

Bus Simulator 16



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System requirements

You need a PC or Mac that fulfils the following system requirements in order to play the game:

PC:

- Windows 7/8/10 64-bit
- Processor: Intel Core i3 with 3.3 GHz / AMD Phenom II X4 960T with 3.0 GHz or a comparable processor
- RAM: 4 GB
- Graphics card: GeForce GTX 470 (1 GB VRAM) or a comparable graphics card
- DirectX 9
- Hard drive: 4.5 GB free hard drive space

MAC:

- Mac OS X 10.10
- Processor: Core i5 or a comparable processor
- RAM: 8 GB Ram
- Graphics card: Intel Iris Pro 5200 or a comparable graphics card
- Hard drive: 4.5 GB free hard drive space

Installation and Start

NOTICE: This product requires your acceptance of the Steam Subscriber Agreement (SSA). You have to activate the product online by registering for a Steam account and agreeing to the SSA.

Additional Requirements and Help

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

Installation on your PC

Please make sure your computer is connected to the internet before you begin installing **Bus Simulator 16**. Place the DVD in the DVD drive of your computer. 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.

After you place the DVD in the drive, 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/Bus Simulator 16** 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 7/8/10, you should confirm the execution of the program “**setup.exe**”.

Uninstalling the Game

Choose “**Start/Settings/Control Panel/Software**” and mark the entry **<Bus Simulator 16>**. Then click on the “**add/remove**” button. The program and the files with the game data will then be removed.

Installation for Mac

In order to play **Bus Simulator 16** 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.

In order to activate your game via Steam, do the following:

1. Open Steam and sign in with your account.
2. Click on the tab “**games**” and then on the subheading “**Activate a product on Steam...**”
3. Follow the product activation steps and enter your product key at the end.

Then **Bus Simulator 16** will automatically be downloaded and installed.

Getting Started

Welcome to Sunny Springs, a fictitious European metropolis that is both lively and colorful! Of course such a city requires a functional mass transit system, and by pure chance, a bus company is currently for sale.

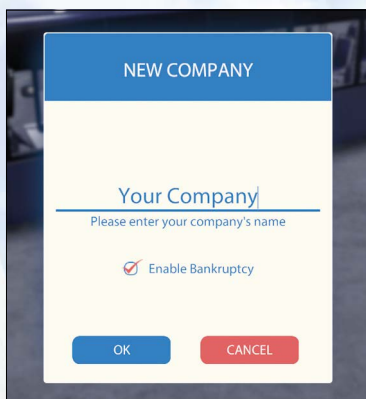
Can you keep the residents of Sunny Springs happy, keep your finances in order, and become the most successful bus company in Sunny Springs?

This chapter will explain the initial steps on your journey to success.

Setting up a company profile

You can name your new company in the start menu and decide whether you want to run your company under realistic conditions, including the risk of bankruptcy, or if you would rather focus on driving and not deal with the financial issues.

At this stage, you will also have access to the options menu, which will allow you to make changes to the graphics settings, controls, gameplay, and audio settings. You can return to this menu at any time during the game by pressing the **ESC** key.



You can additionally access the modding menu at this point and activate or deactivate mods. Find more information on this in the handbook under the heading “**Mods**”.

Tutorial

We recommend that you play the tutorial when you start **Bus Simulator 16** for the first time. This will give you an overview of the game controls as well as the usual responsibilities of a bus driver. In addition to getting to know your new workplace, the beautiful city of Sunny Springs, you will also receive a number of useful tips and tricks.

Your first mission

In **Bus Simulator 16**, you will have a number of opportunities to earn money and expand your motor pool. The most important thing is the completion of missions, which will be shown in your overview map. Your tutor Ben will always be available to help you out and explain the mission requirements.

In your first mission, you will learn the basics of running a successful bus company and discover the possibilities that **Bus Simulator 16** offers.

Drive the existing route

You have to drive every route that you create with the aid of the route editor in order to activate it and allow other drivers in your company to drive it for you. At the beginning of the game, you have to drive the existing routes once. Right click on the route in the route editor and then click on drive. Now you can choose between starting with your first bus from the depot or the quick start option, which will immediately put you at your first bus stop with the engine running. Drive

all of your routes, just as you learned in the tutorial, and get your passengers to their destinations safely in order to complete your first task.

