

KING of the ROAD



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INTRODUCTION

"King Of The Road" is the World's first continuous driving simulator. You are a long-haul trucker making living by delivering wares from town to town in the region covered by continuous network of roads. One of the towns has an airport where merchandise is delivered from outside the territory. Each town has a depot that puts in orders for goods, as necessity demands. The profit depends on the shortage of the merchandise delivered, so the quickest player makes the most. In the game there are no separate levels, so you can remain in the game world as long as you choose. Night will succeed day, sometimes the sun would go behind the clouds or you will have to fight a storm. With luck you get an order to GreyStone. They won't let you there without an order. It's a plant where technical carbon is made - a restricted area. But orders to deliver the diamonds from the plant are gainful. You can upgrade or even change your truck on that. If you can deliver them without an accident, that is... Check your pager. You will be notified of the races that take place regularly taking place at Circuit. Manage to get on time at the start. Late comers are not allowed to take part. Winners will get a substantial money prize. Any winner (in the races or when delivering load) gets a licence to hire another trucker and start a company. The licence is valid for a limited time, so you should look promptly for a driver willing to work for you. You will have to buy his truck from him and then pay him salary, but all the gain will go to your company account. Your competitors will also start their companies and build up their power, enticing your employees with higher salaries. The company whose share of the delivery market reaches 51% - wins.

INSTALLATION

To install King Of The Road, insert King Of The Road CD into the CD-ROM drive, then, if the installation does not start automatically, in Windows Explorer start install.exe from the directory window for your CD-ROM drive and follow the instructions.

During installation, you will be asked to choose the installation mode. It can be minimal, medium or maximum. Depending on the mode, disk requirements will differ:

Minimal	50 megabytes
Medium	480 megabytes
Maximum	570 megabytes

Maximum install requires more disk space, but the game will load faster and the introduction will be smooth, because both will load from the hard disk. Minimal install will take little disk space and both the game and the introduction will load from the CD-ROM; depending on the speed of your CD-ROM drive, it may slow down the loading of the game, and the introduction can appear less smooth. Medium, the compromise, is the recommended choice. In it, the introduction will play from the CD and the game will load from your hard drive.

King Of The Road requires **DirectX** installed. The install program will check your system for presence of DirectX and if it is not present, it will install it from the King Of The Road CD. You can skip the installation of DirectX to do it yourself later, but until you install it, the game won't run.

DRIVING CONTROLS

The following truck controls are imitated in the game:

- steering wheel
- acceleration
- brake
- parking brake
- manual gear box


The keyboard or a joystick (game steering wheel) can be used to imitate the wheel, accelerator and brakes. The keyboard is used by default. To choose joystick (steering wheel) as a controller you click <controllers> in the main menu and select the desired device.

Keyboard



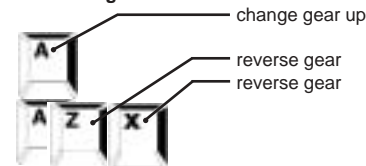
Using one of the above keys when  is pressed and held will result in a more profound effect – more abrupt wheel turning or full acceleration.

If the joystick is selected as a control, by default it will be used for steering, acceleration and braking only. The keyboard will be still used for the rest. To make the control more convenient, use keyboard remapping available from the “controllers” submenu. On the figure above controls that can be used on your gaming wheel are marked with asterisks (as an example). If your wheel supports force feedback technology and is compatible with DirectX 8.0, the game will detect this and will provide force feedback. The effect of external forces on the wheel can be adjusted in the “controllers” submenu. For that, switch to the **“On the road” menu** and click <control>.

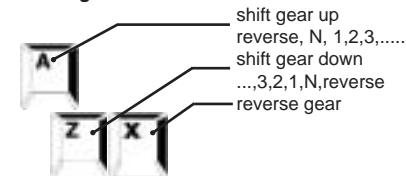
To set your truck on the parking brake, hit ; to release it from the brake, hit it once more.

To switch gears, use:

Automatic gear box:



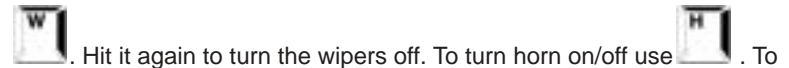
Manual gear box:





and also:

Switching from the automatic transmission to manual and back is available in the “controllers” submenu, which is accessible from the **“On the road” menu**.

If you happen to drive in the rain, do not forget to turn the wipers on, hitting






turn headlights on/off use  . To switch from low beam to high and

back use   . For repair you will have to find a repair shop and drive into it (see **“on the road”**) or, if you can't move, call rescue service (**On the road” menu**).

