# ROADSIDE ASSISTANCE SIMULATOR

## MANUAL

# Contents

Direct your team of roadside assistants from your RAS breakdown service center. Unlock new regions and try to attract as many RAS members as possible through successful and efficient operations. You can also roll up your own sleeves and get to work repairing broken down cars yourself. One by one, you'll unlock new buildings, vehicles, rescue helicopters and new technologies.  Are you ready to make the roads safer in traffic-heavy urban areas and during the harsh winter months?

Let's find out!

**System Requirements:**

Athlon®/Pentium IV® or comparable 2 GHz processor, 2 GB RAM, Windows® XP SP3/Vista SP2/Windows 7/Windows 8, 256 MB 3D graphics card - ATI RADEON X1800/NVIDIA GEFORCE 8000/INTEL HD 3000 OR HIGHER, DirectX 9.0 compatible hardware, sound card, DVD drive, keyboard, mouse with scroll wheel

**Installation**
NOTE: The product is subject to your acceptance of the terms and conditions of Steam subscriptions ("Steam Subscriber Agreement, SSA"). You must activate the product over the Internet by registering a Steam account and accepting the SSA.

**Further Requirements and Help**
The installation requires a one-time Internet connection for authentication as well as the Steam client (included with the game).

**Installation**
Please ensure that your computer is connected to the Internet before you start Roadside Assistance Simulator: Insert the Roadside Assistance Simulator disc into your computer's disc drive. During the installation process, a one-time online check will be carried out to verify the disc and an activation file will be downloaded which will request a product code. You will find the code on the back of this manual. Insert the disc into your disc drive. After a few seconds, a window will appear on the screen. Follow the instructions to install the game and select the directory where you would like to install the game. If the program does not start automatically, double-click My Computer on your Windows desktop. Then double-click the disc drive icon followed by the installation file icon "setup.exe" in the next window.

**Launching the Game**
1) First click Start in the Windows taskbar, usually found at the bottom of the screen, and then Programs / or enter the name of the game in the search bar.

2) Use the mouse to select the program group **<Roadside Assistance Simulator>** and then click **<Roadside Assistance Simulator>.**
Alternatively, you can also start the game using the desktop icon.
Uninstallation
Select **"Start/Settings/Control Panel/Add or Remove Programs"** and select the entry **< Roadside Assistance Simulator>**. Then click the **"Add/Remove..."** button. The program, its files and game data will then all be uninstalled.

**Starting the Game**
To start Roadside Assistance Simulator, click **<Start>, <All Programs>** and then **< Roadside Assistance Simulator>** or for Windows Vista/7 click the **Windows icon /<All Programs>.**
For **Windows 8, enter the name of the game in the Start screen and select the game from the list.**
Alternatively, you can start the game using the **desktop icon.**

**Uninstallation**
Please left-click **<Start>, <Control Panel>** and then the **<Software>** symbol (if using Windows Vista/ 7, click **<Start>, <Control Panel>** and **<Programs and Features>**). In Windows 8, double-click the arrow next to **"Desktop"** in the taskbar and then select Control Panel from here.
Now click to select the corresponding entry for the title in the list. Then click the **<Change/Remove>** button (if using Windows Vista/7/8, click **<Uninstall>**) and follow the uninstallation wizard's instructions.
Klicke dann auf die Schaltfläche <Ändern/Entfernen> (bei Benutzung von „Windows Vista/7/8" auf <Deinstallieren> und befolge anschließend die Anweisungen der Deinstallationsroutine

# Before Playing

**ATTENTION:** Always set graphics quality so that they correspond to the configuration of your PC. If the game stutters or does not run smoothly, you should reduce the graphics quality settings and turn off various effects if necessary.

## Settings

If you would like to adjust the gameplay, sound or graphics settings, click **"Settings"** in the main menu.

