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AUTOBAHN POLICE SIMULATOR 2

Manual

Z-SOFTWARE

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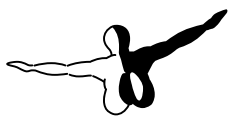

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Epilepsy warning

This section should read and considered carefully by adults and particularly for children before using the game.

Epileptic seizures or consciousness disorders can be triggered by certain flashing lights or light patterns in people who suffer from photo sensitive epilepsy, even in everyday life. While it is not usually dangerous, these individuals can experience seizures when using computer or video games. It is also possible that even those who have never been affected before or suffered an epileptic seizure can experience this. If an individual or family member experiences symp¬toms such as seizures or consciousness disorders associated with epilepsy when exposed to flashing lights, they should consult their doctor about using the game. Parents should monitor their children's use of computer video games. If an adult or a child experiences any of the following symptoms: dizziness, visual disturbance, eye or muscle twitching, loss of awareness, disorientation or any sort of involuntary movement or convulsion while playing the game, discontinue use IMMEDIATELY and consult a doctor.

Precautions

Make sure you sit as far back from the screen as possible.

Use as small a screen as possible when playing the game.

Avoid playing if you are tired or have not had enough sleep.

Make sure the room you play in is well lit.

While playing a computer or video game, you should take a break of 10-15 minutes every hour.

Welcome to Autobahn Police Simulator 2

The German Autobahn is one of the few road networks worldwide that has no speed limit. Even if there are small sections that have a recommended speed limit, the Autobahn can be driven mostly at any speed. Since the Autobahn is created to handle a big amount of traffic with thousands of cars and trucks per day, a lot of accidents and incidents tend to happen there.

This is exactly where you and your colleagues of the Autobahn Police have to establish the rule of law! You start your work as a beginner and report for duty at the police station, your future workspace. During story-mode you and your partner will experience exciting adventures that build on each other and tell a compelling story. Additionally, you will deal with incidents, spot checks on traffic, high speed chases, accompanying important vehicles with a convoy and search for vehicles. By performing these activities, you will gain experience and points of influence that you can use to customize the police station, your characters abilities and the vehicle fleet. Speaking of vehicles: You can choose between three fully playable police cars. Next to a radio patrol car and an unmarked police car there is also a police van available.

Prepare for the job of your life!

System Requirements

In order for Autobahn Police Simulator 2 to run as smoothly as possible, you need the following:

- Operating system: Microsoft Windows 7 / 8 / 10 (64bit)
- Processor: Quad-Core CPU with 3 GHz (64 Bit)
- Memory: 4 GB RAM
- Graphics card: 1 GB with DirectX 11 (or higher)
- Free disk space: ca. 20 GB
- Internet connection and Steam user account required

Installation

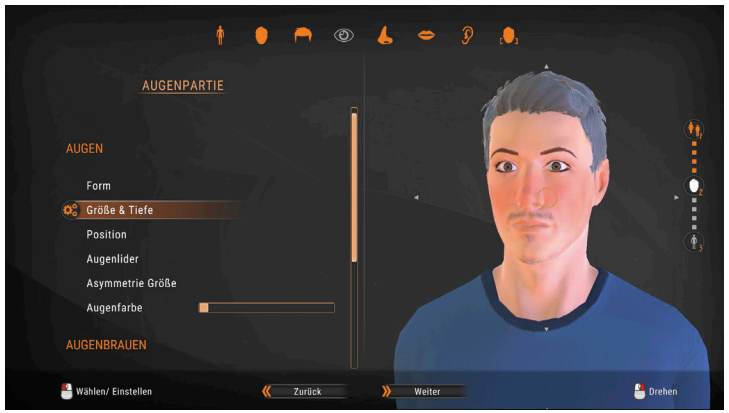
You have to be logged in with administrator rights and need to be connected to the internet before you can start the installation of Autobahn Police Simulator 2.

