Interview about Rig'n'Roll

with Igor Belago by Sfex2k

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- **Hello Igor.**
- *Hello*

Questions that deal with other websites.

- **Who is responsible for the official Rig'n'Roll website? Why is the website updated so rarely, once a month?**
- *The people that are responsible for the Rig'n'Roll official website are us, the game developers. Sadly its very difficult for us to find time for even a monthly update of the website. The most important thing to us is the continuing development of the game.*

- **Do you Igor Belago visit any forums where people can ask you questions?**
- *I visit some forums, especially forums of Dalnaboyshiki 3, TruckPol, and Russian Trucksims, although not as often as I would like to. Its better to ask questions through moderators and administrators of the forums, and as a single list of questions. In this case we will spend less time on the development of the game, and more people will receive answers on the questions that interest them.*

- **Will there be a new forum on the official Rig'n'Roll website?**
- *I don't think that is necessary. There are already many forums on other websites and I think that's wonderful.*

Questions about development of Rig'n'Roll

- **Is work on the scenarios of the game completed? I.E. are all the script files and scenes written yet?**
- *No, there is a lot of work left.*

- **Is the AI working yet?**
- *If you mean the A.I. of the virtual drivers, then yes almost, but we are planning a few more major improvements.*

- **Right now we can count 26 cities on the game map, and only 4 of them are not completed. Will there be more cities added?**
- *Yes, a lot more. In fact right now there are 29 cities on the game map.*

- **On the official Rig'n'Roll website there is new information about a school bus. Is the bus part of traffic, or a drivable vehicle in case of a company bankruptcy?**
- *The bus is traffic. Although this vehicle has an important place on the road, and the player will need to follow the special traffic rules associated with it. In case of failure to follow these rules, the player will receive an extra harsh punishment.*

The English translation of this interview was written by Yevgeniy (Ubaku in TruckPol forum).

- **If there is little traffic in the screenshots, does that mean, that the models of the other vehicles are not completed yet?**
- *Of course not, it's more convenient to modify the vehicles this way.*
- **What else is being worked on right now except the roads?**
- *The scenarios, the U.I. (User Interface), design of the vehicles and their behavior, the economic subsystem, the special effects, and modification to the physics and damage system.*

- **In the gaming industry it's appropriate to announce the release date of the game at least 6 months before release. Does that mean that Rig'n'Roll will come out in fall? When will the release date be announced?**
- *We assume, that the game will come out in the 3rd or 4th quarter of this year.*

- **Will Rig'n'Roll support Dolby Digital or at least Dolby Surround?**
- *The audio system is designed for full three-dimensional sound. Everything else depends on the configuration of your computer. The owners of 5.1 audio card will be able to experience the full sound capability of the game.*

- **Will there be a difference in the sounds of different engines? For example, so that there won't be one engine sound for all trucks, but a few.**
- *Yes there will be a difference.*

- **Will all the gauges and instruments on the instrument panel be functional? Such things as, the battery voltage, oil pressure, temperature of the engine and etc?**
- *All the instruments on the instrument panel are fully functional.*

- **Will there be weigh stations?**
- *Of course.*

- **How will the driver move out of the cab? Will there be teleportation out of the cab into buildings, or we will be able to control the driver from first person view?**
- *You will see for yourselves!!*

- **On the official Rig'n'Roll forum there was some information that the game will come out only in the 4th quarter of 2005, which is closer to 2006. Is this true?**
- *We assume, that the game will come out in the 3rd or 4th quarter of this year.*

- **Sincerely Alexander, The DB3.nm.RU team, and the users of the forum DB3.nm.RU**
- *Thank you for the questions! While I'm already here, I will use this interview to announce that soon on the official Rig'n'Roll website there will appear an email address, which we will use to receive your suggestions and complaints about the game. We will try to consider all that we can.*