

Construction Simulator

GOLD EDITION

Handbook

 **astragon**
ENTERTAINMENT

weltenbauer.
software entwicklung gmbh

Welcome!

Thank you for purchasing Construction Simulator: Gold Edition. In this handbook, you will find useful tips that will help you get the most out of the game and avoid potential problems. All of us at weltenbauer and astragon Entertainment would like to wish you all the best and loads of fun playing your new game!

Photosensitive seizure warning

Some people may experience photosensitive seizures or a loss of consciousness when they encounter certain kinds of visual stimulation in day-to-day life, such as flickering lights or luminous patterns. Such people also risk experiencing seizures when watching TV or playing video games. This can also happen without any previous history of related health problems or symptoms of epilepsy.

The following symptoms are characteristic of photosensitive seizures: blurred vision, twitching eyes or face, trembling arms or legs, a feeling of disorientation, confusion, or a temporary loss of orientation. During a photosensitive seizure, loss of consciousness or convulsions can lead to serious injury, as the symptoms often begin with a fall. Stop playing immediately if you notice any of the symptoms described above. It is strongly advised that parents supervise their children while they play video games, and children and young adults are often more sensitive to photosensitive seizures than adults.

If you show any of these symptoms, **STOP PLAYING THE GAME IMMEDIATELY AND SEEK MEDICAL ATTENTION.** Parents and guardians should supervise children and ask them if they have experienced one or more of the above symptoms.

System Requirements

Minimum Requirements PC

- Windows Vista/7/8/10
- 2.4 GHz dual-core processor
- 4 GB RAM
- DirectX 9 compatible graphics card with 1 GB VRAM (Geforce 400 Series or better, ATI Radeon HD 57xx or better)
- 3.5 GB hard drive space
- Internet connection to activate product, use online multiplayer mode, and access modding content
- DVD drive

Minimum Requirements MAC

- iMac (2009) 6th Generation
- Intel Core i5 or i7 processor
- 4 GB RAM or better
- ATI Radeon 4670 with 1 GB VRAM or better
- 3.5 GB hard drive space
- Internet connection to activate product, use online multiplayer mode, and access modding content
- DVD drive

Installation and Start

Additional Requirements and Help

Installation requires an internet connection for authentication, as well as the STEAM® client (included with the game).

INSTALLATION WINDOWS PC

Please make sure your computer is connected to the internet before you begin installing Construction Simulator: Gold Edition. Place the Construction Simulator: Gold Edition disk in the disk drive. During the installation process, your disk will be verified one time online, and an activation file that asks for a product code will be downloaded. You can find this code on the reverse side of this handbook.

Place the game disk in the disk drive. After a few second, a window will appear on the screen. Follow the instructions to install the game and choose the location where you would like the game to be installed. If the program does not start automatically, double click on the My Computer icon on your Windows Desktop. Then double click on the symbol for the disk drive to open the disk drive window, and then click on the installation file "**setup.exe**."

Starting the Game

After installation is complete, start the program by selecting **Start/All Programs/Steam/Construction Simulator 2015** in the Windows Start Menu, or by clicking on the corresponding desktop icon. If you receive a security alert when starting the autostart menu on Windows Vista/7/8/10, you should confirm the execution of the program "**setup.exe**."

Uninstall the Game

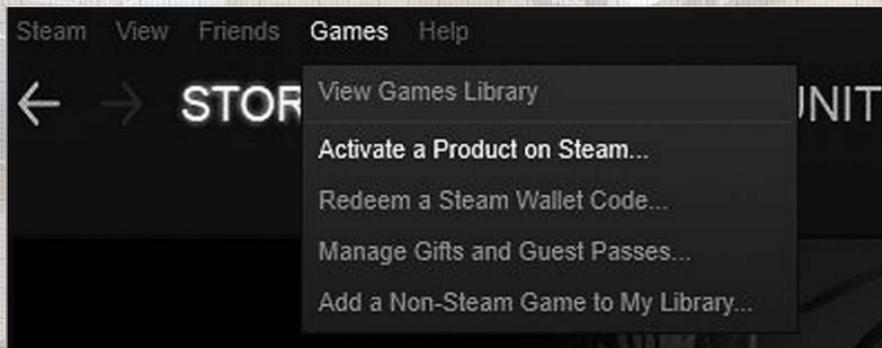
Choose "**Start/Settings/Control Panel/Software**" and mark the entry **<Construction Simulator: Gold Edition>**. Then click on the "**add/remove**" button. The program and the files with the game data will then be removed.