Insert the DVD of Autobahn Police Simulator 2 into your DVD drive. Follow the installation instructions presented on the screen. If the installation does not start automatically:

1. Click "Start" in the taskbar and then on "Computer".
2. Double click on the corresponding DVD-ROM drive.
3. Double click the "setup.exe" icon.
4. Steam will be installed first if it is not already installed on your system. Any necessary updates will be installed.
5. You may create a new Steam account or use an existing one. Enter the required information.
6. When prompted, enter the activation code you can find in your game box.
7. Autobahn Police Simulator 2 will be installed from the DVD. Any required updates will be downloaded from the Internet.
8. After installing the game, an Autobahn Police Simulator 2 icon will appear on your desktop.
9. Double click the icon to start the game. Alternatively, you can access the game from your Steam library.

Character Creator

Before you can start the game you will have to create your character using the 'Character Creator'. You can choose between different skin colours, hair colours, hairstyles, facial features, body types, clothing and much more. You can customize the character in almost every detail to create the police officer you would like to play.



Control

The game can be played with mouse/keyboard, gamepad or steering wheel. In the options menu you can set your preferred type of control.

Character

W / A / S / D	Walk
Shift + W / A / S / D	Sprint
Mouse	Adjust camera, look around
F	Interact
E	Next dialogue
Alt	Police instinct

Vehicles

W	Increase speed
S	Break, drive backwards
A / D	Turn left / turn right
F1	Change perspective
TAB	Vehicle menu
Q	Indicate left
E	Indicate right
X	Hazard warning lights on/off
L	Headlights on/off
B	Flashing blue lights on/off
N	Siren
ALT	Police instinct
1 / 2 / 3 / 4	Change radio control unit

Vehicle-Menu

You need to perform the functions of your police car yourself while driving. That's why we invented a special vehicle menu that you can open simply by pressing a key. When you open this menu, the game will be paused so that you can take a look at the options and don't cause any accidents in game.

Speed and distance control

You can measure speed and distance of any vehicle that is driving in front of you if you own the radar module for your police car (it will be unlocked early during story mode). As soon you activated this option, you want to keep the vehicle in front of you in a certain measurement range. Is the vehicle inside this range, you can see an increasing value (in percent) on the left side of the screen. When the vehicle leaves the measurement range the value will decrease. If the vehicle leaves the measurement range at all or if you can't keep in touch with it the measurement process will be stopped. If the measurement was successful the maximum speed and distance of the vehicle in front of you will be displayed.

Matrix commands

You can influence traffic thanks to police matrix commands. Whether you want to guide a vehicle out of traffic or close a road: It is only possible by using the correct police matrix command. Since every police car has different police matrix commands they will be explained separately in the following chapters.

Campaign and free game

After a short introduction to the game and the basic controls, it is up to you what to do next. On one hand, you can choose to do campaigns that are part of the story-mode. Through many missions that build on each other using cut scenes and quick time events a compelling story will be told. Recent story missions are waiting at the police station to be accepted. A To-Do list at the top right corner of the screen will guide you to helpful points on the map. An overview about your accepted missions, completed missions and open tasks can be seen at the pause menu at the point "missions".

On the other hand, you can navigate through the open world completely on your own. That way you can start a free game. Whether you want to drive around, perform some random traffic controls or react spontaneously to the police radio messages: It's your choice! There are two kinds of radio messages: Background messages that contain fragments of some random police talk (mostly for atmosphere) and active radio messages that provide some new missions to you. While playing the game you can react to active radio messages but you don't have to.

Points of influence

Completed missions and campaigns award you more experience and Autobahn Police Simulator 2 translates your gained experience into points of influence. The better you work in a case, for ex. performing traffic controls, the more points of influence you get. These points can be collected to customize some aspects of the game to your liking. Further information can be seen in the chapter 'your workspace / skill-tree'.

Police station

The police station is your headquarters. Here you can spend time between the campaigns, talk to your colleagues and apply for new missions. That's why the police station is such an important place to you and why you will spend a lot of game-time here. Please keep in mind that your colleagues aren't at work all day because they have their own daily routines. This behaviour indicates that a specific person that will give you information about your next mission won't be at the police station at night, not even if you search for this

person. But don't worry, you won't have to wait until the person appears again. You can simply end your work day and start again when a new shift begins.

