



 \star \star \star AMERICAN PRO TRUCKER \star \star \star

Dreamcas

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to cortain flexing fights or light patimum that they encounter in averyday life, such as those in certain television images or video games. These setzenes or loss of considuantees may encounter in averyday life, such as those in certain television images or video games. These setzenes or loss of considuantees may encounter in averyday life, such as those in certain television images or video games. These setzenes of loss of considuantees may encounter in averyday life, such as those in certain television images or video games. These setzenes are loss of considuantees are such as the period of the setzenes.

If you or anyone in your family has ever had symptoms related to epilopoy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences disziness, burred vision, usy or muscle butches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CDN-SULY TOUR BOUTD REFORE RESUMMED FUX.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast.

. Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable

. Do not play if you are fired or have not had much sleep.

- . Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutos per hour. This will rest your ayes, neck, arms and imgers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- · Before removing disc, be sure it has stopped splinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other then a Dreamcast console, especially not in a CD player.
- . Do not allow imperprints or dirt on either side of the disc
- · Avoid bending the disc. Do not touch, smudge or scratch its surface
- . Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- . Do not write on or apply anything to either side of the disc.
- . Store the disc in its original case and do not expose it to high temperature and humidity.
- . Do not leave the disc in direct sunlight or near a radiator or other source of heat
- Use lens cleaner and a soft dry cloth to clean disc, wrying gently from the center to the edge. Never use chemicals such as beroene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection tolevisions.

SEGA DREAMCAST VIDEO GAME USE

This BR-RM can only be used with the Sign Drammant video game system. Bo not stampt to play this BD-RDM on any other CD player, drags to may drame the hardphone and/or papiexer. The same is benned for how play on the Spe Drammant video game system only. Unuthatmate copying, reproduction, restly, pacific participants in the same of the system is a violation of applicable laws. The characters and awate portrayed in the game are purch forced. Any emitting the order persons, there or cleands the production control day on the system of the system is a violation of applicable laws. The characters and awate portrayed in the game are purch forced. Any emitting the order persons, there or cleands are produced to coincidential the system of the system of the system of the system of the system is a violation of the system of the coincidential the system of the sy Thank you for purchasing Eighteen Wheeler. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you begin Deving



Eighteen Wheeler is a memory card [Visual Memory Clnit (VMCI) sold separately] compatible game. To save, insert the memory card into Expansion Socket 1 of the controller connected to Control Port A.

> While saving or loading, never turn the Dreamcast power OFF, attempt to remove the memory card or disconnect the controller.

° CONTENTS

•
1
1
1
1
1

BASIC CONTROLS

Eighteen Wheeler is a one to two player game that can be played using either Dreamcast controllers or the Rally Wheel (sold separately). Control Port A (one player) or Control Ports A and B (two players).

CAUTION

Never touch the Analog Thumb Pad or the Triggers **W**/**1** (Ratiy Wheel = Steering Wheel, Triggers **W**/**3**) while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

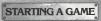
22

When Using the Jump Pack™

To use the Jump Pack (sold separately) when playing, always be sure to insert the Jump Pack into Expansion Socket 2 of the Dreamcast controller. Note that the Jump Pack can not be used with the Raily Wheel.



		BASIC CONTROL
	On Selection Screens	During Game Play
Start Button		Pause/Continue Game
Analog Thumb Pad	Move Cursor	Steering Wheel
irectional Pad (D-Pad)	Move Cursor	Steering Wheel
Button	Enter	Gear Shift
Button	Cancel/Next Screen	Reverse
Button		Horn (Attack in VS modes)
Button		Change View
	Service and a service of the service	Brake
Trigger 🗓		DIdke
Trigger R To soft-reset the Dreame	Enter ast and return to the tille s ss and hold the Q, Q, Q, S	Accelerator creen during game play, and Start Bullons.
Trigger 🖬 To soft-reset the Dreame simultaneously pres	ast and return to the title s	Accelerator acceen during game play. and Start Bullons. During Game Play
Trigger R	ast and return to the title s ss and hold the Q, Q, Q, I	Accelerator acceen during game play. and Start Bullons. During Game Play
Trigger 🖬 To soft-reset the Dreame simultaneously pres	ast and return to the title s ss and hold the Q, Q, Q, I	Accelerator creen during game play, and Start Bullons.
Trigger 🖬 To soft-reset the Dreame simultaneously pres Start Button	ast and return to the title s ss and hold the Q, Q, Q, C On Selection Screens	Accelerator creen during game play. 3 and Start Bullons During Game Play Pause/Continue Game
Trigger 🖬 To soft-reset the Dreamo simultaneously pre- Start Button Steering Wheel	ast and return to the tille s ss and hold the @, @, @ On Selection Screens Move Cursor	Accelerator creen during game play, and Start Bullons. During Game Play Pause/Continue Game Steering Wheel
Trigger E To soft-reset the Dreame simultaneously pre- Start Button Steering Wheel + Button	ast and return to the title s ss and hold the @, @, @, @, On Selection Screens Move Cursor Move Cursor	Accelerator areen during game play, and Start Butians. During Game Play Pause/Continue Game Steering Wheel Gear Shift
Trigger 🖬 To soft-reset the Dreame simultaneously pre- Start Button Steering Wheel + Button - Button	ast and return to the tille s ss and hold the Ø, Ø, Ø, Ø On Selection Screens Move Cursor Move Cursor Move Cursor	Accelerator ereen during game play, and Start Bullons. During Game Play Pause/Continue Game Steering Wheel Gear Shift Hom (Attack in VS mode)
Trigger 🖬 To soft-reset the Dreamo simultaneously pre- Start Button Steering Wheel + Button - Button & Button	ast and return to the life e s and hold the Ø, Ø, Ø, Ø, On Selection Screens ———— Move Cursor Move Cursor Enter	Accelerator creen during game play. and Start Butions. During Game Play Pause/Continue Game Steering Wheel Gear Shift Horr (Ausckin VS modes) Reverse



