



SCS SOFTWARE

**MANUAL**

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### Introduction

Drive your truck across Europe, visit its beautiful cities, haul cargo for various companies, and make money so your business can grow and expand. As you advance through your career obtain access to new countries, improve your truck and become the master of your profession.

### Getting Started

#### System Requirements

*Minimum System Requirements:*

- Operating system: Windows XP or Windows Vista
- Processor 2.4 GHz Intel Pentium 4 or equivalent
- 512 MB RAM (1 GB on Windows Vista)
- 128 MB video card:  
GeForce 4 (*not MX!*) or better,  
ATI Radeon 8500 or better
- DirectX 9 compatible sound card
- DirectX 9.0
- 600 MB of free hard drive space

*Recommended System Requirements:*

- Processor 3.0 GHz Intel Pentium 4 or equivalent
- 1 GB RAM (2 GB on Windows Vista)
- 256 MB video card:  
GeForce 6 or better,  
ATI Radeon 9800 or better

## Starting Euro Truck Simulator

1. Start by:
  - a. Clicking on the **"Euro Truck Simulator" icon on your desktop**, or
  - b. Going to your programs menu and selecting to play Euro Truck Simulator, the default path should be **"Start" -> "Programs" -> "Euro Truck Simulator" -> "Play Euro Truck Simulator"**.
2. A configuration window should appear. Just click on the **"Start!"** button to continue.
3. Euro Truck Simulator now starts and the main menu appears, select **"New Game"**.
4. Select the country that you would like to start in and wait for the game to load.
5. Choose and buy your first truck, use the left and right arrows in the lower bar of the screen to view the trucks for sale.  
*(Don't worry if you cannot afford to buy the vehicle you like — your initial capital will only allow you to buy the lowest class of trucks. You will get the chance to buy better trucks later - once you have earned more money.)*
6. You will find yourself outside the truck dealer sitting at the wheel of your sparkling new truck. An on-screen tutorial will then explain how to drive your vehicle and where to go to get your first job!

## Controls

### Controls

**Note:** You can completely reassign the control keys through **"Options"** -> **"Keyboard"** menu.

The supported game controllers are:

- Keyboard (only)
- Keyboard + Mouse
- Keyboard + Joystick
- Keyboard + Steering Wheel
- Keyboard + Gamepad

Select the desired controller combination in the selection box at the top and make sure to configure your controller properly before playing!

These control actions are available with their default settings for keyboard (remember, you can reassign the keys any time):

#### Main Vehicle Controls:

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Throttle			
Brake / Reverse			— applies brakes if the truck is moving forward, otherwise reverse gear is engaged
Steering Left			
Steering Right			
Shift Up			— if you switch to manual transmission
Shift Down			— if you switch to manual transmission

**Note:** Some of the above keyboard actions (such as *Steering Left* or *Steering Right*) may be overridden by additional controllers (joystick, gamepad, wheel etc.) and may no longer function.

### Additional Vehicle Controls:

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Start / Stop Engine	<b>E</b>	--	
Parking Brake	<b>Space</b>	--	
Motor Brake	<b>B</b>	--	
Left-Turn Indicator	<b>[</b>	--	
Right-Turn Indicator	<b>]</b>	--	
Hazard Warning	<b>F</b>	--	
Headlights	<b>L</b>	--	
Horn	<b>H</b>	--	
Wipers	<b>P</b>	--	— you need to be using <i>Inside view</i> to see the wipers working
Cruise Control	<b>C</b>	--	— toggle on when you reach the speed you want to maintain, toggle off or simply accelerate or decelerate to return to normal

## Controls

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### On-Screen Dashboard:

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Show / Hide Wing mirrors	<b>F2</b>	--	— toggle wing mirrors
Show / Hide On-Screen Dashboard	<b>F3</b>	--	— toggle the dashboard display and gauges
Show / Hide Map	<b>M</b>	--	— toggle on-screen map (steps through two levels of zoom)

