Introduction

You are a fortunate possessor of a truck and some starting capital. Try to make a fortune on it!

You can participate in circuit races or prove your driving skills on a driving polygon and win a prize for the best result.

You can spend the money to upgrade you truck or even buy a new truck at the base, thus increasing your chances to win. But even the most advanced truck requires service and repair, so don't forget to keep some funds for that purpose – you'll have fewer surprises on the way.

You can invest the money in merchandise. If you manage to deliver it intact to one of the destination points and leave the rivals behind, you'll raise your capital notably. There's a variety of goods at the base, and the selection changes constantly. Some goods are more expensive, some are light and some occupy less space, some of them are fragile.

Find the best suitable combination.
Good luck!

Installing HardTruck

To install HardTruck, insert HardTruck Disk 1 into the CD-ROM drive, then 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	15 megabytes
Medium	120 megabytes
Maximum	180 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.

Also, there will be no music in minimal mode.

HardTruck 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 HardTruck CD. You can skip the installation of DirectX to do it yourself later, but until you install it, the game won't run.

Quick start

To start the game you need not know all the details. When you first start it, you'll be asked your <u>name</u>. The name is required to save the *game*. You'll be then able to load previously saved *games* and continue with your previously accumulated capital. Also, in multiplayer games all players should have unique names.

To specify your name fill the field titled 'driver name' and press **<OK>**. You will then get to the <u>main menu</u>. After pressing the button marked ***<quick start>*** you will get to the circuit route. A detailed description of the keys and means for their remapping are in the <u>options</u> section. By default, the keyboard is used to control the truck. The correspondence between truck controls and keyboard keys is described in the <u>controls</u> section.

If you want to continue the game on other routes – go ahead. When on the route, press key to get to <u>Esc-menu on the routes</u>. There, press <u>come back</u> . You then find yourself   <u>at the base</u>, where you can   <u>choose route</u>, <u>choose truck</u>, <u>choose load</u>, and also <u>upgrade your truck</u>.
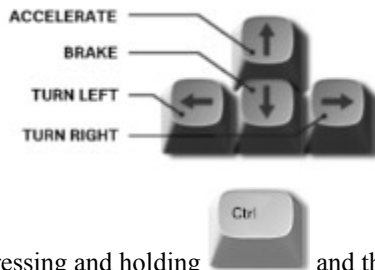
Driving controls

The following driving controls are imitated in the game:
- steering wheel
- accelerator pedal
- brake pedal
- parking brake
- gear lever

To imitate wheel, accelerator and brake, you can use keyboard, mouse or joystick. By default, keyboard is used. To use mouse or joystick, go to <u>options</u> from the main menu and select the desired input device.

Keyboard:

Pressing and holding ![Ctrl] and then one of the above keys will result in more quick action – quicker steer, more abrupt brake or full acceleration.

Mouse:
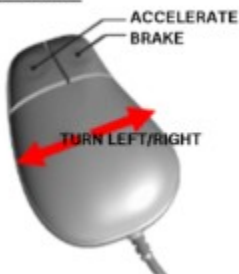
Joystick:

If you chose joystick as a control device, by default only «wheel», «accelerate» and «brake» will be taken from it, the rest will be emulated with the keyboard as before. To make the control more convenient for you, use keyboard remapping. On the figure above an example is given of what controls on your game console can be used for it (buttons and controls marked with '*').

To set your truck on the hand brake, press ; press it again to take it from the brake.

Control of the gears is done with the following keys:
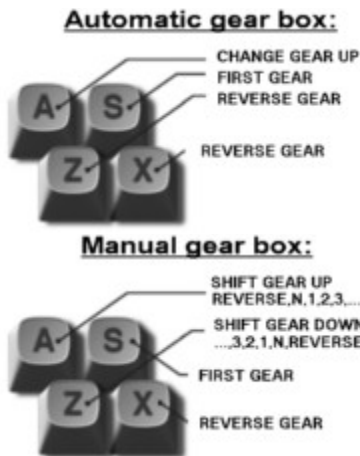
Switching from the automatic gear box to manual is done by pressing , or by specifying the required in the control submenu, which is accessible from the esc-menu on the routes and esc-menu at the base.