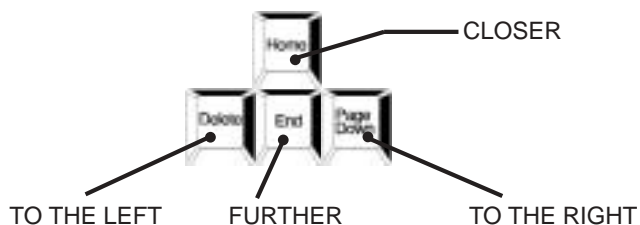
CAMERA CONTROLS

At the beginning, you are in the truck cabin and see the road through the

windshield. To look left or right, use  and . The view remains until you release the key. You can also use mouse for that, dragging it left or right. Rear view mirrors are visible when you are looking left or right.

Use  to switch between first person and third person views.

When in third person view, you can select convenient viewpoint using the following keys:



MAIN MENU

In the main menu you can:

- Start or continue a single-player game - **<single player>**
- Start or continue a multipalyer game - **<multiplayer>**
- Change current driver name - **<change driver>**
- View the demo of the game - **<demo>**
- Start recording a game session or play one previously recorded **<tape recorder>**
- Adjust graphics quality - **<graphics>**
- Choose control device or re-map keyboard - **<controllers>**
- Exit game - **<exit>**

The top level main menu buttons are always accessible; having done with one of the submenus you can go right to another one by clicking the respective button. All changes made in the previous submenu are remembered.

CHANGE DRIVER submenu

When **saving games**, driver name is taken into account. You can load games previously saved and continue a game with your previously accumulated capital. And, each player in a multiplayer game must have a unique name. To enter a new driver name, click **<change driver>** in the main menu. There you can either click onto one of the names in **“recent drivers”** list or enter a new name in the **“current driver”** field. To delete one of the names previously entered, select the name in the **“recent drivers”** list and click **<delete>**.

In the **“logo”** field you can choose one of the available logos, browsing them with **“>”** and **“<”**. The selected logo will appear on your truck and trucks of your employees (see **“Hired Drivers”**). You can choose a photo for yourself in the **“driver photos”** field, browsing them with **“>”** and **“<”**.

When the appropriate name, logo and photo are chosen you can proceed by clicking any other main menu button. To discard the changes just made, click **<cancel>**.

TAPE RECORDER submenu

To record a game session, go to the “tape recorder submenu”, enter the name of the movie in the **<movies>** field and turn the recording mode on, clicking **<record>**. Click it again to turn the mode off. The red indicator

of the  button reflects the mode.

After the next game session is complete and you are back in **main menu**, the movie will be recorded and the record mode off. You can play recorded movies back, selecting their names in the list of recorded movies.


<delete> will delete a movie selected in the **<movies>** field.

Playback


To play a recorded movie back, go to “tape recorder” submenu again and click onto a name of a movie in the list of movies and then click **<replay>**. After the movie is loaded the built-in player starts playback in standard mode.



The tape recorder has the following controls:


 - playback (forward)


 - pause

 - playback (backward)


 - one frame forward

 - one frame backward

 - go to the beginning

 - video-search. Each time you click the right button the playback speeds up, when you click the left button it slows down then the playback stops, then (if you go on clicking the left button) the playback goes backwards slowly, then faster etc. If you then start clicking the right button, the same happens in reverse order.

To stop playback and return to “tape recorder” submenu click  on

the tape recorder or hit  on the keyboard. You can then view this or any other recorded movie.

SINGLE PLAYER submenu

To play a single-player game click **<single player>** in the **main menu**. You then can load a previously saved game or start a new game.

For each new game you can select a difficulty level, traffic density and adjust weather parameters and day length. Having done with the settings, click **<new game>**. You find yourself on the road and can start your ascent to wealth and glory.

To discard the changes made to the parameters, click **<cancel>**.

To load a previously saved game, click onto it's name in the list and then click **<load game>**. You will find yourself on the road where you left the game and the game will restore to the state it had when you saved it (see **"saving game"**).

Level

To select the level of difficulty click either **<arcade>** or **<simulator>** in the **<level>** field.

Traffic

Besides your truck there are other vehicles in the region, including your rivals' trucks. In a single-player game they all are controlled by the computer. In the multiplayer game some of them are controlled by other gamers and others are still by the computer. Total number of vehicles in the game can be adjusted with **"traffic"** slider. Dragging the slider to the right (towards **">"** button) you increase the number of vehicles and dragging it to the left (towards **"<"** button) you decrease the number.

Remember that selecting maximum traffic you can cause noticeable drop in frame rate on low-end computers.

In multiplayer game the traffic can only be specified on the server (see **"multiplayer"**).

Weather and day length

In the game, like in real life, the trucker will drive by day as well as by night, in the sun or in the rain. The God is responsible for that, but our game lets you affect these processes. Drag the **"day"** slider to the left, to decrease, or to the right, to increase the length of day. Dragging the slider in the **"weather"** field towards **"good"** you increase the probability to find the weather good and by dragging it towards **"storm"** you increase the probability of rains and storms.