### Notebook:

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Show / Hide Notebook	<b>N</b>	--
Show Navigation Notebook Page	<b>F5</b>	--
Show Economy Notebook Page	<b>F6</b>	--
Show Career Notebook Page	<b>F7</b>	--
Show Statistics Notebook Page	<b>F8</b>	--

### Cameras:

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Inside Camera	<b>1</b>	--
---------------	----------	----

Free Rotate Camera	<b>2</b>	--	
Top Camera	<b>3</b>	--	
Cabin Camera	<b>4</b>	--	
Bumper Camera	<b>5</b>	--	
On-Wheel Camera	<b>6</b>	--	
Drive-By Camera	<b>7</b>	--	
Next Camera	<b>8</b>	--	— <i>cycle between cameras</i>

### Special Actions:

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Look Left	<b>Num pad /</b>	--	
Look Right	<b>Num pad *</b>	--	
Activate	<b>Enter</b>	--	— <i>activate special locations such as resting spots, petrol pumps, services or job offers</i>
Trailer Attach	<b>T</b>	--	— <i>attach or detach trailer</i>

## Controls

Rotate Camera



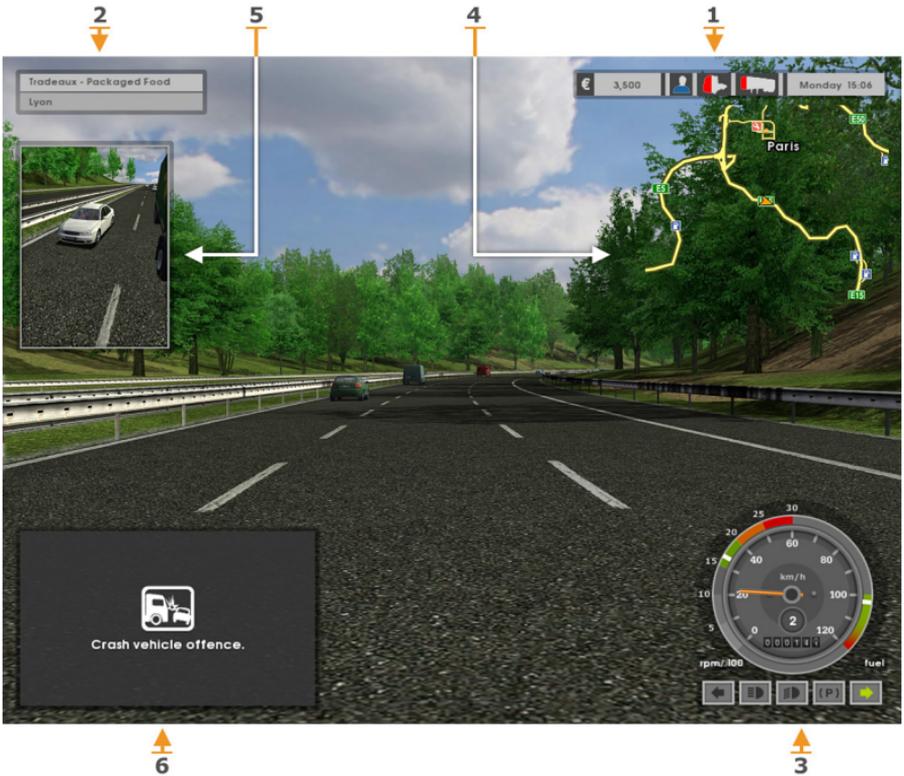
— enables mouse free look (when held) if the current controller is Keyboard + Mouse, otherwise it has no function

Screenshot



— take a screenshot (automatically stored in "**My Documents\Euro Truck Simulator\screenshot\**")

On-Screen Dashboard



- 1: Status Bar
- 2: Job Info Panel
- 3: Gauges

- 4: Guide Map
- 5: Wing Mirrors
- 6: On-Screen Messages

### Status Bar

The status bar provides essential information about the state of your truck, cargo, need for rest and money.



The total amount of money you have, in euros €.



