

# Bus Simulator 18



Manual



STILLALIVE  
STUDIOS

# Photosensitive seizure warning

Some individuals can experience photosensitive seizures or loss of consciousness when exposed to certain visual phenomena in daily life, for example flashing lights or light patterns. Such individuals are also at risk of seizing when watching television or playing video games. Seizures can even occur when no related health problems or signs/symptoms of epilepsy previously exist.

The following symptoms are characteristic of photosensitive seizures: blurred vision, convulsions (muscle spasms) in the eyes or face, quivering/tremors in the arms or legs, impaired orientation, confusion or temporary disorientation. The loss of consciousness and uncontrolled spasmodic movements associated with a photosensitive seizure can lead to serious accidents, as these symptoms are often accompanied by a fall. Should you notice any of the symptoms described, stop playing immediately. Parents are urgently advised to observe their children while they play video games, as children and adolescents are more prone to photosensitive seizures than adults.

Should you experience such symptoms, PLEASE STOP PLAYING IMMEDIATELY AND SEEK MEDICAL ASSISTANCE WITHOUT DELAY. Parents and others in a supervisory role are advised keep an eye out for the symptoms described and to ask children if they have ever experienced any of them.

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# A warm welcome!

Thank you for choosing to purchase Bus Simulator 18. In this handbook you'll find useful tips that will enable you to enjoy the optimal gaming experience. We, the teams at stillalive Studios and astragon, wish you many hours of good fun playing the game.

## System requirements

### PC minimum

- OS: Windows 7/8/10 64-Bit
- Processor: Intel Core i3 with 3.3 GHz or AMD Phenom II X4 with 3.2 GHz
- Memory: 6 GB RAM
- Graphics: NVIDIA GeForce GTX 750 (1GB VRAM) or AMD Radeon R7 360 (2GB VRAM) or higher
- DirectX: Version 11
- Network: Broadband internet connection is needed for product activation, updates/patches and multiplayer gaming
- Hard Drive: 6.5 GB

### PC recommended

- OS: Windows 10 64-Bit
- Processor: Intel Core i5-4670 (4rd gen.) with 3.4 GHz or AMD FX-8370 with 4 GHz or equivalent
- Memory: 8 GB RAM
- Graphics: NVIDIA GeForce GTX 970 (4GB VRAM) or AMD Radeon R9 290 (4GB VRAM) or higher
- DirectX: Version 11
- Network: Broadband internet connection is needed for product activation, updates/patches and multiplayer gaming
- Hard Drive: 6.5 GB

## Installation, Start, Deinstallation

**PLEASE NOTE:** Use of the product is subject to acceptance of the terms and conditions of the STEAM® Subscriber Agreement, or SSA. You must first activate the product via the Internet by registering for a STEAM® account and accepting the SSA.

### Further Prerequisites and Help

The installation requires a one-time Internet connection for authentication and to access the STEAM® Client (included in the game package).

### Installation Windows PC

Please make sure that your computer is connected to the Internet before you start the Bus Simulator 18 installation process. Insert the Bus Simulator 18 disc in the disc drive of your computer. During the installation process, a one-time online verification of the disc will be conducted and an activation file downloaded, which will require that you enter a product code. You will find the code on the back of this handbook. Please note that this code is not a STEAM® code.

To receive your STEAM® code, insert the game disc into your computer disc drive. After a few seconds, a window will appear on the screen. If the auto-start function is disabled, just double-click on the "my computer" icon on your Windows desktop, then double-click on the disc drive icon and then, in its window, click on the "**redeem.exe**" file. Then follow the instructions given to receive your STEAM® code.

After you have received your STEAM® code, you can copy it to your clipboard with a simple click. Then click on "**install game**" and follow the instructions to install the Bus Simulator 18. Installing and activating the game as well as downloading updates may require the disc to be inserted in the disc drive of your computer. Should you have any problems activating your code, please visit the following Website: <http://copyprotection.astragon.com>

### Launch Game

Following successful installation, launch the game by clicking on the Windows start menu icon on the desktop and selecting: **Start/All Programs/Steam/Bus Simulator 18**. When activating the auto-start menu in Windows 7/8/10 you might receive a security notice advising you to implement the program **setup.exe** or **redeem.exe**. If so, you may confirm with no misgivings.

