

# 18-Wheeler American Pro Trucker FAQ JP

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18 Wheeler Pro American Trucker - Dreamcast Japanese Release

FAQ Release 1.0

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This is my first ever attempt at writing a FAQ, so sorry if its a bit messy. It was annoying, long and painful, and I cant wait to do it again for another game.

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## 1.DISCLAIMER

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## 2.WHATS IN THE FAQ

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This faq will contain information about the arcade, parking, score attack modes, and anything else I need to chuck in

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## 3. CONTROLS

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Its good to know what to press when you are playing the game

- Analog Pad - Steering
- L Trigger - Brake
- R Trigger - Accelerate
- A Button - Shift Gears
- B Button - Reverse Gear
- X Button - Horn
- Y Button - View Point

The game also supports the Jump Pack and VMU

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#### 4. Arcade Mode

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Most people will jump into arcade mode first, so lets do the same. There are 4 levels in various locations in the USA. You have to combat traffic, turns, hills and a rival, Lizardtail.

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##### 4.A THE TRUCKS

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There are 4 trucks in the game, and a hidden one, which I will tell you about later in the faq. They are ranked in Speed, Torque (acceleration) and Toughness (resistance to damage)

##### Asphalt Cowboy

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The general allround truck, good for beginers

Speed - 3/4  
Torque - 4/4  
Toughness - 3/4

##### Highway Cat

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Good top speed, but slower acceleration, use when you get better at the game

Speed - 4/4  
Torque - 2/4  
Toughness - 3/4

##### Streamline

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Good top speed, but thrashing it about will destroy your cargo

Speed - 4/4  
Torque - 3/4  
Toughness - 2/4

##### Long Horn

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Slow, but has good acceleration and is strong

Speed - 2/4  
Torque - 4/4  
Toughness - 4/4

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##### 4.B HOW TO COMPLETE THE LEVELS

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Its not as simple as getting from point A to point B. Your score is calculated on 3 factors, how fast you get there, how much damage your truck has taken, and if you have beaten your rival

Time: The more seconds you have left at the end on your countdown timer, the more points you get

Damage: You have a set reward for your cargo, and if it is damaged, it comes out of your pocket

Rival: If you beat lizard tail across the line, you get a bonus \$5000, and a attempt at the bonus level.

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4.C THE LEVELS  
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Level One - New York to Key West  
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This level is pretty basic. It doesnt require much braking, and only has a couple of turns which require you to slow down. The hills arent too hard either. You just need to keep a straight driving line, and avoid the other traffic, and youll be fine

Trailer  
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Fuel Tanker  
Length - 11 metres  
Weight - 38 tonne

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Level Two - St. Petersburg to Dallas  
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This level is similar to level one, but a bit harder. There are more turns, they are a bit sharper and more frequent. There is also a tornado which throws the traffic all over the road, so youll have to weave in between the trucks and cars

Trailers  
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Car Transporter  
Length - 11.5 metres  
Weight - 15 tonne

Log Trailor  
Length - 16 metres  
Weight - 21 tonne

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Level 3 - Dallas to Las Vegas  
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This is harder than the previous levels. It is a winding highway, and contains a long hill which may require you to use your low gear to get up with speed. A couple of sharp corners here, and a lot of easier ones

Trailers  
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Container  
Length - 11.5 metres

Weight - 36 tonne

Big Rig

Length - 16.5 metres

Weight - 53 tonne

-----  
Level 4 - Las vegas to San Francisco  
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A nice finish to the game. Its not too hard, just long. There are a couple of sharp corners where you dont realise how sharp they are untill you are off the side of the road becaus you didnt slow down enough, so watch out. Also, when you are going down the hill, watch out for the cable cars turning right. The finish line is on the Golden Gate Bridge

Trailers

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Dump Trailer

Length - 10.5 metres

Weight - 42 tonne

Cable Car

Length - 16 metres

Weight - 72 tonne

Thats it. You now get to watch the short ending sequence and credits, and put your name on the high score list.

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4.D THE BONUS LEVELS  
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You go to a bonus level if you beat Lizardtail in the normal level, and get a chance to add some more cash to your score and get some new parts

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Bonus Level 1.  
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This level is a 90 degree right turn, then you must park the truck inside a green rectangle. Slow down as much as you can on the corner to avoid hitting the boxes and lamps. The reward for completing this is a louder Horn.