If you happen to drive in the rain, don't forget to turn the wipers on, pressing . Pressing it again will turn the wipers off. To use horn press .

If you have to repair your truck on the road, press , and hold it until the truck is sufficiently repaired.

Control panel

The following information is displayed on the truck control panel:

- Blue numbers (18) in the upper part of the board show the speed in kilometers per hour.
- Letter P can appear to the left of it, indicating that the truck is set on the parking brake.
- Under the speed number there's a kilometrage. Blue numbers are kilometers, red numbers – tens of meters (00160 means 1km 600 meters).
- To the right there is a gear indicator (R – back way, N – neutral, 1,2,3…- first, second, third etc gears)
- Blue rectangle to the right of the board indicates that the truck has automatic gear box installed.

Camera controls

After the start, you are in the truck cabin, looking at the road through the windshield. To look left or right, use the following keys:
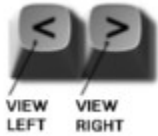
The view retains while you hold the key.

Switching between the view from inside the cabin and the outside view is done with .

When outside the cabin, you can adjust your observation point with the following keys

Every truck is equipped with a TV monitor that enables you to follow the races from different cameras (some of them are moving), similar to a TV news report. Turning the monitor on/off is done with . Note: the monitor won't turn on in minimal resolutions/window sizes.

Upon the turning on, the monitor displays the rear view. The rear view is not mirrored. You can switch between the cameras sequentially, either by pressing every time you want to switch, or pressing once – it will then switch automatically.

To get the rear view back, press .

Main menu

What can you do in the main menu

When you first start the game, before entering the main menu you will be automatically presented a menu <u>change driver</u> , where you should enter your name. After the name was entered (or right after the introduction, if the name was entered earlier) you find yourself in the main menu. In the main menu you can:

- Start or continue a single player *game* - button **<u>\<single player\></u>**
- Start or continue a multiplayer *game* - button **<u>\<multiplayer\></u>**
- Take part in a circuit race right away - button **<u>\<quick start\></u>**
- Change current player name - button **<u>\<change driver\></u>**
- Invoke 'options' menu, to customize keyboard, change control device and screen settings - button **<u>\<options\></u>**
- View demo race - button **<u>\<demo\></u>**
- View live video illustrations - button **<u>\<reels\></u>**
- View online help - button **<u>\<help\></u>**
- Exit game - button **<u>\<exit\></u>**

You can also exit game any time by clicking Alt F4

DEMO

To view the circuit demo race, click **<demo>** in the <u>main menu</u>. View modes are the same as in <u>replay</u>.

REELS

To view live video illustrations, insert CD marked 'HardTruck Disk 2' into your CD-ROM drive, and click **<reels>** in the <u>main menu</u>. Then you can choose one of the three video fragments illustrating different parts of our game:

- Circuit truck racing (<u>route</u> 'Circuit') – button <**circuit racing**>
- Commercial load delivery (<u>routes</u> Lake City, Mountville or Gold Fields) – button <**truckage**>
- Truck trial (<u>route</u> Trial) – button < **truck trial** >

The playback can be interrupted any time by pressing . To get back to the main menu, insert disk marked 'HardTruck Disk 1', and click <**main menu**>.

HELP

To view online help click **\<help\>** in the <u>main menu</u>. You can read it the same way you do it for other Windows applications.

EXIT

To exit game click   **\<exit\>** in the <u>main menu</u>. You can also press \<AltF4\> anywhere to exit the game.

CHANGE DRIVER

When *games* are saved, your name (driver name) is taken into account. You can load previously saved games and continue with your previously accumulated capital. Next, every player in the multiplayer *game* should have a unique name. To enter a new name, click **<change driver>** in the main menu   (when the game is first started, you get to 'change driver' automatically). There you can fill the 'Current Driver' field with your name, or click onto any of the 'recent drivers', then press **<OK>**. You can discard the changes by clicking **<Cancel>**.

GAME

What can you do in the game menu

In the gaming world word 'game' has two meanings – game as a computer program, and *game* as something that is a process and a result of passing missions by player (routes in our case), with saving the results, even if it is stretched over several program starts. To avoid confusion we shall use different fonts, game for a program and *game* for the second meaning.