### Deinstallation

**Windows PC:** follow the path: **Start/Settings/Control Panel/Software**, and select the entry **<Bus Simulator 18>**. Then click on the **Add/Remove button**. The program and files with the game data will then be deinstalled.

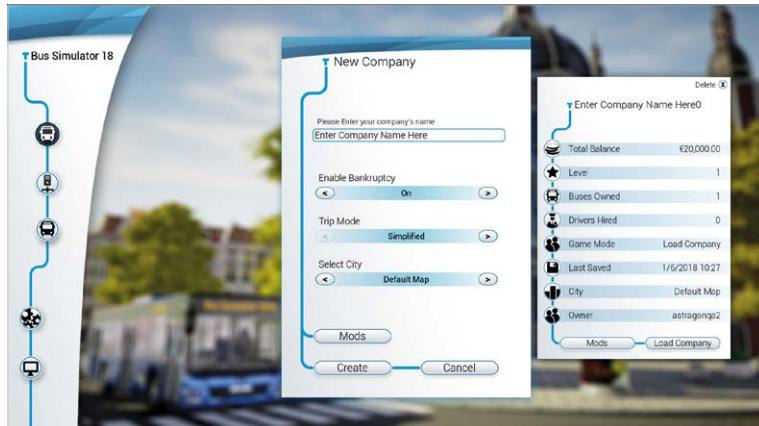
# Introduction

Greetings! Welcome to a diversified open world city, where you'll experience the daily life of a bus driver "up close and personal". Take a seat behind the wheel of the original-model licensed city buses of top brands Mercedes Benz, Setra, MAN and IVECO BUS; create your own route network; hire additional drivers; and transport your passengers safely and punctually to their destinations.

## Start menu

### Create and Manage Save Games

When you launch the game you'll first land in this screen. There you'll be able to create save games, toggle back and forth between multiple save games, and also delete save games. To create a new save game, click on "**New Company**".



In a new window you will then be asked to submit a name for your new company. You can also choose between various maps that you have added via mods, etc. – on this level you can also activate further mods. Here you can also choose between **Easy Drive Mode** and **Realistic Drive Mode**. Furthermore, you can determine whether, in the event your company fails, you would like to deal with the situation under realistic economic conditions, approaching a possible bankruptcy as a challenge, or if you'd prefer to concentrate fully on driving and not concern yourself further with the financial aspects of your company. After that you will be asked if you would like to play the tutorial.

To proceed with one of the other save games, just click on the **save game** in question and then on **Load Company**.

### Tutorial

When you start the Bus Simulator 18 for the first time, we suggest you first play the tutorial. Here you will be familiarized with the navigation of the game as well as the regular tasks of a bus driver. In addition, you will gain insight into valuable tips & tricks and get to know the idyllic Seaside Valley, your new work environment, a little bit better.

## Main menu

### Statistics

Under this menu point you'll find statistics about your most recent trips; how high your revenues or expenses were.

### This is how your income is calculated

In the Bus Simulator 18 you earn your money mainly with the sale of tickets. In the game, however, one completed trip is used as a basis to calculate an entire week's revenues, so you don't have to drive several hundred trips to earn your next bus. The calculation doesn't only consider income. Expenses such as repairs, fuel and tickets paid for traffic violations are also part of the data set used to arrive at an average. You generate further income with the advertising banners on your busses and, of course, from the ticket sales made by the other drivers in your employ. Their receipts are calculated as follows:

### This is how your drivers' earnings for the week are calculated

Your drivers' results are assigned to your route and saved in the Routes Menu. When you hire a driver to take over driving this route from now on, that drivers' revenues will be calculated based on a combination of his/her experience level and your predefined result. So, to optimize your revenues you should drive the same route several times and improve the result of that route. In addition, you should always assign your drivers to your active routes otherwise they won't raise their experience levels and will also generate wage costs.