Place the game disc in your Dreamcast, close the lid and trut the power ON. Follow the on-screen instructions regarding memory card usage. After the logo screens, an opening domo will play, followed by the title screen (it is possible to skip the demo by pressing the Start Button).

If a game file has previously been saved to the memory card inserted into Expansion Socket 1 of controller connected to Control-Port A, that file will automatically be loaded.

Once the title screen γ rears, press the Start Button to display the mode selection menu. Refer to the page numbers listed on page 5 for details on the modes available for gameplay.



GAME MODES

ARCADE

PARKING

VERSUS

RECORDS

OPTION



This mode is a straight port of the arcade version of 18 Wheeler. Transport cargo in an 18 wheel truck to various locations across the USA. (See p. 6.)

Park your truck in five places within the allotted time limit in each of the available stages in this mode. (See p. 9.)

Race three laps to earn a score (combined value of reward money and leftover time) in this racing mode. (Sec p. 10.)

in this two player mode, race three laps around the course to compete against your favorite rival. (See p. 11.)

View the records you have accumulated (See p. 12.)

Modily the various game settings or perform save/load, (See p. 13.)

GAME MODES

10

ARCADE

In the arcade mode, your goal is to transport loads of orga across the USA in stages from New York to San Francisco. Clear each stage by reaching the goal within the allotted time innit. Whenever you reach your goal before the next truckes, you'll earn the chance to play a borns geme.

1 NEW YORK to KEY WEST

Stay on the highway or veet off on a seaside route in this first stage. (Ise the 'slip stream' (see p. 8) to overtake the rival truck and wint

2 St. PETERSBURG to DALLAS

This stage features a fork that will take you along a dirt trail or through the center of town. Either way, watch out for that monstrous twister coming at ya'l

3 DALLAS to LAS VEGAS

This mountain course has lots of uphill stopes that might result in time loss. But if you go too fast and you just might wind bely up at the bottom of the ravine!

4 LAS VEGAS to SAN FRANCISCO

Watch those curves and use that 'slip stream' to take control! The final goal is in sight!



Constitution Allotted Time Remaining Rear View Mirror Does not appear when in next view. Or Traiter and Reward Value Decreases when the traiter is damaged Garst HIGH. Low and REVERSE

G Speed

TRUCK SELECTION

Select a truck cab from the four types available. Each truck cab differs in terms of speed, torque and toughness. See p. 14 for details.

RIVAL TRUCK, TIME BONUS CAR AND STAGE INTRODUCTION

Now you will be shown your rival truck, the time borus cars and an introduction to the next stage. Every time you tam a time borus van you'll earn an extra 3 second time borus to your allotted time limit

TRAILER SELECTION

From stage two on, you will be able to select the trailer you will fransport. The longer or heavier the trailer and cargo are, the more difficult it will be to transport, but the higher the reward value will be.

START

Once oil the proparations are complete, the race is out Should you run out of time before reaching the goal, press the Start Button before the countdown reaches zero to try again.

CLEARING THE STAGE

To clear the stage, reach the goal before the time limit runs out. You'll then receive reward mancy based on the combined value of the cardo and any remaining time that is leftover.

If you can clear all the stages and set a new record, you can enter a three character name. Use (ii) to select a letter or number and press (ii) to enter





SAME MODES

ADVICE

TIP!

SLIP STREAM

If you manage to position your truck directly behind another one, you can achieve the 'sing scream' speed boost effect that occurs as a result of decreased air resistance. Any vehicles that are approximately the same size as your own will create this effect.