Indicates how tired you are. If it is nearly filled with blue, you will need to get some rest as soon as you can, otherwise you will experience unpleasant black-out / dozing effects, not to mention falling foul of the traffic offence of driving too long without a rest. This feature only applies if you enable fatigue simulation in the gameplay options.



The condition of your truck. The more red you see, the more your truck is damaged. Note that the damage will influence the truck's performance!



The condition of the cargo. The more red you see, the worse the damage to the cargo is. Be careful, some cargo is more fragile than others. If no trailer is attached, this field is left empty.



The current game time (different from the real world time or your system time).

### Job Info Panel

The job info panel provides details about your current delivery. It is only displayed when you are on a job.

Tradeaux - Packaged Food

The company to which you are delivering and the cargo contents.

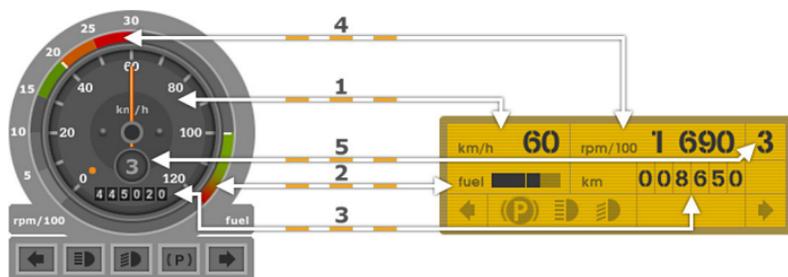
Lyon

Destination city to deliver the cargo to.

In this example you are delivering **packaged food** to the **Tradeaux** company in **Lyon**.

## Gauges

The gauges reflect the current state of your vehicle. In Inside (default) view they are integrated into the cabin's interior – they are a part of the fully functional dashboard. In the remaining views the gauges are emulated in the lower right corner of the screen. As shown below, they may have either a digital or an analog appearance, depending on your choice set in gameplay options.



- 1: Speedometer
- 2: Fuel Gauge
- 3: Kilometres Driven

- 4: Engine RPM
- 5: Gear



Left indicator



High beam headlights



Low beam headlights



Parking brake



Right indicator

## Guide Map

The guide map shows your closest neighbourhood, your truck is always in the centre. You can toggle it between two zoom levels – high and low, or you can switch it off completely. The high zoom level is most useful for cities as the streets are shown in detail. The low zoom level allows you to see further ahead, which may be helpful when you hit the motorways again.



The markers on the map:



"You are here" marker – this is your current position.



Destination marker – very useful as it shows where in the city the cargo should be delivered.



Parking lot (cities only) – here you can rest, repair or tune your truck, or buy a new one.



*any company logo*

Cargo depot (cities only) – here you may find new jobs and deliver your goods.



Petrol station – here you can refill the fuel or rest.



Road designation.

### Wing Mirrors

You can toggle the on-screen wing mirrors on or off as you wish. If you turn the guide map on as well, the right wing mirror will be hidden.

**Warning:** On less powerful computers driving with the wing mirrors on could result in a considerable slow down. If your system barely meets the minimal system requirements consider turning the mirrors off when you don't need them.

### On-Screen Messages

While driving, you will receive various important messages. They will provide you with helpful information including all sorts of notifications and helpful hints.

### Gameplay

Euro Truck Simulator is a truck simulation game set in continental Europe. Visit Europe's beautiful cities, follow the routes based on the genuine European road network, pick up a variety of cargoes and deliver them on time! Make money to grow your business - spend your earnings on gaining access to additional territories, improving your truck and obtaining safety certificates to be able to haul more valuable cargo. Roam freely across the continent, but don't forget to take on a job from time to time - there will be fuel to pay, upgrades to buy, fines if you disobey traffic laws or repair bills if you damage your truck. Also, advance your career, until, after time and with a committed effort, you become the **Master** of your trade.