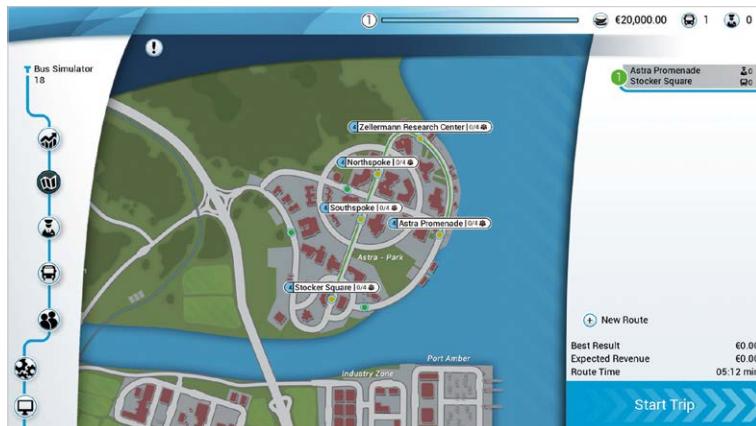
## This is what you can spend money on

Of course, there are several ways you can spend your hard-earned money:

- Buy new buses in the Bus Menu. You may also own more than one bus of the same make and model
- Embellish your buses with decals or a new paint job
- Of course, expenses such as repairs to your bus fleet, personnel costs and paying traffic tickets will also be debited from your funds. These items will be automatically reflected in your weekly average, thus you can influence them only indirectly

## Map

You use the map to create new routes and to select routes for a trip. The map screen also displays your missions.



Each time you rise to a new level, you automatically unlock new options, e.g. new buses, optical adaptations for your bus and new areas on the map. Every time a bus stops at a bus stop its experience points increase.

When new areas are unlocked, you are then able to service the bus stops located within them.

## Employee Menu

**Drivers:** here you get an overview of data concerning your employees, their experience levels and weekly costs. Your employees gain experience when you assign them to an active route. Their

experience levels also rise after a certain period on the job. Their wages, and thus your expenses, will also rise accordingly, but with a higher experience level your drivers will also generate more revenues.

**Job applications:** in this menu you can recruit new drivers for your bus company. Here you see their experience data and the weekly costs you will incur by hiring them.

## Garage

Here you can manage the buses you already own and/or buy new ones.

Use the arrow keys to select among your buses. Click on the Customization button to edit the color and decals of your bus. You can also sell busses you no longer need to save on maintenance costs.

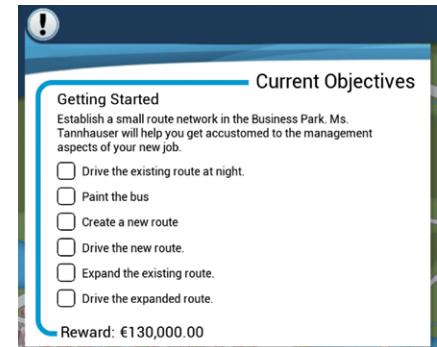
You can buy new buses in the Shop. They will have the default color of the manufacturer, but you can change the color after purchase. Some bus models will only become available during the course of the game, but other than that, you can buy as many busses as you see fit. But please note that every bus generates maintenance costs.

## In Game

### Missions

In Bus Simulator 18 you can freely plan and drive your own routes. But that's not all: Seaside Valley municipal officials will also occasionally entrust you with special missions that offer very attractive rewards.

In the Map area of the Main Menu you will also find a window showing the Current Objectives of the mission at hand. There you will see a list of all the tasks you must accomplish to fulfill the mission. There you will also find descriptions of the rewards that await you on successful completion – this may include money or the unlocking of new areas.



# Your First Mission

Your first mission is all about learning the fundamentals of running a successful bus company and finding out what possibilities the Bus Simulator 18 offers you.

## Drive the existing route by night

To begin with, you'll see the first route on the map. You can then choose to start out with your first bus from the garage or select the Quickstart option and start with the engine running, right from the first bus stop in the game. Before driving off, select the Night option and complete the trip successfully by servicing all of the stops on the route, just as you learned in the tutorial, delivering all your passengers safely to their destinations. With that, you will have completed your first task.

