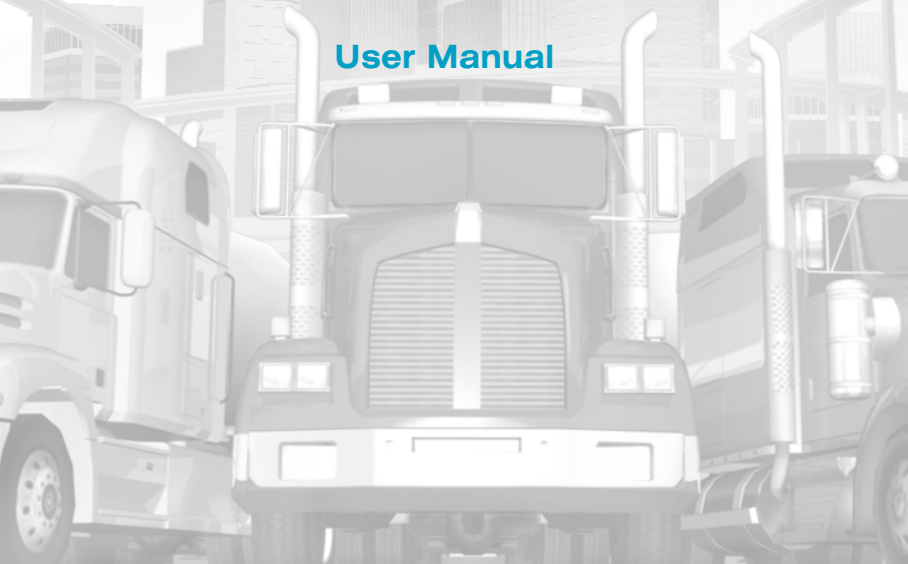




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Introduction

"Hard Truck Tycoon" is an economic simulator, which recreates the atmosphere of US goods transportation development, starting from the 60s of the XXth century up to the present.

Nowadays the USA has the most powerful transport system of the world, which is the main instrument providing reliable functioning of its economy, especially in the context of competition with Europe and Japan.

You will have to join this competitive struggle and build your own empire of goods transportation by means of economic development planning, your transport company development, purchasing trucks, hiring and training drivers and infrastructure development.

System Requirements

In order to start "Hard Truck Tycoon" your system must meet the following requirements:

Minimum System Requirements:

OS Windows 98 /2000/ME /XP

Processor: Intel Pentium III 1 GHz.

RAM 256 Mb

Video: nVidia GeForce 2 GTS/ATI Radeon 7500 with 32 Mb

Hard Disk Free Space: 500 Mb

Sound: DirectX-compatible sound card

CD-ROM at least 8x

Additional software: DirectX 9.0c

Keyboard, mouse

Recommended System Requirements:

OS Windows XP

Processor: Intel Pentium III 2 GHz.

RAM 512 Mb

Video: nVidia GeForce 5600/ATI Radeon 9600 with 128 Mb

Hard Disk Free Space 1 Gb

Sound: DirectX-compatible sound card

CD-ROM at least 8x

Additional software: DirectX 9.0c

Keyboard, mouse

In addition to the main requirements mentioned above it is necessary to have DirectX 9.0c or higher and Internet Explorer 6.0 or higher installed on your PC. For Multiplayer game you need to have TCP/IP network protocol.

Installation

Insert the game CD into your CD-ROM drive. The installation should start automatically. Follow the installation program instructions. When the installation is finished, double-click game icon on your desktop or select "Play" in the Autorun menu. The game CD must be in CD-ROM drive.

Note: If CD auto-recognition is switched off on your PC, select "Start" on the Windows panel, select "Run" and press "Browse". Select CD-ROM drive with the game first CD and run the file "Setup.exe" in the CD root directory. To do this, double-click the name of the file with the left mouse button.

Main Menu



The lower half of the circle represents conventionalized images of 6 main options of the main menu that will be described in the following chapters of this User Manual. The seventh, additional option is placed in the bottom left corner of the screen. It is the "Exit" button, which allows to exit from the game main menu.

Scenario Creation

After selecting this option in the main menu, you will find yourself in the scenario creation menu where you can generate a new game map. In order to set the parameters of a new scenario creation, set the appropriate regulator's position for each parameter. With the help of these regulators, you can set: scenario level of difficulty, opponents' number, opponents' development speed delay, your virtual opponents' level of intellect, maximum available credit, objects building cost and other options.



After the loading is finished, you will see the generated map.

If you select "Start game" option (the "Play" button), you will see the loading headband with "Hard Truck Tycoon" logo. In the lower part of the headband, the loading process of the map, which is being created, is displayed.



Scenario Loading



After selecting this option in the main menu, you will see the menu of scenario loading, from where you can load one of existing scenarios of the game. In order to set the parameters of scenario loading set the regulators of each parameter appropriately. With these regulators, you can set: the map's level of difficulty, the number of opponents, opponents' development delay, virtual opponents' level of intellect, maximum available credit,

objects building cost, exploitation cost, and possibility of breakages. You can find out more about each scenario if you read their descriptions.

After selecting "Start game" option (the "Play" button), you will see loading headband with "Hard Truck Tycoon" logo. In the lower part of the headband, the loading process of scenario map is displayed.

After loading is finished, you will see the map corresponding to the selected scenario.

Saved Game Loading

After selecting this option of the main menu, you will see the earlier saved game-loading menu. You can select a game from the list of the saved games and load it to continue the game process. Each saved game has a name, which contains the name of the scenario and the year in which the events of the saved game take place. Each saved game can be deleted from the same menu.

When you select "Start game" option (the "Play" button), you will see loading headband with "Hard Truck Tycoon" logo. In the lower part of the headband, the loading process of the saved game map is displayed.

After the loading is finished, you will see the saved game map.



Network Game

You can play "Hard Truck Tycoon" using your local network or Internet. The game can have up to 5 players. One PC must be used as a server, and other players will be able to start the game simultaneously joining it. If you decided to create a game, then after selecting "Multiplayer game" in the main menu in the Multiplayer window press the "New game" button. If you want to join the game, select one of the active games and press the "Join" button. In order to refresh the list of the servers press the button "Refresh List". Created servers are shown in the list according to the selected filters.



If for any reason the server is not found, you can join it by setting its IP. To do it you need to press the "IP Joining" button.