### Cities

The game starts at a truck dealer in a city in the country of your choice. Once you purchase your first truck, you find yourself in a parking lot in front of the truck dealership. Cities are the main points of interest in the game. They are interconnected with roads, so you can travel between them. As you gain access to the additional countries more roads will open up to you. In addition to the truck dealers, you can also find service stations nearby (  on your map). There are also parking places allowing you to sleep, and always several cargo terminals (marked with their company logos on your map).



The cargo terminals may in turn either be a starting point, where you can accept new jobs, or the final destination, to which you will deliver your cargo. Each depot belongs to a single company. Some companies may only receive goods (e.g. Kaarfor, SellPlan), others are both a supplier as well as a receiver of goods. No company is purely a supplier. This means that you can eventually deliver to every cargo terminal in the game, but you will only be able to accept jobs at some of them (look for the **Job Offer** marker).

## Cargo Transportation



Job Offer

You earn money by transporting cargo. A single delivery is called a **job**. When you decide to take on a job, find a loading depot with the **Job Offer** marker, drive over the marker and stop. An offer to negotiate a delivery will then appear.

### Accepting A Job

Posped - Lisbon - Job Offer

Cargo ↓	Company	Supply	Price
Apples	Kaartor	67%	€ 4,450.-
Cheese	Kaartor	20%	€ 4,770.-
Clothes	Kaartor	39%	€ 4,200.-
Diesel	♦ EuroAcres	84%	€ 7,980.-
Diesel	♦ Tree-ET	88%	€ 7,980.-
Dry Milk	Kaartor	50%	€ 4,470.-
Electronics	▼ Kaartor	38%	€ 5,410.-
Frozen Food	Kaartor	34%	€ 4,340.-
Furniture	Kaartor	35%	€ 5,180.-
Icecream	Kaartor	31%	€ 4,560.-
Logs	EuroAcres	22%	€ 3,770.-
Logs	Tree-ET	24%	€ 3,770.-
Oranges	Kaartor	24%	€ 4,380.-
Packaged Food	Kaartor	88%	€ 4,490.-
Petrol	♦ EuroAcres	30%	€ 7,940.-
Petrol	♦ Tree-ET	88%	€ 7,940.-
Potatoes	Kaartor	62%	€ 4,410.-
Sugar	Kaartor	87%	€ 4,520.-
Tableware	▼ Kaartor	62%	€ 5,230.-
Tomatoes	Kaartor	27%	€ 4,630.-
Toys	Kaartor	43%	€ 5,160.-
Rubber Tyres	Kaartor	30%	€ 5,090.-
Yogurt	Kaartor	35%	€ 4,840.-

Cargoes

- Logs
- Medical Supplies ▼
- Oranges
- Ore
- Packaged Food
- Petrol ♦
- Potatoes
- Sugar
- Tableware ▼

Cities

- Amsterdam
- Barcelona
- Brussels
- Lyon
- Madrid
- Paris

Take Job

Close

Once you reach the negotiation table – the **job offer screen**, you need to select a cargo and pick the destination city. The prices of the offers are fixed – you cannot bargain for them – but depend on three factors – how far to the destination, how sensitive or dangerous the cargo and how well the destination depot is supplied with this type of goods (i.e. the current demand).

## Gameplay

Cargo is classified into several **ADR classes** (*European Agreement concerning the International Carriage of Dangerous Goods by Road*). The game uses this simplified system to classify how dangerous the cargo is:

- Not dangerous goods
-  **Class 3** – Substances presenting low danger (e.g. diesel, petrol)
-  **Class 2** – Substances presenting medium danger (e.g. acids, chemicals)
-  **Class 1** – Substances presenting high danger (e.g. hot chemicals)

The transportation of more dangerous goods calls for a more experienced driver but offers a better payout. However, you will have to first obtain an expensive ADR certificate to be allowed to transport such goods – there is a different certificate for each different ADR class. An icon by each cargo indicates which ADR class it belongs to. If you do not own the proper certificate, you can obtain it by clicking on the restricted goods and confirming the dialogue that appears. You can see what certificates you already have on your "Economy" notebook page or directly in the lower left corner of the map on the job offer screen. If the goods are not dangerous it will have no ADR icon beside it and you may transport them at any time.

 means **fragile** and has no relation to ADR whatsoever. You should take special care with fragile cargo because it tends to get more easily damaged upon impact. Any damage will be deducted from your pay!