## Drive Settings

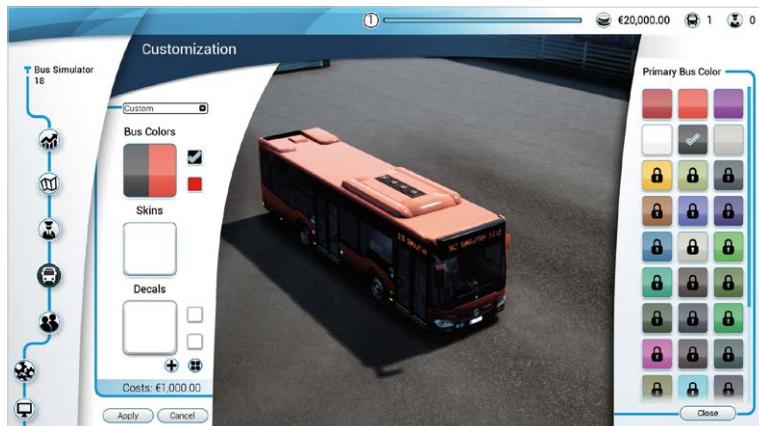
### Environment Setting

Weather and Daytime

Random

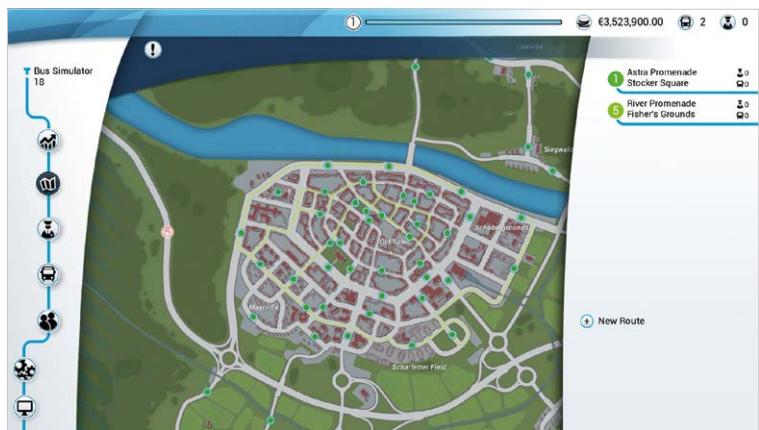
## Paint the bus

Go to your garage. There you should find your first bus waiting for you. Now click on **Customize**. Choose a color that appeals to you and then click on **Save**.



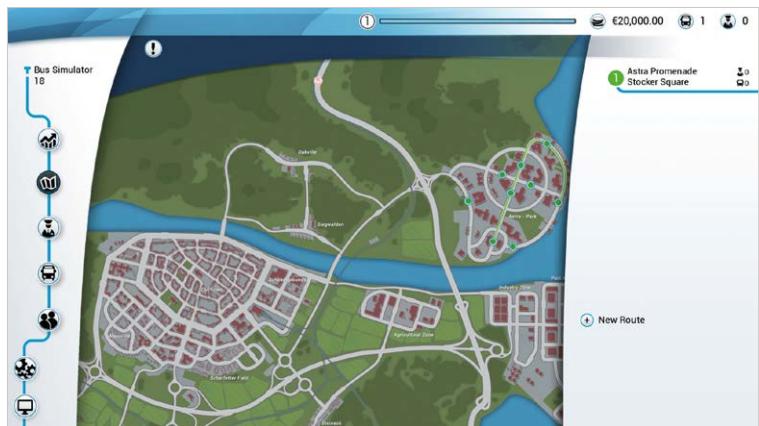
As you ascend in level, additional colors, decals and even ad banners will be unlocked here. You can then use them on your busses to generate meaningful improvements in your weekly results.

## Create a new route



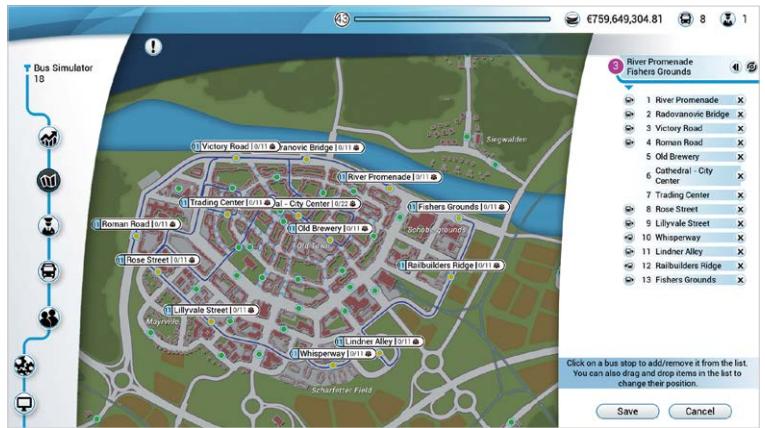
To do so, click on the bottom right-hand corner of the map on **+ New Route** and select at least 4 different bus stops in the order of your choice. To change the order of the bus stops just click on a bus stop in the list then drag-and-drop it into the desired position. You see that the route editor automatically adjusts the route accordingly. Then click on **Save**.