If you want to play single – press   **<game>** in the main menu. After that you can start a new *game* or load a previously saved *game*.

For a new game you can choose level and specify the number of opponents. Make the desired settings and press <**new game**>. You then find yourself   at the base from where you start your pursuit of wealth and glory.

To discard the changes and get back to main menu click <**cancel**>.

If you want to continue an already saved *game* click onto the name of the saved game and then <**load game**>. You then find yourself at the base   and the *game* state will be as when you last saved it. (See save game).

Level

In our game we have two levels – «arcade» and «simulator». Simulator is more difficult, and the behavior of the trucks in it is maximally close to that of real vehicles. All technical parameters of the truck, the load, center of gravity shifted as a result of the load, deterioration of the truck and the tires, road pavement and weather conditions – all are taken into account.

In «arcade» level many physical effects are not taken into account. Control becomes easier; even significant damages and wear of the tires do not have effect on the truck. Arcade level was designed for inexperienced racers. Only at «simulator» level you can feel yourself a professional driving a powerful machine and experience all the game surprises.

To select the desired level, click onto one of the buttons -   <**arcade**> or <**simulator**> in the «level» field.

For multiplayer *game* the selection can be only made at the computer declared a server (see multiplayer).

Number of opponents

Besides your truck there are up to seven other trucks on the route (except when the route is the trial polygon). In the single player mode they all are controlled by the computer. In the multiplayer *game* some of them are controlled by other players, the rest still by the computer. For example if four people are playing and number of opponents is six, then the remaining two are computer players.

To specify the number of opponents click the button with the desired number in the number of opponents field.

For multiplayer *game* the selection can be only made at the computer declared a server (see multiplayer).

MULTIPLAYER

Preliminary

Several people can take part in the game if their computers are connected by means of any of communication protocols of Windows95 (or, Windows NT), for example, through the Internet (TCP/IP), modem or serial port. The number of players is limited to eight. Before the game, make sure everybody got a unique name (see change driver), so that no names overlap, and settle whose computer is going to be a server – others' will be clients. The player whose computer is the server specifies which multiplayer *game* to load, if a saved *game* is being continued, otherwise a new multiplayer game is started and at the server the number of opponents and level of the game is to be specified, and also which route it is to take. («Trial» cannot be taken for a multiplayer game).

To start a multiplayer game, click <**multiplayer**> in the main menu. After that you get into the multiplayer submenu. There, if you wish to change driver name, click <**change driver**> and specify one as described in change driver. Choose communication protocol (which should be the same for all computers taking part in the game) from the «connection types» field, and click on it. Then click <**server**> if your computer is the server and <**client**> otherwise. It is recommended for the server player to press <**server**> before the clients click their <**client**> buttons.

Server

After <**server**> is clicked, the player gets into the game submenu, where previously saved multiplayer *game* can be loaded, or a new *game* started, in the latter case level and the number of opponents should be specified. <**Cancel**> would get you back into multiplayer submenu (not to the main menu). When one of <**new game**> or <**load game**> is clicked, the computer starts looking for other computers declared clients. As they connect, their identities will appear on the screen. When all of the clients are connected, you can click <**start**>. After that all the players find themselves at the base and can start/continue the *game*. If <**Cancel**> is pressed on the server when clients are connecting, all settings made are discarded, and everybody get back to multiplayer submenu, ready to start everything again.

After entering the route wait until all the players are on the road and then press to turn the light-signal green.

Client

After <**client**> is clicked, the computer starts looking for a server and, when one is found, connects to it. Additional information from the player, as to what protocol parameters to use, can be requested, and should be specified. The player will be notified about the successful connection.

If, for any reason, the connection cannot be made, click <**Cancel**> to get back to multiplayer submenu and try again. Check if you selected the right protocol, chosen a unique name and specify all the parameters correctly.

After all the clients are connected, you find yourself at the base and can take part in the multiplayer *game*.

OPTIONS

What can you do in the options menu

In the options submenu you can:

- Customize keyboard
- Choose between keyboard, mouse or joystick as an input device
- Specify screen mode
- Specify resolution

To get to the options submenu click **<options>** in main menu.

