Hi Igor,
Thank you very much for your agreement to taken place in next part of sets of the questions about Rig'n'Roll. That is the 4th time. I hope that it help fans with seeing this game. Below you can find some questions from game fans. 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.

General

1. We know that you prepare to E3 Expo now. We heard that you prepare playable build of this game. Will it available for all or only for potential publishers and E3 quest to watching. Which will materials be available there?

   We're working hard on a build, which will represent all changes that took place since last E3. We hope that we'll be able to show working gas stations, cargo bases, service stations. Traffic, semitrailers, pedestrians. If we manage it, we'll make a new gameplay video.

2. Do you use standard option of 3D Max application or you have your own plug-in to create standard objects in game?

   We use 3D Max and a lot of different in-house developed plug-ins for vehicles and other objects modeling.

3. The game editor availability comes back again. You planned to create skins for vehicles only. Do you change your plans for this matter? Will we create 3D model too in 3D MAX? (trucks and objects)

   Currently we don't have plans to include any modding tools in the final release.

4. You planned implement multiplayer mode in the game (the 2nd interview) but any requirements was not set yet. Can you share with us more information about it? Is it possible to join Main Map and play in truck sims mode (no racing like HT2) with other players?

   We're trying to make the multiplayer mode setting and environment the same as in the singleplayer mode – the same game world, the same territory.

5. You answered in the 3rd interview that you maybe plan to test beta version of game with some of the players. Do you have a principle of participation in this event? When it is possible?

   It is still a long way before beta testing actually starts. As we approach this period of development, we'll definitely make an official announcement. It is too early to say what will be the criteria of this selection.

6. Does Russian version of game will be released earlier than English? (If yes when?).

   It is always a matter of circumstances. It is really hard to say anything more precise at present. We'll try and make the release simultaneously all over the world, but this depends not only on us.

7. The pictures point that cities (small and big), vehicle design, characters in game are already done. What does part of game you create now and later?

   It is not exactly the way you have described it. There is still a lot of work to do. We are still making prototypes of roads, cities, etc. Major cities are mainly done, but we still have a lot of work to do on smaller towns and roads. Truck modeling is also in progress.
   Characters animations are not 100% complete. We still have a lot of tasks to finish.

8. Engine sounds should be as realistic as possible, because there is no fine sound like 12 liter diesel. Will there be a most truly made engine, turbo and brake sounds?. Can you tell to us some more about sounds in game?

    It is too early to talk about it right now.

9. What kind of cams we can use in game. Is free camera available (we can direct cam when we want by direction keys)?

    Camera controls we'll be similar to the ones we used in KOTR. In R'n'R we have several additional predefined camera positions, which make cars and trucks look more spectacular.

10. Can we switch from game time to local computer time? It would be very interesting option.

    No, we won't do that in the game. I think that this option might confuse players, and they could miss some important events.

Vehicles, Trailers, Road system

11. In the 1st and 2nd interview you answered that we can drive the same cars and trucks that drive across America and some car are on your wish list. Can you describe them much better? Can we drive a European trucks (Russian as well) that are in a minority in US. Do you have a complete list of trucks and cars available in game? I'm sorry for this question but it is main question on some forums and it causes a stir among game fans.

    Just as I told before, in Rig'n'Roll players will witness mostly the same cars and trucks, that drive across California. Our aim is to make players feel that they are really in California, feel the spirit of this state.

12. What kind of modification or upgrade we can make for our vehicle in game?

    It won't be very interesting if we reveal all the secrets right now.
    In brief, among others there will be the following upgrades:
    - truck engines
    - suspension
    - wheels
    - tyres

13. Will dirt road and hidden road be available in R'n'R? (like in KotR, HT2 not displayed first time on map)

    There will be hidden roads, but we don't plan to have any dirt ones in R'n'R.

14. Will we see duel price on advertising board close to fuel station? Now we must stop there and price is displayed in the box. Does gas price is constant or variable for the same gas station?

    It will be just as in real life. You will be able to see gas prices even without driving in. Prices will be also different, depending on the gas station.

15. How many different locations will be in the game for pickup and delivery goods?

    There will be about 40-50 of those.

16. Will there be surrounding states you could go into like Arizona, Nevada, Oregon, and Mexico.

Rig'n'Roll is a game about California. We have a small exclusion - mountains of Sierra Nevada. We couldn't refuse to have this breathtaking beautiful nature in the game. Everything else is California.

17. Fan quote questions: "I believe "racing" has been mentioned, but haven't heard much to elaborate on that. Does that mean that Rig'n'Roll will be like HT2 where we pick up a cargo and then race a bunch of other trucks that have also picked up the same cargo to be the first one to deliver? Or does that just mean there's a separate area where you can race just for fun?"

There will be both - a lot of racing with and without cargo. Actually you'll be able to race against anybody anywhere. You only need to arrange that.

18. At many screenshots we see too many closed streets in city. Does the roads are in complex or straight system?

We model most important highways and freeways and go though towns and cities. In some cities player will have more freedom in some less.

Main character

19. Could we work for other company?
No, players won't be able to do that.

20. If we will hire a driver...we will command him as like main character? What commands we can get?

One of the differences from the previous part of the game is that a player won't be able to switch to a hired driver. The only way to control these drivers and give them orders, is to do it from your office. Of course player will be able to drive any truck, his company owns.

21. Can we see whole cab interior (360º) and sleeper or only 90º angel turn?

You'll be able to see the whole interior - 360o

22. Does main character must sleep in game?
The main character must sleep in game.

23. Can we deliver cargos to airports or train station?

Some of our warehouses are connected with airports.
But trucks won't be able to drive directly into an airport or railway station. Just as in real life.

24. Will there be visible hands on steering wheel? If yes, than if there be an option to disable it, plus disable the whole steering wheel?

There will be visible hands on the steering wheels.
There will also be a possibility to switch this option off.

25. Will there be some driving assists for newbies?

We don't know yet. We'll think this over.

Hardware and Software

26. Do you know new hardware and software requirements for R'n'R?. We got answers about DirectX 9 and at least GeForce 3 video card. Any changes from this time? (processor and memory requirements etc. are very welcome)

> *The game supports DirectX 8 and uses DirectX 9 features.* *Player's with latest video cards will experience most important special features available for those cards. However players with older systems will be able to enjoy the game in full as well with quality graphics.*
> *We haven't defined the system requirements yet.* *Roughly speaking you'll need a 2 GHz CPU, more than 256 Mb RAM.*

27. Will there be a fully analog clutch?

> *A part of steering wheels has 3 pedals. We will support such devices in the game.*

28. Does the game support some function in drive by mouse?

> *It is too early to talk about it.*

AI

29. Can we drive all vehicles (trucks & cars) available in game or some are reserved for AI drivers only?

> *Some will be only for AI. Which ones? Let it be a secret, which we'll reveal later.*

30. If AI driver broke the law/regulation, it would be stop by police?

> *Yes, AI drivers will be pulled over by the police.*

31. Will AI drivers will be tank in gas station, sleep in truckstop?

> *Yes.*

Thank you very much for spend time for us. We get you our best wishes for the next E3 Expo.

Best regards
Jarek aka Truckpol