## Drive the new route



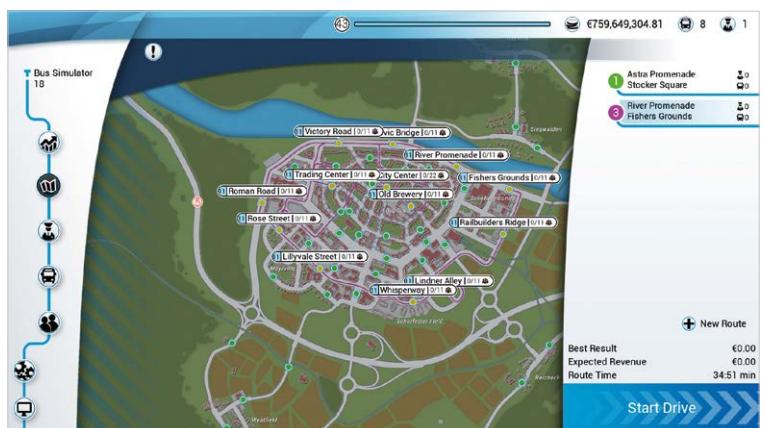
This task requires that you have already completed the task **Create a New Route**. To do so, just select your newly created route and successfully complete a trip.

## Extend the existing route



First choose a route, then click on the **Edit Route button** and then add one or more bus stops to it by clicking on a **bus stop** that is not currently on that route. To change the order of the bus stops, simply click on a bus stop in the list and drag-and-drop it to the desired position. You will note that the route editor adapts the route automatically. Then click on **Save**.

## Drive the extended route



This task requires that you have already completed the task **Extend the Existing Route**. To do so, simply select the expanded route and successfully complete a trip.

## Trip

The goal during a trip is to service all bus stops punctually, while you face the challenges that every trip presents – for example there various weather conditions and events that you should be aware of and react to, so that your passengers all arrive happily at their destinations. Transport your charismatic Seaside Valley residents safely and punctually to their destinations while keeping an eye out for other vehicles and observing traffic regulations. But caution! Every passenger is an individual with a unique personality, and you'll find that you will have to deal with special requests and unusual behavior now and again. Master these special tasks and stick to your timetable to gain the esteem of the public.

### When approaching a bus stop on your route you should observe the following routine:

- Indicate with your turn signal early enough to alert passengers and the drivers of other vehicles that you are preparing to pull over and stop.
- Always brake slowly on the approach so that you don't have to suddenly slam on the brakes to stop in the right position
- The kneeling of the bus is done automatically
- Open the doors using the buttons in the cockpit or the keyboard keys 1, 2 and 3
- Some passengers will need tickets. Switch over to the **ticketing machine** by clicking on it or use the **Ctrl key** to open the ticketing machine view and then sell the people their tickets, that is, you must issue them the correct ticket and count out the correct change, if required.
- When all passengers have taken their seats, first close the doors, wait until the bus left its kneeling position, indicate with your left turn signal and drive off. **AND:** don't forget to check your left side-view mirror!

**Be punctual:** below the mini-map you see the time remaining until you're due at the next bus stop. To remain in the passengers' good books, try to always accomplish the next segment of the route before the counter is down to 0.

You earn more Experience when your passengers are satisfied. You can receive bonuses for the following, among other things:

- Indicating with right turn signal when pulling over to a bus stop
- Stopping in a good position
- Being punctual

Of course, you can also have experience points deducted for poor performance, such as:

- Running a red light
- Slamming on the brakes
- Forgetting passengers

Do your best to always drive properly and to please your passengers!

# Controls

In the settings you can select your input device and adjust the controls mapping. You can play Bus Simulator 18 with a mouse and keyboard or with a conventional gamepad or steering wheel.

## Cockpit

You enter the cockpit by clicking on the **driver's door**. You get into the **driver's seat** by clicking on it.



### In the Cockpit

Various functions are available to you in your cockpit. You can enable them by left-clicking on the relevant function button. Alternatively, a hotkey is also assigned to each function.

