

Hi Igor,

Thank you very much for your agreement to taken place in next part of sets of the questions about Rig'n'Roll. I and Steven ("5th" nickname on forum) collected some of the questions posted by fans on different boards (among other things TruckPol and TruckSims Forum) in last two months.

As we know that R'n'R is still in working state so some of the questions can be repeated, though they was sent to you lately. Some of the questions are placed in special category, so now we can start ;-)

## GENERAL

1. Which 3D modeling application you use to create game models?
  - *3D Studio MAX.*
2. Did you see 18 Wheels of Steel Across America released by SCS Software and ValuSoft ? What is your opinion about it. Do you take advantage of this game ?
  - *Good job! We like it very much.*
3. Will you plan to test beta version of game with some of the players ?
  - *I think yes.*
4. Is release date still on Q4 2004 or earlier?
  - *Yes it is Q4 2004.*
5. Will there be a playable demo?
  - *I hope so, but it is too early to come to a decision.*
6. Where are you in game development ? We heard that modeling of the majority of large cities is finished. Can you show a sequence game development you planned ?
  - *Yes we made major part of big cities modeling, but not all of them are yet completely ready. There are also a huge number of small cities we want to appear in the game. We continue to work on vehicle design, our ai system, vehicle dynamics and destruction, on game world economics and so on.*
7. Will there be any cheat codes? We know that is only for test game but some of players like it :-(
  - *Some cheat codes will be included in the game.*
8. Are there realistic truck stop chains like "petro", "pilot", "flying J"?
  - *There will be truck stops in the game. But I hardly believe that they will be absolutely the same as in reality. We want a player's activities to be interesting and fun but it is not always possible inside a real environment.*
9. Can we import mp3, wav or ogg files to play while we drive? As a CD Player or FM Radio in interior of trucks or other form.
  - *Yes. It will be possible*
10. Do you have a publisher to publish the game in Europe, Canada and the US ?
  - *Not yet.*
11. As you say, Rig'n'Roll has also feature an adventure elements. Main character of the game will have friends and enemies. So questions: Can main character be killed in game (robbery, accident)? Can we get out of truck and kill opponents?
  - *Main character can be killed.*
  - *Main character is not a super hero. He is truck driver and should use his experience and driving skills to win first of all.*

## TRACTOR

12. Can we custom-fit our trucks? For example: extra lamps, more chrome parts, to a dual smoke stacks, improved bumper and better spoiler?
  - *Yes it will be possible.*
13. Will each truck have a realistic transmission and different speeds? For example, Peterbilt with eaton 18 speed, Kenworth with eaton 13 speed?
  - *Not sure. There should be convenient interface to switch gear. We used "1".."9", "0" keys to switch gears in Hard Truck 2, so there were not more then 10 gears.*
14. Will there be flat-top sleepers? Can we sleep in the sleeper portion of the truck?
  - *Yes for both, I hope.*

15. Will each truck have realistic sounds, as in airbrakes, applying/releasing parking, brakes, engine startup/shutdown etc...?
  - *Yes, we are working on this.*
16. Will there be separate gauges that actually work, like the air pressure in the brake lines, fuel gauge, tachometer, oil pressure, amperes, etc...?
  - *Yes, we are working on this.*
17. Will the trucks become dirty over time?
  - *Not sure. We made 2000 miles each trip in California and our cars were clean.*
18. Will we have a realistic clutch in the truck (instead of this automatic shifting which we find in cars)
  - *We are going to implement this only for 3 pedals steering wheels.*
19. Can you lose your truck control on ? For example wet or slippery road, sand...
  - *Sure.*
20. Can truck break down?
  - *Sure.*
21. Will the trucks handle realistically?
  - *Hope so!*
22. If you drive pick-up type trucks, can you haul loads?
  - *Yes of course.*
23. Will collisions result in realistic damage ? (some parts of truck are damaged and visible on truck view for example)
  - *Yes of course.*

## **TRAILER**

24. Will there be a trailer yard where we can park our trailers?
  - *Not exactly what you mentioned, but something like this.*
25. Are there any lowboy trailers with a variety of equipment?
  - *Yes, there will be lowboys.*
26. How many different trailers there will be?
  - *A lot!*
27. Can we haul two different loads at the same time if our trailer has room for them?
  - *Yes, you will.*
28. Will there be illegal cargo? Hauled intentionally? Planted by someone and hauled without the driver's knowledge?
  - *There will be illegal cargo in the game.*
29. Can we pick-up flatbed trailers empty and take them to the appropriate place to get loaded and unloaded? (steel mill, construction site, etc.)
  - *Sure.*
30. Will there be air hoses on the trailer?
  - *We are going to implement air hoses.*
31. Will we have to wait, and watch as our cargo gets loaded/unloaded?
  - *Yes you will..*

## **THE DRIVER**

32. Does the driver ever get fatigued on the road (rates of fatigue varying depending on comfort of the truck), as well as having to stop to eat at the truck stops?
  - *Something similar will be realized.*
33. Can we drive around with a trailer without having to deliver a load?
  - *Probably yes.*
34. Can we buy stolen or secondhand truck?
  - *Probably yes.*
35. Does police make a blockade if we run away from accidents for example?
  - *Sure.*

## **CITY & HIGHWAY**

36. We will see an active city? For example we will see other trucks in unloading areas unhooking their trailers, fueling up in the gas station or stopping at weigh stations?
- *Yes you will.*
37. Will the time of day have any effect on traffic conditions? (ie, Rush Hour in the cities, less cars at night on the highways, lots of trucks during the daytime on the highways, etc.)
- *I think yes.*
38. Will certain highways ever be closed due to construction ?
- *I think yes.*
39. Can we find any hidden roads like in King of the Road and HT2 ?
- *I think yes.*
40. Can we find on our way a railway/railroad?
- *Yes, you will.*

## **WEATHER**

41. Will night and day driving occur? (Will it be day when we leave our pickup location and night we arrive at our destination? Is it possible to turn on real time in game parameters.
- *There will be day and night driving.*
42. Will there be snow storms, blizzards, icy roads, etc? Will we see any snow plows on the streets during snowy weather?
- *In the mountains mainly.*

## **AI (Artificial Intelligence)**

43. Will the AI not run into us when we are trying to maneuver our truck into and out of a loading dock?
- *It depends on how angry ai driver will be!.*
44. How much skins will have AI rigs?
- *Several. The number will depend on vehicle model probably.*

*On TruckPol Forum will open topics with ideas and comments for R'n'R. There will be very nice to see you there.*

*Thank you Igor for your spent time for us and good work*

*Best Regards*

*Jarek*

<http://truckpol.prv.pl/>

<http://truckpol.proboards19.com/index.cgi/>