Give your bus a new paint job

Switch to your bus depot (the bus icon in the menu) and click on “**customize**”. In the menu that opens, you can paint your bus and place decals. As you increase your level, you will have access to additional colors, decals, and even advertising banners, which will noticeably increase your weekly income.

Extend the existing route by adding more stops, then drive it

In order to complete this task, click on the pen beside your first route in the route editor. Now you can work on the route. To add stops, just click on the corresponding stop on the map, and it will automatically be added to your route. To change the order of the stops, just click on a stop in the list and drag and drop it into the desired position. You will notice that the route editor automatically adjusts bus routes. When you are happy with your route, click on finished and then drive the route.

Customize your bus with decals

In order to complete this task, go to the bus menu, click on a bus, and click on customize. When the design menu opens, click on decals. Now choose a shape and a color and then click on the spot on your bus where you want to place it.



Congratulations! You have mastered the first mission. As a reward, you get your second bus and access to the residential district.

We wish you loads of fun and much success with **Bus Simulator 16**.

Main Menu

You can access the main menu any time by pressing **ESC**. You will find the options menu and a variety of game functions here.

Settings for the current session

Resume Game: Continue your drive in the bus.

Reset bus to street: If you get stuck, you can place your bus back on the street.

Abort Current Drive: Stop driving your current route. This will not cost you anything, but any income and reputation points from the current trip will be lost.



Save & Exit to Main Menu: This option will take you back to the profile selection screen. Keep in mind that you can only activate and deactivate mods there.

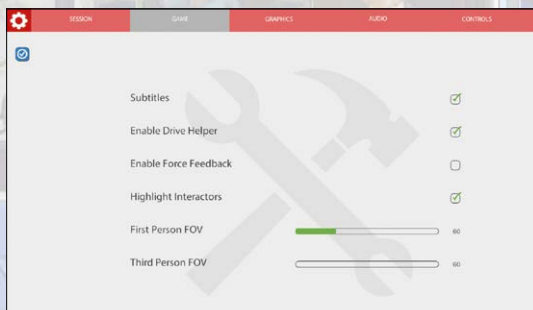
Save & Exit to Desktop: End the game and return to your desktop.

Game Settings

You will find the general game settings under the “game” tab.

Subtitles: Turn the subtitles on or off.

Enable Drive Helper: With this function you can change between a simplified and a realistic gear shift.



Enable Force Feedback: Switch Force Feedback for your Steering Wheel on and off.

Highlight interactors: You can interact with knobs and switches by right clicking and using the mouse. If this point is activated, all of the corresponding buttons will be shown.

First-Person Field of View: Change your field of view to the first person and adjust the size to suit your taste.

Third-Person Field of View: Change your point of view to follower perspective and adjust the size to suit your taste.

Graphics Settings

If the game stutters or takes too long to load, then you should lower the graphics settings under the menu point “**graphics**” in order to improve performance.

- **Resolution:** Change the graphics resolution.
- **Display Mode:** Here you can choose between full screen and window mode.
- **Quality Settings:** This controls the degree of detail of textures and shadows. If the game stutters, lower the value here.
- **SSAO:** When this is activated, the game displays certain lighting effects more beautifully.
- **Anti Aliasing:** When this is activated, the game smoothes the edges of objects better.
- **Always Update Bus Mirrors:** Deactivate this function for more game performance.
- **Enable Car Flares:** When this is activated, the game displays more beautiful effects from light sources.
- **Viewing Distance:** Determines the distance at which objects become visible in the game world.

Audio Settings

In the “**audio**” tab, you can adjust the volume of sound effects, speech, and music.

- **GMaster Volume:** Controls the volume of all sounds in the game
- **Music Volume:** Controls the volume of the background music
- **SFX Volume:** Controls the volume of sound effects in the game
- **Speech Volume:** Controls the volume of speech in the game

Settings for input devices and adjusting controls

In this menu, you can choose your input device and customize the key bindings.