### Miscellaneous

In the cockpit view, various mirrors are available to help with your orientation:

- Use the external mirrors for rear and side views – behind, and to the left and right of the bus. This provides especially helpful orientation in curves and when passengers are getting in and out.
- Use the internal mirrors to get an overview of the passenger seating area. **Tip:** you can enlarge the view with a mouse click or the **X key**, to better see, for example, if people are blocking the door, in which case you can ask them politely to move.
- Use the sun-shield to better protect yourself from the blinding rays of the sun. To do so, click on the **sun-shield** and, while depressing the **left mouse button**, pull the screen as far down as you need it.
- You can also open the window next to the driver's seat by clicking on the **window** and pulling the mouse to the left, while keeping the button depressed.

You enter or exit the cockpit by clicking on the **driver's seat** or the empty space to the right of the ticketing machine, or by pressing the **C key**.

## Outside the Cockpit

MOVEMENT AND CAMERA		
Action	Key	Gamepad
Forwards	W	Left stick Y axis
Back	S	-
Accelerate	W	RT
Stop	S	LT
Left	A	-
Right	D	Left stick X axis
Switch to cockpit zoom	F	Right-click mouse
Interact	E	
Look to the right		Mouse horizontal
Look to the left		Mouse horizontal
Look up		Mouse vertical
Look down		Mouse vertical
Toggle between first and third person mode	Mouse wheel or Y	-
Switch to action cam	Left Shift key	-
Interior mirror	X	-
Switch to ticketing machine mode	Left Ctrl key	-

BUS CONTROLS		
Action	Key	Gamepad
Overview of all cockpit functions	Tab	
Open/close all doors	^	D-pad right
Open/close first door	1	1
Open/close second door	2	2
Open/close third door	3	3
Open/close fourth door	4	-
Open/close fifth door	5	-
Extend or retract ramp	G	D-pad up
Horn	H	D-pad up
Hand brake	Space bar	-
Kneeling	V	D-pad down
Bus stop brake	Left Alt	D-pad left
Change to speed limiter	Z	-
Signal right	E	RB

Signal left	Q	LB
Emergency brake/hand brake	P	-
Ignition	I	-
Shift up a gear	F	-
Shift down a gear	R	-
Windshield wiper	B	-
Turn engine on/off	U	-
Cycle retarder strength	M	-

LIGHTS		
Action	Key	Gamepad
Ticketing machine lights	0	-
Passenger lights	9	-
Cockpit lights	8	-
Warning lights	7	-
Cycle main light	L	-
High beams	K	-

SPECIAL FEATURES		
Action	Key	Gamepad
Customizing area	Right-click mouse	-
Open/close pause menu	Escape	Start
Switch to action menu	T	D-pad up
Confirm action menu	-	A key
Leave action menu	Escape	Back
Button overview	Shift key	-
Exit cockpit	C	X key
End trip	End	-
Select	Left-click mouse	Y key
Interact	Left-click mouse	A key
Cancel	Escape	B key
Open chat	Enter	-
Move seat forward	9	-
Move seat backward	6	-
Raise seat	8	-
Lower seat	5	-

## Navigation system

Your cockpit is equipped with a little screen on which you can see the automotive navigation system. It shows your current position and the fastest way to get to your next destination. You can also adjust the settings to show the mini-map with third person perspective navigation. It will appear there in the lower left-hand corner.

## Ticketing Machine

Even in modern busses some passengers still require manual ticketing services. To provide them, enable the ticketing machine with a mouse click or the ENTER key, print out the tickets required and give the customer the correct change.

## Third Person Perspective

To switch to the third person perspective – when walking or driving – scroll down with your mouse wheel.

This perspective offers you a broad overview while driving and communicates important information via the mini-map it includes. The mini-map shows you your route and also enables bus functions, such as brakes, speed limiter and kneeling.

# Trip Events

## In the Bus

Occasionally your passengers will present you with requests or behavior that demand a response on your part. Some examples:

- A passenger remains standing in the door, preventing you from closing it. Ask the passenger to please clear the way.
- A passenger is listening to very loud music. Politely ask the person to turn down the volume in consideration of the other passengers.
- A wheelchair user would like to come aboard. Push the button on your console to extend the ramp at the second door, and don't forget to retract it again once the passenger has safely boarded.
- You can check tickets during the trip. Ask your passengers to present their tickets, and you might just catch the odd fare dodger.



## On the Route

In a vibrant city such as Seaside Valley unexpected events can often occur, requiring you, as a bus driver, to react accordingly. Here are a few examples:

- It's rush hour, so prepare to have to deal with heavy traffic on the road.
- A vehicle is blocking your bus stop bay. Honk your horn once, to prompt the driver to move on.
- Construction work is being carried out at one of your bus stops. Your route will automatically be adjusted to include a detour around the inaccessible stop.