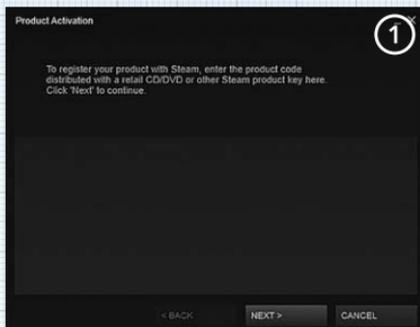
INSTALLATION MAC

In order to play Construction Simulator: Gold Edition on your Mac system, you will require a STEAM® account. If you do not have a Steam account, you can set one up for free. The STEAM® client is included with the game. Please follow the steps to install STEAM® and set up a STEAM® account.

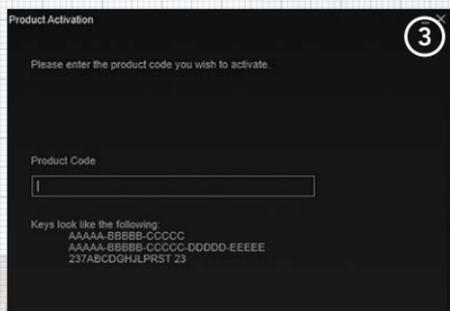
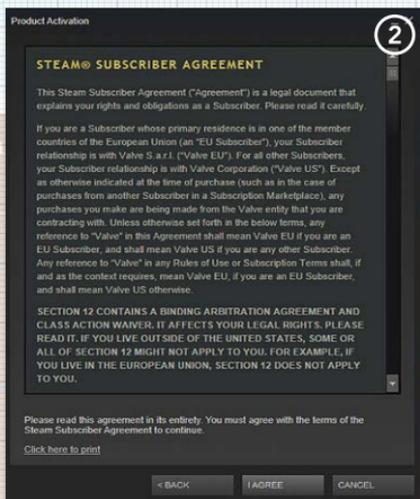
Registering Construction Simulator: Gold-Edition on STEAM®

We are happy that you have purchased Construction Simulator: Gold Edition. In order to add the game to your STEAM® library, open the program and log in with your account. Setting up an account is free. After you have logged in, the STEAM® starting page will open. Now click on the tab "**games**" and then on the point "**Activate a product on STEAM®...**"





Then the product activation window will open (1). Click on “Next” to continue the process.



In this window (3), you will now be asked to enter your 12-digit product key. This can be found on the reverse side of this handbook.

It looks like this: XXXXX-XXXXX-XXXXX

Please enter your individual code with hyphens in the “**product key**” field.

Then click on “**next**” to complete the process.

If this step is **not successful**, please try the following solutions:

- Double check the product code you entered for possible mistakes
- Zero and the letter O can be easily mistaken for one another

If your product activation was **successful**, you can print a receipt. The game can now be found in your STEAM® library, and is ready to be installed and started.

Installation of DLC (downloadable content)

When you install Construction Simulator: Gold Edition, additional DLC packs will be installed automatically. If you want to check what DLC packs are installed with your game, then open the STEAM® client after installation and go to your game library. Right click on the entry "**Construction Simulator 2015**" to open a context sensitive menu. Choose the entry "**Settings**" and then click on the tab "**DLC**." There you will find all installed DLC packs, and if necessary, install or uninstall them. In the game, you will have the option of accessing individual contents from each DLC pack.

Introduction

Get the complete construction site challenge with Construction Simulator: Gold Edition! All vehicles, all missions, and loads of fun! Welcome to the construction site!

Work your way up from trainee to tycoon! Here is an overview that will outline the basics of the game and provide you with useful tips so you can get right to work.

The Main Menu

You can reach the various sub-menus in the game via the Main Menu. In the Main Menu, you can create up to three different profiles. After setting up a profile, you can choose to either play in the career mode or participate in a multiplayer game.

START/CONTINUE CAREER

When you set up a new profile, you will start a completely new career with an introduction and the beginning of the tutorial. If you have already played, then the game will start where you left off.

MULTIPLAYER GAME

If you would like to play a multiplayer game, first choose a game from the list of existing games that have space for additional players. Private games are marked with the lock symbol and require a password for entry.

Getting Started

MAP

On the map, you can see all of your vehicles, the available dealers, and your active construction sites. By clicking on the desired location, you will activate the navigation system, which will show the route to the target location with a colored line. (This is likewise shown on the minimap in the lower left of your head-up display.)

MISSIONS

Contracts

Look at the available jobs and choose one; you can later choose up to three.

Special Missions

Public calls for tenders, site development missions, and special events are offered here. These are less common, even unique, and usually quite lucrative.

Architect Missions

Here you can find buildings designed by architects from around the world. These modeling missions require you to subscribe to them in the STEAM Workshop® before they appear in the list of Architect Missions.