Customize keyboard

Different games use different key combinations to control their cars. If you find the default key mapping inconvenient, you can re-map corresponding keys in the «keyboard» field. Suppose you do not like to use [H] for the horn, and want

[L] instead. Click «horn» in the keyboard field, and the current key used for horn, (currently it is

[H]), starts blinking. Click onto

[L] , and it will become «horn». If you tried, for example,

[B] , the program would ignore your request because

[B] was already used for a parking brake. In this case you should have remapped the parking brake first, to free

[B] for another use.

If, after making some changes, you wish to return to factory settings, click **<DEFAULT>.**

Similarly, you can redefine the effect of the joystick (steering wheel) or mouse, if either is selected as a control device. For example if you wish to redefine «accelerate», click «acceleration» with the mouse and then move the joystick (or press the pedal of the game controller) accordingly. Or, to remap «wipers» turning on/off, click onto «wipers» and then press the corresponding button of the joystick.

Choosing control method

The name of the currently used control device will be underscored in the «control method» field. If, for example, you want to use joystick for control, click **<joystick>**. Joystick should be connected to your computer and calibrated. You can calibrate your joystick in the standard way as provided by Windows. It is recommended to calibrate the joystick every time before the game.

To choose mouse click **<mouse>**, to choose keyboard - **<keyboard>**.

Setting screen mode and resolution

To use hardware acceleration, select **<accelerator>**. To be able to do it, you must have a Direct3D-compatible hardware accelerator installed.

Otherwise, or if you are not going to use the accelerator, you may select **<window>** or **<fullscreen>**.

To select desireable resolution or window size click one of   <**small>, <medium> or <large**>.

The program will remember the setting and will use it at the base and on the routes. Our game is very graphics-intensive, so we recommend «medium» screen resolution or «medium» window for computers not less than Pentium 166MMX.

At the base

What can you do at the base

Main events in the game start at the base. Here you can

- Choose route
- Choose truck
- Choose load
- Upgrade your truck

After the completion of any mission the player returns to the base where one is informed on the results of the mission and receives the money earned, gets prepared for another trip and hits the road. Every *game* thus consists of a sequence of such circles:

base – route – base

Driving controls and camera controls at the base are the same as on the routes.

In the multiplayer game the 'server' player should follow the program recommendations on waiting other players (clients), otherwise those fallen behind would drop out of the multiplayer game.

Info boards

Three info boards are used to display auxiliary information at the base and on the routes:

- «Keyboard» - current key mapping (can be switched on/off with)

- «Rating» - information on currently participating drivers (can be switched on/off with)
- «Player information» information on the current capital, load and the state of the player's truck (can be

switched on/off with)

«keyboard» info board takes into account key remapping, made in options submenu.

«rating» is showing, for every participating truck (including those controlled by the computer –they are marked with asterisks), name of the driver, unique index of the truck, current capital, and finishing time. Current capital is known only at the base. The time is reported after the corresponding truck finishes.

«player information» contains a chart of six bars:

- The first one is a current capital separated into (left) the current merchandise value, cash sum available and (right) current worth of the truck. The current merchandise value takes into account the damage of it. (You can take more care of fragile merchandise by upgrading your truck). The worth of the truck is calculated taking into account the sum had to be spent for the repair
- The second one is the load of the truck, weight of the load divided by the tonnage of the truck. It helps to see how much the truck is loaded and if it can take more load.
- The third one is the current volume of the load divided by the total volume of the truck volume capacity. It helps to estimate if there's a space for more goods.
- The fourth bar is the state of the truck.
- The fifth bar is the state of the tires. Tires too worn will decrease the truck steering, so they should be renewed from time to time.
- The sixth bar is the state of the brake system. You can slow down the wearing of the brake system by upgrading your truck.

«player information» also contains information on the truck upgrades and the player time. (see upgrading your truck).

Choosing route

At the base you can choose for the trip one of the routes. To start a route, find «exit» sign and go through the portal under it. From there you see five tunnels, an entrance of each equipped with a light-signal, a weather indicator and a sign identifying the route.

