

River Simulator 2012

INLAND WATERWAY TRANSPORT



Game Guide

BEFORE YOU START

Make sure that before installing your computer meets the necessary system requirements.

Minimum Requirements:

- Windows XP (Sp3) / Vista / 7 (32 Bit)
- Processor with 2,4 GHz
- Geforce 9000 Series / ATI Radeon HD 4000 Series with 256 MB VRAM
- 2 GB RAM
- 3,5 GB free harddrive space
- DirectX 9.0c

Recommended Requirements

- Windows 7 64 Bit
- Processor with 3 GHz
- Geforce GTX 280 / ATI Radeon HD 5870 with 1 GB VRAM
- 4 GB RAM
- 4 GB free harddrive space
- DirectX 9.0c



INSTALLATION

After inserting the CD, the installation will start automatically. If this is not the case, please proceed as follows:

Windows XP

Click on <start>, <run> and the type "D:\setup.exe". Then click <OK>

Windows Vista/7

Click in the taskbar at the bottom left on the round Windows icon and type in the search box "D:\setup.exe". Then press the Enter key.

"D" is the name of your CD-ROM drive. If your CD-ROM drive is named a different letter, the please replace "D" with this letter.

When the menu is displayed and the installations of "River Simulator 2012" has started. Please follow the instructions of the setup program. After installation, you may start the program by selecting Start/Programs/River Simulator 2012/River Simulator 2012 in the Windows Start menu or via the icon on the desktop.

Should you get Windows Vista or Windows 7 Safety alert during the autostart process. You can confirm the execution of the program "setup.exe" without hesitation.

WELCOME TO RIVER MASTER

With this simulation, you have acquired the ability to take on the role of Captain and can travel inland along a vast stretch of the Rhine and the Main river from Wesel on the Rhine to Frankfurt Hoechst.

"River Simulator 2012" offers a variety of missions and ships. So you do not lose the overview, we provide you with some information in this manual which will help you with this simulator everyday.

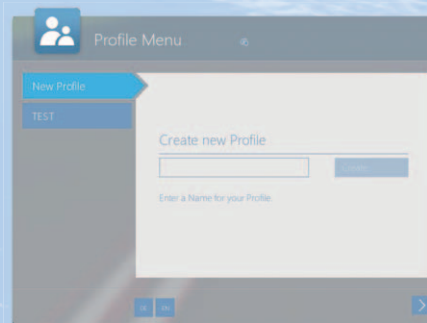
ACTIVATION OF THE GAME

When you first start, you need to enter your serial number. Please refer to your DVD packaging. To activate the game, you need an Internet connection. If you do not, click on the phone next to the serial number query. Here you will enter an activation code. Please make a note of it and contact our support hotline.

Product-Support: support@astragon.de

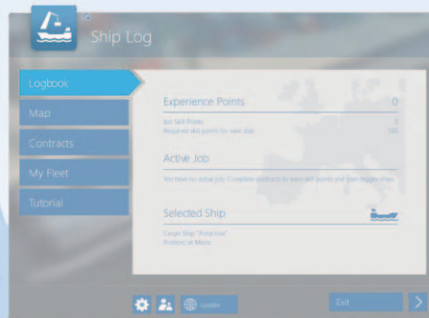
This will give you a 40-digit activation code that you can use to unlock the game

CREATE A PROFILE



After activation of the game, you are asked to create a profile. Please click on the appropriate field and enter any name. Please confirm this by clicking on the "Create" button. Now you can start the game. Create a new profile or delete your current on to start again.

THE MAIN MENU



Logbook

Here you can check your game progress, activate your selected ship and track orders.



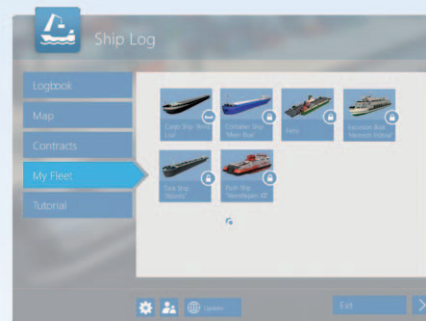
Map

On the map, you will see the river and all the ports. You also have the opportunity to hop from port to port. However you receive experience for driving between ports which you will miss if you skip the trip. You need experience points to unlock more ships.



