

An interview about Rig'n'Roll

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 "Dalnaboyshiki 3" (Rig and Roll)- Exclusive and only Here!

In one of the last issues of our newspaper we already told you about a new gaming project of this year- "Rig and Roll". We decided to chat with the director of the group working on this game, Igor Belago, in order to get the honest truth first hand.

- **Hello, Igor. It has already been more then four years, all the Russian gamers are waiting impatiently for the release of the game "Rig and Roll". How much longer do they have to wait?**
- *The work on the third part of the game began in the end of 2001. Before that we were busy working on another part of another game we made previously. There is not much longer left to wait, in 2005 the game should hit the shelves.*
- **What is new, compared to the previous "Dalnaboyshiki" project that will appear in this game?**
- *As you probably already know, now our truckers will try their hand in a new territory. This is America. The state of California. New roads, new cities, new traffic rules. This is a new world and the gamer will have a lot to learn to survive this world, for example, To be jealous of new friends, to defeat enemies, and to finally win the game.*



- **How real will the "physics" of the cars and trucks be? Will we be able to crash the Trucks and have accidents? Will we be able to fix the Trucks? Will the accidents and engine problems have an effect on the drive ability of the trucks?**
- *Each of the cars and trucks in the game will have, in the viewpoint of a physical model, a set of 12 main subsystems (such as engine, braking system, transmission, steering system, electronics, and etc.) Each of these subsystems will have 5-6 accessories. Each of these accessories is a parameter of the main system, and can exist in one of three modes - Normal, Damaged, or Critical. The way a car or truck will behave and its visuals depend on the present condition of these subsystems (And that's over 100 parameters). For example, with critical damage to the radiator, if the player doesn't pay attention to the temperature gauge and the warning light, then after a certain amount of time, smoke will come out from underneath the hood, then the engine will die from overheating, and the truck or car will stop.*

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

- **Many gamers are wondering about the adventures and quests of the new truckers? How true are the expectations?**
- *The game has many different endings. We will hope that the game will satisfy the expectations of the lovers of adventures, racing, and simulation alike.*

- **We understand that the question is not completely answerable, considering that the game is not finished yet, but can you share with us at least one (cool thing, or Special Feature) that will be in the game?**
- *Do you know what is, "black ice"? The weather is terrible, you are high up in the mountains. The road looks wet, but the car is going steady, and suddenly you are practically being dragged off the road. That is "black ice"- a thin and transparent layer of ice on the road. Visually it's practically impossible to tell the difference between "black ice" and a wet road. Pay close attention to the other cars. If the splashing suddenly disappears from the tires, that is "black ice". Don't make any sudden moves, not with the steering wheel, not with the pedals. Very carefully decrease your speed. Do you also know what hydroplaning is? I sure hope you do!*

- **Do you have any plans for your long on going "Dalnaboyshiki" series?**
- *We have many plans and ideas, but it's too early to speak of that yet.*

I would like to thank the press of the "IC Company" for helping with this interview.

This is an English translation of the Feb. 22, 2005, Igor Belago interview for "Molniya" paper. You can find the original Interview in Russian at the following link: <http://rignroll.com/?type=news>

The English translation of this interview was written by Ubaku .

If you have any problems understanding any part of the translation or any problems with the interview at all, please contact me at ubaku5@yahoo.com