

**1. Is real multiplayer available in new release (not like in Kotr or in HT2 races and ball)?**

*We plan to have multiplayer mode in the game. Since Rig'n'Roll is early in development it's quite hard to say what kind of multiplayer we'll have.*

**2. What kind of trucks and cars are available in this game and how many cars/trucks?**

*In Rig'n'Roll we'll witness exactly the same cars and trucks that drive across California. American, European and Japanese cars.*

**3. How big is map (only one or more) ?**

*Actually it is the whole of California. More than 6000 km of real roads, compressed to more than 600km of roads in game world. This means dozens of cities and towns, mountains, deserts, valleys, Pacific coast.*

**4. What kind of weather condition is available (rain, snow, hurricane, fog....)?**

*Most of the time it's sunny in California but we'll definitely have rain, fog (and even snow and ice in the mountains).*

**5. If good things for HT series will be available here**

- rear mirror,
- police activity, helicopter (maybe in action), mafia
- good collision detection
- stop light

*Such things were already present in Hard Truck. Perhaps there will be some changes in Rig'n'Roll. Many features will be further enhanced.*

**6. Tell me something about new game engine**

*It's a completely new engine created for Rig'n'Roll. I think that the screenshots speak for themselves. The game engine will use all the features provided by the modern graphical cards delivering photo realistic visuals. We also have redesigned vehicle dynamics and AI from top to bottom to attain more realistic behavior of the vehicles.*

**7. Hardware and software requirements for this game**

*The game will be using DirectX 9. As for hardware requirements, the game is still in the early stage of development. Broadly speaking to see the majority of games' graphical features you should have at least a GeForce 3 video card.*

**8. Are these things available for game:**

- turn light

*Yes*

- weigh station

*Yes*

- jake break

*Sure*

- reality of gear 20-30

*Yes*

- kilometer gauge

*No, as a rule. Only in case the real car/truck has an odometer which can be switched between "miles" and "kilometers". Do not forget you are in California. Be ready!*

- road signs system

*Yes, and very detailed. Again you should have some idea of US traffic rules to drive without problem with police.*

**9. Is game editor available in new release (if yes what We can change? - view of truck , new roads, buildings )?**

*At minimum we plan to enable the gamer to create skins for the vehicles. We do not plan to release game world editor at the moment, but again it is a bit early to discuss this.*

**10. What can you tell me about traffic on the Road. Are pedestrians available on pavement, crossing?**

*We will have pedestrian traffic, but we are not planning to create a game like Carmageddon ☺.*

**11. What is driver activity. Can players navigate him (go to bar for example)**

*Sure. He even could catch some piece of useful information there.*

**12. When the release date is planned in Russia and others country? Do you have foreigner developer yet?**

*We plan to release the game by the end of 2004. It's hard to give the more precise date. We are looking for worldwide publisher at the moment. The game was very warmly accepted at E3 and many publishers were very keen to secure rights for this title.*

**13. Maybe you have got something else to say about this game...**

*Rig'n'Roll will also feature an adventure element unlike HT series. Main character of the game will have friends and enemies, all other characters in the game will know his achievements and react accordingly to his deeds. There will be romance, treachery and some very bad guys in the game. And you will have a chance to solve the mystery. On the other hand if you are not interested in following the plot, then you can concentrate on business side of the game and make sure that your company is on top. Or you can become the most notorious racer and challenge other drivers to win cash, special custom upgrades or reputation.*