54%

The **supply** indicator by any offer shows the current demand for the cargo at that given location. The less the destination depot is supplied, the higher the demand and therefore more money is offered. By transporting cargo there you will improve supply and therefore in the future get a lower offer for the same job. Note: the supply will alter (increase or decrease) on its own with time.

Once you've selected a job and accepted it by pressing the "Take Job" button, it is time to attach the trailer. It's not marked in any way, so you will have to find it first. Don't worry though, it will be the only trailer in the depot and it should be fairly recognizable. Usually it will appear right in front of you.



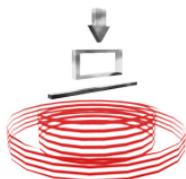


Note that the trailer might look different, for example like a cylinder or a container. To attach it you need to reverse the back of your truck under the trailer's front. A message should appear with an offer to attach.

**Note:** This can prove to be a difficult task. Try to experiment with the various available camera views to find a suitable one - top-down view is the easiest, while the in-cabin view using only wing mirrors is the most realistic.

### Cargo Delivery

By accepting the job you've committed to deliver the trailer to its destination. Consult the job info panel to see where you are supposed to take it to if you forget. For convenience the destination is also marked with a red circle on your map.



Once you've reached the unloading depot, try to reverse your trailer into the transparent red box. When you have parked successfully a message should appear with an offer to detach your trailer.

### **Unloading Dock**

Having completed your job you will receive your reward as agreed. Any damage caused to the cargo is however deducted, as well as any fines for traffic offences. The resulting sum is your income — don't be surprised, if you break the traffic laws too often, it becomes negative.

### Cancelling A Job

If you accept a new job before your current job is properly delivered, you are considered to have abandoned the current job. This comes at a price - you will be required to pay compensation of € 8 000 for breaking the contract.

### Day-To-Day Life

#### Game Time

Euro Truck Simulator has its own time cycle which runs considerably faster than real time. Also, the time compression ratio is different depending on whether you are driving outside or inside the cities. When the notion of time is mentioned in this manual, the accelerated (fictional) game time is meant. The only case when the real time is considered is when speaking of the duration of playing.

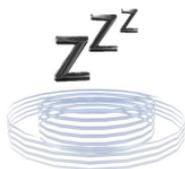
#### Traffic Rules

You should obey all the traffic rules:

1. Do not crash into other vehicles; moving or parked.
2. Respect the red lights.
3. Do not drive in the wrong direction.
4. Mind the speed limit. In most countries, if not stated otherwise, it is 50 km/h in the cities and 90 km/h on the motorways.
5. Keep your headlights on at night, just as other vehicles do.
6. Rest when you are tired. You are allowed to drive no more than 12 hours in a row without rest.

Breaking traffic laws will be penalized by fines. Crashes into other vehicles are reported immediately, other offences are only discovered when the police camera spots you. If you get a fine, an on-screen message will appear. The fines stack up and are paid automatically when you complete the next job.

#### Resting



#### **Resting Place**

If you enable the fatigue simulation in the gameplay options, you will have to rest after every 12 hours (of game time) of driving. Otherwise you will experience nasty dozing-off effects and you might get fined. Just check your sleepmeter from time to time, you will be warned in advance to find a place to rest. Such places can be found at any petrol station or parking lot in the cities.

### Fuel Refilling



**Filling Pump**

As you drive, eating up those kilometres with your truck, you will need to stop and refuel. Keep an eye on your fuel gauge and when it drops too low, refill at the nearest petrol station. Be warned that although the petrol stations are quite numerous, if you do not plan your stops carefully, you might end up stranded with an empty tank in the middle of nowhere. If such a situation should happen, the only way out is to call the expensive SOS service from your notebook.