FORKS & SHORTCUTS

Within each stege there are forks in the read. So keep an eye pecied on the rival runcker and make your decisions alterit, which way to go accordingly. In some places there are shortcurs off-road so stay alert and investigate all possible options.

BONUS GAMES

If you manage to make it to the goal ahead of the you trucker, you'll can the channe to participate in a parking challenge bonus game If you cho parks you truck in the specified soare within the allotted time you'll win bonus parts for your truck. For details on the parking challenge, sets p. 9

PAUSING THE GAME

While playing the PARKING, SCORE ATTACK or VERSUS modes, press the Start Button to patise the "ame and dig lay the "ause menu. Fir mithis month you can select either CONTINUE to keep playing or RETIRE, to end the game.



PARKING

In this mode, park your trudk in live separate areas within the allotted time larint to clear each stope. Clean all four of the available alloges to uncover hilders horus stages. To park, simply position your trudk within the green-timined wall of the parking space and press the back. For eyery pole, dram can, wall, etc., you hit you'd incur a penalty and lose time, so you gotia be careful.



Allotted Time Remaining
Radar Map You * Red Block.
Parking Area * Green Box, @ = ON/OFF
O Total Time
Gears
HIGH LOW and PEVERSE.
G Speed





NAME ENTRY



clear that stage, If you manage to set a new record, you can enter a 3 churacter name. Use **40** to select a letter or number and press **6** to enter.

GAME MODES

TRUCK SELECTION

SCORE ATTACK

In this racing mode select one of four courses and complete three laps to earn a score (combined total of the cargo reward value and bonus cash based on any time remaining). Hitting bonus vans will increase your overall score. If you earn a high score, you can enter a three character name. A special horn attack is also possible, for details see p. 12.



Allotted Time Remaining Radar Map Shows you and the rivals positions relative to the start and goal lines Rear View Mirror Does not appear when in rear view

A Reward Value Decreases when you hit other cars or exceed the time limit

- G Gears HIGH, LOW and REVERSE
- G Speed

TRUCK SELECTION 2 3 4 START 5

TRAILER SELECTION STAGE SELECTION

ARRIVAL

If you manage to complete all three laps within the allotted time. *APPN/41 will appear or the screen and the race will end

RESULTS SCREEN

RESULT STERABOR cargo reward value and ---- \$12 81

with your overall score. For details about saving your score, refer to SAVING under OPTION on p. 13.



Select one of four courses and race three laps to see who can earn a higher score in this 2 player race mode. The top half of the split screen is Player 1's view and the bottom Player 2's, Bonus points are awarded for finishing a lap first. The highest score at the end of the race wins. The camera view cannot be changed. A special horn attack is also possible, for details see p. 12.



Reward Value Decreases when you 2 Allotted Time Remaining Radar Man Shows you and the rivals positions relative to the start and goal lines. Gears HIGH LOW and REVERSE G Speed



the cargo reward



GAME MODES

RECORDS

Here you can view the high scores of each. mode. Use **ab** to select a game mode and ▲ # to toggle between difficulty levels or stages. Once you turn the Dreamcast power OFF, these records will be deleted so if you wish to save these records, be sure to go to Option and save the data to a game file.



VS MODE HORN ATTACK rip! racing in these modes, pressing the horn will cause After using the attack three times, you will need to walt until it replenishes in

OPTION

In Option, you can change the various game settings or save/load the game data. Select and enter "EXIT" to return to the mode selection screen.



TIP

DIFFICULTY

This sets the difficulty level for the arcade mode. The available settings in the order they appear are as follows: VERY FASY -> EASY -> NORMAL HARD - VERY HARD

VIBRATION

Set to ON to enable the Jump Pack. AUDIO

Togale the sound output setting

LOAD

inserted memory card.

EXIT

Select to exit the Option made and return to the mode selection menu.

SAVING GAME DATA

Save the current data to a game file

OPTION



ASPHALT COWBOY

This truck is a good all around rig for just about any haul. Standard is her middle 220 Particularly recommended for greenborns.

SPEED = > > > TORQUE = > > > > TOUGHNESS = > > >

Based on a possible score of 5 🕨 marks. 👳

CB HANDLE TEXAS HAWK

Hobby: Collecting sunglasses. Philosophy: "Y'all know, my grandaddy was a famous cowboy and I got that same cowboy blood. Only difference is my horse is an 18 wheel rig!"

HIGHWAY CAT

With the highest top speed, this truck is wellsuited for racing down the highway. However, a lack of torque makes uphill hauling difficult.

SPEED = > > > > TORQUE = > > TOUGHNESS = > > >

WILD ROSE

Hobby: Maintaining my pretty lil' truck.

CB HANDLE

Philosophy: "I love this job! Ya' meet so many people, so many chances for love... Speaking of which, I am currently available! Anyone out there interested in cuddling a rose with a few thorns?"