Server Creation

In "Hard Truck Tycoon" the network game can take place on a map of one of the existing scenarios or on a newly generated map.

In the list of players you can see the players who have already joined the game. The players can talk to each other in the chat.

You can also set the same game options as when loading generated maps or scenarios.



Starting Multiplayer Game



If your local network has "Hard Truck Tycoon" servers, then after joining one of them you will see the window of session joining. In this window you can only talk to other joined players with the help of the chat. You can also see the game parameters set on the server.

Multiplayer game presumes simultaneous joining of all players. Further joining is not presumed. The multiplayer game does not presume any players grouping either.



Settings



In this menu, you can change the settings of graphics "Video Settings", sound "Audio Settings" and game "Game Settings".

By pressing, for example, the "Game Settings" button, you will see the menu of the game settings that is described below.

To switch between the settings windows use the buttons:

🎮 "Video Settings", 🎧 "Audio Settings" and 🎮 "Game Settings".

The buttons at the bottom of the settings window:

"By default" - allows to select automatic video, audio and game settings.

"Cancel" - cancellation of video, audio and game settings and returning to previously set ones.

"Apply" - application of selected video, audio and game settings.



In the "Video Settings" option you can set the parameters of the following settings:

"Video card" - allows to adapt game's video range to the PC video card.

"Screen resolution" - allows to select suitable screen resolution during the game.

"Graphics detalization" - allows to adjust the quality of game objects with the help of a toddler.

"Shadows detalization" - allows to adjust the amount and contrast range of objects' shadows so that they don't make noise during the game.

"Gamma" - allows to adjust the contrast range of the game color gamma.

"Full-screen mode" - allows to select an appropriate game mode - in the standard window or full-screen.



Using the toddlers in the upper part of the audio settings menu, you can set the volume of music and effects in the game.

In the left bottom part there is a list of the tunes from which you can select the one, which will be used during the game process.

In the right bottom part there is a menu from which you can open any folder and select any melody from your PC. After you have found the necessary sound file, select it by clicking it with the mouse right button and transfer it

to the list in the left bottom part. The name of the file should appear in the list of the tunes. After that you can select it to be used during the game process.



In the "Game Settings" menu the following options are pre-sumed:

"Pause on message" - allows to pause the game automatically when the selected event occurs by "checking" them.

"Date format" - allows to select all game dates format for each player.

"Road auto-joining" - allows to connect transport objects to the nearest road automatically.

"Hint delay" - allows to adjust the pause between the moment when you point with the mouse cursor at any option or game object and the moment when the hint "window" appears describing such option or object.

Credits

By selecting "Credits" option in the main menu, you can see the list of people who worked on "Hard Truck Tycoon" creation.

Exit

In order to exit the game, press "Exit" to confirm your wish. To confirm it press the button "🔴" in the exit enquiry window.

In-game Interface

After the map is loaded, you will find yourself in the game. Interaction with the game is realized with the help of the in-game interface.

Instrumental Panels

In the main instrumental panel window you can see the name of the company, the name of its head, company's chosen symbol and cash assets on the company's account. The game screen has built-in transforming instru-

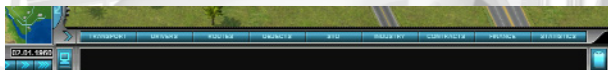


mental panels, which offer standard sets of actions for the game.

The chosen interface option is transforming in order to show the player's supposed choice.

A detailed description of the action is shown when the cursor is placed in the active field of the window and makes the interface intuitive.

Main Instrumental Panel



Panel's options allow to view the following lists:

Transport - the list of the player's company vehicles.

Drivers - the list of the drivers working for the player's company.

Routes - the list of the routes created by the player.

Objects - the list of all transport system objects available for the player's trucks.

Service Stations (SS) - the list of SS's available for the player's trucks.

Industry - the list of the infrastructure objects available for the player's trucks.

Contracts - the list of the signed contracts.

Finances - the list of financial reports.

Statistics - allows to open the window where you can see the diagrams of comparative statistics of competitors in this region.

The "button" of the game messages calls the window where you can see the game messages.

In any main instrumental panel position you can see the current game date. You can also adjust the game speed from this panel.

Also, main instrumental panel window has options which allow to fold/unfold the building panel, the system panel and the panel with the transport, drivers, terminals, etc. information:

Construction Panel

The "button" of the road construction menu allows to select one of the four road types, which is best to build at this moment of the game. After the selection, an icon appears next to the cursor, showing the readiness to build an object. Bridges, tunnels, trestles and junctions will be built automatically with any road type. Red color of the future road contour means the road cannot be built in this place.

The "button" of the transport objects construction allows to select the type of the road object, which you want to build (service station, transport terminal, transit warehouse, shop). After the selection, an icon appears next to the cursor, showing the readiness to build an object.

Attention! You can build transport terminals only next to active infrastructure objects or in the city. Red color of the future object contour means that this object cannot be built here. For a road object to work, it should be necessarily connected to the road network (when placing a road object the exit must be oriented to the nearest road. Rotation is made with the "1" and "3" keys in the NumPad).



The "button" of roads destruction allows to select and destroy any road, which was built by the player. In order to destroy a road you need to select this option in the building panel. After that an icon appears next to the cursor. Holding the right mouse button with the help of the green frame select the road you want to destroy. If the frame color is red, the selected road cannot be destroyed. After selecting the road, you want to destroy, release the right mouse button. You will see a message asking to confirm the selected road destruction. Press "Ok", and the selected road will be destroyed.

System Panel

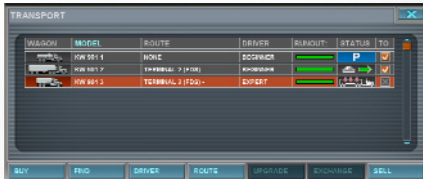


The system panel can be called from the main instrumental panel by pressing the button .

With the help of this panel you can see the following options of the system window: the saving of the current game, the loading of the saved game, game settings and exit.

Transport List Viewing

The window of transport list viewing is also called from the main instrumental panel. In the window you can see the list of the vehicles with brief descriptions.



After pressing "Buy", the vehicle-buying window will appear.

By pressing "Find", you can find the detailed information about the selected trucks list.

By pressing "Driver", you can appoint one of free drivers to the truck.

By pressing "Route", you can select one of the existing routes.