You can play **Bus Simulator 16** either with a mouse and keyboard or with common gamepads or steering wheels. For more specific information, see the FAQ on our website: www.bussimulator-game.com



The default key assignment:

Action	Key
Forward	W
Backward	S
Right	D
Left	A
Look Right	Mouse Horizontal
Look Left	Mouse Horizontal
Look Up	Mouse Vertical
Look Down	Mouse Vertical
Lock Screen	Right Mouse Button
Interact	Left Mouse Button
Sprint	Left Shift
Confirm	Return
Turn Ignition Key Left	B
Turn Ignition Key Right	N
Turn Engine On/Off	O
Speed Control On/Off	T
Exit Vehicle	C
Gear Down	J
Gear Up	U
Honk	H
Cycle Light modes	G

Action	Key
Left Indicator Light	Q
Right Indicator Light	E
Warning Lights On/Off	V
Hand Brake	Space
Parking Brake Toggle	P
Bus Stop Brake Toggle	Left Alt
Kneeling On/Off	F
Toggle Mirror View	F1
Look At Right Mirror	X
Look at Left Mirror	Y
Toggle Cashier View	CRTL
Open/Close Front Doors	1
Open/Close Middle Doors	2
Open/Close Rear Doors	3
Action Camera	Left Shift
Map	Tab
Scroll Up	Mouse Wheel
Scroll Down	Mouse Wheel
Change Camera Mode	O
Toggle Quick Menu	R



Driving Simulation

The core of the game is driving your buses around a colorful, open world. Transport the charismatic residents of the city to their destinations in a safe and timely manner, and be sure to keep an eye on other drivers and follow the rules of the road. But watch out! Every passenger has his or her own character and occasionally you will have to deal with special requests and unusual behaviors. Master these special challenges and stick to your schedule in order to fill your coffers and improve your reputation among the city's residents.

Your Tablet

Your tablet, which is integrated into each bus, will be an enormous help. Whether in first-person or third-person view, your tablet will be available to show you the shortest way to the next stop, as well as provide information on construction and traffic jams along your route. You can access your tablet while you are driving by pressing the Tab key. You can thus access the following functions:

Route view

In this view, you can see your entire route and plan your trip to avoid construction areas and traffic jams.

Statistics concerning the current trip

So you want to know how much money you have already earned, what costs you have accrued from accidents or fines, and how much your reputation has improved? You can get an overview of these things in this menu.

Help

So you have general questions on the game? Click the question mark to get tips for **Bus Simulator 16**.

Options

By clicking on the house symbol during a trip, you can access the options menu and make general adjustments, restore your bus to the street, and end the current trip.

Your Cockpit

While driving, you can change to the cockpit view by scrolling up with your mouse wheel.

You have access to a variety of function in your cockpit. You can activate them by holding the right mouse button and then clicking on the desired button or switch with the left mouse button. Alternatively, you can use hotkeys for every function.



- 1 **Light switch:** These three levels will activate your standing lights and driving lights, as well as turn off the lights after a trip.
- 2 **Cabin lights:** You can use these three toggles to activate the lights in the driver's cab. The passenger cabin, and the ticket machines.
- 3 **Your dashboard:** There are no interactive elements here, but you can nonetheless see important information such as your current speed and activated functions such as lights, brakes, and kneeling.
- 4 **Ignition key and wipers:** Start your bus by turning the ignition key to the right two times, and turn it off by turning the ignition key to the left twice. When it is raining, you can turn the windshield wipers on and off.
- 5 **Various driving functions:** Using these switches, you can activate and deactivate the following functions:
 - Warning lights
 - Turn the engine on/off
 - Speed control
 - Extend/retract ramp for wheel chairs
 - Bus stop brake
 - Kneeling
- 6 **Door controls:** You can open and close the doors with these buttons. Careful – doors occasionally get stuck and do not close automatically. Leave the cockpit with **C**, go to the door,

and activate the lever above the door. Now you can manually release the door. Don't forget to return the lever to its original position afterwards.

- 7 Your tablet shows your route, including the next stops.
- 8 Even in modern buses, some passengers still have to buy tickets manually. In such cases, you should activate the cash register with a mouse click or by pressing **ENTER**. Print the correct ticket and give the customer the correct change.
- 9 **Temperature settings for the climate control:** Passengers will occasionally ask to have the temperature turned up or down.
- 10 **Radio:** Here you can turn the integrated radio on and off, as well as jump to the next track. You can also place your own music in the music folder and play it on the radio. The files must be in one of the following formats: .ogg, .wav, .xm, .it, .mod, or .s3m.
For further instructions please have a look in the modding section below.
- 11 **Handbrake:** Here you can activate or deactivate the handbrake.
- 12 **Gearshift:** Our buses all have automatic transmissions. Here you can switch between drive, reverse, and neutral. You can also simply drive your buses forwards and backwards using the **W** and **S** keys without having to switch gears when you are playing with active driver help.
- 13 **Horn:** You can honk the horn by clicking on the steering wheel, hopefully reanimating inattentive drivers.
- 14 **Indicator switch:** Click here to turn on your left or right blinker. You can also use the switch by pressing the **Q** and **E** keys.

