

18-Wheeler American Pro Trucker FAQ/Strategy Guide

by Adam3k3

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Updated to v1.00 on Jul 20, 2015

This walkthrough was originally written for 18-Wheeler American Pro Trucker on the GC, but the walkthrough is still applicable to the DC version of the game.

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18 Wheeler FAQ/Strategy guide
For Dreamcast/GameCube
Version 1.00

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Last Revision July 17th, 2015

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1. Introduction [INT]

Welcome to my 18 Wheeler FAQ. This game is not just about driving your truck from city to city, no its about driving your truck with style and challenge.

This FAQ should have enough information about both good style and best strategy to win. Hope you like it and if anything is wrong or you have your own strategy just drop me an email and I will be more than happy to add it. Until next time, cheers.

2. Version History [VHS]

Version 1.00 July 17th, 2015

- The longest update in the history of FAQ writing ;) Anyway, Parking Mode is done.
- Fixed spelling and grammar.
- Updated some small non gameplay parts.

Version 0.90 (12:21 AM February 2nd, 2006)

- Everything is done except the Parking mode weach I will cover in the next version.

3. What is 18 Wheeler [WIW]

This game was first developed by Sega-AM2, released on May 18, 2001 on Sega Dreamcast. Later ported to Sony Playstation 2 system with exactly the same game and same graphics and finally to Nintendo GameCube system.

All three systems has exactly the same version with only little controls deferens and Dreamcast's Net Ranking mode cut down, other than that its exactly the same game. Personally I prefer the game on Dreamcast as its Sega game on Sega system and because I'm Sega fanboy mined you, but the PS2/GC versions are also ok.

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4-1. Options [OPT]

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The option screen is where you can make little deferens to the game settings to match your gaming style or Save/Load your data.

Difficulty: Set the game difficulty setting on Very Easy, Easy, Normal, Hard, or Very Hard.

Rumble: Set to on or off.

Audio: Set it to ether Stereo for a surround sound feel or Mono.

Save: Save your progress.

Load: Load your progress.

Controller: Change your control settings (see next section).

Exit: Exit to main menu.

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4-2. Controls [CON]

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```
Brak.....L.-----.R..... Accelerator
      , _      N I N T E N D O   , _ ,
      ./ _ \    GAMECUBE      ,_( ) _ ..... Horn
Steering Wheel | ( ) |          0   , ( ) _ | _ ) , `....Change View
      . \ _ _ /  ----- . . ( ) , .... Gear Shift
      |          _ .   Pause   . . . . |
      |          _ | | _ ,      , _ ..... , ... |... Reverse
      |          || _ 0 _ ||      | ( )   .      |
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```

Note: This is the default setup, you can change it in option screen menu.

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4-3. Drivers [DRV]

=====

Asphalt Cowboy

SPEED = OK
TORQUE = GOOD
TOUGHNESS = OK

This driver is balanced and must I say the best one. We will be using him in this FAQ.

Highway Cat

SPEED = Good
TORQUE = BAD
TOUGHNESS = OK

This driver got top speed but is difficult to drive on upper hill roads.

Long Horn

SPEED = BAD
TORQUE = GOOD
TOUGHNESS = GOOD

Slow on small roads but good with heavy cargo.

Stream Line

SPEED = GOOD
TORQUE = OK
TOUGHNESS = BAD

Comes second after Asphalt Cowboy in balance.

Nippon Maru

A hidden character unlocked by completing the Arcade Mode.

Lizard Tail

Beat the game with all of the trucks (including Nippon Maru).

4-4. Scoring System [SSY]

The scoring system is clear and simple. Your overall score is effected by three things:

how fast you finish: Finish fast with extra time left and it will be multiplied by \$100.

Cargo Damage: Every time you hit a car from a side you will lose some points weach will be taken out from your overall score.

Rival: Finish before your rival (Lizard tail) and you will have extra points and a bones stage.

Try to drive safe, fast, and take the best way.

5. Arcade Mode [ARC]

This mode is the main mode in the game. Its like adventure where you have to deliver your cargo safely from city to city before the timer runs out. There are shortcuts and timer vans in etch stage so petition to the road.

Timer Vans: These are small black vans that has + 3 Time on them, try hitting them by the side and not from the front of your truck as this may some times slow you down.

Slip Stream: Drive behind a big truck for a short time and you will have a

short speed boost.

Cargo Selection: Starting from the second stage you will have to select from two kind of cargos, Normal or Hard.

Bonus Parking Challenge: Beat your rival to the finish line and you get this challenge, park correctly in the parking zone before the timer runs out and you will be rewarded with power up part that will make your truck Better.

