to thank all those who have helped me in the creation of this short guide in the different languages, and in particular:

Climacteric
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le ben 30
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