By pressing "Modernization", you can move to modernization of the selected truck.

After pressing "Trade-in", you can see the window of the vehicle buying with the trade-in function. It means that the truck selected in the vehicles list is written off against the one you are buying.

By pressing "Sell", you can write the selected truck off the company balance with its depreciated cost.

Also, with the right mouse button you can call the context menu with each vehicle description.

When you select the option "Center to object" in the context menu of a vehicle, the camera will fly to the map point where this vehicle is situated.

When you select the option "Object characteristics" in the context menu of a vehicle as well as when you double-click the vehicle, the vehicle's characteristics window will appear.

Vehicles' Characteristics and Properties



Vehicle's characteristics and properties window is called by double-clicking the vehicle on the game map. Also, it is called from the list of the company vehicles and by selecting "Properties" from the vehicle's context menu.

This window has several tabs showing the information on a chosen vehicle. The tab with the camera image allows to watch the selected vehicle movement.

The tab with the truck image

allows to see its tactical and technical characteristics. The tab of the description allows to see the description of the selected truck. The last right tab

allows to see the information about costs/profit associated with this vehicle. You can open up to 4 properties windows for different vehicles at the same time.

Transport Buying Window

The window of transport buying can be called from the window of transport list viewing when buying a new truck and using trade-in system. The vehicle constructor is available in the window with the following actions: specialization selection, chassis type selection, engine selection, body type selection, trailer or certain goods transporting basket selection.



When buying a vehicle, player's company account will be deducted a certain amount equal to the truck price. At the same time the vehicle appears in the company transport list. When using trade-in system, selected vehicle is written off, and its depreciated cost is taken into account when you buy a new vehicle.

Transport Upgrade

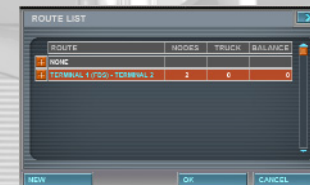
Transport upgrade window is called from the transport list viewing window or by selecting the corresponding option in the context menu. Also, it can be reached from the transport buying window by pressing the "Upgrade" button.

This window looks like the window of transport buying. With its help you can select a more powerful engine on your vehicle or a fleabag on the mover.

Transport upgrade will deduct a certain amount from the player's company account, and at the same time upgraded transport will appear in the company transport list.

Routes List Viewing

Routes list viewing window can be called from the main instrumental panel. In this window you can see the list of all player's company vehicles' routes with brief descriptions.

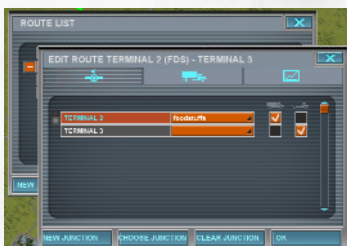


If you press "New route" button, you will see routes editor, and with its help you can create a new route. In order to create a new route you need to have a vehicle with a driver available with the appropriate body class. In the routes editor you can select to create it, and a special sign follows the cursor. You need to click with this sign the starting and the ending points of the route on the game map, after that the route line will be highlighted with a green line.

If you press "Edit", you will see routes editor window with the help of which you can edit the existing route.
 If you press "Delete", the selected route will be deleted.
 If you press "Truck", you can switch to truck selection for which the route is being assigned.

Route Changing/Adjustment

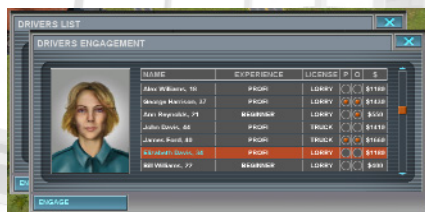
Route editor window can be called from the route list window. You can use it to create a new route or to edit the existing route. This window has several tabs displaying information about the current route. First tab to the left displays information about the starting and ending points of the route, and also about the goods that are being transferred (by clicking on the selected line corner with the name of the goods you can select the type of goods). The tab with the truck image allows to view the tactical and technical characteristics of the truck. Statistics tab allows to view statistics about the route where you can see its current profitability.



Pressing "New junction" button, you can see the mechanism which allows to indicate a new route junction on the map (route junction is a station, warehouse or a shop). After that you need to indicate a new junction directly on the game map. For each junction where the truck's loading is supposed, you need to indicate directly the resources to load (vehicle's unloading is made automatically - if the goods can be unloaded in this junction).

You can also indicate full loading/unloading mode for each junction, i.e. the truck will stay at each terminal until the action is completely executed. By pressing "Change" button, you can change one of the existing routes. After pressing the "Delete" button, the current junction can be deleted. By pressing "OK", you confirm the changes you have made and close route editor window.

Drivers List Viewing



Drivers list viewing window can be called from the main instrumental panel. In the window you can see the list of drivers with a brief description and qualification skills for each of them.

When you press "Hire" button, the drivers hiring window will appear.

By pressing the "Fire" button, you can fire the selected driver.
 After pressing the "Find" button, you will see brief characteristics and qualification skills for the driver whose name is selected in the list.
 By pressing "Join", you can add the driver from the hired drivers list with another driver, to work as a crew on one of the main movers. To join them



you need to select a driver in the list and press the "Join" button, after that the data line will be "attached" to the mouse cursor. Then you need to move it to the line with another driver's data and press the right mouse button to join them. You can disjoint the crew by selecting it in the list and pressing the "Disjoint groups" button.

Drivers' Characteristics and Skills

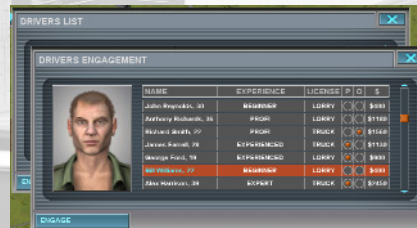


Driver's properties window can be called by clicking the line with the driver's data in the drivers list, or from the truck's properties window, clicking the line with the driver's name in the truck's properties window.

Driver's properties window has several tabs displaying information about the selected driver.

The training tab displays the list of certificates that the selected driver can obtain after training. The statistics tab shows information about the driver's work and experience.

Drivers' Hiring

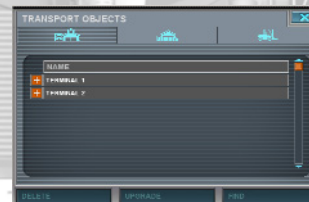


Drivers hiring window can be called from the drivers list viewing menu.