5-1. New York - Key West.....[NTK]

From the start of the stage drive straight for a second than immediately move to the right side and keep driving toward the highway. Carefully make your way to the middle of the road trough the traffic, keep going till you reach the splitting way sign.

Stay on the left side as soon as you see this sign and turn left as the road splits into two parts. If Lizard Tail gets behind you don't panic and let him hit you from behind, you wont take any damage and will get a speed boost. As you turn keep your Accelerator button pressed and slowly hit the breaks at the same time. Repeat the same when turning right and into the main road.

Now drive forward and into the Check Point. Drive forward and into the sand road, be careful when turning to the right here as there will be little traffic and possibly a Timer Van. Drive forward till you come to the finish line. If Lizard Tail is ahead of you don't worry he will slow down giving you the chance to hit him from a side and block his way.

Bonus Parking Challenge: Drive straight, be on the left side on you come to boxes and turn right. Now drive straight and into the parking zone.

5-2. ST. Petersburg - Dallas.....[SPD]

Move to the right line as soon as your in control of your truck and keep driving straight. You will come to bridge with a roof, don't overtake Lizard Tail from the left side, instead try to do it from the right so you wont hit the coming traffic, you may change the view to when there is too much cars near you just to make sure you don't hit anything.

The road will spilt in two ways, take the left one. Drive straight and take the first left turn but don't continue instead drive trough the houses until you come to the second road, don't worry you wont damage your cargo. Drive straight until you see a truck ahead of you, turn to the right to pass it but don't go far away from it because as soon as you pass it there will be a timer van, hit it and continue your way straight.

Make sure you stay on the right side, a tornado will send many traffic cars and trucks fling into the air than throwing them in your way but don't worry they are easy to dodge. Next take the right way and hit the timer van ahead of you. Now drive straight to the finish line.

Bonus Parking Challenge: Drive sorghum and turn left at the end, no continue and turn right and into the parking zone. Slow down when turning.

5-3. Dallas - Las Vegas.....[DLV]

As always drive on the right side until the road splits, just before that

will be a timer van on the left side. Hit it if you feel comfortable but if your not sure don't as you will slow down and lose a lot of speed and time, take the right way and continue up the hill.

On the way will be some falling rocks, watch out for them because they will hit you and lose you speed. After the check point the road will turn to the right, slow down a little and break as you turn so you don't fall. Continue your way hitting the timer van on the right side of the way.

Now make your way into the main road and stay on the right ill you come to the finish line hitting the timer van that's one the same line as you are, don't bother the other line one as it will only slow you down.

Bonus Parking Challenge: Drive straight, be on the left side on you come to boxes and turn right. Now drive straight and into the parking zone.

5-4. Las Vegas - San Francisco.....[VSF]

The first part is easy, just drive straight on the right side and hit the timer van. Take the bridge way and continue your way dodging any blocking objects on the way, hit the tier van and carefully turn right.

Continue your way into the check point. Turn to the right and stay on the right line, make sure to dodge any traffic especially when driving down hill as you will get big boost in speed and you don't want to lose it by hitting anything. After small turns you will come to a bridge, drive trough into the finish line hitting the left side van if necessary. congratulations you beat the arcade mode.

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6. Parking Mode [PRK]

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You must get your truck into the stop zone before the timer runs out. Each hit will decrees 4 seconds of your overall time so be careful. Follow and hit the yellow orbs to get +1 second. To stop faster, switch to reveres gear and hit accelerator with break at the same time.

Stage 1 "Factory I"

Drive straight to your first stop zone, time your breaks. Next drive straight up to the last yellow orb, hit and move to the left than immediately make a sharp turn to the right getting the yellow orb as you drive to your second stop zone. Drive ahead and turn to the right, get all the yellow orb and turn to the right and into your third stop zone.

Drive straight avoiding the trucks, turn to the left and carefully enter the stop zone without hitting the truck. carefully exit the stop zone moving to the right side as far as possible immediately turning to the left. Drive ahead and turn to the right at end into your final stop zone.

Stage 2 "Town"

Drive straight and start turning by the light into your first park zone. Not hitting the boxes, get on the main road again and drive till the next right turn. Careful not to hit the light or the boxes. Continue driving collecting orbs and turning with the road into the incoming traffic cones. Turn left not hitting the boxes on your side and the ones on the right side of the parking zone.

Reverse and carefully adjust your truck not to hit the boxes behind as you park in the park zone. Carefully drive past the drums while not hitting the light and park on the right park zone. Drive into the main road and continue collecting orbs. At the end of the road, turn left as soon as you drive past the boxes and then turn hard right into your final park zone. The yellow orbs will guide you when to turn.