Vehicle

In this field you can select what kind of vehicle you will have when starting a new game. It can be either a car or a truck.

MULTIPLAYER SUBMENU

Several gamers can take part in the game, if their computers are connected together by means of one of connection methods supported by Windows (for example via modem or network). The number of gamers in the multiplayer game must not exceed eight. Before starting a multiplayer game agree with your partners so that each one have a unique name (see “**change driver**”) and as to which one of the computers is going to be “server”. The rest will be “clients”. On the server the competition, the difficulty level, traffic, weather and day length can be selected.

To start a multiplayer game, click **<multiplayer>** in the main menu. To return to the main menu click **<cancel>**. Clicking buttons **<<->**, **<->** and **<colour>** in the “**truck**” field choose the model and color of your truck. Select the connection protocol (which should be the same for everybody) in the “**connection types**” list by clicking on it. Click **<host>** if your computer was chosen as server and **<join>** otherwise. It is preferable for the “server” gamer to click the button before the clients click theirs.

The gamer whose computer is “the server” will:

Right after clicking **<server>** you find yourself in the “server” submenu. By clicking **<cancel>** you return back to main menu. In the “server” submenu you can select one of the three competitions, adjust traffic, weather parameters and length of day in the same way you do it in the “game” submenu. Having done with the parameters, click **<next>**.

The program will start waiting for the “clients” to connect. The information about the clients as they connect will appear on the screen in the field “participants:”. To cancel the process you click **<cancel>**.

After all the “clients” gamers are connected click **<next>**.

The server computer will load the route and will display the information about all the client who loaded in the “**ready**” field of “**Waiting for other players**” window. When all “clients” are loaded click **<start>** to start the actual game. If for some reason you decided to abort the game, click **<main menu>**.

The gamers whose computers are “clients” will:

After the **<join>** button is clicked, the program is looking for the server and connects to it. Depending on the selected protocol enter the following information into the “connection parameters” field:

IPX	No additional info
TCP/IP	Enter the server IP address or domain name, or leave the field blank if it is on the same sub-net
Modem	Enter the server phone number

If the connection does not take place after a period of time, the program displays the message “**server not found**” and offers either to continue (**<wait>**), or return to *main menu* (**<cancel >**) and start again. Make sure that the correct protocol is selected that the *driver name* is unique and the connection parameters are correct. If from the second attempt you do everything right before the server stops waiting for “clients” the connection will take place and the loading of the route will be initiated. When *on the road*, the “client” gamer can start the race when other “clients” are connected and the “server” allows the start. Until that the program will display “**wait for a start signal**” message.


CONTROLLERS SUBMENU


Click **<controllers>** in the *main menu*. In the “**control device**” field you can, in addition to keyboard, choose one of the control devices attached to your computer to control your truck, clicking “<” and “>” buttons. If you want to use keyboard to control your truck, choose **<keyboard only>**.



If, for example, you want to choose one of joysticks (or gaming wheels) installed on your computer as an additional control device, make it appear in the “**control device**” field with the “<” and “>” buttons. After that the joystick will work in parallel with the keyboard. The joystick should be connected to your computer and calibrated. The calibration is done from Windows. It is advisable to calibrate your joystick prior every game session.


If you are a happy possessor of a gaming wheel with a gear switch from ACT LABS, choose **<Act Labs Force RS + Shifter>**.


In different driving games different keys are used for the same actions. If the default key mapping is not convenient to you, you can re-map the

controls. Suppose you do not want to use  for horn and you want

to change it to . Click “horn” in the “**keyboard**” field. The key

mapped to “horn” (currently it is ) will start blinking. Hit  on the keyboard and “H” will change to “O”. From then on, **<O>** will be used

for horn. If you tried to use, for example,  to map to horn, the

program would ignore the request because  is already mapped to “parking brake”. In this case you should first re-map the parking brake

to free “B” and then change  to  for horn.

In the same manner you can redefine joystick (gaming wheel) axes or buttons, if one is selected as an additional control device. For example, if you want to redefine “acceleration”, click onto **<acceleration>** and then push the joystick in the desired direction (or press the pedal down). Or, if wipers should be re-mapped, click onto “wipers” and then press the desired button on the joystick.

If you want to return to the standard set of the keys and controls of the selected joystick, click **<default>** button.

GRAPHICS SUBMENU

When the game is first started after the installation, it detects the 3D accelerator installed on your computer. Its name will appear in the “D3D card” field. If you have more than one accelerator installed, you can choose which one to use with “<” and “>” buttons. If you decided to install a new accelerator into your computer, then after the accelerator is installed click **<autodetect>** before proceeding with the game.