In the window you can see the list of available drivers with brief information, the cost of hiring, the required salary.

By pressing the "Hire" button, you can hire the selected driver.

Transport Objects List



Transport objects list viewing window can be called from the main instrumental panel. In the window you can see the list of transport objects with brief characteristics. In the upper side of the window there are tabs showing the lists of each of the three transport objects types: (from left to right) transport terminals, transit warehouses, shops.

In the lower side of the window there are 3 buttons: "Delete", "Upgrade", "Find".

The pressing of the "Delete" button will lead to the deleting of the selected transport object.

The pressing of "Upgrade" will lead to the equipment and building update of the selected transport object. The upgraded object has more room for trucks loading and more capacity.

After pressing the "Find" button you will see more detailed information about the selected transport object.

Transport Objects' Properties

Transport objects' properties window can be called from the transport objects list or from the context menu by clicking the object in the game.



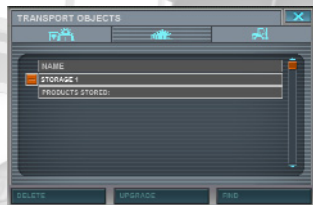
Transport objects properties window has several tabs showing information about the selected object (from left to right): resources, used infrastructure, routes, description, statistics. On the resources tab you can see brief information on each resource showing if it is being consumed or produced, its volume and need. For the resources that are being consumed the purchasing price is indicated.

On the used infrastructure tab you can see what types of resources come to the selected transport object from the nearest plants, and what plants are engaged in work with this transport object. On the routes list tab you can see information about the trucks which bring and take the goods from this transport object. On the description tab you can see the description of transport object's purposes and potential. On the statistics tab you can see the information about the work of the transport object.

After pressing the "Upgrade" button, the selected transport object will be upgraded. The upgraded object has more room for trucks loading and more capacity.

By pressing the "Delete" button, you will delete the selected transport object. Using this option you need to be very careful because the object you are deleting can be the junction of a route, and its deleting may lead to vehicles stopping. It can happen at any place where the vehicles were at the moment of the object destruction.

Transit Warehouses List



Transit warehouses viewing list can be called from the transport objects list window. In the window you can see the list of transit warehouses with the brief description.

If you press the "Delete" button, the selected transit warehouse will be deleted.

If you press the "Upgrade" button, the selected transit warehouse will be

upgraded. The upgraded warehouse has more room for trucks loading and more capacity.

If you press the "Find" button, you will see more detailed information about the selected warehouse.

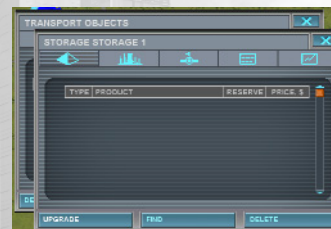
The difference between the transport terminal and transit warehouse is that you can additionally do the following on the transit warehouse: store goods and change movers' trailers, whereas the terminal serves for shipping goods from any industrial plant. The difference between these 2 objects and a shop is that a shop can only receive goods. No goods shipping or transit are possible from a shop.

ATTENTION: on the third level terminal you can change trailers!

Similarly to transit warehouses list window you can work with the windows of transport terminals and shops lists.

Transit Warehouse Properties

Transit warehouse properties window can be called from the transit warehouses list or from the context menu of a warehouse in the game.



Transit warehouse properties window also has several tabs showing information on the selected warehouse: (from left to right) resources, used infrastructure, routes, description, statistics. The resources tab shows brief information about the resources available in the selected warehouse, and you can see if it is being consumed or produced, its volume and need. For the resources that are being consumed the purchasing price is indicated. On

the used infrastructure tab you can see what types of resources come to the selected transit warehouse from the nearest plants, and what plants are engaged in work with this transit warehouse. On the routes list tab you can see information about the trucks which bring and take the goods from this transit warehouse. On the description tab you can see the description of the transit warehouse's purposes and potential. On the statistics tab you can see information about the work of the transit warehouse.

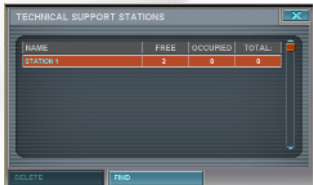
After pressing the "Upgrade" button, the selected warehouse will be upgraded. The upgraded warehouse has more room for trucks loading and more capacity.

By pressing the "Delete" button, you will delete the selected transit warehouse. Using this option you need to be very careful because the warehouse you are deleting can be the junction of a route, and its deleting may lead to vehicles stopping. It can happen at any place where the vehicles were at the moment of the warehouse destruction.

Similarly to transit warehouse properties window you can work with the windows of transport terminal and shop properties.

Service Stations (SS) List

Service stations (SS) list viewing window can be called from the main instrumental panel. In the window you can see the list of service stations with the brief description.

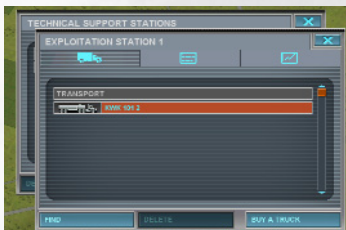


By pressing the "Delete" button, you can delete the selected SS.

By pressing the "Find" button, you can open the window with the selected SS properties.

SS Capabilities

SS properties window can be called from the SS list, which you can call from the main panel or from the SS context menu in the game appearing after clicking it with the left mouse button.



SS properties window has several tabs displaying information about the selected station. The tab with the truck image shows information about the trucks in the station. The middle tab has station purposes and potential description. The statistics tab shows information about the station's work.

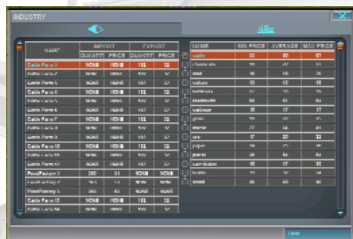
In the lower side of the window there are buttons "Find", "Delete" and "Buy Truck".

When you press the "Find" button, the SS whose properties are shown in this window will appear in the center of the screen.

If you press "Delete", the selected SS will be deleted. Using this option you need to be very careful because the SS you are deleting can be the junction of a route, and its deleting may lead to vehicles stopping. It can happen at any place where the vehicles were at the moment of the SS destruction. You can only destroy the SS which has no vehicles at the moment of destruction. If there are vehicles on the SS, the "Delete" button becomes inactive.

