

TRUCK ME!

There's more

I'll spare you any additional trucking puns. So we had 18 wheeler and Firetruck in the arcades but how did we pretend to be burley truckers whilst at home? Well Truckin' wasn't the only game...1,000hp engines have much appeal for some. I've tried to ignore 'management' games that are centred around trucking—an early example of which was 'Truck' for Amstrad CPC—a 1985 game programmed in Basic. This is about RACING!



Left: American Truck

Below: Juggernaut cassette inlay and screens



JUGGERNAUT
by Peter Cooke

A dream come true!
Imagine being behind the wheel of a 42 foot, 23 ton juggernaut thundering through an urban landscape.

Join the fleet of one of many trucking companies in a variety of towns around the country, collecting and delivering heavy goods. Jump into your rig, pick up your work load for the day and hit the road to adventure.

A unique arcade simulation of driving a juggernaut, using revolutionary icon driven controls.

Detailed playing instructions are printed on the REVERSE of this inlay.

ACTUAL SCREEN SHOTS
CRL Group PLC, CRL House, 9 Kings Yard, Carpenters Road, London E15 2HD.
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AMERICAN TRUCK (Telenet) 1985 for MSX
for MSX owners came 'American Truck' in 1985 and the C64 had it's own top-down affair, 'International Truck Racing' in 1993!

JUGGERNAUT (CRL) Oct 1985 for Speccy
In 1985 CRL received a note from a maths teacher—Pete Cooke. He told them he'd written a little lorry simulator and called it Jackknife. They agreed to publish and renamed it Juggernaut. It received a fair welcome from the magazines of the day, but didn't do well commercially. Like all good simulations, it was rock hard.

The truck is drawn in vector graphics and behaves very believably. Comparison with classic gravity game Thrust is in order. Inertia, momentum etc all playing a part. The game is about dragging the trailer through tight corners as fast as possible and with trading and lots of options. It makes a fair game and damage, speeding fines, fuel add to the atmosphere.

Pete continued to program games (having quit teaching) and is best known for Tau Ceti. Interestingly he was quoted as saying that Revs from Crammond was his favourite game and it took him six months to 'crack it'.

Like many classics, there's a story how the game came to exist. It started when Pete simply created a simulation to try and see just how difficult it is to reverse a HGV. His mate failed the driving test you see! Anyway, he added lots more to the idea such as ferrying freight and that it grew from there. £7.95 bought you a tough game but one of the earliest games trying to simulate trucks, rather than just featuring trucks.

SUPATRUX (Elite) 1989 Multiformat
The advert says...

Nine European cities have come together to award the "Supertrux Trophy" - the most coveted trucking award ever devised.

Only the most skillful and daring of drivers will be able to survive the perilous journey from city to city. Precise steering, lightning reactions and clear head will be needed to get you through in one piece - Choose your route carefully!

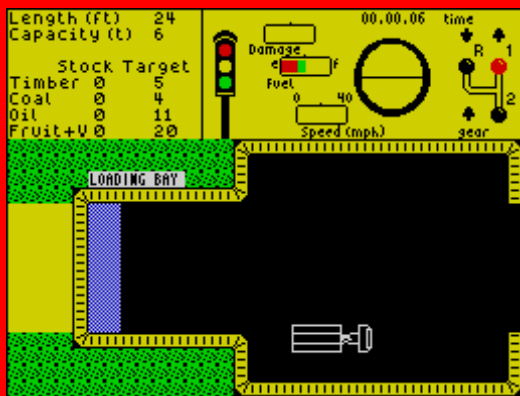
There are 2 elements to be beaten - time and the other drivers, so put your foot down. Play as dirty as they do and maybe YOU will win the Supertrux Trophy.

Elite showed that a chase view could be done in a truck game.

TRUCKS (Microfolies) 1997 PC

Ride around the planet Cooroocooco (honest) as a businessman. Trucks has a nice open-ended feel, but being a futuristic racer, it failed miserably to captivate. Play was from a first-person view and gameplay is typical earn money/better parts type game.

Although it had 80 missions, Multiplayer LAN and TCP/IP, it was neither addictive nor fun so inevitably it was a commercial disaster and Microfolies (French) soon ceased to be.



SuperTrux cassette inlay and screen with a curious looking object at the start of a stage.