LONG HORN

This truck has optimal torque but its top speed is a tad on the slow side. A surefire bet for super heavy cargo or tough inclines.

SPEED = > > TORQUE = > > > > TOUGHNESS = > > > >

STREAM LINE

With its turbo enhanced engine, this truck is capable of achieving and maintaining a nice overall speed in funky streamlined style.

SPEED =>>>> TORQUE =>>> TOUGHNESS =>>>

> MAD BULL

Hobby: Cooking up multiple slabs of my fingerlickin' ribs in a special hot sauce. 16

CB HANDLE

Philosophy: "Being a real man, I do my best to play by the rules and stay on course. Cept for them times when a man an't got no other choice but to forge their own path. Know what I mean?" CB HANDLE MOONLIGHT Hobby: Maintaining my beautiful afro. Philosophy: "Come dance with me on the highways baby! I am king in both my occupation and the labor of love. Can't no one beat my dynamite moves!" Note: Dance ability or leck thereof has no effect on driving ability.

17

CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of 18 Wheeler. Circlus for the original development staff of the game ate listed in the credits of the game listed.

Product Development

Localization Producer Klayton Vortick Localization Manager Osamu Shibamiya Vice President of PD Uin Shimuzaki Test Manager

John Amidoan Lead Tester Benjie Galvez

Marketing/Public Relations

Product Manager Rob Alvarez Associate Product Manager Cord Smith Director of Product Markeling John Goiden Public Relations

Teri Higgins

Creative Services

Director of Creative Services Robert Schonfisch Packaging Design Miles Steuding Project Coordinator Acienne Pitts

Manual Production

Writer/Translator/DTP Makoto Nishino Design Nachino Eda Writer (JPN Manual) Hiroki Osawa Superotsor

Special Thanks

Peter Moore Chus Gilbert Kathleen Joyce Joe Culley Charles Bellfeld Mile Dobbins Chus Oison Bridgio Olatos Hiroshi Okuno





*THIS LIMITED WARRANTY IS VALID FDR U.S. AND CANADIAN SEGA DREAMCAST SDFTWARE MANU-FACTURED FDR SALE IN AND PURCHASED AND DPERATED IN THE UNITED STATES AND CANADA, DNLY!

Limited Warranty

Sign of Ammaria, Inc. warrants to the original consume proclaves the thirt Segn Oraencast (20, 2004 table bits from form detects in instead) and worksmarkpill to presend of 8 dary from the total de problets. In Sed Segn Oraencast (20, 2004 table bits from form 190, 9 day warrants process) the detective 60-RMX or remposes will be replaced from of thems of the instrument yours during the 30strument of the section of the se

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at web site [http://www.sega.com/customer_service), e-mail [support@sega.com], or 800 number (1-800-USA-SEGA). Instructions on français, tóléphoner au (1-600-812-7342).

LIMITATIONS ON WARRANTY

ANY APPLICABLE INVECTOR WERKANGES AND LODGE WERKANGES OF HERSONATIVATION AND OFFICES FOR A APPLICAL APPLICAGE HERREFERE LINET TO DO SOFT STOME TO ECC OFFICIENCE AND A SOFT STATE FOR CONTROL APPLICAGE. PENT SMALL SEA OF AMERICA, INC. SEE LABLE FOR CONSEQUENTIA, OR WORKER'NG AVAILABLE STRUCTURES FOR ANY APPLICATION PENT SMALL SEA OF AMERICA, INC. SEE LABLE FOR CONSEQUENTIA, OR WORKER'NG AVAILABLE THE UTILES STREE SOFT STATE DEPORTES ON INFORMATIONS, INFORMATIONS OF INSTALLINGT SWARMARTY APPLICATION FOR UTILES STREE SOFT STATE INFORMATION APPLICATION OF ADVALUES OF INSTALLINGT SWARMARTY APPLICATION FOR UTILES STREE SOFT STATE INC. ADMARGES, SOFT HE ADDREE LABLE FOR CONSEQUENCE ON INFORMATION OF ADVALUES AND APPLICATION OF ADVALUES OF INFORMATION INC. ADMARGES, SOFT HE ADDREE LABLE MORE AND APPLICATION OF ADVALUES AND APPLICATION APPLICAT

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

By an appendix the U.S. Hours as Electrical More, Sego, Denzors, the Denzors Hap, and Opher, Where Average N. To Toole an entry represent transmits a transmiss and sego association. The provide linear for a scele to Bay Constraint, and and a scele tracking the particular duration of the particular duration of the provide linear scele transmits. The particular duration of the particular duration. The particular duration of the particular duration of the particular duration of the particular duration of the particular duration. The particular duration of the particular duration of the particular duration of the particular duration of the particular duration. The particular duration of the