If you press the "Buy Truck" button, you will switch from the SS properties window to the shop window, and the truck you are wishing to buy will be placed already on the SS from which you have reached the shop.

Industry



Industry objects list window can be called from the main instrumental panel. In this window you can see the list of industrial objects with the brief description.

Industry objects list window has two tabs. The tab with the pyramid image shows the table with produced and consumed goods quantity description with the price for each kind of goods. For the convenient viewing of the objects that produce

or consume goods, there is a list of goods in the right side of this tab. After

choosing any goods' type, you will see all plants producing or consuming it in the left side.

The tab with the plant image shows the list of all state's industrial objects which are active at the moment.

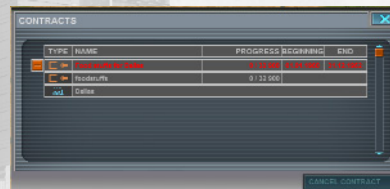
After pressing the "Find" button in the lower side of the screen, you will see the detailed description of the object which needs to be selected from the list.



If you select an object and press "Find" on any tab in this window, you will see more detailed description of this object.

Contracts List

Contracts list viewing window can be called from the main instrumental panel. In the window you can see the list of contracts with brief information.



By pressing the "Cancel Contract" button, you can cancel the selected contract.

The contract is an obligation to deliver or collect goods from certain infrastructure objects. Each contract has strict time frames. There are obligatory and optional contracts. The player

must execute obligatory contracts. If he fails to do it, the scenario is stopped and the game ends.

Garbage disposal contract is optional. This contract is offered to the player by the city in which his transport company is situated. To execute it, you need to arrange garbage disposal so that the garbage will be removed in time and won't pollute the city. At the same time, all other company's contracts must be executed in time.

Financial Statistics Viewing

Financial statistics viewing window can be called from the main instrumental panel.

There are the following tabs in this window: financial reports per month, financial reports per annum, summary reports.

Financial reports are given for expenses and profits with a possibility to view



their dynamics compared to the previous period. At the bottom you can see the summary of the company's account changes during the period.

Loans Window

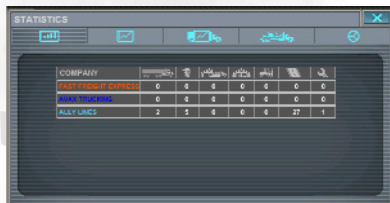


Financial reports about the loans can be viewed from the financial statistics window.

In this window you can take a loan for company's current expenses indicating the size of the loan and the term. In the loans list you can see information about the loans you took in the past.

Regional Statistics Viewing

Regional statistics viewing window can be called from the main instrumental panel by pressing the "Statistics" button. In this window you can see information about your company and your competitors in this region. After analyzing this information, you can assess your actions and find the best way to gain the leading positions in the region.



In the regional statistics window there are five tabs. With their help you can see the list of state' transport companies and their development report, diagrams of state's transport companies development during any period, diagrams of goods transporting volumes of each company during any period, state's companies market position for all

goods transporting (tons) and all goods transporting profits (\$), state's companies market position for food transporting (tons) and profits of food transporting (\$). On 2 tabs you can see the diagrams and on other 2 tabs - economic development of certain statistic values. The state's transport companies list tab and their development tab show the number of trucks of each company, the number of drivers working for it, terminals, warehouses and shops used by the company, roads extension and SS number build by each company.

Map

You can see the map of the region from the main instrumental panel by pressing the button

In the right side of the map you can see six buttons allowing to select different objects to see their place on the map. Above these buttons you can see a window with information about the objects you are viewing.



On this picture you can see that big centers of population places are shown as well as heights and hollows of the landscape. Also, by pressing the corresponding buttons, you can see information about large plants situation, roads, warehouses, SS and extractive industry plants situation. This information helps to select the best places for different goods types transporting and also to plan your business development.

Campaign Screen

Campaign registration screen is shown together with the main instrumental panel window in the beginning of each new game.



On this picture you can see that in the center of the screen there is a window with the campaign name and symbol, and in the top right corner there is information about cash assets and transport of the campaign. With the buttons "<" & ">" and color selection buttons you can change the symbol of your company.

Attention! Selected symbol (your company's trademark) will follow you all through the game. It will be shown on your trucks bodies, in statistics and other places.

Control Trucks Control

Route Selection

You can select a route for the truck by opening the window with transport list. Select a truck for which you would like to select a route and press the button "Route", then select the route.

Attention! Before you select the route you need to assign the driver for the truck, otherwise the route selection option will not be available.

Correspondence of Body Type to Transporting Goods Type

For different goods you need different body types. Each goods type can only be transported with the help of one body type. Besides, in order to transport different goods, it is necessary for the driver to have a certificate confirming his qualification to transport such goods and his skills in the truck with corresponding body type driving.

- The wagon is used for the following goods types - cattle, electronics, textile, high-technology goods, paper and software.
- The refrigerator is used for food transporting.
- The tank is used for the following goods - gas, black oil, fertilizers and chemicals.
- The dump-truck is used for grain, ore and coal.
- The platform is used for cotton, metal constructions, woods and saw-timber.

Personnel Control

Drivers' Hiring

From the main instrumental menu you can call the window of the permanent drivers list. These are the drivers which are at the moment hired by you, and they can be assigned for one of your trucks. To hire a new driver you need to press the "Hire" button. The drivers hiring window will open where you can select a driver and hire him. After that he will appear in the permanent drivers list.

Training

The training process of the driver is shown in the driver's properties window which can be opened by double-clicking on the driver's data line in the permanent drivers list. You can select a certificate the driver will obtain in the middle tab of the driver's properties window. You need to select a certificate and press the "Train" button. Without certificates confirming the driver's skills he cannot operate the vehicles and transport goods. When the experience and skills of the driver increase, his salary is going up automatically.

Stations/Warehouses Control

Transport Terminal\ Warehouse \ Shop Difference

You can build a warehouse anywhere you want. A shop can be built next to other infrastructure objects, even next to the objects you don't plan to work in the future with. It can be an effective means in your competitive struggle.

Attention! Terminals/warehouses/shops must be built in a way that they have branch lines from any of the roads going near. You can change trailers

on the terminal of the highest - third - level, and cannot do it on the first two levels terminals. A terminal, as a rule, can serve a small number of plants - 1-2, whereas a shop can get goods from a higher number of plants.