### Damage Repairs



**Service**

If you crash into something, your truck gets damaged and your cargo might be damaged as well. While you cannot do anything for the cargo, you can repair your truck for a fee. Look for a **Service** marker and drive to it. If your truck is badly damaged and you do not get it repaired, your truck's performance will be severely affected – it will become slower and more difficult to handle.

### Game Over

There is no big-ending where you can claim to have won or no single victory condition. Unless you bankrupt your business to lose the game, you are free to roam throughout Europe indefinitely. However, there are several criteria that indicate your progress through the game – achieving **feats**, your progress through the career ranks, gaining access to all of the countries on the map, or upgrading to the truck of your dreams can each be considered a victory in its own right.

### Improving Your Truck

#### Buying A New Truck



#### Truck Dealer

At the start, when you buy your first truck, you are offered a wide range of trucks to buy. At first you can only afford the lowest grade, class C vehicles, but later you can visit the showroom again (during working hours) through the **Truck Dealers** you will encounter in the cities. There you may exchange your truck for a new one if you can afford it, you will even get a trade-in value for your used truck.

#### Upgrading

You may also upgrade your truck on several levels at the **Service** garage. Upgrades include: increasing the power of your engine, tuning the engine to decrease fuel consumption, improving truck handling or even changing the colour of your cabin.



#### Notebook

The notebook is a very helpful aid on your travels as well as enabling you to check your business status. It contains a navigation map, economy map and it keeps track of your career as well as your overall game progress. From here, if you find yourself in trouble, you can also call the SOS emergency service.

## Navigation Map



The navigation map represents your driving atlas with three different levels of detail. Zoom in or out using the **+** or **-** icons in the lower right corner of the screen, or by using the scroll wheel on your mouse.



"You are here" marker



Cargo destination marker

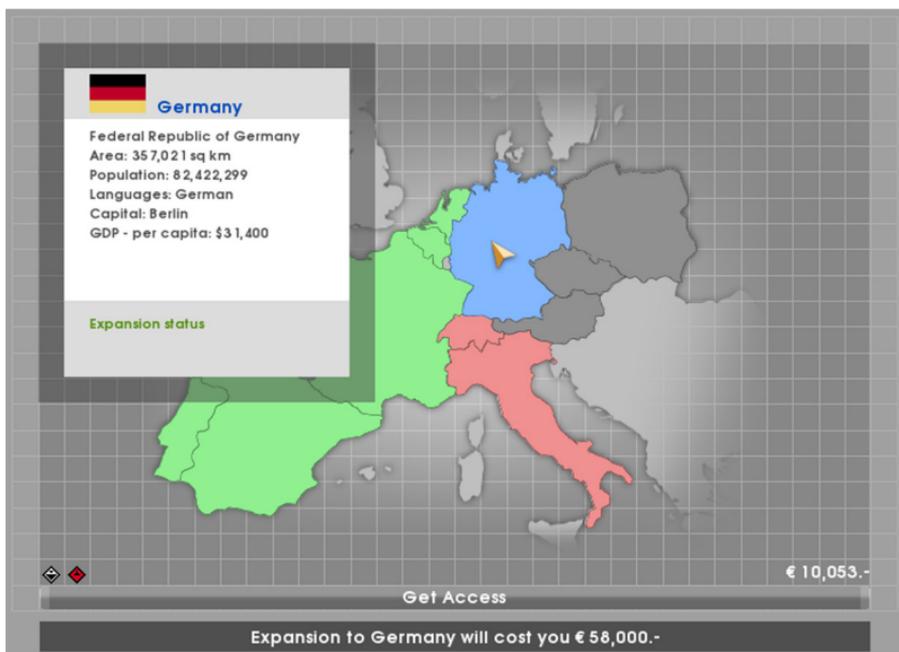


Petrol station



Road designation

### Economy



The economy map shows which countries you can access and which still remain off limits. The green countries are completely accessible and you can roam them freely. The red ones, on the other hand, are locked to you at the moment, but you may expand your business to cover them. Simply click on a red country, and a button will appear with the costs associated with such an expansion. If you have enough money, press the button and the country will become accessible. The grey countries are completely out of reach until you have access to at least one of their neighbouring countries.