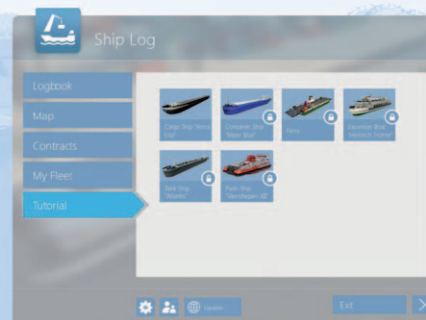
Contracts

In the tab "Contracts" you can accept and manage your contracts.



My Fleet

Under "My Fleet" you can switch between your ships. You'll also find the ships that you have integrated through the modding portal at www.Schiff-simulator.de. Initially all but one of the vessels are blocked. These can be unlocked through earning experience by driving and completing tasks.



Tutorial

In the "Tutorial" tab. All the ships tutorials are available to play through. This will help you to get started with the game.



Options Menu

Clicking on the gear at the bottom opens the options menu. You can change different settings for your video display, sound and input options. In the inputs you can change keyboard layout.



Profile Management

Clicking on the icon with the figures puts you in the already well-known profile management screen. Here you can create additional profiles, switch between profiles and delete them.



Update

As the game starts. It automatically searches for a new update. If found, the "update" button will turn green and you can click on it to download the latest patch. This requires an internet connection. you can continue playing during the download, but please note that the update is installed after a restart.

Exit

Exit

The "Exit" button will close the game and take you back to the desktop.



Return to game

The square with the right pointing arrow takes you back to the game, as well as the Escape key.



In-game help

During the game, you can always click on the question mark in the lower right to show tooltips and functions.

MODDING EDITOR



The "River Simulator 2012: Inland waterway transport" comes with a modding editor to design your ships and export to the game. You can find the editor in the install directory. Start now with the file - Modding editor.exe

To see a guide for your first mod, please visit our website www.schiff-simulator.de

OWN MP3 FILES INTERGRATED INTO THE GAME

- Convert your mp3 files to ogg files
- Click on the start menu
- **Start/Programs/River Simulator 2012/Free Audio Converter on the internet.**
- Download the latest version of "Free audio converter" and then install and start it.
- Click "Add files". Search the directory of your mp3 file and click on "open"
- Click the "save" button and select either of the follow points.

The music folder in your install folder – Default would be

C:/program files/River Simulator 2012/Music For Windows Xp and Vista

C:/Program Files (X86)/River Simulator 2012/Music For Windows 7

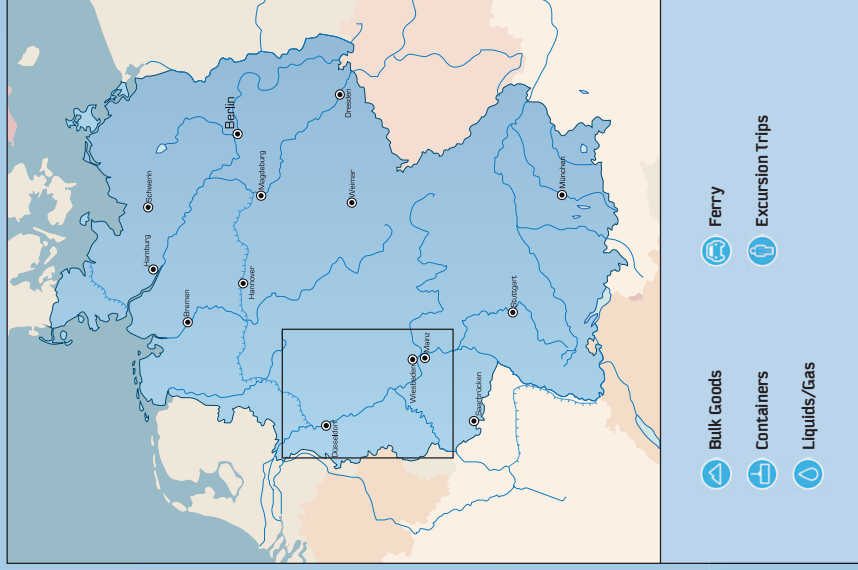
- Click on Ok
- Now select the format OGG
- Click on Convert
- In game, turn on the radio to select songs with 8 and 9 (next song) and 0 (previous song)