“Hot Keys”

For game process control there are the so-called “hot keys”.

Key	Action
Space	Pause
+ Grey	Increase the game speed
- Grey	Decrease the game speed
r	Open “roads” menu in the construction panel
s	build a standard road
w	build a wide road
f	build a four-lane road
x	build a six-lane road
t	Open “transport objects” menu in the construction panel
s	choose SS
s	build SS
t	build a transport terminal
s	build a small transport terminal
m	build a medium transport terminal
l	build a big transport terminal
r	build warehouse
s	build a small warehouse
m	build a medium warehouse
l	build a big warehouse
b	Delete a road
m	Open the region’s map
l	choose the “landscape” tab in the region’s map
r	choose the “resources” tab in the region’s map
i	choose the “infrastructure” tab in the region’s map
o	choose the “transport objects” tab in the region’s map
v	Choose the “trucks” tab in the region’s map
h	Hide/show all menu panels
Shift+h	Hide/show information menu
Ctrl+h	Hide/show construction menu
Ctrl+LA*	Rotate camera to the left
Ctrl+RA**	Rotate camera to the right
+	Zoom in
-	Zoom out
1	Open “Transport” window with transports list
b	buy transport
t	change transport
r	choose a route for the transport
d	hire a driver for the transport
s	sell transport
2	Open the “Drivers” window with the drivers list
h	hire a driver
f	hire a driver
3	Open the “Routes” window with the created routes list
n	create a new route
e	edit the existing route
d	delete a route
t	assign transport for the route
4	Open the “Objects” window with transport objects list

5	Open the “SS” window with the SS list
d	delete SS
6	Open the “Industry” window with the infrastructure objects list
7	Open the “Contracts” window with the contracts list
c	cancel contract
8	Open the “Finances” window with the financial reports list
l	take a loan
9	Open the “Statistics” window
0	Open the game messages list
d	delete a message
y	Open the system menu
s	select the “Save game” option in the system menu
l	select the “Load game” option in the system menu
v	select the “Video settings” option in the system menu
a	select the “Audio settings” option in the system menu
g	select the “Game settings” option in the system menu
m	select the “Exit to menu” option in the system menu
q	select the “Exit to Windows” option in the system menu
z	Turn on/off auto-joining of transport objects with the road network

Main Menu

Key	Action
c	Create a scenario
s	Load a scenario
l	Load a saved game
del	delete a saved game
m	Multiplayer game
r	refresh the servers list
i	IP connection
s	connect to server
c	create a multiplayer game
r	Credits
o	Game settings
Enter	apply settings

In all menus of this level:

Esc	Back
Enter	Play

LA* - Left arrow
RA** - Right arrow

Scenarios Types

In *"Hard Truck Tycoon"* economic simulator there are four types of scenarios. The events take place in the territories of four different states: Texas, Washington and Oregon, Wyoming (teaching scenario). There are also the following kinds of scenarios: teaching, free, standard and campaign.



In the teaching scenario (Wyoming) game events are played with special explanations helping to understand the main principles of the game and learn to control it.

In the free scenario there are no contracts for goods transporting. The player can make all transportations and his company's development at his own choosing.

In the standard scenario all contracts are optional. However, they are offered to the player which helps to save time instead of looking for the contracts.

In the campaign scenario there are obligatory and optional contracts.

Obligatory contract will be executed if transportations are completed by the player in the terms set in the contract, and will not be executed if at the moment the contract is over a part of the goods is not transported.

This contract is obligatory, so if you fail to fulfill it, the scenario is stopped and the game ends.

Optional contracts and obligatory contracts difference is that if you fail to execute an optional contract you will be fined, but the scenario will continue and the game will not end.

Vehicles Used in the Game

1961 -KW900 model

"KW900" trucks are the most well-known trucks of the legendary series. The truck has a classic cab with the motor compartment moved forward. "KW900" truck's weight with removable basket - up to 25 tons, road train with "KW900" mover - up to 42 tons. This power plant is able to have the power output from 250 to 600 H.P.

1961 - KW100 model

KW100 model is a truck of medium carrying capacity serving for towage of light road trains weighing up to 28 tons. This truck in 1950 was equipped with sleeping compartment for the driver. The truck can be equipped with engines with 210 to 525 H.P. power.

1982 - KW900L model

These vehicles replace "KW900" series. They have little in common. Intensified chassis, more powerful engines (300-607 H.P.), intensified suspension brackets and gear boxes (9-18 gears) of different producers. All this allows to consider them heavy trucks able to move with the speed up to 140 km/h. KW900L model has allowable truck with removable basket weight up to 25 tons, road train with mover - 72 tons.

1984 - KW100E "Aerobine"

This vehicle replaced KW100 truck without hood. In its construction brand-new technologies are used that came to motor-car construction in the beginning of the 80s of the XXth century. KW100 upon the client's choice can be equipped with any engine with the power up to 600 H.P. Also, the truck can be equipped with different chassis and gear boxes. Maximum speed - 140 km/h.

1985 - KWT600A model

These vehicles have good reputation working as heavy trucks - road trains movers, as well as heavy towers working in building where these trucks were used to transport large building equipment and other goods of large dimensions.

1990 - KWT400 model

KWT400 is a truck of a medium carrying capacity. It is not destined for towing of trailers with heavy tractors and heavy building blocks. It is used for speed transporting of medium sized goods.

1994 - KWT450 model

This truck can work as a medium carrying capacity vehicle replacing, for example, KWT400 model, as well as a heavy truck providing it has a corresponding integration able to provide this. Depending on the modification, the truck can be equipped with the engine with 195 to 610 H.P. power.

1996 - KWT2000 model

This vehicle is the most comfortable mover in the model range of the producing company. Its streamline contour improving aerodynamics allows to reduce fuel consumption with the speed up to 140 km/h.



1962 - mF series

"mF" model chassis allows to consider the vehicle a heavy truck. These trucks can weight up to 35 tons. The model range of "mF" series, besides self-produced engines, was equipped with other producers' engines. These vehicles were able to reach the power of 180 to 375 H.P. This truck had 10-step gear box.

1965 - MR series

The trucks of this series were multifunctional. They were destined mainly for long distance goods transportation as well as local goods transportation, mainly for the building. "MR" series trucks were medium carrying capacity vehicles.