**[Scroll Speed]**
Adjust the speed of scrolling.

**[Interface Size]**
Adjust the size of the interface.

**[Master Volume]**
Adjust the game's master volume.

**[Music Volume]**
Adjust the volume of the background music.

**[SFX Volume]**
Adjust the volume of the game's sound effects.

**[Loudspeaker Mode]**
Set Loudspeaker Mode from "Raw" to "Stereo".

**[Graphics Quality]**
Adjust the general quality of the graphics from "Low" to "Very high".

**[V-Sync]**
Turn vertical synchronization on or off.

**[Full Screen]**
Set whether you would like to play the game in windowed or full-screen mode.

**[Resolution]**
Adjust the resolution according to the resolution of your screen.

**[Anti-aliasing, bloom, color correction, tilt-shift, fog, motion blur, SSAO, sun rays, vignetting]**
Fine tune the graphics setting here.

If you would like the changes and adjustments to take effect, then click **"Apply"**. If you would like to discard the changes, click **"Cancel".**

## Controls

### *Overview Menu:*

**Left mouse button**
Select and confirm selection

### Management:

**Left mouse button**
Select and confirm selection

**Right mouse button**
Previous menu

**WASD / Arrow keys**
Switch between buildings

**Enter**
Accept dialog

**Escape**
Open settings / Close notification / Cancel dialog

### *Control:*

**Left mouse button**
Select and confirm selection

**Middle mouse button**
Rotate camera

**Right mouse button**
Dispatch selected unit

**Scroll wheel**
Zoom in/out

**WASD / Arrow keys**
Move map

**Enter**
Accept dialog

**Escape**
Open settings / Close notification / Cancel dialog

**E**
Rotate map clockwise

**Q**
Rotate map counterclockwise

**Tab**
Select the next available unit at the same base

**Space bar**
Pause game

**Ctrl / Shift + right mouse button**
Line up instructions for the selected units

**Number key**
Select units at current base

**Shift + number key**
Select a base in the active district

**F keys**
Select a district in the active region

## Missions:

**Left mouse button**
Select and confirm selection

**Right mouse button**
Turn camera

**Scroll wheel**
Zoom in/out

**Tab**
Highlight all car parts

**Enter**
Accept dialog

**Escape**
Open settings / Close notification / Cancel dialog

## The Main Menu

- You can start a new game by clicking **"New Game".**

- If you want to continue an existing game, click **"Load Game".**

- **"Options"** allows you to adjust graphics, sound and general game settings.

- Click **"Credits"** to see who was involved in the development of the game.

- If you want to close the game and return to Windows, click **"Quit".**

The overview gives you a summary of your current budget, the current total number of members and the current month.



From this view, you can switch to the other three game views: Manage, Control and Missions.



Budget:  The money you currently have at your disposal to buy new vehicles and expansions.

Members:  The current number of members you have. You need members to unlock missions in the Mission view. Members also unlock new districts and regions. You also need a certain number of members to unlock upgrades.

Click this icon  to open Help

Click this icon  to go to Settings

Click this icon  to return to the Main Menu

# Manage View

**Overview**

Manage view gives you an overview of the buildings under your control. The more missions you complete successfully in Mission view, the more buildings you'll unlock. Unlocking new buildings will increase the number of vehicles, upgrades and expansions available to you. In these buildings, you can expand your stations and fleet, and train your employees.



**Vehicle Garage (available after completing Mission 1)**

New breakdown assistant vehicles can be purchased in the Vehicle Garage. These are required to complete the general standard missions in the Control view. After successfully completing the 4th mission, tow trucks will also be unlocked. These are required to tow broken down cars. Once you reach a certain number of members, that are displayed in the overview, payments can be made from the budget to unlock certain upgrades.

**Training Center (available after completing Mission 2)**

You can pay to send your employees on various training courses in the Training Center. Your employees are trained in customer service, road safety and mechanics. The skills of all affected employees are increased here, reducing travel and repair times and fuel consumption, and also improves how they deal with customers.

### Communications Center (available after completing Mission 5)

Contracts with gas stations can be made in the Communications Center. This allows recovery vehicles to drive to gas stations on the map in Control view and refill their fuel tanks. Additionally, vehicles can be equipped with radios, allowing the vehicles to be sent out on patrol.

### Helicopter Hangar (available after completing Mission 7)

Helicopters can be purchased in the Helicopter Hangar. Helicopters allow you to cover further missions, opening up new districts and gaining new members. Helicopters can also be upgraded here.