CONTROLS FOR SHIPS

On the following pages, we explain all the features of the ships and cranes featured in the game

List of functions

Category	Function	Key
General	Switch Camera	Tab
	Zoom Out/In	Keypad 7/9
	Move Camera (Hold)	Keypad 0
	Move Camera left/right	Keypad 4/6
	Move Camera up/down	Keypad 8/2
	Activate follow camera (EXT view)	T / Middle mouse
	Overview Camera	1
	Wheelhouse	2
	Bird's-eye view	3
	Switch Ship/machine	Left Ctrl
	Show Help	F1
	Screenshot	F2
	Disable user interface	F3
Ships general	Radio on/off	8
	Next Song	9
	Previous song	0
	Forward Thrust	Up arrow
	Time rudder right	Right Arrow
	Time Rudder left	Left Arrow
	Backward Thrust	Down Arrow
	Turn on lights	O
	Ship loaded automatically	Enter
	Fog Horn	F
	GPS On/Off	G
	Radar On/Off	H



Freight and passenger ships

Left propeller forwards	Q
Left propeller backwards	A
Centre propeller forwards	W
Center propeller backwards	S
Right propeller forwards	E
Right propeller backwards	D
Rotate way rudder left	Y
Rotate way rudder right	X
Rotate bow thruster left	J
Rotate bow thruster right	L
Increase bow thruster power	I
Decrease bow thruster power	K
Anchor	Space bar
Raise Wheelhouse	C
Lower Wheelhouse	V
Open/Close Hatchcover	B
Miscellaneous 1	N
Miscellaneous 2	M
Activate Bow thruster	R

Harbor excavator machine

Rotate left	A
Rotate right	D
Lower arm	W
Raise arm	S
Lower shovel	Up arrow
Raise shovel	Down arrow
Open shovel	Left arrow
Close shovel	Right arrow

Harbor crane

Move cabin forward	W
Move cabin backwards	S
Move crane left	A
Move crane right	D
Raise container	Down arrow
Lower container	Up arrow
Grab/release container	Space bar

Harbor loading arm

Rotate left	A
Rotate right	D
Raise first joint	W
Lower first joint	S
Raise second joint	Up arrow
Lower second joint	Down arrow
Rotate connector left	Left arrow
Rotate connector right	Right arrow
Connect/disconnect joint	Space bar
Activate precision mode	Left shift

Ferry

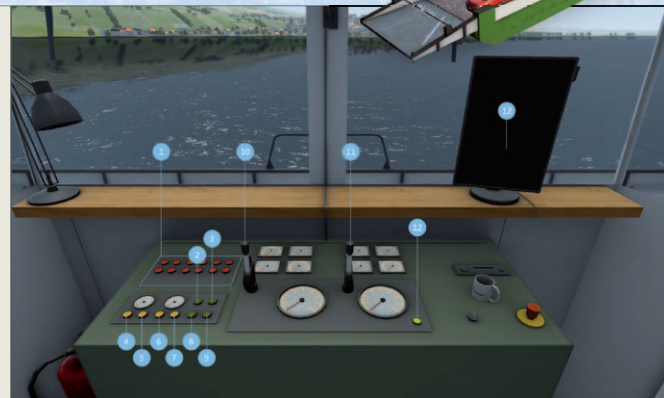
Rotate left propeller left	A
Rotate left propeller right	D
Left propeller forward	W
Left propeller backwards	S
Rotate right propeller Left	Left arrow
Rotate right propeller right	Right arrow
Right propeller forwards	Up arrow
Right propeller backwards	Down arrow