To select the desired screen resolution, click one of the **<640x480x16>**, **<800x600x16>**, **<1024x768x16>** or **<1600x1200x16>** buttons, in the “**screen resolution**” field.


The program will remember the settings and will use them subsequently for all game sessions. The game is very graphics intensive, so it is recommended to select large screen resolution on computers with a powerful graphics accelerator only.

To attain acceptable, smooth frame rate you can adjust special effects balance in the “special effects” field and level of graphics detail in the “details” field.

ON THE ROAD



What can you do on the road

So, you are on the road. To return to *main menu* go to “*On the road*”

menu with  then click **<main menu>** (see “*On the road*” menu submenu).

See “*driving controls*” to learn how to control your truck and “*camera controls*” to learn how to find a convenient viewpoint.

You have an average truck and a sum of money. The first you should do is to find a suitable order. Orders are found mostly in towns and at bases so keep an eye on road signs and check with the map. To view the map


hit . To increase the map scale, hit  once more and, hit it the third time to get rid of the map.

An occasional order can be found on the road. Some of them are indicated on the map, the others you'll have to scout and these last are usually most beneficial. Having loaded the order you deliver it to the destination and unload (see “*Orders*”). If the load was delivered intact and you were on time, the money will be transferred to your account. For being late or damaged/lost load you pay forfeit.

Check your pager. A lot of useful information can be obtained – about *orders*, way loads, trucks for sale, quality of roads, weather and lot more. Via the pager base supervisors, clients wanting to get something delivered, drivers for hire will communicate to you, cops and even mafia if you are unlucky to meet one. The pager will appear every time you get a message.



This is accompanied with a sound. Several last messages can be

browsed with .

A navigation system can be installed on your truck (see “*Service*”) that will show you the right direction to the destination.

For repair you will have to drive into a repair shop (see “*Service*”) or call rescue service if you can't move (see “*On the road*” menu). You can also ask other drivers to help you, using a CB radio (see “*CB radio*”).

You can buy and install various upgrades, gadgets improving technical characteristics of the truck and making the control more convenient. That is done in a repair shop, too (see “*Service*”).


Keep eye on the fuel gauge. When the gas is short drive into the nearest gas station (see “*Refueling*”). In the last resort, call for help (see “*On the road*” menu).

When you made enough money, you can switch your truck to a more expensive, paying the difference in price. To recover some money you can switch to a more cheap truck and the difference in price will be transferred to your account. Buying and selling trucks takes place on special truck stops (see “*Changing your truck*”). There you can also order a car from one of the dealers, using your CB radio, and it will be delivered to the nearest town (see “*CB radio*”). Be careful selecting the car. Do not buy or order a car from shady individuals. It can turn out stolen or used. To check the vehicle in question, use the scanner (see “*Service*”).


If you are successful and have some cash to spare, you can start a company and hire a driver with a truck. To get a licence to hire a driver you have to be the first driver delivering a load or to win races. You will have to pay salary to all hired drivers but all company income will be transferred to your account (see “*Hired drivers*”). Create your empire.
When you control 51% of the delivery market, you win!

ON THE ROAD MENU

Unlike *main menu* “*On the road*” menu is available right *on the road*. To


get into it, when on the road, hit . A semi-transparent menu appears. Switching to “*On the road*” menu **does not interrupt the game**. In the menu you can:

- Go to main menu - **<main menu>**
- Restart the game - **<restart>**
- Save the game - **<save game>**
- Load a game - **<load game>**
- Call rescue service - **<911>**
- Adjust controls - **<control>**
- Adjust sound - **<sound>**
- Exit the game - **<exit>**

To return back to the game hit  once more.

Going to main menu


To interrupt the game and return to *main menu*, go to “*On the road*” menu


with  and click **<main menu>**. You will be offered to save the game so that you could recover your current state next time you would like to continue.

If you chose not to save the game click **<don't save>**.


If you chose to return to the road without saving the game click **<cancel>**.

To invoke the game saving submenu click **<save>**.

To save game quickly you can hit  and the game will be saved under the name “quick save”. You can load this game without exiting to

the main menu hitting .


Exiting game


To exit game, go to “*On the road*” menu with  and click **<exit to system>**. You will be offered to save the game so that you could recover your current state next time you would like to continue.

If you chose not to save the game click **<don't save>**.

If you chose to return to the road without saving the game click **<cancel>**.

To invoke the game saving submenu click **<save>**.

To save game quickly you can hit  and the game will be saved under the name “quick save”. You can load this game without exiting to

the main menu hitting .

Restart

When *on the road* you can restart the current game session if you feel that you forgot something or that the game went somehow wrong. For

that go to “*On the road*” menu with  and click **<restart>**.

Saving game

When *on the road*, you can save the current state of the game any time, in order to be able to return to that state next time you want to continue the game.