In the cockpit view, you will find various mirrors that you can use for orientation:

- Use the exterior mirrors to orient yourself to the left and right. This is especially helpful on curves or when passengers are entering or exiting the bus.
- Use the interior mirror to keep an eye on the passenger cabin.

Tip: By clicking or pressing the **F1** key, you can enlarge the view and, for example, ask people who are blocking the door to move out of the way.

You can enter or leave the cockpit by clicking on the driver's seat or on the free space to the right of the ticket machine or by pressing the **C** key.

Follower perspective

Scroll downward with your mouse wheel to switch to the third person perspective while walking or driving.

This perspective offers a wide overview while driving, as well as important information via the minimap. In the minimap, you can see your route, as well as activated bus functions like brakes, climate control, and kneeling.

Action Camera

You can change to the action camera by pressing the left Shift key. While driving, you will now see everything from the perspective of your right front wheel. However, when the bus stop brake is engaged, you will have a pleasant view of the passengers entering and exiting the bus.

Approaching bus stops

When you approach a stop on your route, you should be aware of the following things:

- Activate your indicator signal early enough to let passengers and other drivers know that you are about to stop.
- You should always activate the bus stop brake with ALT or with the corresponding button in the cockpit
- Now activate kneeling and lower the bus
- Open the doors using the knobs in the cockpit or by pressing the 1, 2, and 3 keys.
- Some passengers will need tickets. Switch to cashier view by clicking on the ticket machines or by pressing CTRL and take care of your customers. You will have to print out the desired tickets and give correct change.

Tip: Drunk passengers will occasionally enter your bus. They do not check their change very carefully, and can thus be a lucrative source of income. However, your other passengers will not be very happy about the disturbance factor. Your reputation will accordingly suffer somewhat.

- When all passengers have taken their seats, close the doors, and then deactivate kneeling. Turn on the left indicator signal and release the bus stop brake so you can continue driving. And don't forget to look in your left mirror!

Tips for driving

- Be on time: Above your minimap, you will see the remaining time until you need to reach the next stop. Always try to negotiate the next leg of the route before the counter reaches 0. This will keep your passengers happy.
- Fulfilling the wishes of your passengers gives you extra reputation.



RESIDENTIAL DISTRICT

INNER CITY DISTRICT

INDUSTRIAL DISTRICT

SUBURBAN DISTRICT

MODERN DISTRICT

500m

Events

As already described several times, you will not just drive in **Bus Simulator 16**, but also periodically face unusual situations:

In-bus Events

Sometimes your passengers will try to get you to react to their wishes and their actions. Here are some examples:

- A passenger asks you to change the temperature. You can do this in the cockpit or at the appropriate console.
- A passenger is standing in the way of a door so it will not close. Ask the passenger to move out of the way.
- A drunk passenger demands access to your bus. Politely ask him to leave the bus.
- A passenger in a wheelchair wants to ride the bus. Extend the ramp at the rear door by activating a knob on your console or by pushing the button directly at the ramp. Do not forget to retract it before driving off.

Environmental Events

In a bustling city like Sunny Springs, unexpected events happen from time to time, and you as the bus driver have to react to them. Here are a couple of examples:

- A construction site is blocking a street that your route passes through. Press Tab to open your map and look for an alternative route to the next stop. Your navigation system will flexibly adjust the suggested route.
- It is rush hour, so you should prepare for a larger number of passengers.
- A car is blocking your bus lane. Honk the horn to compel the driver to move on.
- Barriers for a large event are blocking some of your stops. Your route will be adjusted automatically and you can now drive a shorter route.