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Bonus Level 2.  
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This is a 90 degree left turn, followed by a 90 degree right turn. It is pretty much the same as the first one. although the second corner is easy to cut, as there is nothing on the driveway. The reward is a new Muffler, which increases your top speed

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Bonus Level 3.  
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Reversing in a straight line. You have to move to the trucks left (the cameras right) before entering the garage. Try not to accelerate while turning, and only nudge the

stick a bit, or you'll end up with your truck and trailer in a L shape. NOTE: If you turn around, and drive into the garage going forwards, you will fail. The reward is a new Engine

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5. PARKING MODE  
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This requires a lot more skill than the arcade mode, as you have to squeeze through corners, reverse and avoid objects, while keeping your eye on the clock. Scattered about the course are green spheres, which when driven into will give you 1 bonus second. Driving into a lamp post or box will take away 4 seconds, and hitting a wall will lose you 6 seconds

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Level One - Factory 1  
-----

Stop A

Drive straight and stop in the rectangle

Stop B

Drive straight, then make a right turn, and stop in the rectangle

Stop C

Drive straight, then 2 right turns, and stop in the rectangle

Stop D

Drive straight, then cut the corner after the truck parked on the left side of the lane and drive over the median strips into the parking spot

Stop E

Right onto the main road, then left, then go straight, and drive onto the median strip between the lamp posts, then diagonally towards the garage, then straighten up when you won't hit any boxes

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Level Two - Town  
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Stop A

Go straight, then make a right turn into the petrol station and stop in the rectangle

Stop B

Go left back onto the road, then follow the green spheres into a right corner, then a long right bend, then a left corner, and stop.

Stop C

Shift into reverse, then reverse into the parking spot, being careful not to hit the boxes

Stop D

Take the left corner, then go along the left bend, and park at the petrol station

Stop E

Go back onto the main road, and straight, and without hitting the boxes, go into the left lane, and make a right turn into the left lane, and park at the top of the hill

-----  
Level Three - Building  
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Stop A

Go straight, then make a right turn and stop

Stop B

Go up the left-bend ramp, being careful not to hit the wall. Make a left turn then stop  
Stop C

Go Straight, then make a left turn, then right into the parking spot  
Stop D

Reverse out, using a combination of steering left then right, to face the way you were  
before turning right in the previous stop. Go forward and left into the spot  
Stop E

Reverse back to where you where before turning right in stop c, then go forward, turn  
left,  
forward again, right, and down the ramp into the parking spot. Make sure you dont overrun  
it

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Level Four - Factory  
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Coming Soon

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6. SCORE ATTACK  
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This mode is racing on a 3 lap track. You score points by how much time you have left  
and how much money you have collected. You collect money bu not damaging your load, and  
driving into the cars which say BONUS above them. Hit them once, you get \$100, twice  
\$200, trice \$400, four times \$600 and 5 times for \$800. If you hit a non-bonus car, you  
lose \$500

There are 4 tracks in score attack: Oval, Sea Side 1, Old Town and Sea Side 2

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7. VERSUS MODE  
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This is the 2 player mode, and is the same as score attack

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8. OPTIONS  
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Difficulty - Very Easy, Easy, Normal, Hard or Very Hard

Vibration - On or Off

Audio - Stereo or Mono

Saving: Save the game to memory card

This is a it hard if you cant read japanese (like me), but heres how you do it:

\*Press A on Save, where down the bottom right corner, it will have a 2 line message,  
and 2 selectable options. I assume the message says "This will overwrite the data,  
do yyou which to continue?" The option on the left is Yes, and the option on the Right  
is No. Press A on yes

\*There will be a two line message, which I assume says "Now saving, do not turn off power"

\*There is a one line message, which I assume says "Data Saved"

\*Press A again

NOTE: I cant read japanese, and these quotes are just guesses. But if you do what it says  
here, your game will be saved. Also, this game does NOT have auto save, so be sure to  
save it before you stop playing

Load - Load

Much the same as Save, the option on the left is Yes, and on the right is No

Exit - Go Back to Main Menu

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## 9. RECORDS

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See the high scores for Arcade, Score Attack and Parking

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## 10. NET RANKING

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Not quite sure, as I havent tried this, I would assume that you register your high scores on an internet site somewhere

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## 11. DRIVING TIPS

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\*To beat Lizardtail, push him onto the side of the road as much as possible. Also, if he keeps ramming your behind, let him, as this will keep him behind you, and doesnt damage your truck. When the level splits, go on the same path as him, because without you to annoy him, he drives alot better

\*You have to drive in Manual Transmission. When you are on the 3rd low gear, press A to shift up when the RPM is 20. Shift down when it falls below 10 RPM

\*Get in the slipstream wherever possible, and stay in it untill you are about to overtake the over truck

\*If smashing into the bonus cars will waste too much time, dont bother

\*Always drive on the righthand side of the road with the traffic

\*You should never need to reverse in arcade mode. When in parking mode, take it as slow as possible, and only push the stick a little way towards the sides

\*In level 2 in arcade mode, you can drive through the houses without slowing you down, and it is quicker than satying on the road

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## 12. NIPPON MARU

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To get the bonus truck, beat the arcade mode in any difficulty with all 4 trucks

Nippon Marus truck stats are:

Speed - 3/4

Torque - 3/4

Toughness - 3/4

The trailers are -

Nippon Maru 2

Length 10 metres  
Weight 30 tonne

Nippon Maru 3  
Length 7 metres  
Weight 40 tonne

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### 13. THANKS

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CJayC - For giving me a site to put this

All the other FAQ writers - for giving me someone to look up to

Sega - For making this game in the first place

My fingers - For not breaking after all the hours of playing and typing

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### 14. RELEASE HISTORY

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1.0 Initial Release