For that go to “*On the road*” menu with  and click **<save game>**. Enter the name of the game into the list with the names or select one of the previously used names and click **<save>**. In the future, you will be


able to load a saved game, selecting its name in the “single player” submenu and clicking **<load game>**. If you changed your mind and want to continue the game without saving, click **<cancel>**.

<delete> can delete a previously saved game.

You can save game right on the road by pressing **<F8>**. The game is saved under special name “QSAVE”. This game can be loaded by pressing **<F9>**.

Loading game

When *on the road*, you can load a previously saved game.

For that go to “*On the road*” menu with  and click **<load game>**. Select one of the previously saved games from the list and click **<load>**. If you changed your mind and want to continue the game without saving, click **<cancel>**.

<delete> can delete a previously saved game.

You can load a game saved with **<F8>** by pressing **<F9>**.

Calling for help


To repair your truck you should look for a repair shop (see “*On the Road*”). If you can't get there, you will have to call rescue service. Be warned, it is very expensive. To call rescue service, go to “*On the road*” menu with



and click **<911>**. In some cases you can get into a fatal situation (for example be destroyed by police or mafia, drowned in a lake or having fallen into an abyss), when the recover is impossible. You will be offered either to restart the current game **<restart>** or to return to *main menu* **<main menu>**.

Adjusting controls

When *on the road*, you can adjust the controls to match your preferences.


For that, go to “*On the road*” menu with  and click **<control>**. In the “adjusting control” submenu you can:

- 1) Adjust the steering sensitivity (if the keyboard is used for steering): field **steering sensitivity**, buttons – “<” and “>”;
- 2) Adjust the steering centering force (if the keyboard is used for steering): field **centering force**, buttons – “<” and “>”;
- 3) Adjust force feedback (if a steering wheel or joystick with force feedback is installed): field **force feedback**, buttons – “<” and “>”;
- 4) turn the automatic transmission on/off **auto gear box**

To save the changes click **<Ok>**. To discard the changes just made, click **<cancel>**.

Adjusting sound

When on the road, you can adjust sound volume.




For that, go to “*On the road*” menu with  and click **<sound>**. You find yourself in the sound volume submenu where you can adjust:

- 1) General sound volume - field **volume**, buttons – “<” and “>”;
- 2) Background music volume - field **music volume**, buttons – “<” and “>”;
- 3) Engine sound volume - field **engine volume**, buttons – “<” and “>”;
- 4) Volume of emergency braking - field **skid volume**, buttons – “<” and “>”;

To save the changes click **<Ok>**. To discard the changes just made, click **<cancel>**.

INFO BOARDS

Auxiliary information is available from the three info boards:

- “Key mapping” – current keyboard mapping (use  to turn on/off)
- “Rating” – current information on the best companies and drivers (use  to turn on/off)
- “Player Info” – Current capital, load and state of the truck of the gamer (use  to turn on/off).

“Most important information” info board will be always visible in the upper part of the screen.

Key mapping

“**Key mapping**” info board is reflecting the mapping of keys defined in the **<options>** submenu.

Rating

For most successful drivers, the following information is available from the “rating” info board

- company logo
- driver name
- share of the market
- number of hired drivers
- total tonnage of all trucks of the company

Player info

“Player Info” info board contains the following information:

1. Driver name
2. Information about the order taken at a base:
 - *Name of the merchandise*
 - *Destination town*
 - *Maximum possible reward* (it is what you get if you deliver the load on time, intact and will be first at the destination).
 - *Your current estimated reward*. It is based on your current place among your competitors (if you are not the first, the red bar will be shorter), the load preservation (if the load is already damaged, the red bar will be shorter), and how you meet the schedule (if you drive faster, the red bar is longer and vice versa).
3. Your finances:
 - *Total sum of money* on your account
 - *Rate of your free capital* (red bar) to the *money invested in your vehicle*
4. Your tuck load:
 - The ratio of the *total weight of the load to your truck tonnage*. It helps to know how much extra weight the truck can take.
 - The ratio of the *total volume of the load to the volume capacity of your truck*. It helps to estimate if there's a space for more goods.
5. Your truck state:
 - The state of the tires. Tires too worn will decrease the truck steering, so they should be renewed from time to time. (see “Service”)
 - The state of the brake system. You can slow down the wearing of the brake system (see “Service”)
 - The value of your truck and takes into account it's current state. The black part of the diagram reflects the amount of money required to fully repair the truck at a repair shop (see “Service”).
 - The fuel gauge
 - Information about truck upgrades – codes of devices installed (see “Service”).