Time clock

Thanks to this handful tool you can jump right to the next shift. There are three shifts per day in Autobahn Police Simulator 2: Morning shift, daytime shift and night shift. Morning shift starts at 06:00, daytime shift starts at 13:00 and night shift starts at 22:00. If there are campaigns that only start at a certain time or if one of your partners already ended their shift, you can skip some hours of in-game time. Of course, you can use this tool in a free game as well, for example when you just want to see your flashing blue lights during night time.

Your workspace / Skill-Tree

This is where you can spend your hard earned points of influence. Activate your workspace to look at the skill-tree. It is divided into four categories:

- Police Station
- Garage
- Training

In the category **Police Station** you can unlock different rooms of the police station. By unlocking new rooms, you expand the police station, get to know more colleagues and have more opportunities in game.

In the category **Garage** you can unlock new police cars and improve your vehicles abilities.

In the category **Training** you can find all your characters personal abilities. These are for example your speed or the effectivity of your Police instinct (you will find further information about this sense in the following descriptions).

Please keep in mind that a detailed description of each improvement

along with the price can be found in this menu. There are some improvements that are needed to continue the story-mode. If you need an upgrade but already spent all your points of influence you need to do some activities during the free game to earn new points.

Police cars

Autobahn Police Simulator 2 offers you to choose from three different police cars. Each of them has a special purpose, has different driving physics and different police matrix commands.

Radio Patrol Car

This vehicle is available at the start of the game. It offers you a medium level of speed and good grip. These abilities can be upgraded by spending your points of influence at your workspace/skill tree. This vehicle is a universal car suitable for any situation.

Unmarked Police Car

This vehicle needs to be unlocked at your workspace/skill tree. If offers a higher level of speed by itself and can be upgraded later on.

This vehicle is suitable for undercover-missions and should definitely be used in such cases.

Police Van

This spacious vehicle needs to be unlocked from your workspace/skill tree too. It may offer worse levels in speed and grip (which can be upgraded of course) but it comes with mobile radar control stations. You can place up to three radar control stations freely on the map that will guarantee you a certain amount of points of influence every day. This will help you to create a stable income of the important influence points.

The Police Van is the only vehicle that has an LED matrix. This means that you can influence the speed limit on some road sections or close a road (that you are not driving at).

Police instinct / Intuition

Have you ever asked yourself how police officers manage to pick one conspicuous car out of thousands or make an exactly right decision? For sure the answer has something to with experience of police officers. Some might call it intuition or a Police instinct. Autobahn Police Simulator 2 will consider this phenomenon by introducing a function called ‚Police instinct". You can activate this ability in almost any situation of your daily life as a police officer. It will change your perspective and highlight some interesting details that might help you solve a mission. You can activate the Police instinct while driving the police car to get a hint on which vehicles should be stopped and controlled. You can use the ability while a luggage check to find a suspicious piece of luggage faster. In general, you should activate the Police instinct only when you need a little hint to complete a mission.

Chaos factor

As an Autobahn Police Officer, you need to stick with the traffic regulations naturally. When you crash your police car with other vehicles or objects you will increase the so called ‘chaos factor' that

will be displayed by a certain value. If your chaos factor is up to 100% your current campaign will be stopped and you will have to start again from the police station. If you stay accident-free during your mission the chaos factor will decrease. Try to drive correctly at any time.