You can choose one of   the sport routes, «ring» or «trial» or take a load   (see «Choosing load») and deliver it to one of the destinations (each corresponding to a different commercial route) - Lake City, Mountville or Gold Fields. If you do not take a load yourself before going on a commercial route, your truck will be loaded automatically, based on your financial state. The weather indicator shows what the weather is on the corresponding route:

Indicates that the weather on the road is fine. You would encounter no inconvenience from the wet road and poor visibility.

Indicates that the rain is on the road. It will be more difficult, but if you win, the prize will be more substantial. Do not forget to switch the wipers on, pressing

If the *game* is single player (see game), you can choose any route you wish. In a multiplayer game only server can choose the route. Clients should pay attention to the lights under tunnel entrances. For that you can stop at the main hall exit (right after 'Exit' sign). Yellow light means 'wait', red light – 'the route is closed', green means you can drive in there. Green light turns on for all the clients after the server player drives through the corresponding tunnel.

Choosing truck

At the base, proceed to the hall marked «trucks». If the outside view is used, switch to the view from inside the cabin, pressing , and then approach the truck you want to buy. You'll see its tonnage, horsepower and price.

Press to see your financial state (see. info boards). To be able to buy the truck you need to have enough cache money. If that is so, you can press

 to make it a deal. The deal will be confirmed by a sound.

Choosing load

Your success depends on your selection of the merchandise, so devise the game plan in advance. The more the price of your load, the less it is damaged during the transportation and the sooner it is delivered the more your gain will be. At the other hand, the heavier the load and the higher it is placed, the more difficult the truck is to control.

To choose the load, at the base proceed to the hall marked «goods». There are seven sections, each with different goods, assortment of them every time different. Based on your capital you can load some of any of the goods or any combination of them. If the outside view is used, switch to the view from inside the cabin, pressing

, and then approach the section with the goods you want to buy. You'll see the weight, volume and price per pack, and also fragility of it.

Press to see your financial state (see. info boards). Press

 and hold it until the needed amount of the goods is loaded. The first bar of the diagram will reflect the money spent on the goods.

Different truck models have different tonnage and capacities. The second and third bars show how those resources are used. You can return the excess load by pressing . Do not forget to keep some money for repair of the truck. (see <u>driving controls</u>)

Upgrading truck

You can buy various gadgets that improve technical characteristics and control to install on your truck. <u>At the base,</u> proceed to the hall marked «parts». If the <u>outside view</u> is used, switch to the view from inside the cabin, pressing

There you'll be offered:

- to beef up your engine.
- a non-skid system that will decrease skids and slips. When you want to use those as a trick, you can turn off the system holding when accelerating.
- an adjustable air suspension that will help to preserve fragile goods.
- ventilated disk brakes, more reliable and durable.
- a satellite navigation system that will enable you to see the map of the route, and your rivals on it. To turn it on/off you can use .
  - super tires, more durable. It is recommended to change your tires from time to time, because tires' state affects grip of the wheels.
  - adjustable driving seat that will enable you to adjust your view. Use to lower the seat, and to raise it.

To buy and install the desired system, approach the pane with its image on it. You'll see its description and price. Press to see your financial state (see <u>info boards</u>). Press to buy it. The purchase will be confirmed by a sound and appearing of the part code in the «player information» info board, The codes are:

FE	forced engine.
ASR	non-skid system
AS	adjustable air suspension
DB	ventilated disk brakes
NS	satellite navigation system
TY	super tires
ADS	adjustable driving seat

Esc-menu at the base

What can you do in Esc-menu at the base

To go to esc-menu, press [Esc]. A semi-transparent banner appears. This does not interrupt the *game* but you can't control the car, so be careful. For example, if the truck was moving, it will continue to move and it can lead to a collision with the walls.

In the esc-menu you can:

- Go to the main menu - button **<main menu>**
- Restart – button **<restart>**
- Switch to replay mode – button **<replay>**
- Adjust controls – button **<control>**
- Adjust sound – button **<sound>**
- Adjust special effects – button **<effects>**
- Toggle record mode – button **<record>**

To proceed with the *game* press [Esc] once again.

Going to main menu

To interrupt the *game* and get to main menu, go to the esc-menu pressing [Esc] and there click **<main menu>**.