Most important information



“The most important information” board contains:

- Your place in the list of the competitors and the number of competitors (drivers having a load to the same destination) and number of your competitors (see Orders);
- The time left for the delivery (see Orders);
- Number of licenses to hire a driver you have, and the time remaining until the next one will expire (see “Hired drivers”).
- Current speed
- Parking brake indicator;
- The type of gear box and the number of the gear (R,N, 1,...,9);
- The engine rpm;
- Semitrailer indicator (is on if you have a semitrailer attached);
- Fuel remaining
- State of the truck (including the tires and the brakes);
- Navigator (provides the “right” direction to the destination; can be installed at a repair shop (see “Service”).

ORDERS

Looking for a good order and delivering it is one of the main means to increase a player’s capital. Orders are mostly found at bases in towns so keep an eye on road signs. Approaching the town, pay attention to the dispatch booth (the one with “Info” on it). Here you will be given information about all orders available locally and some orders from other towns. The information about an order will contain:

- number of the loading point or name of the town where this order is available;
- the town where the load should be delivered
- the time in which the order is going to be valid



Your gain depends on the choice of the load, so circumspect your strategy beforehand. The more the declared fee, the less the load is damaged on the way and the sooner you deliver it, the more your actual gain will be. From the other hand, the further the destination is and the

worse the road is, the more you will have to pay for the gas and possible repair on the way. The more load you take and the higher the mass center of the heavy load in the rigid or semitrailer, the more difficult the truck to control. Think also about possible fines on the way and probability of mafia attacks.

Each order has urgency, so it will be accompanied with the time in which you should deliver it. If you fail to deliver it on time, the order is rendered void and you pay forfeit. The maximum gain you get if you deliver your load first, ahead of all of your competitors. Also you get a licence to hire a driver so you can start a company (see “Hired drivers”). To get an order and to load, drive close to the loading point with the respective number.



You will be informed of:

- The type of the load
- The destination
- The delivery fee
- The estimated maximum time for the delivery
- Weight of the load (for your truck)
- Volume of the load (for your truck)
- Fragility of the load.

To load hit **<+>** on the numeric pad of your keyboard. The “player info” info board automatically appears to the left of the screen. In it you will see information about the order just taken:

- *Name of the merchandise*
- *Destination town*
- *Maximum possible reward* (it is what you get if you deliver the load on time, intact and will be first at the destination).
- *Your current estimated reward*. It is based on your current place among your competitors (if you are not the first, the red bar will be shorter), the load preservation (if the load is already damaged, the red bar will be shorter), and how you meet the schedule (if you drive faster, the red bar is longer and vice versa).

Information on the truck load is also present

- The ratio of *the total weight of the load to your truck tonnage*. It helps to know how much extra weight the truck can take.
- The ratio of *the total volume of the load to the volume capacity of your truck*. It helps to estimate if there's a space for more goods.


Having loaded, drive to the destination. As you drive, keep eye on the “Most important information”. You can tell if you won't be late and how many competitors are ahead of you. If you come first, your gain will be maximum. If you are too late, the order will be void and you will pay forfeit. The same happens if you damage the load significantly or loose it.

Having arrived at the destination, find the base. To unload, drive to the first gate (“UNLOADING POINT” banner will appear). The cargo will be unloaded and you will be paid.

Orders are available not only from bases. There may be a need to pick up load from containers from various nooks by the side of a road. Often there's a need to find a semitrailer and deliver it to the base. As a rule, such orders are more beneficial than those from bases. Often you can obtain information about such orders studying the map (see “General”). To pick up such a load, find the object in question, and then load it in the same manner as you do it at the base.



To hook up a semitrailer with the load, drive to its drag-bar in reverse

gear and hit . At the destination, unload it in the regular way.

To avoid illicit merchandize planted on you (for example, drugs or fire

arms in the guise of computers) and having cops on you, buy a *cargo scanner* at the nearest repair shop (see “Service”).

If you decided to dump the load, hit <-> on the numeric pad of your keyboard. You'll have to pay forfeit.

A different type of delivery is to deliver fuel from oil tank farms to gas stations. The reward is plentiful, but the job requires a lot of skill and carefulness from the driver, because the cargo is dangerous. The fuel is delivered by a tractor with a petrol semi-trailer. The semi-trailers are usually found in proximity to an oil tank farm. Attach the semi-trailer (the same way as an ordinary one) and drive to the oil tank farm.



You will be informed on the destination gas station, where the fuel is designated. Proceed as with a regular order. When the fuel is loaded you will see the destination gas station on the map, as a blinking gas station mark. When the fuel is delivered, drive into the gas station and the unload will be automatic.

You can encounter a filled petrol semi-trailer on the road. Drive closer to it and you will be notified on the destination and your possible reward if you choose to deliver it. If you have a tractor, you can attach the semi-trailer as a regular loaded semi-trailer and deliver the fuel.