Standard missions

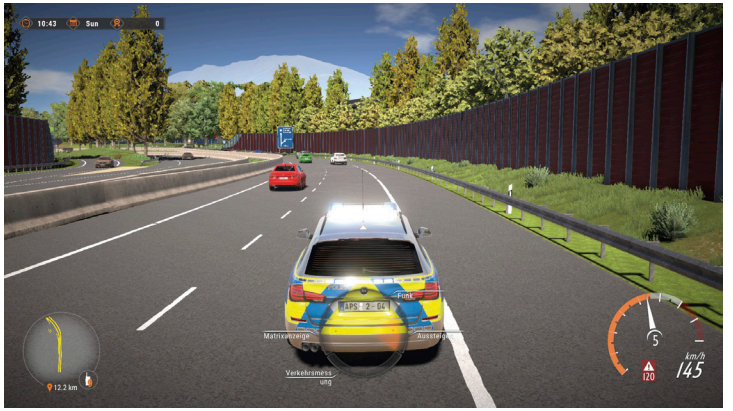
During Autobahn Police Simulator 2 there will be some reoccurring campaigns that we call the 'standard-missions'. These will be introducing in the following descriptions.

Traffic spot checks

A spot check can be performed any time during the game by the matrix command "Bitte Anhalten" (Please stop). The vehicle driving in front of you will stop on the side of the road. You might check the driver, the vehicle and the luggage. It is totally random if there is something wrong with the vehicle or not, meaning that you don't know what you will have to deal with when you're checking it. During a spot check you can always talk to the driver, ask for his driving license, license papers, checking the trunk or the technical condition (for example lights or profile depth). Whenever you perform a spot check you should memorize the rule of appropriateness, meaning that you should not ask a driver for an alcohol or drug test when there are no indications for drug abuse. Such behaviour will annoy the driver and lead to a low score when it comes to rate your control. There might be cases when you will find a weapon or drugs in a vehicle. In this case you must arrest the driver on the spot. It might be that during quick time events you will have to prevent attacks from drivers against you.

Chase

Probably a vehicle won't follow your sign and will try to flee. In this case you got to chase, surpass und stop the vehicle. Afterwards you will have to arrest the driver and bring him to the police station.



Accidents

An accident consists of separate elements that you'll have to remember if you want to close a case perfectly. Please keep in mind that you don't have to perform all these steps at any accident, it varies by the gravity of the accident.

You should always **hedge the place of the accident**. Go to the trunk of your police car and take out the traffic cones.

You should **take pictures of the accident** including all relevant details. Those objects will be displayed to you in a blue tint. When you catch these objects in your viewfinder and they are worth to be photographed they appear in an orange tint.

As soon as you finished taking the pictures you should **create a sketch of the accident**. Any photographed object has to be marked by a symbol on your sketch. Place the symbols correctly on your sketch by dragging them.

Of course you should **talk to all people** that are at the place of the accident. They might know relevant information about what happened.

Sometimes you will have to **carry away the wreckage**. Simply place

them on the marked places at the side of the road.

You might be given the task of finding out how an accident happened. To solve this task you should watch your To-Do list at the top right corner of the screen to have some orientation on what to do next. Your progress will be display there as well.

Accompanying vehicles in a convoy

During this mission you are an accompanying police car for another important vehicle. This could be a very slow vehicle (for example a carriage of heavy goods) or a very fast vehicle (for example to transport a celebrity). You will have to stay in place of the convoy and follow with the correct speed. This task might take some instinctive feel.

Police radio

You should update your radio status so that your colleagues know where you are and if you are ready to accept a new mission. You can do this by pressing the correct status keys that were mentioned at the point 'Control'. Update your status at any time so that you can earn points of influence. In Autobahn Police Simulator 2 there are the

following statuses:

1. Ready for duty via radio: You can be reached on the radio and will accept new missions
2. Ready for duty at the police station: You are at the police station and will accept new missions
3. Mission accepted: You recently accepted a mission and are on the go to start that mission, you won't accept new missions
4. At work: You are currently working on a mission and left the police car, you won't accept new missions until you completed the current one.