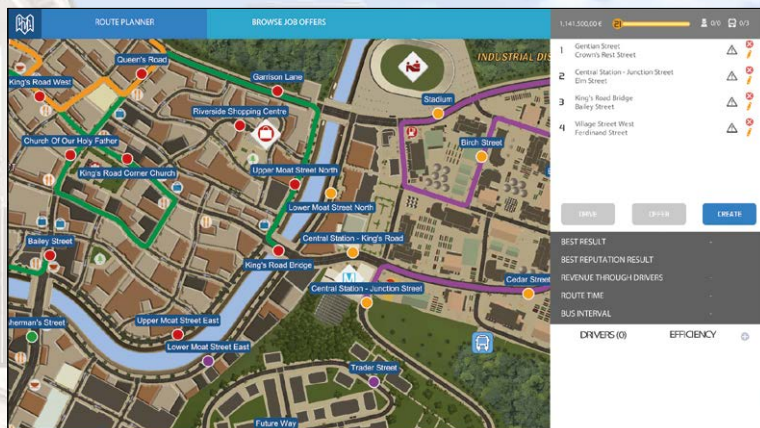
Accounting statement

At the end of a trip, you will receive an accounting statement for a week of bus business, as a successful trip is equivalent to an entire workweek in the game. This will include a comparison of your income and expenses, as well as the accomplishments of your employees and income from advertising decals.

Additionally, the accounting statement will include an overview of your carefulness, punctuality, and friendliness towards your passengers in the form of reputation points, which are credited to your reputation level. As your level rises, you will gain access to new buses, paint jobs, decals, and advertising banners for your buses. It pays to do your best.

Managing your company and motor pool in the management section

In the comprehensive management section of **Bus Simulator 16**, you can create, expand, and adjust your route network. Furthermore, you can manage your bus depot and your drivers, and maintain a good overview of the economic aspects of your bus company.



Creating and managing routes

In the city map screen, you can not only see your current route network, but also expand and manage it. You have the following options available:

Create and save a route

Create a route with one mouse click. Now click on the stops you want to add on the city map. Keep in mind that this route needs at least three stops. As soon as you click on **save**, you will be given the opportunity to drive the route in order to activate it. You have to drive a route at least once in order to add it to your active route network. You can assign a driver to an active route with the **+/-** keys. Keep in mind that the better your results, the more money your driver will collect. It pays to drive the route several times in order to improve your results.

Change a route

You can adjust a route by clicking on it and then on the **pen**. You can now add stops by clicking on the map or remove them from the route. You can also change the order of stops by dragging and dropping them in the list. You can also click on the name of the route in order to change it to suit your taste. Keep in mind that as soon as you change a route, you have to drive it at least once in order to restore it to the active route network.

Delete a route

You can delete an existing route by clicking on the X beside the route name.

See job offers

This is a function of multiplayer mode. When owners of other bus companies contract out routes, you can see them here, drive them, and thus support other players. The money earned is credited both to the other company and to yours.

The bus menu

In the bus menu, you have an overview of your own buses as well as the buses available for purchase in the shop. You also have the opportunity to visually tweak your buses.

My buses

In this menu, you have an overview of all of the buses that you currently own. You can customize or sell them here.



Customize buses

A click on the "Customize" button will open the "customizing menu". Here you can change the color of your buses and enhance them with decals and advertisements. As your reputation level rises, you will have access to new colors, decals, and advertisements. Appropriate advertising will help you earn significantly more per week.



Notice: You have numerous slots for decals and advertisements, so you can have more than one decoration on your bus. Additionally, you can apply a single design to all buses of the same type in your entire motor pool.

Dealer

In the dealer tab, you will find all of the buses that you have already unlocked. You can have more than one bus of the same type. These will be available for your drivers as soon as you assign them to your active routes.

The employee area

Drivers

Here you can see an overview of your employees, their experience levels, and weekly costs. Your employees gain experience when you assign them to active routes, and their experience level increases after a certain period of time on the job. This means you will have to pay them more, but as their experience level rises, they will also generate more money for you.

Applications

In this menu you can recruit drivers for your bus company. You can see their experience level and weekly cost if you hire them.

Your finances

This is how your income is calculated

This much is clear: In **Bus Simulator 16**, you earn your money above all by selling tickets. To avoid having to drive hundreds of routes before you can buy your next bus, the game calculates an entire week of income based on the results of a single trip. This includes not just income, but also averaged costs such as repairs, fuel, and traffic fines. You can generate additional income with advertising banners on your buses and of course the income of your hired drivers.

This is how weekly income from your drivers is calculated

Your driving results will be attributed to your route and saved in the route menu. When you hire a driver to drive this route for you, the revenue he generates will derive in part from his experience level, and in part from your own previous results. If you wish to optimize your income, you should drive the route several times in order to improve your result. To this end, you should always assign your drivers to active routes. If you do not, your drivers will not gain experience but will still cost you money in the form of wages.