SPORT COMPETITIONS

There is a sporting route in the region, called “Circuit”, where sporting competitions take place regularly. The winner gets a money prize and a licence to hire a driver. You will be notified on the races to your pager beforehand. If you decide to take part, find “Circuit” and try to be there on time. Late comers are not allowed to take part. The race start when the light is green. After three circuits are passed and the finish line crossed, you will be informed of your time. If you come first, you get a money prize.

B advised to refuel before the start (see “Refueling”) and visit a repair shop where reinforce your truck (see “Service”).

SERVICE

For repair, find the closest repair shop. To repair, change the view to third-

person with  and drive inside.



In **Arcade mode** the repair will be done automatically. Hit <F3> to view “player information” board (see “Info boards”). If you have enough money, you will see that the state of the truck is fully recovered. The charges will be made from your account. If you do not have enough money, the repair

will be done based on how much you have.

In **Simulator mode** you will see what systems of your truck are not in order. Specify what systems you want get repaired or ask for full service. You will also be offered a number of services. The list will depend on the particular repair shop. You can be offered to buy or install:

1. A forced engine. It will increase the horsepower of your truck. The button - **<forced engine>**.
2. Oil additive, that will decrease fuel consumption and engine wearing. The button **<oil additive>**.
3. An anti-blocking and anti-skid system that will decrease blocking and skid. The button **<ABS>**. When you want to use skid as a driving trick,



you can disable the systems by holding  when accelerating.

4. Adjustable air suspension that will help to preserve fragile goods. The **<adjustable suspension>**.
5. Enhanced brakes with forced ventilation that is more reliable and durable. The button **<ventilated brakes>**.
6. A special engine brake system that will improve braking parameters of the truck. The button **<engine brake>**.
7. A reinforced chassis that will be less prone to deformations from collisions. The button **<reinforced chassis>**.
8. A bullet-proof glass and cabin that will be more resistant to attacks of mafia and police. The button **<bullet-proof glass>**.
9. A satellite navigation system that will help to find the way to the destination (the arrow on the "most important information" pane will indicate where you should drive), if you have taken an order. The button **<navigator>**.
10. Tires improving the speed parameters of your truck and stability of the truck on the wet asphalt. The button **<highway tires>**.
11. Tires with deep protector improving off-road parameters of the truck. The button **<off-road tires>**. It is recommended to change your tires from time to time, because tires' state affects grip of the wheels
12. An extra fuel tank. Button - **<extra tank>**.
13. Additional horn. The button **<horn>**.
14. A cargo scanner. The button **<cargo scanner>**. This device helps you avoiding an illicit merchandize planted in your truck. If they try to load you explosives in the guise of sugar, the scanner will detect that immediately and will give you an opportunity to refuse loading. Otherwise the problems are inevitable.

15. A fire protection system. It will extinguish all fires of your truck automatically. The button **<fire protection>**.
16. Install radar scanner. The button - **<radar scanner>**.
17. Headlight protection - will protect your headlights.
18. Stealth body paint. The police radars will not detect you.
19. Air filter snorkel. Will help you cross shallow water.

In arcade mode you are charged automatically when you select the desired option. In simulator mode you have to click **<Pay>** to confirm the deal. Upgrades you install will be represented graphically. You can also see them in "player info" by hitting **<F3>** on the road. If your truck is so much killed so you can not get to the repair shop, you will have to call rescue service (see "On the road" menu).

REFUELING

You can check the fuel level either on the front panel of your truck or on the "most important information" pane (see info boards). If you see that you are short of gas, look for the nearest gas station quickly.



In **Arcade mode** you drive inside and the refueling takes place automatically.

In **Simulator mode** drive inside and stop then hit <Num +> to get serviced. Specify how much fuel you need or ask full tank. Then click **<Pay>**.

To cancel the service click **<Cancel>**.

CHANGING YOUR TRUCK


When you made enough money, you can switch your truck to a more expensive, paying the difference in price. To recover some money you can switch to a more cheap truck and the difference in price will be transferred to your account. Buying and selling trucks is done from/to truck dealers and takes place on special truck stops.




When you see a truck you want to buy, drive close to it. You will be informed of it's model, horsepower, tonnage and price.

Hit **<F3>** to find out the current value of your truck, taking into account it's technical state (see "Info boards"). To make a buy, you present sum of money must be greater than the difference between the values of the new and the old trucks. If that is so, hit **<+>**. The deal will be confirmed by a sound. You can buy a tractor or a rigid.

A *rigid* you can use to start delivering loads. For a *tractor* you will need a semitrailer (you can not deliver anything without it). Semitrailers are located in various parts of the region, at truckstops, near bases and are free. To hook up a semitrailer with the load, drive to it's drag-bar in reverse

gear and hit  .



In the "most important information" an icon appears that indicates the semitrailers attached (see "Info boards"). To drop the semitrailer, hit  once more.