Restart

When at the base or on one of the routes, you can try another or this same route anew, if you feel that you forgot something or that the mission went somehow wrong. For that, go to the esc-menu pressing [Esc] and there click **<restart>**.

Adjusting controls

When at the base or on one of the routes, you can adjust control for yourself. For that, go to the esc-menu pressing [Esc] and there click **<control>**. You then will find yourself in the «adjusting control» submenu where you can adjust steering sensitivity, steering centering and switch automatic gear box on/off (see «control»).

To accept changes just made, click **<OK>**. To discard the changes, click **<Cancel>**.

Adjusting sound

When at the base or on one of the routes, you can adjust volume for the sounds. For that, go to the esc-menu pressing [Esc] and from click **<sound>**. You then will find yourself in the «adjusting sound» submenu

where you can adjust main volume (of all the sounds together), or, separately, music volume, engine sound volume and brake sound volume.

Music will only play when the CD marked 'Hard Truck Disk 1' is inserted into the CD-ROM drive.

To accept changes just made, click **<OK>**. To discard the changes, click **<Cancel>**.

Adjusting special effects

When at the base or on one of the routes, you can turn some special effects on/off. Special effects can reduce performance of the game on feeble computers, resulting in lower frame rates. You can find yourself a most suitable combination of special effects, when the game possesses realism and still is smooth enough.

To do it, go to the esc-menu pressing and from there click **<effects>**. You then will find yourself in the «adjusting special effects» submenu, where you can turn on or off the following effects:

- Exhaust
- Blinding by sun
- Tire marks
- Drops of water on the windshield when there's rain
- Lightning
- Shadows cast by trucks

To accept changes just made, click **<OK>**. To discard the changes, click **<Cancel>**.

Recording

You can record a race and then play it back, using the game digital videoplayer. To record the race, <u>at the base,</u> go to esc-menu and press **<record>**, this will turn the record mode on. The red bullet beside the <**record>** button indicates the state of the record mode. Pressing again would turn the record mode off. Prepare for the race and go to the selected route. After the race is finished and you are back at the base, the recording will be ready and the record mode will be automatically off. To view what was recorded, use <u>replay</u>.

Replay

Playback modes

To view a previously made recording (see <u>record</u>), at the base go to <u>esc-menu</u> and click **<replay>**. After the recorded data are loaded, the game «videoplayer»:

will automatically start playback. Our videoplayer has the following features:

- playback (forward)
- pause
- backward playback

- one frame forward
- one frame back

- go to the beginning

 - video-search. Suppose we are in the forward playback mode. Successive clicks onto the right half would speed up the playback; clicking on the left half would slow it down and stop it entirely and then make it go backwards, speeding up. Then, if you again start clicking the right button, the process will reverse again.

To turn the videoplayer off, click .

Switching cameras

Several video cameras (some of them moving) are used for recording. After the videoplayer is invoked, it starts playing back the view from the cabin. Click to switch to the rear view and, to switch to the cabin camera.

Next, you could cycle through the set of other (moving) cameras. It can be done either manually by clicking , or automatically by clicking .

On the routes

Actions common for all of the routes

After the preparation to the mission is complete, you leave the base and find yourself on the selected route. Wait for the green light and – ahead! If you play a multiplayer *game*, and you are the server, wait until all the players are on the road and then press to turn the light-signal green. In the single-player mode the light turns green automatically.

In chapters driving controls and camera controls it is described how to control the truck in the game and how to adjust the convenient observation position.

If you need to repair your truck on the road, press . If the truck has turned over, go to the esc-menu and click **<recover>.**

To view auxiliary information, use info boards:

- «Keyboard» - current key mapping (can be switched on/off with)

- «Rating» - information on currently participating drivers (can be switched on/off with)
- «Player information» information on the current capital, load and the state of the player's truck (can be switched on/off with)

If you have purchased a navigation system at the base, use to display the map and information on positions of your rivals.

After the mission is complete, you can see the times for all the drivers when you press . Upon the return to the base you will know how your financial state changed. To return to the base go to the tunnel marked «depot», or go to esc-menu pressing

and then click <**come back**>. If you return to the base after completing the mission, you'll be offered to save your *game*. We recommend to do it, so that your intermediate results would be saved and you could get back to them when starting the game next time. (see game and multiplayer).