### Air Ambulance Base (available after completing Mission 8)

This building allows you to conduct advertising campaigns to increase your monthly budget and the number of new members. An RAS rescue fleet can also be purchased to return accident victims back home. This also increases the monthly budget.

### Truck Assistance Units (available after completing Mission 9)

You can purchase special vehicles for the repair of trucks in the Truck Assistance Units building. Truck service vehicles allow you to uncover further missions, opening up new districts and gaining new members.

### Buying/Selling Vehicles

| Vehicles | Available/Total | Sell | Buy | Price |
|----------|-----------------|------|-----|-------|
| RAS Rangers | 0/26 | 🛒 | 🛒 | 1 |
| Tow trucks | 0/7 | 🛒 | 🛒 | 2 |

To buy or sell vehicles, you need to click on the green plus or red minus icons. There is no loss of value when selling vehicles.

**Buying Upgrades and Training Courses**



Upgrades can be expanded depending on the number of slots. Each additional expansion costs more of the budget.

## Control View

You access the overview map in the Control menu. Germany is split up into four regions. Each region is made up of several districts. You start your career in the smallest region in the east.

New types of missions are available to you in each region through unlocking vehicles.

 Normal mission requiring the normal roadside assistant from the Vehicle Garage

 Tow mission requiring a tow truck from the Vehicle Garage

 HEMS mission requiring helicopters from the Helicopter Hangar

 Roadside assistance mission requiring the assistance of truck service vehicles from the Truck Assistance Units building.

Clicking  the button will start the month's work.

Before starting a month, you should ensure that you have purchased enough vehicles to deal with the challenges ahead.

## Overview Map



The player spends most of their time on this overview map. The RAS operations in the selected region are directed from here. The length of a stage is determined by the current month and lasts between 28 and 31 days.
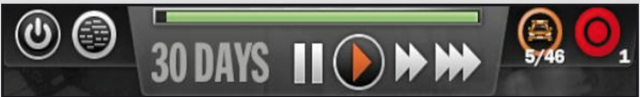


The Overview bar contains the most important overviews for the Control view.

 End Month ends the current month, but the month will be evaluated as unsatisfactory.

 Displays the current weather for the month. Depending on the weather, there may be a greater number of breakdowns.



Shows the number of days remaining in the month. Use the arrows to adjust the speed of the game. The speed ranges from pause to very fast.

 Shows the number of days remaining in the month. Use the arrows to adjust the speed of the game. The speed ranges from pause to very fast.

 Shows the number of open missions.



The compass shows the cardinal direction when the map has been rotated. The navigation buttons are used to move around the map. Plus zooms in and minus zooms out. The left arrow rotates the map counterclockwise and the right arrow turns it clockwise.
The "i" turns the district name on and off.

This icon  appears above the various missions on the map in different colors.
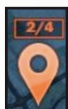


The  icon allows you to access your garage in the district. However, not every district has a garage. The first number shows the vehicles stationed at this station. The second number shows the maximum number of vehicles that can be parked at the station. The maximum number of vehicles can be increased with upgrades in the Manage view.

When the station is selected, an overview of its garage appears at the bottom of the map.
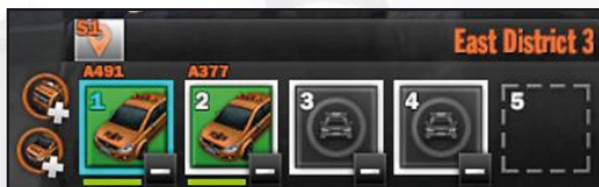


Here you will see the vehicles available at the station. Vehicles can be added to the station by using the plus signs on the left, provided there are vehicles available. Click the minus sign below a vehicle to remove it. The active car is highlighted in blue.

Slots with a car icon in them are occupied by that vehicle (here 1 and 2). Empty slots are grayed out with a car symbol in them (here 3 and 4). Slots that have not yet been unlocked are indicated by a dashed line (here 5).