## Environment

Day or night, by wind or rain: your bus can defy these challenging circumstances, but they might have consequences for your trip nonetheless, such as:

- In a storm it's difficult to drive straight ahead – you'll have to steer against the wind to avoid causing an accident.
- At night it's difficult to see far ahead. Drive more carefully and slowly.

# Final Accounts

At the end of a trip a final account for a week of bus operation will be calculated. In other words, in the game, a successful trip is equal to an entire workweek. The final account is the sum of revenues minus expenses. The results of your employees as well as income from advertising banners are also factored in to arrive at the sum on the bottom line.

In addition, your conscientiousness, punctuality and friendliness towards your passengers will also show up in the accounts, in that your total experience points earned will be credited to your level. As your level rises you'll gain access to new buses, paint jobs, decals and advertising banners for your buses – so it always pays to do your very best.

# Multiplayer Mode

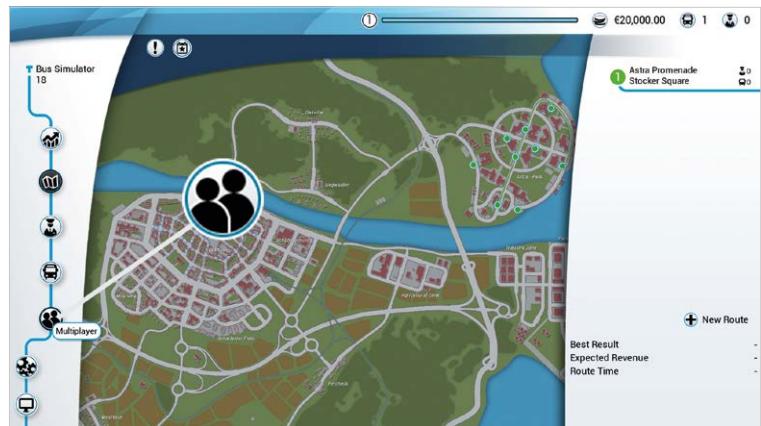
In Bus Simulator 18 multiplayer mode, you can immerse yourself in the world of Seaside Valley together with up to three friends.

## Join an Existing Server



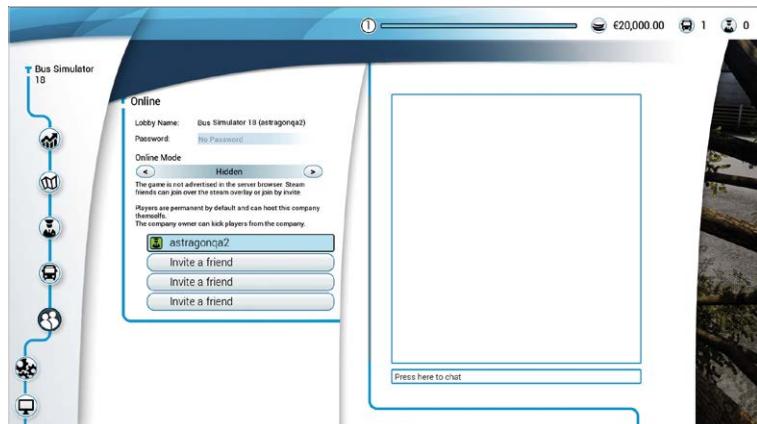
To join an existing server, go to the main menu and press on the icon. There, existing servers will be shown to you. Once you've found the server that you would like to join, just click on it and then on **Join**. If the server you're looking for does not appear as an option, click on **Refresh** to update the server list.

## Creating a Multiplayer Server as Host



If you'd like to create a server as its host, go to the main menu and click on the **multiplayer icon**. You will then be asked if you really want to enable the multiplayer mode, because that requires you to go online. Following that, click on **Set Online**.

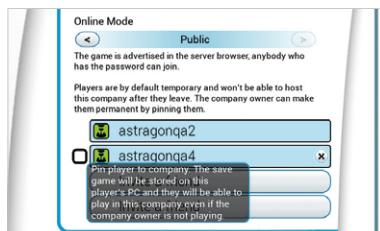
After that, a new menu will appear. Here, under the heading **Lobby Name**, your **Company Name** and your **Steam Name** will be shown. You then have the option of choosing whether you want the multiplayer session to be **Private**, **Hidden** or **Public**. In addition, under the heading **Password** you can create a password, restricting access to the multiplayer session to those to whom you entrust it.