ACTIVE MISSIONS

Here you will find a list of all missions and jobs you are currently working on. You can view the remaining construction tasks to better plan your missions. If necessary, you can also cancel missions here.

COMPANY

Finances

Look at your finances to get an overview of your operating costs, expenses, and revenue. Keep in mind that if you move your company to the city later in the game, you not only have to keep up with one-time expenses such as materials and vehicles, but also monthly recurring expenses such as the lease on your company premises, personnel costs, and normal business expenses. You can also view the previous months' figures in order to compare them.

Personnel

You can hire additional staff here. Supervisors enable you to carry out parallel projects on additional construction sites. For each supervisor, you can also hire an assistant. Assistants can carry out individual tasks on a construction site when you do not have time to do them yourself.

Motor Pool

This will give you an overview of all vehicles and trailers in your motor pool. You can reset each of your vehicles to the last safe position, or have them transported back to your company premises. In the detail view, you will find detailed information on every vehicle.

PROFILE

Statistics

All of your experience and progress will be presented here in the form of statistics. This way, you can always see how many experience points you need to reach the next level.

Experience Level

Your current experience level and related advantages are shown here. Additionally, you can get a taste of what awaits you at higher levels.

Achievements

All available achievements (STEAM® Achievements) and your respective progress will be shown here. You can always check what you need to get the next trophy, as well as what rewards await you.

ONLINE

Online Game

You can create your own online game here. Your current career will be the setting for all joining players. You will be the boss, and the other players will be your employees. This way, you will accumulate money and experience considerably faster and advance more rapidly. The other players will also receive a share of money and experience credited to their profiles.

In order to open a game, decide whether you want to host a public (visible for everyone) game or a private one (players have to enter a password to enter). You will also have to choose the number of players that can join. Then press **"Start Online Game."**

Other Players

In this list, you will see connected players in an active online game, their experience levels, and current experience points. Additionally, you can fire players working for "your company" if they do not behave themselves appropriately by kicking them out of the game (kick).

OPTIONS

Gameplay

Here you will find general options concerning the type of game controls, your controller response characteristics and the camera controls.

Key Assignment

Here you can adjust the controls for your character and vehicles to suit your own preferences.

Graphics

Adjust your graphics settings to fit your computer for an optimal gaming experience.

Audio

Adjust the volume and game sounds to your preferences.

Controls

In the following section, you will find an overview of all vehicles included in the game and their default controls. You can change the controls at any time under the menu item “Options” -> “Key Assignment.” If you do not know how to control a vehicle in the game, you can click **F1** or the **question mark** in the top left to show the tooltips for controls.

If you have difficulty controlling the vehicles, or if they respond to slowly, then you can switch the driving mode from simulation to arcade in the options menu. This will make the controls faster and make the vehicles react more quickly. If you need help with the controls for individual machines, you can access a context sensitive controls display by pressing **F1**.

GENERAL CONTROLS

Vehicle Driving Mode

Function	Mouse/Keyboard	Gamepad
Accelerate	W	RT
Reverse/Brake	S	LT
Right	D	Left stick to the right
Left	A	Left stick to the left
Hand Brake	Space	A

Tracked Vehicle

Function	Mouse/Keyboard	Gamepad
Left Track forwards	Q	Left stick forwards
Left Track backwards	A	Left stick backwards
Right Track forwards	E	Right stick forwards
Right Track backwards	D	Right stick backwards

Vehicle General

Function	Mouse/Keyboard	Gamepad
Enter/Exit	F	Y
Switch Mode	Tab	B
Rotating Light	O	DPad right
Horn	H	DPad left

Vehicle

Function	Mouse/Keyboard	Gamepad
Reset	Backspace	Back
Open Menu	ESC	Start
Camera Movement	Right mouse button + Mouse	LStick Push + RStick
Switch Camera Views	V	RStick Push

Charakter

Function	Mouse/Keyboard	Gamepad
Forward	W	LStick
Backward	S	LStick
Right	D	LStick
Left	A	LStick
Walk slowly	Shift	LTrigger
Interaktion	F	Y
Jump	Space	A

Finance Cycle

As you advance in the game, complete the first few missions, and expand your motor pool, you will eventually reach a point where your company premises in the village is no longer big enough to accommodate your growth. That will be the point when you have to expand. Your mentor Hape will let you know when the time has come. Things will get really serious when you make the big move, and your company will have to be strong enough to survive. This means that from now on, vehicles, staff, and your premises all mean monthly costs that have to be offset by income from completing jobs. The little green line in the top right under your account balance shows how much time you have in the current month before your operating costs are deducted from your account. So get to work!