Hovering your mouse cursor over a country will provide you with some general information about it.

In the lower left corner of the map you can see the ADR certificates you possess. An **ADR certificate** is a special certificate of approval issued for a vehicle following inspection of the vehicle in pursuance of the *European Agreement Concerning the International Carriage of Dangerous Goods by Road*.

## Career

There are five career levels through which you can gradually advance – **Novice**, **Experienced**, **Professional**, **Veteran**, and **Master**. Each level consists of five stars, the criteria you need to meet before you rise to the next level.



The career progression represents your degrees of achievement in the game, it does not affect the other parts of the game. Achieving the highest rank does not mean that the game is finished, just like gaining access to all the countries or earning money to be able to upgrade to the best class of trucks, it is just a way to measure your improvement and progress.

## Statistics

On the statistics page of your notebook you may follow your progress through the game. There you will find interesting information such as how long you have been playing, how many cargoes you have delivered or how many kilometres you have driven. There is also a brief timeline represented by a log, in which important events are recorded at the time of their occurrence.



Statistics page also displays the list of **feats** – sort of award medals that you can collect. The list is initially empty, but it will grow with time as you accomplish certain achievements. Feats are one of the indicators of your progress through the game. Just awarded feats are displayed after a sleep pause or after delivering a cargo. Each feat has four levels - starting with bronze, going through silver, gold up to platinum.

## Emergency Service

If you run out of fuel on the road, damage the truck so badly that it can hardly move, get your truck overturned or stuck in a place that you cannot free yourself from, your only option is to call the **SOS emergency service** (112) from your notebook. It will be expensive and provide you with only basic first aid, just enough to get you moving again so you can drive to a proper service station, so before you call think twice about whether you really need it.



### Menus

#### Main Menu

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**New Game** — Start a new game.

**Load Game** — Continue with a previously saved game.

**Options** — Change graphics, sounds, controls or gameplay settings.

**Credits** — See the names of the Euro Truck Simulator's development team.

**Quit Game** — Exit the Euro Truck Simulator.



— Go to the SCS Software web site.

#### Options

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##### **Display:**

Here you can change resolution, tweak brightness and set your own balance between looks and performance of the game.

##### **Keyboard:**

Here you can reassign the keys to match your controller better. Just click on the action you wish to remap and type the new key (or press Esc to cancel).

##### **Controller:**

Here you can select the desired game controller. The default is keyboard only, but you may add alternate game controlling devices, including steering wheel, joystick, or gamepad. Just plug it in, start the game, go to the controller options and then choose it in the combo box at the top. Caution, certain keyboard controls (especially related to steering) may become disabled when an additional controller is activated as they are overridden by the controller.

##### **Audio:**

Here you can adjust the volume of music and sound effects.

##### **Gameplay:**

- **Language** — Choose the language in which you would like to play the game.
- **Transmission** — Set whether you want to shift gears manually.

- **Gauges** — Select between an analog or digital look for the emulated gauges.
- **Interior Mirrors** — Disable real reflection in the wing mirrors if you experience frame rate slow downs.
- **Fatigue Simulation** — Enable if you wish to simulate having to rest after every 12 hours of driving.
- **Tutorial** — Enable or disable the tutorial. If reenabled, it will only become active for the new games that follow.

### Pause Menu

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**Load Game** — Leave the current game and continue with a previously saved game.

**Save Game** — Save the current game progress.

**Options** — Change graphics, sounds, controls or gameplay settings.

**Quit Game** — Leave the current game to the main menu. The progress will be lost.

**Back** — Return back to game.



**Official web site:**

<http://www.eurotrucksimulator.com/>



SCS SOFTWARE

**SCS Software web site:**

<http://www.scssoft.com/>

**E-mail:**

[info@scssoft.com](mailto:info@scssoft.com)

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