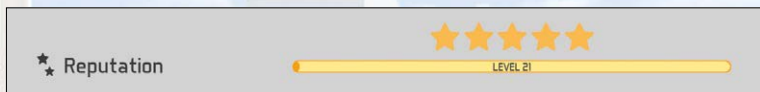
You can spend money on these things

You can of course spend your earnings in a number of ways:

- Buy new buses in the bus menu. You can also own more than one bus of a single type.
- Decorate your buses with decals or change their color.
- Your budget will of course also be used for bus repairs, paying your employees, and paying traffic fines. These costs are included in your weekly accounting statements, and thus you can only indirectly influence them.

The Reputation System

When you drive routes in **Bus Simulator 16**, you not only earn money, but you also receive reputation for things like punctuality, orderly driving, and fulfilling the wishes of your passengers. The better you do these things, the higher your trip will be rated. At the end of every trip, you will receive an evaluation and be credited with any reputation points you earned. Upon reaching a certain number of reputation points, you will climb to a higher reputation level. Every time your reputation level rises, you will unlock additional content such as new colors, decals, advertising banners, new buses, and new drivers.



Some examples of behavior that will improve your reputation are:

- Driving without any accidents
- Using your indicators signal when approaching stops
- Stopping in the given stopping zone
- Using kneeling to make it easier for your passengers to enter and exit the bus
- Arriving at the individual stops on time
- Fulfilling your passengers' wishes, such as adjusting the temperature
- Taking passengers who arrive too late

Of course, poor conduct can cause reputation points to be subtracted from your results as well. However, you can never lose reputation points accrued from other trips. Examples of improper conduct would be:

- Being late
- Braking too hard
- Running red lights
- Speeding
- Causing traffic accidents
- Ignoring the wishes of your passengers
- Failing to keep out drunken passengers

Missions and Challenges

In **Bus Simulator 16**, you will have more than just the opportunity to freely plan and drive your own routes. Occasionally, the authorities in Sunny Springs will offer you special missions with rich rewards.

Missions

Missions are offered regularly after you have achieved a given level of game progress. They appear as windows in your city overview, and will be explained by your tutor, Ben. In these cases, you will have to complete various tasks that may also require you to make adjustments in the management of your bus company. Fulfill these tasks and you will receive very attractive rewards such as new bus models or access to new city sectors.

Challenges

After you achieve reputation level 12, you will be offered random challenges. These will appear in the route menu, and promise heaps of money. The tasks themselves can be very diverse:

- Improve your reputation rating on one route
- Increase your advertising revenue with banners on your buses
- Increase the number of drivers in your pay
- Buy two modern buses

Fun missions

There are two fun missions hidden in the game that will allow the opportunity you to use your bus in a completely different way. Can you find them? And will you be able to master them?

Leaderboards

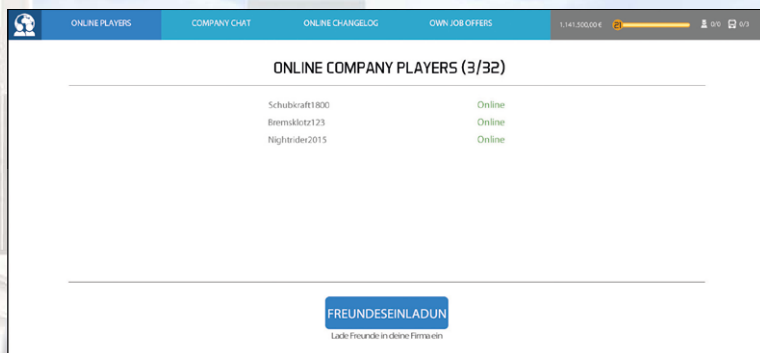
In order to find out how successful your company is compared to other players, you can look at the leaderboards that are integrated into **Bus Simulator 16**. Can you rise to the pinnacle of all bus companies?

Manage your company with friends – multiplayer mode

So you would like to create and run a bus company with your friends? Nothing could be easier! Click on the multiplayer icon in the management menu and click “yes” in the upcoming pop-up window. So you put your company public. From now on, a number of new functions will be available to help you grow your company!

The multiplayer menu

In this menu, you will find the functions that will enable you to build up your bus company with your friends.



