

Hi Pavel,

Thank you very much for your agreement to taken place in the first part of sets of the questions about new game released by SCS Software this year. I hope that it help fans with seeing this game as it is still under working. Below you can find some questions from game fans.

1. Since the game is still under construction and we don't know its name. Can you give away about title new game?
The game is going to be called 18 Wheels of Steel - Pedal to the Metal. Until now, our working title has been "18 Wheels of Steel American Dream" - you can see we have pretty high aspirations for the new game - but marketing considers the final name to be even more attractive.
2. Has a release date already been set by publisher? Is publisher ValuSoft company?
Yes, the publisher of the game is ValuSoft again. We cannot comment on the release date yet, the game is still far from done, but we have a pretty aggressive schedule.
3. Tell us something about game engine, please. Is it the same PRISM3D engine or its new version?
We are using our Prism3D engine again, but it's definitely not the same technology as last year. Our programmers and artists have made massive progress in all areas, the visuals are much sharper as you can tell from the screenshots, with advanced shader effects. The level of detail of the world has increased tremendously, and we have all new physics system that looks very impressive.
4. Can you some say in hardware and software requirements for this game. Will there be a fully analog clutch?
Final HW requirements are not decided yet, but we are striving to make minimum requirements not very far from 18 WoS AA. The game will look gorgeous for people with GeForce3, Radeon 8500 or higher class cards, but we want to allow people with even 3 years old computer to still be able to play the game and have decent experience.
5. Where does the game take place? Is it still US or also Canada? Maybe other place...
The game world covers continental US from coast to coast, and several locations in Canada and Mexico.
6. Will the game map be bigger than in "Across America"? (How many kilometers). Is there only one map available in game or it is cuts to some parts of that?
The map is quite bigger than the one in Across America. The number of cities has increased as well as the mesh of connecting roads, and the resulting world is really really huge. I think it rivals and even exceeds many AAA driving games. It's still one continuous map.
7. What kinds of trucks will be available in new game and how many models of trucks and trailers we can expect? Will there be [trailer] doubles, or even triples?
The number of truck tractors is going to be higher than in Across America, and the number of trailers is going to be a lot higher for even bigger variety of cargo which you can haul. We will probably not do doubles or triples. The mix of the tractors is different than in the previous game, the new fleet is more up-to-date.
8. How many different locations will be in the game for pickup and delivery goods?
A lot. And they will also be far more varied than in our previous game... not only will there be the usual square patches of tarmac type of cargo terminals, we are putting in some very cool places for cargo delivery.
9. Will real multiplayer mode be available in new release of game? If yes, what kind of multiplayer?

No multiplayer. We are focusing all our efforts to make the single player experience as good as possible given the time allotted for development.

10. Can we expect a game editor in this release as in 18WOS: AA? If yes, what kind of modification can we do? And the same to skins modification...

The improved world editor is once again a part of the game's executable. We would like to make modifications of the game easier than in Across America, but don't expect miracles, it will still require computer skills to mod the game.

11. Will there be any cheat codes? We know that is only for test game but some of players like it ☺

Of course there will be cheat codes in the game.

12. Will AI people (pedestrians) be available in game? Can you put forward your plans for AI traffic on the road?

There will be no pedestrians in this game, all our attention is on trucks and cars. There has been a lot of work done on the AI traffic code, hopefully the fans of the series will be happy with the many improvements we have made.

13. Next thing is simplified police activity and AI cars in 18WOS series. Will this function be rebuilt for better police activity and AI?

Yes, police AI is being rewritten, we plan to make the police less obnoxious, and at the same time to make it matter more once they are after you.

14. Will there be an option for driving for a company in place of driving for oneself?

Our plan calls for allowing the player to experience different things. You can be an employee driving for another company, and the AI boss would command you around. You can become independent owner-operator in control of your fortune, and you can also progress to become an owner of your own big trucking business with other drivers working for you.

15. Can we expect more realistic physics? (as realistic as possible, cause driving a truck isn't easy).

We hope our all new physics and collision system will be a very nice surprise. The handling of the trucks has been completely redone for the new game.

16. Can you see in new game an advanced damage system (overheating of engine, brakes, some mechanical failures, more collision effects, etc.). Does our truck get dirty after some time?

I don't have an answer to this question yet, we are still experimenting with the damage system. Trucks probably won't get dirty over time.

17. What's happened to sleeping time in "18WOS Across America"? Does this option return to game?

We may bring back having to sleep, but only as an option to switch on/off based on the player's preferences, just as several other simulation features that can be toggled on and off.

18. Will environment of game be changed? We expect new truck stop, shops, services, more complex cities etc. as in real world. Does protected level (grade) will be working?

Vast majority of the elements in the environment were rebuilt from scratch, so you can indeed expect to run into a whole lot of new things. At the moment it seems that we won't be putting any railroad crossings into the game

19. Will we see fuel price on advertising board close to fuel station? Now we must stop there and price is displayed in the box?

We are considering it.

20. For the ends of the list of questions I have favor to ask of you. Can you tell something more about this game yet?

There are many things in 18 Wheels of Steel – Pedal to the Metal to look forward to. This is our third game dealing with long haul trucking, and it's shaping up to be a much bigger improvement over the second game than the second game was over the first one. If you liked Across America, we hope that you will love the new game.

Thank you very much for your spend time for us. We get you our best wishes for your work.

*Best regards
Jarek aka Truckpol*