HIRED DRIVERS

If you are an ace driver, eventually you will make enough money to start a cargo delivering company, other drivers besides you working for it. Every time you come to the destination ahead of your competitors, you get a licence to hire one or even several drivers. Drivers looking for job are located on the same truckstops where trucks are sold. You should hurry to hire a driver before your licence expires. Hiring a driver you pay a full price for one's truck and pay all the expenses including the driver wages. The hired driver will look for orders and deliver them, and all the gain will be transferred to your account. When you have a licence, hiring a driver is very much like buying a truck (see "Changing your truck"). You have to find a driver looking for job and drive close to his truck. You will be informed of:

- the name of the driver
- wages as per 10 kilometers
- the truck model
- the truck value
- the truck horsepower
- the truck load capacity

If you have a licence and enough money, hit **<+>** on the numeric pad of your keyboard and the deal is made. The contract will be extended automatically every 10 kilometers, and the required sum of money will be drawn from your account. If you have not enough money to extend the contract, the contract will be rendered void and you get a message to your pager. Every time the hired driver completes an order, the gain will be transferred to your account. If you decide that you can better deal with a problem, than one of your drivers, you can swap with him instantly. You can also fire any of your drivers if you find it necessary (see “My company”). The remains of the money already paid him will be kept by the driver as a dismissal wage.

Remember that not only your company grows. The competitors also hire drivers and can even entice yours. The information about companies (including yours), number of hired drivers and shares of the market you can get from the “Rating” info board (see “Info boards”)

MY COMPANY MENU

To get to “My company” menu, when on the road, hit **<F4>**. To return to the road, hit **<F4>** once more. In the menu, you will see a list of your employees and, in a separate line, money account of your company and number of licences to hire (see “Hired drivers”).

The company money account is visualized as a multicolor bar. To the right of the bar the number of licenses is read.

For each of the hired drivers there is:

- name of the driver
- the remains of the advance paid
- the gain this driver brought to the company
- truck model

To swap places with a driver, click the corresponding line in the list and then click **<swap places>**. To fire a driver, click **<fire>**. You can follow your hired drivers on the map.

CB RADIO

To enter “CB Radio” menu, when on the road, hit **<F5>**. To resume driving, hit **<F5>** once more.

If no one is present nearby, the LCD of the CB Radio will read “none”. If more than one person responded, you can select the one you want to talk to with **<search>** button. Each time you click the button, the next person available will be indicated on the LCD. It will either be police, mafia, your opponent, truck dealer or just another driver. To start the dialog, click **<talk>**. With the police you can try to negotiate on canceling your pending fine, on covering you from the mafia or on hindering your rival’s progress.

The mafia you can pay to get rid of them for a while, or to have them rob your rival (though the bandits may just take your money and cheat you). The truck dealer can deliver you a car you want into the closest town (see Ordering Vehicles). You will have to pay for the order so the truck will come more expensive to you in the end than if you would just buy one. The mafia will also deliver you a car, but it can turn out stolen or used.

Your direct rivals can be paid to quit the competition or even to dump the load on the road. Any other driver on the road you can ask to help you fix your truck.

ORDERING VEHICLES

You can order a car by CB Radio from a car dealer. They are usually located at truck stops. To order a car, drive close to a car for sale, just as if you would buy this one (see “Changing your truck”). Hit **<F5>** and search for the car dealer. When he replies, click **<I want to order a certain truck>**. Clicking “<” and “>” buttons select the truck model. Then select the desired color clicking on **<colour>**. For each truck available its price, model, horsepower, tonnage, the town it will be delivered to and the order price will be listed. Click **<Order>** to order the truck or **<Next time>** if you changed your mind. You pay the order price and then the truck is delivered to the named town. There you can buy it just as you would normally buy a truck. one (see “Changing your truck”). You can try to order the truck from the mafia, but they can take your money and never deliver the truck. Or the truck may turn out stolen or used.

CONTROL KEYS

Action	Key
Steer Left	←
Steer Right	→
Acceleration	↑
Brake	↓
Parking Brake	B
Change Gear Up	A
Change Gear Down	Z
1-st Gear	S
Reverse Gear	X
Browse Pager	P
Hook/Drop Trailer	T
Start Engine	Space
Headlights on/off	L
Horn (Siren)	H
Wipers On/Off	W
Inside View / Outside View	V
Look Left or Move Camera Left	Del
Look Right or Move Camera Right	PgDn
Zoom In	Home
Zoom Out	End
Map On/Off	Tab
Load The Cargo	Num +
Unload The Cargo	Num -
Jerk the accel.	Ctrl ↑
Jerk the steer	Ctrl ←/→
Switch Low Beam / High Beam	Ctrl L
Pause	Pause
Key Mapping	F1
Rating	F2
Player Info	F3
My Company	F4

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