Shared bus company

First make your bus company public by clicking on “invite friends” in this menu. Now you can invite your Steam friends to help you run your company by clicking on the button below. Once they accept the invitation, they will immediately be able to access your company as equal owners. This will be loaded automatically. They can now access the functions of your bus company just as you do, create, change, and drive routes, buy, customize, and sell buses, and hire and fire drivers. You should carefully consider which players you want to become partners, as all shareholders are equal and free to act independently. Nonetheless you will always be able to kick unfriendly people.

Bulletin Board

Here you can exchange messages and arrange things with your fellow players, much like in chat, except that the messages are not deleted and can always be retrieved.

Changelog

All important events and actions taken by you and your fellow players will be saved in this changelog, so you can always keep an eye on what is happening in your company.

Offered Routes

You can see routes offered on contract to your company in the route overview. If you created these offers, then you can cancel them by clicking the red **X**.

Additional functions of multiplayer mode

As soon as you have set your company to public, you will be able to publicly contract out routes in the route menu. Click on an existing route and then on the newly created “**Offer**” button. You will now be able to give your route a name and limit it to your Steam friends.

Accepting a job offer

Click on the heading “**View job offers**” in the route menu in order to drive routes contracted out by other players. Here you will find an overview of routes offered by your Steam friends, as well as those of users who have made their routes available globally. Driving these globally offered routes is advantageous in that the earnings will be credited to the player offering the route as well as the player driving the route. It is not possible to harm another player by achieving negative results.

Kicking unfriendly players

As the host of a game you have the chance to kick an unfriendly person. He or she will not be able to get back to the game until you invite him or her again.

Mods

In **Bus Simulator 16**, you can change buses and landscapes to suit your own taste. You can also acquire new user-created vehicles and 3D objects from the Steam Workshop and integrate them into your game. In this chapter, you will receive a brief overview of all of these points. Additionally, we have created four modding videos that should ease your entry into professional modding. To this end, you can find a texture package with all of the textures in the game on your DVD or in the Steam Community Hub. Have fun building your own Sunny Springs!

How to integrate your own music in the game

To be able to integrate your own music into the **Bus Simulator 16** please open the Steam workshop and subscribe to the “your_own_music” mod. This will download and install the mod on your computer. In the next step please start your game and activate the mod in the modding section of the start menu. Afterwards you only have to copy your music into the folder `\Steam\steamapps\workshop\content\324310\632734470\your_own_music\your_music\`. Now you can play your own music by activating the radio at your ride.

Download mods from the Steam Workshop and integrating them into the game

- Open your Steam Client
- Choose **Bus Simulator 16** in your library
- Click on the link “**Community-Hub**”
- Choose the “**Workshop**” tab
- Click on your desired mod
- Now click on “**Subscribe**” on the mod site
- The mod will now be downloaded and integrated into your game
- Start the game
- You can now select and activate the mod in the main menu under the menu point **Modding**. You can also deactivate mods here.

Creating mods

We have created four video tutorials for enthusiastic tinkerers. These are available through the Steam Workshop: <http://steamcommunity.com/app/324310/workshop/>

Modding Documentation

You can also find modding documentation from stillalive studios with an example mod in your installation directory: `Steam\steamapps\common\Bus Simulator 16\Modding\`

Texture Pack

Furthermore, we have made all of the textures present in the city available in a texture pack included on the DVD. They can be found in the following folder: `[your DVD drive]:\BUS_TextureModPack`

The texture pack, additional helpful tools, and of course all mods can be found in the Steam Workshop.

Uploading mods to the Steam Workshop

Lastly, we have created a brief guide to uploading your mods to the Steam Workshop and making them available to other players:

- Download the tool “SteamCMD”: <https://steamcdn-a.akamaihd.net/client/installer/steamcmd.zip>
- Unpack the archive
- Create a .vdf and preview file (.png, screenshot of the mod) for the mod
- Set the parameters in the .vdf file (more information on this can be found in modding tutorial video 2 “Textures” on the installation DVD)
- Start the SteamCMD console and sign in with your Steam account (command: login username password)
- Enter the Steam code from the confirmation email (only necessary if Steam Guard is activated)
- Enter the command `workshop_build_item`

- Copy the path for the .vdf file behind the command in the console
- Confirm with the Enter key
- The mod will now be uploaded to the Steam Workshop
- Once it is successfully uploaded, close the console with the command quit
- Additional information (in English) can be found at <https://developer.valvesoftware.com/wiki/Steamcmd>

