



# 5<sup>th</sup> Rig'n'Roll Interview

with Igor Belago for TruckPol site

October 10<sup>th</sup>, 2005

Hi Igor,

Thank you very much for your consent to take place in the fifth part of Rig'n'Roll interview for TruckPol Members. All the fans here and at the TruckPol Forums are dying to find out the answers to questions below. As the game is getting closer to being released, we are hoping that now you can give us answers to some questions which you could not answer before.

- **You become the guru of many trucking fans. When did you start your trucking adventure and was it your hobby or duty only?**
  - *We have started on 1997. We had a choice then to develop a sea speedboat or a truck racing game. You can see our choice now... I am absolutely sure that it is impossible to work in game development only as a duty. A developer must live in his game ;-)*
- **“King of the Road” game had excellent music by Aria. Can you lift the veil of secrecy about music in your new game?**
  - *It is a secret still*
- **The oldest question you still hear around is when will Rig'n'Roll be released in any versions (English or Russian)?**
  - *The oldest answer – as a developer we are unable to answer*
- **Did you make a decision about Rig'n'Roll demo yet? If so, when can we expect it?**
  - *We already have the demo, maybe it will be disclosed sometime. Again it is a prerogative of our publisher.*

Well, we have some questions now about game details...

- **What will the travel distances in Rig'n'Roll be like? How long in real time will it take to travel from Los Angeles to San Francisco for example?**
  - *A regular distance between cities in the game is about 8-10km. The travel distance between downtowns of LA and San Francisco is approximately 70km, so you can calculate driving time yourself*
- **Will there be real life loading/delivery places? Wood picked up in forests and delivered at sawmills, milk and livestock picked up at farms, containers picked up at harbors and so on?**
  - *Yes it will*



- **When your truck is unable to move from being broken, will a tow truck come and take your truck to a repair shop, or it will be like other trucking sims where you click call 911 and your truck is magically fixed?**
  - *We are still thinking about that*
- **We know that damages will be visible on the truck, if you hit an object, but will they be visible on the trailer as well?**
  - *Sure*
- **Can we form convoys with our or AI drivers?**
  - *We hope so*
- **Will the player take part in loading and unloading the truck's cargo?**
  - *No we do not plan to do that*
- **Will San Francisco have streetcars (tram), and will there be animals in the game?**
  - *Trams, probably no, because they are way out from our routes, animals – yes of course*
- **What is Hollywood like in the game? Are there movie studios like Paramount and famous streets and landmarks like the Grauman's Chinese theater and Hollywood walk of fame?**
  - *Did you see a lot heavy trucks there walking around?*
- **Can we drive around with a trailer, without having to deliver a load?**
  - *Sure*
- **If it rains or snows, would the weather get worse over time? Example: (more lightning bolts, hail, snows harder, etc..)**
  - *Sure*
- **When you come to your destination, what happens with the trailer? Does it disappear or do you have to park it in the trailer yard?**
  - *It will not disappear*
- **In the previous interview you were asked how many trailers would there be in the game? Your answer was "A LOT". Right now there are only 6 different trailers. Are you going to add more different trailers?**
  - *First of all, not 6 trailers, but 6 trailer types. We have now 10 types (more than 20 different trailers) and will add more*
- **Will the parking brake and regular brakes function like the brakes on real trucks? (truck won't move without air) Also will the air gauge on the truck panel react to this?**
  - *Yes*
- **Will there be a level crossing (like protected/unprotected level) where we must stop and wait till the train passes it.**
  - *Probably no*



- **There are game requirements for Rig'n'Roll at Overclockers.ru site. Can you confirm this setting and give us minimal requirements for the game?**
- *We hope to keep the following minimal requirements:  
Pentium IV - 2 GHz , 512 MB RAM, 64MB NVIDIA GeForce 4 or ATI Radeon 8500*
- Well, we must return to multiplayer option in the end of interview ;-)
- **How will be realized connection in multiplayer mode? Please let know us more about it.**
- *Both via TCP/IP or Modem*
- **Will you be able to use a microphone and really talk to other players on the CB radio in multiplayer mode?**
- *We do not plan to do that*

Igor, Thank you very much for your spent time with Rig'n'Roll fans.  
We will be very grateful seeing you sometimes on TruckPol board.

Best regards  
Jarek aka TruckPol  
Yevgeniy aka Ubaku

*Thank you for constant attention to our game.  
Best regards  
Igor Belago*