

1. What kind of trucks are available in new game and how many models of trucks will be in game?
We are pushing to have 15 trucks, and each of them can be customized in some way, both with visible upgrades and under the hood stuff. We also have several paint jobs for each truck, and if you don't like our selection of paintjobs, any color from the RGB palette can be used. I expect many new paintjobs will be added by fan mods later :-). We have drawn inspiration from real world trucks when creating our truck models as you can tell from the screenshots, but we couldn't use real manufacturer makes for legal reasons. We would be spending too much money on licensing the brands, money which were better spent on creating the game itself. I am sure though that this is something very easily fixable by the modders as well.
2. We know that 18WOS:AA map is bigger from the 18WOS. Tell me how big this map is in comparison to first release (how many kilometers). Is there only one map available in game or it is cuts to some parts of that ?
There is just one big map in the game, good for coast to coast driving. However, keep your expectations in check, don't expect a detailed model of the whole of USA, we don't have decades to work on the game! :-)
There will be about 20 major cities in the game, and a whole web of roads more or less based on real road network. The map is of course scaled down to a size that that is suitable for gameplay purposes – while it takes hours of game time to go between cities, in real time it only takes minutes, and I assume driving coast to coast shouldn't take more than half an hour.
3. Is real multiplayer mode available in new release 18WOS:AA (tell me protocols and way (modem,cable...))
There is no multiplayer in the game. We have concentrated on improving every single thing from the previous game and added a component of competition with other AI players and their companies, but multiplayer would take too much time. If this game is well accepted by the players, and the publisher is happy with the sales numbers to consider a new game in the series, multiplayer would be high on our list of things to add, we know it's demanded a lot.
4. Which of these things are available in new release:
 - rear and working wing mirror (none in 18WOS). Real mirror is not real but helpful for users.
We do have onscreen mirrors (you can have as many as three of them up at the same time along with the primary view), but we don't have the mirrors on the truck itself operational. We may consider adding it with a patch (we plan to support the community with additional tweaks and improvements), but it's very hard to implement this feature without increasing the requirements for the player's graphics accelerator power too much.
 - some opponents in game (none in 18WOS)
There should be as many as 40 other AI drivers cruising across the States along with you. A couple of them start their own competing companies and just like you hire the other independent drivers from the same pool, trying to build the best and biggest trucking operation.
 - good collision detection (some collision effects on truck...)
We have significantly improved collision detection. Hopefully we have addressed all the major gripes I kept reading on TruckSims. There is some damage visible on the truck, the other cars sometimes fly a little through the air when you hit them hard ;-). But anything

can be improved, and even our collision was only created by humans in a limited span of time, so it too could be further perfected.

- reality gear 20-30 in truck
Some trucks have fewer gears, some have significantly over 10 gears, it depends. It also depends on what upgrades you have bought, what kind of transmission you have installed ;-).
 - and renowned a turn signal. I hear that it'll be but my question is: will other truck/cars be respect my turn signal like horn in 18WOS
You have a choice to activate turn signals manually or just have them operate on their own as a cheap visual effect when you take a turn (I am sure hardcore players wouldn't play the game this way, but many newbies will appreciate the game to take care of non-critical things for them). Other vehicles in the game use and understand turn signals of course.
 - odometer
We do keep track on the mileage and you can find out these stats in the game, but we are most likely not going to put it onto the dashboard.
 - AI trucks with their trailers (tractor + trailer)
Yes
 - Load specific destinations i.e., food to grocery store, cement to construction site, trash to dump, the fuel to a gas station, etc.?
Yes, we do have different looking terminals to deliver cargo to, and they accept and produce different classes of cargo. The flows of different types of cargo is randomized for each new game a bit, so that no two games are the same.
 - Highway tax
No, we thought about it, but decided it would complicate things unnecessarily, not all realistic elements make the game necessarily more fun in the long run.
 - Realistic Jake Brake
We are putting in jake brake now, but I am not sure yet how realistic we can make it. If it takes just minutes to drive between neighboring cities, every terrain feature must be proportionally scaled as well, so we don't have that long declines which would require jake brake to be a key element of gameplay. But we are trying to put it to some use.
5. Next thing is poor police activity in 18WOS. Will this function be rebuild for better police activity? I have more reason for penalty in mind (driving through a red light, driving the wrong side of the road, not giving way when changing lane, bribery police, driver's negligence). Maybe some police helicopter ...
We are still working on police, tweaking things. At one point we had them extremely obnoxious, giving you tickets for so many things it was taking the fun out of the game (consider if police started to chase you for every time you run the red lights in GTA3). Hopefully we'll be able to find the right balance between police being a presence in the game that you must take into account, but not being too bothersome.
6. What kind of weather condition we have in game? Is this parameter is adjusted by users?

We are going to have the expectable weather conditions ranging from sunny weather to rain and snow falling and occasional storm thrown in into the mix. There may be some additional environmental surprises added too, if only we can find the time in our tight schedule.

7. Tell me something about game engine. Is it PRISM3D still or its extension or other.
A new generation of our Prism3D engine is used, with a lot of improvements and total overwrites of several areas. The looks of the new game should be a major improvement over good old HT: 18 WoS.
8. What can you say about hardware and software requirements for this game.
This is still being finalized, but we are shooting for a minimum of 16 MB video card and around 700 MHz CPU with 128 MB or memory, preferably more on Windows XP. You will need to do some graphics settings compromises with a computer like this, but the game should be playable. Of course the better the computer, the better the graphics quality, and the shinier the chrome ;-)
9. Will game editor be available in 18WOS:AA (what can we change or build? – truck skins, trailer skins, new roads, buildings skins, billboards, road signs system)?
The editor of the gameworld is actually inside the game executable, we are using the same program to design and play the game ourselves here. But it would be very very hard for somebody else to design a brand new world from scratch. But I am sure there will be such attempts. As for replacing textures and truck “skins” this should be relatively easy. We are supporting the notion of having multiple paint jobs for each truck, so adding new truck skins will not require replacing the old ones, the new stuff should happily coexist with the original stuff as well as skins from other modders.
10. Are AI pedestrians available in game on pavement, crossing. Tell me more about AI traffic on the road, please.
No pedestrians. We have increased the variety of AI traffic around you, and all the cars are about twice detailed compared to old 18 WoS.
11. The release date is planned in September. Is that true ?
That’s what we are shooting for, but it’s extremely hard to promise any dates, games development is a tough work with lots of uncertain factors.
12. For the ends of the list of questions I have favor to ask of you. Can you tell something more about this game yet?
We hope that the fans of our previous game will appreciate that we have tried to please them with as many improvements as we could pack into the new game. We could not do miracles and grant every wish everyone posted on TruckSims, we are only a small company and we had a limited amount of time allotted for the development. But we tried hard to consider every doable feature, and the game is shaping up great. I wouldn’t like to overhype the game and pretend it’s the best thing since sliced bread, I think you guys will appreciate honesty over empty marketing boasts. The game is a massive improvement since last year, but it’s still not perfect. The holy grail of ultimate trucking simulator is still a few years away, so bear with us!

Thank you Pavel for your support

Thanks Jarek, and thank you all of you guys in the TruckSims and TruckPol community for your support!