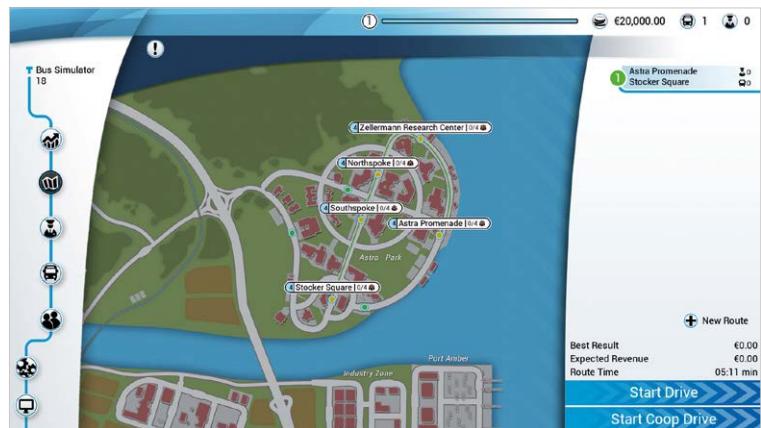
If you have chosen the **Public option** for your multiplayer session, other players would like to join will appear in the list.

To ask a friend to join, click on **Invite a friend**. A Steam® window will then open and you can select the friend you'd like to add to the session.

You also have the option of adding another player to your company. That means that the save game will be saved on the PC of the chosen player, enabling him/her to continue driving for this company even when the host, i.e. the business owner, leaves the game.



When you've finished inviting all your friends, or all your friends have already joined your multiplayer session, you can then click on the **Map icon** (M) and select or create your desired route. Following that, you or one of your friends can begin the multiplayer session with a click on **Start Co-op Trip**.



In your multiplayer session you can choose between three mission variations: **Convoy Mission**, **Tag Along Mission** or **Fast Route Mission**. The "usual" trip is a multiplayer game session as well.

## Missions

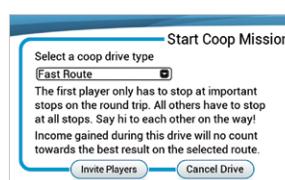
### Convoy Mission

Crowds have formed at the bus stops. In this mission you'll drive together with other drivers in a convoy to get all the passengers to their destination.



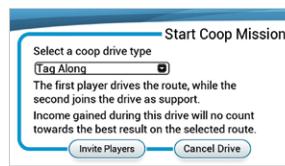
### Fast Route Mission

In this mission, the first player only has to service the key stops on the round-trip route. All other players must service all stops. Consult the mini-map or your tablet to see which bus stops you need to service.



### Tag Along Mission

In this mission the first player drives the route. The second player accompanies the first on the trip in a supportive role. This might include inspecting the passengers' tickets during the trip and issuing fines, if necessary.





## Modding

The Bus Simulator 18 includes a comprehensive modding kit, which enables you to use your own ideas to enhance the game, and also to share your ideas with your friends or on Steam. You can create your own decals, bus skins and ad banners, and also build entire cities/landscapes, which include your own missions and a completely new experience. In addition, you can even create your own buses that are able to show all the necessary functions authentically.

Furthermore, on Steam® you go to the integrated Workshop to add modifications from other players to your game with the simple press of a button.

To work with your Modding Kit, you first have to download it from Steam®. Visit the community area there at: <https://steamcommunity.com/app/515180>

From there, just go to your **Steam Library / Tools** and start the download. The Modding Kit consists of the ModTools, which include the Unreal Engine Program and detailed documentation that explains exactly how to integrate your own content into the game, and even into the Steam Workshop.

## Support

Do you need help, or are you looking for news updates on the Bus Simulator 18? Then just visit our STEAM® forum: <https://steamcommunity.com/app/515180/discussions/>

Before you contact our support facilities, we ask you to check the driver of your PC systems and install any available updates. Simply upgrading the driver can automatically solve many graphics and sound problems. Should you have questions regarding the product that have not been answered here, you can reach the astragon Entertainment support team as follows:

E-Mail support: [helpdesk@astragon.de](mailto:helpdesk@astragon.de)

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