Modding

You can freely use mods in the Gold Edition of Construction Simulator. Furthermore, you can use the modding editors for construction missions and vehicles to significantly extend your game playing time. You can find tutorial videos, sample projects, and instructions on the separate DVD distributed with the Gold Edition.

Visit the Construction Simulator website or the Steam Workshop for more information.

www.construction-simulator.com

Tips & Tricks

TAXI FUNCTION

In order to save time and avoid having to walk so far, you can “beam” yourself directly into your vehicles – we call this the taxi function. Just click on the vehicle button at the top left of the screen and choose the desired vehicle from the list in order to go directly to the vehicle.

RESETTING VEHICLES

Sometimes things do not go as planned. In our world, too, one sometimes get stuck, perhaps due to a vehicle collision that turned out worse than expected. For such cases, there is a reset function for vehicles (backspace or select button) that will reset a vehicle back to its last safe position. If that does not do the trick, it is also possible to go to the Vehicle Menu and carry out a reset back to your company premises. That should always help.

SECURING LOADS

Whenever you load cargo for transport, it can or perhaps should be safely fastened. It doesn't matter if you have loaded pallets on a flat-bed truck or a vehicle on a low-loader trailer. Move close to your load until "secure load" appears in the context menu. If you choose to drive an unsecured load from place to place, then you should drive very, very slowly. And don't forget to unfasten the load before attempting to unload it with a crane!

COLOR CODING OF LOADING ZONES

In some areas of the map, you should either pick up or deliver something. Most of the time, the corresponding areas are marked; on construction sites, this is usually with pylons (cones), and in the case of dealers or the gravel plant, with colored marks on the ground. Yellow markings indicate unloading zones, and white markings indicate loading zones.

PICKING UP AND PLACING WALLS

Some buildings will be constructed from pre-fabricated components, which are available from the Pre-fabricated Element Factory. The required components are only available when you have a corresponding task to complete. Talk to the staff members in front of the administration building in order to see the selection of orders that are ready to be picked up. You will need a suitable trailer to transport the walls, and it has to be ready and waiting in the loading zone. You can borrow the trailer from the factory. The components you ordered will automatically be loaded into transport frames and on the trailer and then you can drive to the construction site. Upon arrival, you must first open the trailer, which will also unsecure the transport frames. Then you can lift the frames out with a crane. In order to finally place the individual walls with the crane, you must once again release them from the frames.

ARCADE VS. SIMULATION MODE

If you have difficulty controlling the vehicles, or if they respond too slowly, then you can switch the driving mode from simulation to arcade in the options menu. This will make the controls faster and make the vehicles react more quickly.

DIFFICULTY LEVELS AND ECONOMIC SYSTEM

If you have the feel that the end of the month comes too soon, and your staff and vehicles are breaking the bank, then you can adjust the finance cycle in the options menu in order to buy yourself a little more time.

PERFORMANCE

If the game runs too slowly, then you should adjust the graphics settings to achieve a higher frame rate. Reducing the resolution and/or switching off image effects will enable fluid gameplay even on weaker systems.

Support

Do you need help with a mission or are you looking for new modifications for your Construction Simulator? If so, then you should visit our STEAM® forum:

<http://steamcommunity.com/app/289950/discussions/>

Before contacting support, please check the drivers on your PC, and if necessary, update them. Many problems with graphics and sound can be fixed with driver updates.

If you should have questions about this product that are not answered here, feel free to contact the astragon Entertainment support team:

Telephone: +49 180-7004709

(The first 30 seconds are free. A charge of € 0.14 per minute from a German landline will be applied thereafter, max. € 0.42 per minute from mobile phones.)

Email Support: support@astragon.com

You can check the current hotline hours on our internet site:

<http://astragon-entertainment.com/en/>

Visit us on Facebook, our Webseite or YouTube:

www.construction-simulator.com

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Liability

This software has been created, tested and reproduced with great care. Please make sure that your computer meets the system requirements. The publisher can accept no liability for any consequences that arise from the incorrect inputting of data. The publisher makes no claim for this list to be exhaustive.

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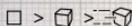
Special Thanks

Achim Strommenger-Reich
Sebastian Erb
Leo Fischbach
Tobias Wiemken
(COLONIA Spezialfahrzeuge, Köln)
Achim Büsch
(KUNO Betonpumpenservice, Köln)
Tina Walner (textwerk)
Stephan Baumann
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Alexander Mink
(CNM, Wiesbaden)
Valdemar Bučilko (Unity3D)
Dan Weighton (Unity3D)
Alex McCredie (Unity3D)

Very Special Thanks

Michael Land
Kara

We would like to thank our families, friends, and fans who have supported us in the creation of this game. You are the key to our success.



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