Sport routes

There are two sport routes in the game – Trial and Circuit. There you do not deliver any load, you just try to come first and win a prize.

Trial is, first of all, a test for your truck durability and capabilities. It is a succession of different obstacles marked out with flags. You must pass the obstacles, driving between the flags. Bypassing an obstacle results in a penalty. The path is marked with pointers. Be careful, if you violate the path, your results won't be counted. The trial is always taken by a single player only, you cannot choose it for a multiplayer game

«Circuit» is very much like a circuit race route. You take three circles on any of the paths available. Try to find one the most convenient for you and your truck.

Commercial routes

On the commercial routes you should not only come first, but also to deliver the load intact. The gain after the merchandise is sold in the end depends on whether you outdrove your rivals, what and how much of the load you

delivered, and in what state, which route you drove and in what weather. The better your result is, the more load you delivered, the more expensive it was, the more difficult the route is – the higher your gain is. Several alternative ways lead to the same destination – find the optimal for you! There are three commercial routes in the game, Lake City, Mountville and Gold Fields. You can take any one of them in any order. At the finish you will know your time

and times for other players by pressing . The results of your merchandise sales you will know at <u>the base</u> by pressing

.

Esc-menu on the routes

What can you do in the Esc-menu on the routes

When on the route, you can press [Esc] to get to the esc-menu. A semi-transparent banner with the menu appears. This does not interrupt the *game* but you can't control the car, so be careful. For example, if the truck was moving, it will continue to move and it can lead to an accident. Actions you can perform from this esc-menu are mostly the same as those of <u>esc-menu at the base</u>.

In this esc-menu you can:

- Go to main menu - button **<u>\<main menu></u>**
- Return to the base – button <**<u>come back</u>**>
- Start current route from the beginning– button **<u>\<restart></u>**
- Recover truck after being turned over – button **<u>\<recover></u>**
- Adjust controls – button **<u>\<control></u>**
- Adjust sound – button **<u>\<sound></u>**
- Adjust special effects – button **<u>\<effects></u>**

Two new buttons appeared in this esc-menu as compared to <u>esc-menu at the base</u>. They are **\<come back>** and **\<recover>**. Below, they are described in more details. Other buttons are described in the <u>esc-menu at the base</u>.

To proceed with the *game* press [Esc] once again.

Come Back

On any of the routes you can get to the start, not yet finished. You can not only get to the start of this route (see <u>restart</u>), but also to start the preparation to the mission from the very beginning. For that, go to the esc-menu pressing [Esc] and there click **\<come back>**. As a result you will find yourself in the state you were in before preparing to this mission.

If you already finished, your results will be counted and you could not prepare to **this** mission again. After finishing you can return to the base to continue the *game* and preparing to the **next** mission. You can get to the base through the tunnel marked «depot» or via the esc-menu, clicking **\<come back>**. You will be offered to <u>save your game</u>.

Recovering truck

If, during the mission your truck has turned over, you can turn it back by clicking **\<recover truck>**. As in real life, this is expensive enough to likely be impossible in your financial state. The only escape here then is to <u>restart</u>.

Yet you can get into a fatal situation, for example drown in a lake or fall into an abyss, in which the recover is impossible. You will be offered either to start the mission from the very beginning, or to return to the base and try the mission again, along with the preparation to it, or to stop the game and go to the main menu.

Saving game

Every time you finish a mission, your results are counted. If you want to stop the *game* and go to the <u>main</u>

menu, or exit the program, you should save your results in order to be able to get to the same state when you wish to resume the game. For that, return to the base through the finish tunnel or via esc-menu. You will be offered to save the game. You can continue the game without saving (**<not save>**) if you are not going to leave the current game cycle base-route-base. If you are going to interrupt the cycle, then enter your name into the table or select it from those already known to the program, and click **<save>**. You then can continue the saved *game* by selecting its name in the game (multiplayer game) submenu and clicking <**load game**>.

Credits

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	Sound library Sound Ideas
Music	Rock-group Infollio
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