1975 - "Voyageliner" series

This truck was created taking into account the experience of "mF" series trucks. As a result, a new, improved mover appeared which was equipped with different engines, with the power from 235 to 525 H.P. "Voyageliner" was from heavy trucks range. Vehicle's carrying capacity was increased to 15 tons for a truck with removable basket and to 73 tons for a road train with "Voyageliner" mover.

1977 - "MW Megaliner" series

New mover "MW Megaliner" had classic angular cab forms and a lot of chrome elements in the exterior. The truck was equipped with comfortable sleeping compartment and the chassis for speed movement, multi-step gear boxes and engines with 175 to 500 H.P. "MW" series vehicles weighted 15 to 40 tons. "Megaliner" was from the heavy trucks range.

1983 - "HM Miltliner"

"HM Miltliner" differed from other movers types with its luxury conditions. Depending on modification, the vehicle can be equipped with diesel engines with the power from 250 to 525 H.P. Upon the client's choice, "HM Miltliner" can be equipped with different gear boxes.

1985 - "Megaliner WR2"

This model was made on the base of "RW Superliner". Upon the client's choice "Megaliner WR2" can be equipped with any engine with the power from 300 to 500 H.P., and Depending on the basket or trailer type, its carrying capacity varies from 25 to 60 tons.

1990 - CH series, model "Mirrorium"

Under "Mirrorium" name there was a series of trucks, starting from 602 model to 713 model. They were equipped with engines with the power from 285 to 507 H.P. Trucks' weight with removable basket varied from 15 to 38 tons. This model can be considered of the heavy trucks range destined for long distance transportations of heavy and large dimensions goods.

1990 - CS "Midwinter" series

"Midwinter" trucks are destined for goods transportation on population centers interior roads and streets. "Midwinter", thanks to its medium carrying capacity (up to 7.5 tons) is able to gather speed a lot faster than most

trucks. Upon the client's choice, the truck can be equipped with engines with the power from 175 to 210 H.P. "Midwinter" trucks' main specialization is transportation of food, furniture and other goods.

1999 год - MLE model

MLE model was planned as a chassis for sanitation cars. The vehicle with carrying capacity up to 35 tons is equipped with all necessary stuff for this function realization.

1999 - "Minion"

The vehicle with removable basket has the carrying capacity of 15.9 tons, road train with mover "Minion" - 23.6 tons. Upon the client's choice, the truck can be equipped with engines with the power from 304 to 466 H.P.

1967 - 388 model

In the 60s of the XXth century the road train with 288 mover could read the weight of 70 tons, whereas this vehicle with removable basket - 38 tons. Depending on modification, this truck could be equipped with engines of different producers. Among them were 6-row ones, V-sizes, 8- and 12-cylinder diesel engines with the power from 250 to 400 H.P.

1967 - 459 model

This vehicle was made on the base of 288 model and was the most powerful truck in the model range of its producer in the end of the 60s, beginning of the 70s of the XXth century. The vehicle was equipped with different engines with the maximum power of 600 H.P. Thanks to its good construction and high power consumption these trucks could work in road trains with the weight up to 113 tons, and the trucks with removable basket up to 38 tons. Upon the client's choice, the vehicle was equipped with 5-, 8-, 10-, 12-, 16- and 18-step gear boxes as well as with any chassis type with any combination of driving and driven wheels. Truck's maximum speed was 130 km/h.

1973 - 300 "Mod-Ranger" model

300 "Mod-Ranger" is a truck of medium carrying capacity. It is used as a transportation car for interurban transportations. It is equipped with engines with the power of 192 to 304 H.P. Depending on modification, the truck's full weight varies from 13.6 to 16 tons.

1974 - 400FLC chassis

400FLC chassis was made especially for sanitation car or a vehicle with increased area of goods platform for using in the building yards. Vehicle's carrying capacity is from 20.4 to 35 tons. The power of engines varies from 192 to 300 H.P.

1978 - 451 model

451 model is a universal chassis on the base of which different trucks, movers and building card were build. Heavy all wheel-drive tractors and movers for heavy trailers up to 102 tons were made on its basis. Depending on modification, engines with 192 to 600 H.P. were installed. Vehicle's full weight with removable basket can reach 40.9 tons, road train's - 102 tons.

1989 - 479 model

The company that produced this truck celebrated its 50th birthday with this model. That is how 459 model appeared. Upon the client's choice, the vehicle can be equipped with engines from 307 to 605 H.P and 9-18-step gear boxes. Vehicle's full weight with removable basket is 14.5 - 35.4 tons, road train - 36.3-72.6 tons, and it can reach the speed of 140 km/h.

1989 - 457 model

Developed as 451 model follower, 457 chassis was a universal platform for creation on its base of different purposes vehicles. The full weight is from 13.6 to 42.1 tons and equipped with engines from 218 to 608 P.H. this vehicle could become a mover or a sanitation car or a building car. Movers with 9-18-step gear boxes could reach the speed of 140 km/h.

1989 - 420 FLC model

This type of chassis was developed to replace the earlier version of sanitation car with the cab without a hood. To install 420 FLC model different engines are supposed with the power from 215 to 310 H.P. With the full weight of 14.5-35.4 tons, the speed of the truck can reach 110 km/h.

1995 - 462 model

This chassis for a vehicle without a hood was created as an alternative for trucks with the motor compartment in front of the driver's cab. Upon the client's choice, the vehicle can be equipped with engines with the power from 354 to 608 H.P. Vehicle's full weight is 30, 9 tons, road train - 102 tons.

1999 - 487 model

The end of the 90s of the XXth century brought vehicles assembling quality improvement, design and comfort level increasing. 487 model has a streamline contour cab, increased power and speed compared to its predecessors.

2000 - 370 model

These vehicles' main specialization is transporting of small goods loads. Maximum speed is 110 km/h, with the power up to 360 H.P.

Buildings and Objects Used in the Game

Transport System Objects

Municipal Road

Municipal road, unlike country roads, can only be placed at the right angle to other municipal roads and streets. Also, municipal road cost more than country roads because of communications and sidewalks. Maximum speed on municipal roads is 60 km/h.

Country Two-lane Road

Country roads, unlike municipal roads, can be placed in any directions and at any angle to other transport communications. No need in communications and sidewalks decreases their cost. However, these roads cannot be built in towns because traffic control is simplified or lacking for such roads. It is recommended to build two-lane roads no longer than 30 km. The longer they are, the higher are the chances of traffic jams.