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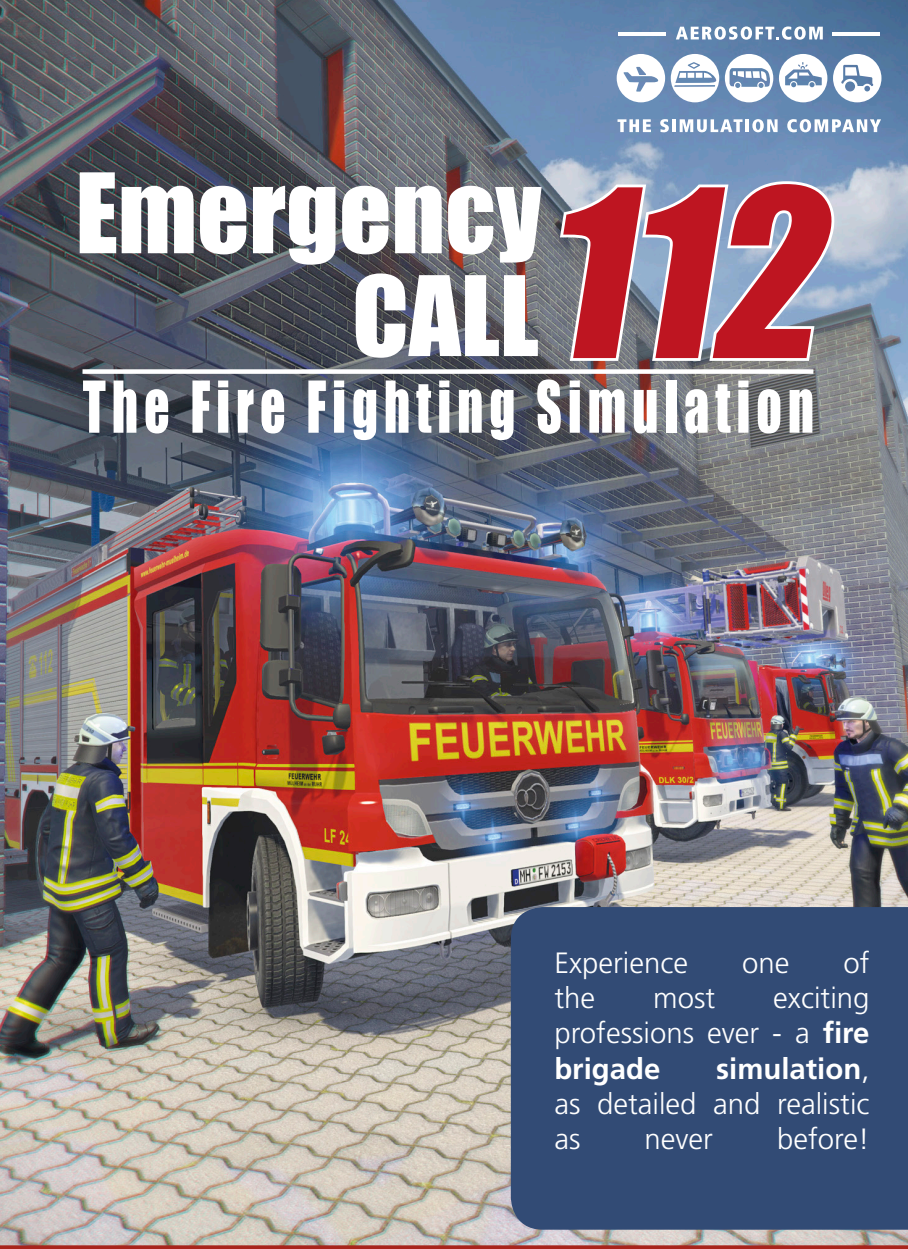

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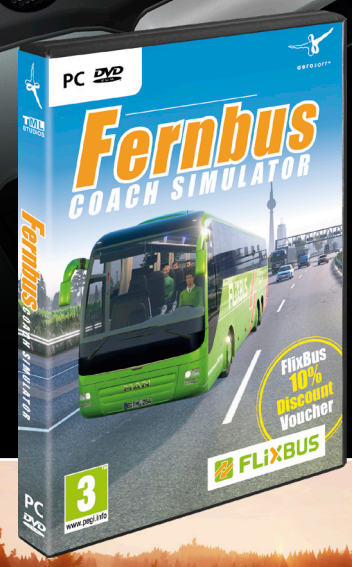

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