Stage 3 "Building"

Drive forward, slight left and a hard right into the first park zone. Careful not to hit the light. Continue driving on the narrow path collecting orbs and turning hard left at the end into the next park zone (turn after the light). Drive past the cars and turn hard left at the end. Drive forward and turn right after the orb into the park zone. Carefully reverse not hitting the light to straighten your truck. Drive forward into your another park zone.

Drive straight collecting the orbs and carefully turn to the left at the end (careful not hitting the boxes on the right side of the next street). Carefully turn to the right watching out for the light and continue going down collecting orbs. Continue driving start breaking slightly before the second last orb before the park zone to slow down and park in the final park zone.

Stage 4 "Mountain"

| This stage is little hard but can be beaten. An important tip; always drive on the opposite edge of the turn. For Example, if you are about to turn to the right, drive as far as possible on the left side and turn at the last moment, Your truck going little off road is no problem, the important thing is to keep your load on the main road. |

Drive forward and take the right turn at the end of the road. Turn to the left after collecting the orb and park into the park one. Drive forward leaning slightly to the left and make a hard right right before the Texaco truck ahead and park into the parking one. Reverse back all the way to the Texaco truck and drive ahead collecting the orb ahead. Turn left as soon as you collect the orb on the dirt road and continue driving up the hill.

Stay on the far left side of the road and very carefully turn to the right. Break if you must and make sure that your load remains on the first road. Drive between the rocks by going left then right so your load dont hit the rocks you just passed. Again, stay on the far right side of the dirt road as you're going up the hill.

Break if you must and continue driving taking a left into the parking zone. Reverse and turn after the water tank tower to straighten your truck. Now drive forward into the parking zone.

| Here comes the hardest and the final part of this stage. you have 34 seconds to reach the final park zone. Drive carefully not hitting anything especially your load as 6 seconds will be deducted with each load hit. |

Reverse and start turning your truck to the right before the water tank tower, but be careful not to hit drum and the truck as well.

Now straighten your truck and stay on the left side of the dirt road as you drive down collecting orbs (it's ok if you miss the first one).

Turn right at the last moment to avoid your back load hitting anything. Drive past the rocks and sharp turn to the left as you continue going down.

continue driving forward collecting the orbs. Turn left at the end and immediately start breaking as the park zone will be just ahead.
(You can start slowing down before the turn as well).

Congratulation, you have cleared the parking mode.

7. Score Attack/VS Mode [SOR]

In this mode you drive around the stage scoring points, hit the timer vans to increase your score. Same with Versus mode but your driving against your friend. You can also view your records for all the modes in Records under Versus in main menu screen.

8. Tips/Strategies [TPS]

There many things you should do and should not do to have better chance of wining and better score.

Things you should do:

- + Always block Lizard Tail's way by hitting him from the side or blocking his way from top and letting him hit you from behind.
- + Stay with the traffic and not against it unless necessary.
- + Try to take advantage of Slip Stream when possible.

Things you should never do:

- Drive agents the traffic.
- Hit anything with your cargo.
- Drive off road.
- Hit a timer van that requires you to get to another line and risk hitting the traffic.

9. Secrets/Cheats [SCT]

Unlockable: Nippon Maru

Beat Arcade Mode with all characters to unlock Nippon Maru.

Unlockable: Lizard Tail

Beat the game with all of the trucks (including Nippon Maru) to unlock Lizard Tail.

Unlockable: Trailers

To unlock extra trailers, beat the game with all four characters in Arcade Mode.

Hint: Earn bonus parts

You can earn bonus parts by completing the parking mini-game after beating

your rival in any Arcade destination race.

10. FAQs

[FAQ]

Q: what is the best version and why?

A: As I said they are all the same in terms of graphics and gameplay but I like the original Sega Dreamcast version best.

Q2: Is there second chapter of this game?

A2: There is another similar game by Sega themselves that many consider the second chapter its called Rout 66.

Q: Where can I get this game?

A: eBay or Amazon.com.

11. Legal Disclaimer

[LDR]

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I may be contacted at any time via my e-mail, (adam3k3@gmail.com).

If you have any questions, contributions, corrections, or anything else feel free to e-mail, just make sure to put "Game Name" as a subject and watch how fast I delete your e-mail if you acutely put "Game Name" as a subject;)

Credits/Special Thanks

. IGN for the cheats.

- . All listed websites for accepting my FAQs.
- . You for reading this FAQ.
- . Me for creating this FAQ for all of you out there.

FAQ Created by

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