Country four-lane Road

Traffic capacity of four-lane roads is higher than one of two-lane roads, but lower than one of the highway. The speed of movement on a four-lane road can reach 80 km/h. Recommended length is from 2 to 100 km.

Highway

A highway is a road made for speed movement of vehicles. Highways are the most expensive to build but they can provide speed movement on long distances and have the highest traffic capacity among all road types.

Bridge

When the roadbed is placed, bridges are designed and built "automatically" in the most appropriate places. Bridges' price is included in the price of the road.

Trestle

A trestle is one of the bridges' types. When the roadbed is placed, trestles and road fly-over junctions are placed "automatically" in the most appropriate places. Trestles' and junctions' prices are included in the price of the road.

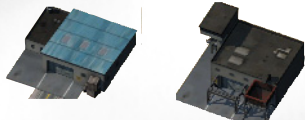
Tunnel

When the roadbed is placed, tunnels are built "automatically" in the necessary places. Tunnels' price is included in the price of the road.

Service Station

Service Station (SS), as a rule, is joined with the garage or trucks' parking lot. On the SS territory there is a full range of

instruments and diagnostic equipment needed for repairing and technical maintenance of engines, chassis, steering control and other junctions and parts of a vehicle. All service stations are of the same kind.

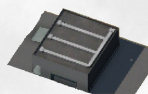
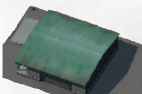


Transport Terminal

Transport terminal is used not only for loading and unloading, but also for all operations with goods processing. In order to take the goods from any plant there needs to be a transport terminal nearby, otherwise it will not be possible.



As a rule, transport terminal unlike shops, have serious restrictions regarding the distance of goods transporting. That is why they seldom serve for more than one plant. There are three types of transport terminals that differ in capacity and cost. Also, the third type of terminals allows to change truck's trailers and baskets.



Transit Warehouse

Transit warehouse is a structure that consists of a warehouse building with branch lines. Transit warehouse serves as an intermediate part for goods reloading from motor vehicles to other transports, and also serves as a terminal for temporary storage of goods that are transported to long distances.



In a word, it splits too long routes into smaller routes and allows goods reloading from long trucks to other ones. There are three types of transit warehouses that differ in size, capacity and cost.



Shops

Shop is a building or a group of buildings with branch lines, and neighbor territories are equipped with parking lots. With shops right positioning you can save time and turn it to advantage in the competitive struggle. It can be achieved



thanks to the fact that shops are supplied with the necessary good in the first turn, and only when they are full goods placement to warehouses is possible. Shops can only consume goods, so they cannot be used as terminals and transit warehouses. Shops, unlike transport terminals, can receive goods from long-distant plants. There are three

types of shops that differ in size, capacity and cost.

Infrastructure Objects



Vehicles Purchase Shop

There is a special auto-shop for trucks, movers and baskets of different kind purchase. When you buy a vehicle, you need to take into account its cost which will be automatically deducted from your company account if you decide to buy it. When you buy a vehicle, be attentive! Purchase of too cheap or too expensive vehicles should be justified with the production necessity.

Common Characteristics of Infrastructure Objects

All infrastructure objects are divided into six levels by the volume of consumed and produced goods. The objects of the first type produce and consume the minimal amount of goods. The objects of all other levels produce and consume more goods. Object's level increasing means its enlargement and happens if the object is regularly served for delivery/export of different goods.



Oil Plant

Oil plant serves for raw oil processing and getting oil products. Oil products transporting presumes higher danger and you will need to use special cistern basket, and your driver will need to have a "D" license.



Garbage-disposal Plant

Garbage-disposal plant disposes of different garbage kinds. Garbage transporting requires special transport, and you will need to use sanitation car. No special driver license is required.



Gas Station

Gas station (fuel station) is the main object of gas sales to the end consumers Oil products transporting presumes higher danger and you will need to use special cistern basket, and your driver will need to have a "D" license.



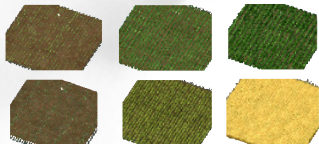
Thermoelectric Power Station

Fuel transporting for thermoelectric power stations presumes higher danger and you will need to use a special cistern basket, and your driver will need to have a "D" license.



Farm

Farms are agricultural businesses. They produce retail agricultural production.



Field

Cereals and legumes grow in the grain fields. Vegetables grow in the agricultural fields.



Coal Mine

One of the businesses for mining operations is coal and ore mines. Coal and ore transporting requires transport of high carrying capacity. No special driver license is required.



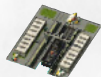
Metallurgical Plant

Ore and metal construction transporting requires transport of high carrying capacity. No special driver license is required.



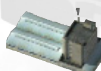
Chemicals Plant

Chemical resources transporting presumes higher danger, so you will need to use a special cistern basket, and your driver will need to have a "D" license.



Shipbuilding Plant

For metal constructions and other goods of large dimensions, baskets of different types are needed. You will need to use those types of baskets that suit certain goods transporting.



Woods Factory and Wood Storage Office

Wood storage office is an industrial plant engaged in wood cutting and wood storage. Woods factories process stored wood. Wood and timber transporting are similar to other large dimensions goods transporting. You will need vehicles with a high carrying capacity. You will need to use those types of baskets that suit certain goods transporting. No special driver license is required.



Factory

For different types of products different baskets types are required. You will need to use those types of baskets that suit certain goods transporting, and the driver needs to have a special license allowing him to drive a vehicle with the chosen basket type.



Textile Factory

No special driver license is required for textile transporting.



Semi-conductors and High Technologies Factory, Software Center

Semi-conductors factory produces elements and parts for computers and modern household appliances. High technologies factory is a special assembling plant producing household electronics and computers. Software center develops and produces computers software. The most appropriate basket type for these plants goods transporting is a van. No special driver license is required.



City

The city is the main consumer of all goods. Besides, city objects produce garbage that needs to be disposed regularly. The city is a population center the citizens of which, as a rule, are not occupied in agricultural industry.



Harbor

The harbor serves for water-craft parking, goods storage, loading and unloading and other works.



Federal Warehouse

The federal warehouse differs from private warehouses because it serves as a storage place for goods controlled by federal authorities.

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