To complete an active mission, you need to send the right RAS vehicle to the mission location. Each mission has time limits and the faster you repair the breakdown, the better the evaluation. The vehicle is then automatically repaired on location.
If the damage to the vehicle is too great, the mission icon will change and a breakdown assistant vehicle will need to be deployed there.



The car emits black smoke.
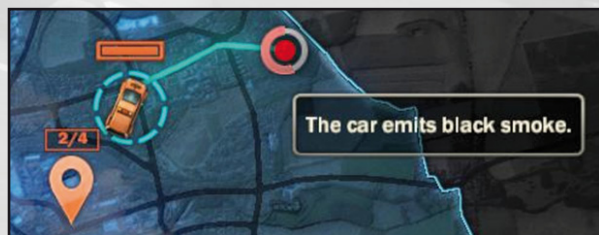
You can see the current status of your vehicles from the coloring under the icons of each vehicle in the garage.
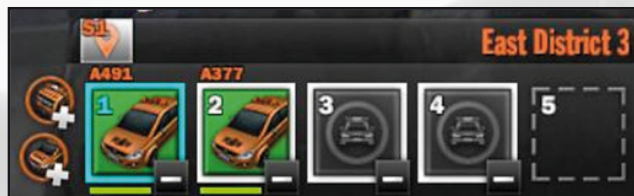


Available vehicles have a green background. These vehicles can be dispatched to new missions.
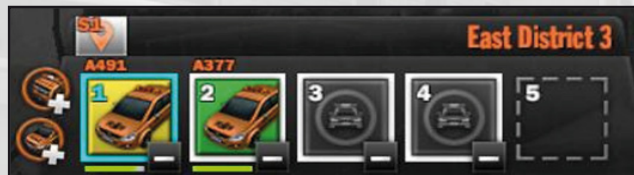


Vehicles on their way to a mission or returning to the station have a yellow background. These vehicles can be dispatched to new missions. However, you should ensure that your vehicles have enough fuel and that no open missions are jeopardized by them running out of gas.
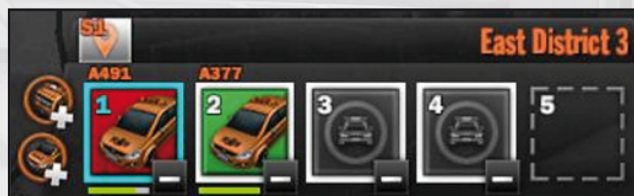


Vehicles on scene at a breakdown have a red background. These vehicles can be dispatched to new missions, but current missions will be interrupted.

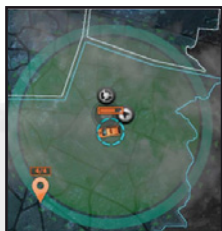Breakdown assistant vehicles can refill their fuel tanks at refueling stations  without having to return to the station.

Later in the game vehicles can also be equipped with radios. Finally, vehicles can patrol a certain district and resolve breakdowns themselves.
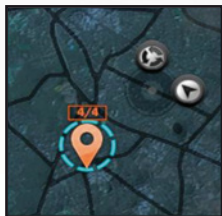
Clicking the right mouse button will send the selected vehicle on patrol.



The vehicle will patrol a specific highlighted area.

At the end of the month, the missions will be aggregated and you'll receive a monthly report.

# Mission View

Various scenarios are generated in the Missions View in which you can put your skills as a mechanic to the test. New missions are unlocked upon reaching a certain number of members. By successfully resolving problems, you will receive money for your budget and new members, and you'll unlock new vehicles, facilities and upgrades. Once you have completed all of the main missions, you can find further problems in random missions.



**Random mission**

Random missions are available after completing all other missions.
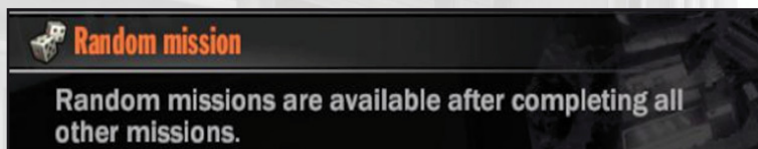
By clicking on a mission's name, an overview of the mission with a short description of the situation will appear.