COCKPIT CONTROLS



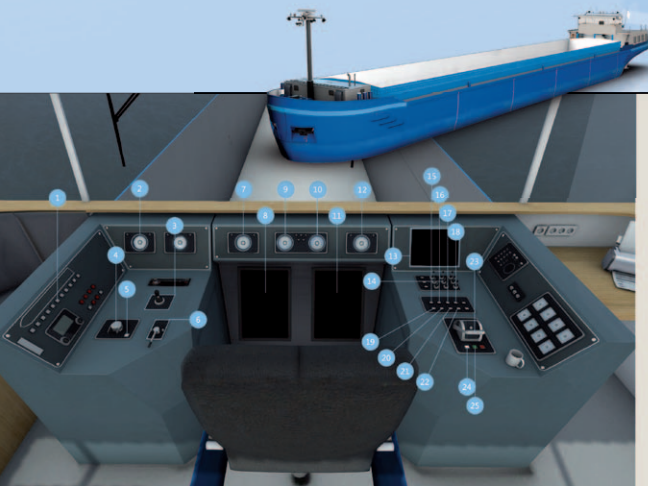
Frachtgutschiff

- | | |
|---------------------------------|------------------------------------|
| 1 Schiffleuchter | 17 Ausserkameras |
| 2 Umlenkungen Schiffschraube | 18 Ruder Einseitig |
| 3 Geschwindigkeitseinstellung | 19 Innenraumbeleuchtung |
| 4 Radar/Anheben | 20 Kompass |
| 5 Radar/Anheben | 21 Ultraschall |
| 6 Querschnittsrunder ein/aus | 22 Echolot |
| 7 Querschnittsrunder | 23 Ausserkameras |
| 8 Umlenkungen Bugstrahlrunder | 24 Kamerasteuerung |
| 9 Wendeanzeiger Bugstrahlrunder | 25 Zielsteuerhebel |
| 10 Reflektor rauf | 26 Anker |
| 11 Reflektor runter | 27 Nebellicht |
| 12 Schubstellung | 28 Radio |
| 13 Wegsteuerhebel | 29 Hydraulikdruck Kabine/Hubsystem |
| 14 Schieb | 30 Steuerhaus heben |
| 15 Umlenkungen Schiffschraube | 31 Steuerhaus senken |
| 16 Radar | 32 GPS |
| 17 Wendeanzeiger | |



Fähre

- 1 Schiffleuchter
- 2 Schranke Öffnen
- 3 Schranke Schließen
- 4 Rampe anheben
- 5 Rampe absenken
- 6 Anker anheben
- 7 Rampe absenken
- 8 Schranke Öffnen
- 9 Schranke Schließen
- 10 Schub links
- 11 Schub rechts
- 12 Anker
- 13 Radar



Containerschiff

- | | |
|--------------------------------|-------------------------|
| 1 Schiffleuchter | 17 Ausserkameras |
| 2 Echolot | 18 Innenraumbeleuchtung |
| 3 Wegsteuerhebel | 19 Radar/Anheben |
| 4 Querschnittsrunder | 20 Reflektor rauf |
| 5 Querschnittsrunder ein/aus | 21 Steuerhaus heben |
| 6 Zielsteuerhebel | 22 Innenraumbeleuchtung |
| 7 Kompass | 23 Radar/Anheben |
| 8 Radar | 24 Reflektor runter |
| 9 Radar Einseitig | 25 Steuerhaus senken |
| 10 Wendeanzeiger | 26 Schieb |
| 11 GPS | 27 Anker |
| 12 Geschwindigkeitseinstellung | 28 Nebellicht |
| 13 Ausserkameras | |



Ausflugschiff

- 1 Schiffleuchter
- 2 Zielsteuerhebel
- 3 Wegsteuerhebel
- 4 Geschwindigkeitseinstellung
- 5 Ruder Einseitig
- 6 GPS
- 7 Radar
- 8 Schieb
- 9 Nebellicht
- 10 Nebellicht
- 11 Anker senken
- 12 Innenraumbeleuchtung
- 13 Radar/Anheben
- 14 Radar/Anheben
- 15 Reflektor rauf
- 16 Reflektor runter
- 17 Querschnittsrunder ein/aus
- 18 Querschnittsrunder



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Contendo Media GmbH

CONTACT

Visit our website www.schiff-simulator.de and exchange ideas in the forum. Or visit our Facebook page www.facebook.com/Schiffsimulator and stay up to date.

SUPPORT

If you have any technical problems with "River Simulator 2012" you can email our technical support team:

support@astragon.de

LIABILITY

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The fun continues here:

