

TruckPol note:

The interview with Igor Belago (SoftLab-Nsk) was prepared by Sfex from <http://db3.nm.ru/> before E3 Expo. The answers was sent by Igor after it.

The interview concern Dal'noboyshchiki 3 – the Russian version of the game called Rig'n'Roll (working title of game in preparation). So, some of answers concern only the Russian version.

I'll do my best to translate to English. ;-)

Special thanks for help to Alex, Vladimir, Steven

So we can start...

1. Can you describe Softlab-nsk company?

*Company was established in 1991 by the group of programmers, who participated in the development of the country's first space and aviation trainers, based on the principles of virtual reality. Training theme is for us one of the basic things to this day. We release several space, flying, railroad and now even sea trainers yearly. We began to make games in 1994 and in 1996 by order of American an company "The Other 90%" we released the first series of the games, based on the technology of neurophysiologic control. In the beginning of 1997 we started development of a series of "Dal'noboyshchiki" (in English "Hard Truck", "King of The Road"). These series proved to be extremely successful in Russia, in America and in Europe. But the main thing is that we became very interested in games of these types!*

2. Can you describe where and when and what conceived idea about the creation of game " Dal'noboyshchiki 3"?

*Our purpose was to make interesting, unique and diverse games unlike the previous series of truck games. California, with its thousands of miles of roads, which lie on the mountains, the beautiful ocean coast, the efflorescent valleys, deserts and burnt out canyons, with its enormous metropolises and small provincial town in the style "western", with its burning midday intense heat and pouring rains - proved to be ideal place for the development of "Dal'noboyshchiki 3". Moreover, there is a very developed structure of trucking cargo business and a powerful, solid army of drivers.*

3. How many people work in your company SoftLab-NSK? Do you manage the work?

*SoftLab-Nsk has approximately 60 people. In our division is about 30. Work - thing is relative. When we made first truck game, we had 10 people. Each new game takes about 5 more workers than in previous game. According to his assumption we must have approximately 240 people now, but we manage by the existing team.*

4. If it's ok, let's talk about the game now. Can you describe a little about the engine of "Dal'noboyshchiki 3", please?

*The engine is ours. We practically rebuilt it entirely from the moment we released "Dal'noboyshchiki 2" (King of the Road). The changes concern graphics, physics and AI. The results can already be assessed according to screenshots you've seen.*

5. Can you tell us the approximate date the official site will open, please?

*Site is practically ready. It'll open soon.*

6. Can you describe in more detail what you will demonstrate at E3 Expo 2004?

*At E3 we showed a new video file and the demo version.*

7. Can you tell us how much of the game is complete, please?

*It is difficult to estimate, but it is far greater than 50%.*

8. Can you tell more about the vehicles and their special features, please?

*More than 200 vehicles counting different colors are planned. More than half of them are trucks. The prototypes of trucks became the brand models including: Freightliner, Peterbilt, Kenworth, Navistar International and others well known in America.*

9. Can you say a few words about the damage to the trucks? The breaking away of doors, cowlings, windows being broken, flat tires, all this will be in the game, right?  
*Yes.*
10. Will there be in video clips? For example, a video clip showing our truck being loaded?  
*Yes they will be.*
11. Can we drive cars in the game?  
*It is too early for this question.*
12. Will we have working mirrors, a truck horn, yard-keepers and other trifles in the game?  
*Yes, of course.*
13. I have a question about the in game camera. How will camera be located in cab? Just as in “Dal'noboyshchiki 2”? (in English “Hard Truck 2” and “King of the Road”)  
*The camera will have lots of freedom of movement and it will be able to be placed not only on the spot of the driver, but also on the passenger’s seat to.*
14. Although the game will take place in California, what language will the main character and his friends/enemies speak, English or Russian?  
*This is like in the cinema - certainly in the Russian. (The characters will speak English in English version, I think - TruckPol.)*
15. When will the game be released?  
*We'll plan to finish game at the end of 2004, but it will be released surely in 2005.*
16. What are you currently working on in the game?  
*We are continuing to design the cities, vehicles, characters, and polishing up the scenarios.*
17. Is it possible for us to transport automobiles in the game? Is there a special trailer for this job?  
*Yes, this is a specific trailer carrying cars.*
18. How does the game begin? A fellow from Russia arrives in America with little money and he buys a cheap/weak truck and begins his expansion in America?  
*Exactly, yes.*
19. How many does the game take place?  
*Most likely it will be released on three CD's.*
20. Must the player work a long time to accumulate money to buy an expensive truck?  
*Not to accumulate, but to earn. Everything depends on mind and skill to conduct your business.*
21. Will we be able to reach for example the gasoline pump on foot?  
*Yes*
22. What happens if the player goes into bankruptcy? Will we be able to take out a loan?  
*If you become bankrupt, your game is over. But if you have some properties (machines, offices, etc.), then it will be possible to convert this properties into money.*
23. Igor Belago, do you play in Dal'noboyshchiki 3 (Rig'n'Roll)? Do you test it?  
*Certainly, every Thursday we begin the total checking of the existing version of game.*
24. How many cd's is the game on?  
*3 CD's.*

25. How many trucks will be in the game and how many are already made?

*The majority of the trucks are already made.*

26. Can you describe briefly the subject of game?

*No. Otherwise the game play will not be interesting.*

27. Will we see day and night, the sun, rain, fog, snow?

*We will make a list of all the features.*

28. Is it possible in the game to buy tires and other spare parts?

*Yes.*

29. Now it's time to questions about cargos. What kind of cargos can we transport?

*There will be very different loads: from "CD games" to "astral segregators". Customers are different.*

30. Will traffic congestion occur in the case of road accident?

*You will have to repair your truck in the case of breakdown and search alternate routes in the case of traffic congestion.*

31. If AI-driver bangs into our truck or trailer, can we call the police and force them to compensate for our damages?

*All AI-drivers will be punished for their faults – not the gamer only.*

32. Will we be able to talk with other people (not only with those, who are in bar)?

*There are many possibilities of contacts with other characters – some will be good and some will not.*

33. Can we borrow gas from AI-truckers?

34. Can we take injured pedestrians to hospital in the case of road collision?

35. Will convoys be possible in the game?

36. We heard we can be give a lift to fellow-travelers? What if one of them is found to be a robber?

*It's too early to answer these questions. Many of the answers will appear only in the game itself.*

37. Is it possible to increase the player rank during the game?

*Yes.*

38. Will armed to the teeth gangs drive along Californian roads?

39. Will each vehicle have its own engine sound?

40. If I was buying coffee, for example, can my truck could be stolen?

*I can not answer yet.*

41. Can you brag of new physical model for R'n'R?

*Yes, we can brag, but you will have to test things out for yourself.*

42. Do gamers torment you with questions about the game?

*Yes ... Unfortunately, we physically are not capable to answer to everybody.*

43. We hope AI-trucks will drive with their trailers. Is that so?

*Yes of course.*

44. I saw in one of the screenshots that the driver's seat in the AI-truck was empty. When will you add the drivers?

*We already have.*

45. What kinds of communication do we give us in the game? Do we have a cell phone or walkie-talkie?

*There is a walkie-talkie but it will slightly differ from usual radio transmitter.*

46. Whether will the main character speak? If yes – in which language?

*In Russian, of course.*

47. What are your long term plans for “Dal'noboyshchiki” (“Hard Truck 2”, “Rig’n’Roll”)? Will there be “Dal'noboyshchiki 4”?

*Right up to the 50'th. Time will show whether these plans will come true.*

48. Are there Universities in Novosibirsk who support your work? For example somebody could be taught to be a programmer and work at your company without problems?

*Yes. Novosibirsk State University is our favorite educational institution.*

49. Are there large truck-stops for truckers to park and relax?

*Sure.*

50. How do we buy a truck? Are there special truck-stops or truck dealers?

*You can buy them at truck dealers like in real world.*

51. How we can hire drivers for our virtual company?

*As in reality – through recruit offices. The question lies in the fact of whether or not they want to work for your company.*

52. We will have our own office and garage where hired drivers will come from time to time?

*Yes, of course.*

53. As you know, truckers like to tune their war-horses after their own taste. Will we have to drive standard polish trucks from the factory, or can we add decorations and personalize our truck?

*A lot of truck's upgrades will be in the game – both for better performance and appeal.*

54. You have already told us that we will be able to upgrade our truck. In that case, can we modify internal components or only outward appearance? e.g. tires?

*Sometimes yes, sometimes no.*

55. Would we be able to see how our wheel is changed or something else is changed?

*Something similar – yes.*

*Thanks for interest to our game.*

Igor Belago  
Softlab-NSK