Tips and Tricks

- In order to gain as many reputation points as possible during a trip, always use your indicator signal, brake in the given bus lane, activate kneeling, and then open the doors for your passengers.
- Do you need to change your route to avoid a traffic jam? No problem. Your navigation system will flexibly adjust your route.
- Drive a route several times to improve your results. This way, your drivers will also bring in more revenue. A negative result will earn you no income, for example.
- Attach advertising banners to your buses to increase your income.
- There are speed cameras installed all over the city. If you want to avoid traffic fines, we recommend that you use the speed control.
- If you start your route from the depot and bring it back after transporting your passengers, you will receive a reputation bonus.
- For more variety, try driving one of your routes differently. Just activate the corresponding button at the start of the route in the route menu.
- If you are short of money, you can sell a bus in an emergency.
- With time, your drivers will reach your level and bring in more revenue. Always give the most lucrative route to your most experienced driver in order to optimize your earnings.
- If you see someone waving on the edge of the street, stop, get out of the bus, and talk to the person. They usually have exciting information for you.
- Before you can assign a route to your hired drivers, you have to activate it by driving it once yourself.

Additional Information

For additional information, please see the FAQs on our website:
www.BusSimulator-game.com

Or visit our Facebook page:
<https://www.facebook.com/BusSimulatorGame/>

Credits

stillalive studios

Lead Developer

Julian Mautner

Producer

Alexander Grenus

Julian Mautner

Game Designers

Alexander Grenus

Julian Mautner

Daniel Sluschny

Lead Programmer

Tobias Mayr

Programmers

Bernd Altstätter

Martin Kolb

Tobias Mayr

Writer

Ricardo Valenzuela

Art Director

Daniel Sluschny

Artists

Sini Haapanen

Adrian Melton

Daniel Sluschny

Jason Mathews

Manuel Matscher

Alexander Doil

Ricardo Valenzuela

UI Designer

Ricardo Valenzuela

Jason Mathews

Bernd Altstätter

Animation Lead

Manuel Matscher

Animators

Adrian Melton

Lead Sound Designer

Chris Polus

Lead Quality Assurance

Manuel Matscher

QA Manager

Alexander Grenus

Julian Mautner

Bookkeeping

Sandra Matscher

Remote Control Productions

Hendrik Lesser

Knut Gollert

Christopher Kellner

Christian Q. Kleissl

Achim Kaspers

Ina Hoffmann

Raphael Stange

Theresa Waltenberger

Michael Stapf

Julius Appelhagen

Bocker Falko

astragon Entertainment GmbH

Management

Dirk Walner

Deputy Management

Julia Pfiffer

Tim Schmitz

Head of International and Digital Sales

Sebastian Zechel

Sales

Sabrina Trösken

Vanessa Koster

Christian Langer

Accounting

Monika von Hall Koppel

Marketing

Gennaro Grippo

Florian Leckebusch

Head of PR & Community Management

Felix Buschbaum

PR & Community Management

Daniella Mangold

Ranjit Settle

Carsten Höh

Head of Producing

Christian Grunwald

Producing

Tim Plöger

Michael Hoss

Steffen Rühl

Tobias Göcke

Benjamin Wolf

Head of Mastering & Submission Management

Julian Broich

Submission Management

Jens Brauckhoff

Project Management Online

Thorsten Krietsch

Product Management

Susanne Schübel

Judith Lücke

Lead QA Manager

Andreas Geiermann

Quality Assurance

Max Baus

Distribution and additional Publishing Support astragon Sales & Services GmbH

Management

Kristina Klooss

Sales

Alexander Peck

Accounting

Daniela Eicker

Head of Product Management

Reinhard Vree

Product Management

Christian Winkler

Pierre Friedrichsmeier

Assurance

Victor Posé

Quality Assurance

Patrick de Rijk

Miles Broich

Art Director

Christian Irmen

Special thanks to:

Florian Thurnwald for great modding tutorials

Christopher “our bus-driver” Richter for helpful expertise

Support/Liability

Before contacting our support service, please make sure the drivers on your PC are current, and if necessary, update them. Many problems with graphics and sound can be fixed by updating the drivers.

If you have questions about this product that have not been answered here, you can contact the astragon Entertainment support team at the following email:

E-Mail: helpdesk@astragon.de



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