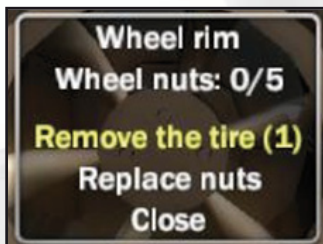Click the "Play" button to start the mission.
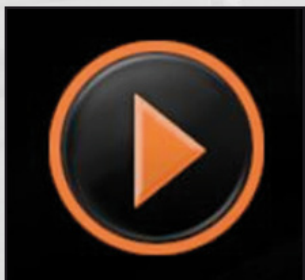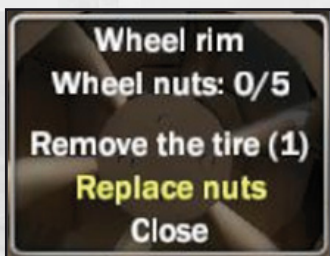
You will then be taken to the Mission view.

By talking to the vehicle's owner, you'll receive information about the car's faults.
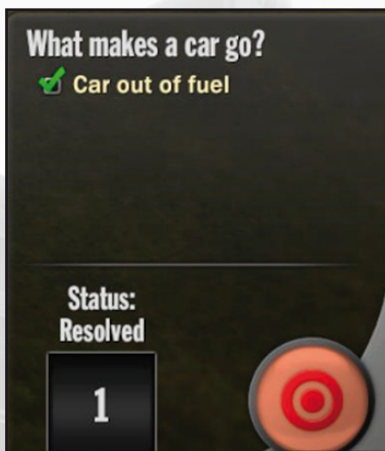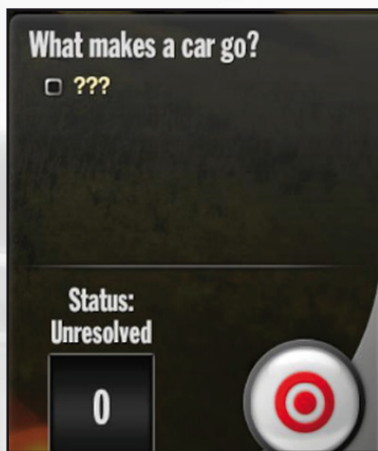
Examine the vehicle to find and repair faults.
Actions with a small (1) after them will cost you one action point.



All other actions can be carried out at no cost.



An overview of the current status of the main mission and the actions required so far can be seen at the bottom right of the screen.

By clicking the  button, you end the fault diagnosis on the vehicle. If the main fault has not been repaired, the mission will be ended unsuccessfully.

The aim is to carry out as few actions as possible so the driver can get back on the road quickly. However, roadworthiness of the vehicle and customer service should not be ignored.

Missions contain one main objective and up to four bonus objectives.
The main objective must be resolved to end the mission successfully.
Depending on the number of bonus objectives solved and the number of actions taken, you will receive an evaluation at the end. The evaluation is rated from three stars to no stars for an unresolved mission.

The evaluation sheet lists the number of actions performed, the optimal number of actions and the number of bonus objectives met.

Depending on the number of stars, you'll receive a number of new members and money for your budget as a reward.

Mission cleared

**Summary**
You got the customer back on the road.

**Actions**
Actions performed: 1
Optimal amount of actions: 1
Bonus objectives met: 0 of 0

**Outcome**
Change to membership: 300
Change to budget: 1

*Excellent!*

## Credits

### Team - Fragment

| | |
|---|---|
| Producer | **Antti Ikäläinen** |
| Project Manager | **Juho Lyytikäinen** |
| Game Developer | **Aappo Salo** |
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| Lead Programmer | **Juho Lyytikäinen** |
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| Graphics | **JP Hanhua** |
| Animator | **Jemina Palovaraa** |
| Cutscenes & Trailer | **Tarkko Oikkonen, JP Hanhua** |
| Fragment Quality Assurance | **Jonne Ojennus, Joni Lappalainen, Aappo Salo** |
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| Studio Technical Director | **Arto Härkönen** |
| Creative Studio Director | **Miko Tyni** |

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**Oliver Höppner**

Packaging
**Ralf Marczinczik**

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