Beyond the Manual

Info on Pages 7-9 from: Lucan McCian Account on Steam

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About the Game

Concept of the Game

Spintires™ is an Intel® award winning off-road driving experience designed to challenge the player's driving skill.

Take responsibility of operating large all-terrain Soviet vehicles and venture across the rugged landscapes with only a map and compass to guide you. Explore the levels and unlock portions of the map whilst discovering new trucks, fuelling stations, garages and lumber mills.

Collect lumber with the crane attachments and try to deliver them to the objectives. Try not to damage your vehicle or consume all of the fuel, prior to completing the objectives. Use the surroundings to your advantage, you may need to winch yourself free!

The real-time deformable terrain will challenge even the most seasoned off roader.

System Requirements

Minimum:
OS: Windows XP, Windows Vista, Windows 7 or Window 8/8.1
Processor: Intel® Pentium Dual Core 2.0GHz or equivalent
Memory: 2 GB RAM
Graphics: NVIDIA GeForce 9600 GT or equivalent
DirectX: Version 9.0c
Network: Broadband Internet connection
Hard Drive: 1 GB available space
Sound Card: DirectX® 9.0c Compatible

Recommended:
OS: Windows XP, Windows Vista, Windows 7 or Windows 8/8.1
Processor: Intel® Core 2 Duo 2.5GHz or equivalent
Memory: 4 GB RAM
Graphics: NVIDIA GeForce GTX 470 or equivalent
DirectX: Version 9.0c
Network: Broadband Internet connection
Hard Drive: 1 GB available space
Sound Card: DirectX® 9.0c Compatible

Additional Notes: Game is compatible with: Gamepad Microsoft Xbox 360 Controller for Windows; This game is 32-bit application

Controls/Manual

Game Modes

Casual: Can rescue to unlocked garages, can skip time (which drains fuel), fuel consumption is lower than in Hardcore mode (see below), can engage diff lock while using automatic gearbox, navigation route is visible in game.

Hardcore: Can't rescue to garages, can't skip time, can't engage diff lock while using automatic gearbox, fuel consumption is higher than Casual Mode (see above).

Objective of the Game

1. Use the map to find out where garages are, fuel stations, lumber stations, objectives and other trucks.
2. To remove the maps cloaking you need to drive next to them.
3. To unlock other trucks you need to drive next to them.
4. Pick add-ons with garage points at an unlocked garage to unlock other garages.
5. Install add-ons and then follow to the lumber station, pickup the load and deliver to the objective.
6. If your truck is out of fuel or seriously damaged, use other trucks with add-ons to repair, fuel or winch stuck trucks.

Default Controls

Action	Keyboard Primary	Keyboard Secondary	XBOX 360 Controler
Accelerate	W	Up	Right Trigger
Brake	S	Down	Left Trigger
Turn Left	A	Left	Left Joystick Left
Turn Right	D	Right	Left Joystick Right
Change Gear	R		Right Thumb
All Wheel Drive	E		A
Lock Differential	Q		X
Winch Pull	F		
Handbrake	Space	T	B
Head Light	H		Y
Front/Rear Camera	1		D-Pad Left
Trailer Camera	2		D-Pad Right
Advanced Mode	V		Left Shoulder
Navigation Mode	F1		Right Shoulder
Multiplayer Say	Y		
Menu	ESC		Back

Using the Winch

The winch is your first lifeline when you get stuck in the mud. Try it out before you get stuck, just so that you know how it works. Stop your truck near some trees. Click on the Advanced button, and you will see some circles appear on your truck. How many there are will depend on the truck, but there will be at least one on the front and one on the back. These are the places you can place the winch on your truck. Click on one on the front of your truck. Now you will see a large ring around your truck, and you will notice that any large trees within that ring have circles on them, like the ones that you saw on your truck. These are the objects you can attach your winch cable to. Pick one roughly in front of your truck and click on it.

Now click on the Advanced button again, and you will regain control of your truck. Now press the F key on the keyboard, and your winch will pull you forward. If you were stuck in the mud, combining this with the normal driving controls can get you out. When you are done, click the Advanced button again and click Release, or just click on the the big "X" where your cable is attached.

Winching another vehicle:
This is your second lifeline when stuck in the mud. If you get a truck stuck in the mud somewhere out of reach of trees, you can winch it out using another truck. To do so, attach the winch to the back of the mobile truck first, then to the stuck one.

This will give you more options than before. You can just pull the towed truck out, or tell it to accelerate and steer to follow you. If you choose "accel" in the options, pressing the "F" key will make the towed truck accelerate, but be aware that it will do so in whatever gear you left it in. Trying to tow a truck that is reversing is kind of a losing battle. Pick your options, then click Advanced to regain control of the mobile truck. Tow the stuck truck clear. Click Advanced again and Release when you're done.

Using the Crane

The crane is a very useful tool in Spintires, but it takes practice to master. There are a lot of controls, and they are less than precise. I find it much easier to operate with a controller, but it is possible with M/K. The controls are as follows:

Mouse and Keyboard:
E and Q = claw up/down
R and T = rotate claw
W and S = claw forward/back
A and D = claw right/left
4 = open/close claw

Gamepad:
Left stick forward/back = claw down/up.
Left stick right/left = rotate claw.
Right stick forward back = claw forward/back.
Right stick right/left = claw right/left.
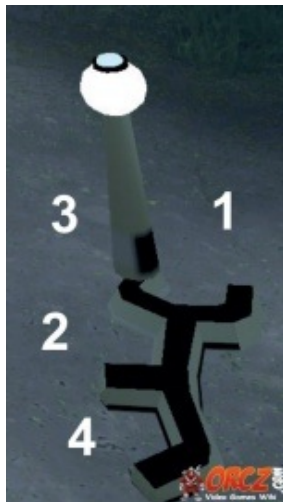Left trigger = select next action.

Right trigger = execute selected action.

Open the Advanced menu to use the crane. With the controller, pressing the left trigger will select the action on the left that you want assigned to the right trigger. This is indicated with a little star. Most of the time you will want this set to Crane Grab. You can try to grab logs in the middle to keep them balanced, or grab them at one end and drag them around to the back of your trailer and into place that way.

Using the Gearbox

1. Auto Gearbox
This position makes the automatic transmission.

2. Slow Gearbox
This is a manual transmission first and rear gears. The closer the stick is to terminal position, the faster the truck moves.

3. Fast Gearbox
This position forces engine's high gear - recommended to use while crossing hard packed mud. But be careful not to stall your engine.

4. Reverse

Wheel Modes

All Wheel Drive:
By default (OFF), the torque is applied to real axles only. Truck consumes more fuel with all wheel drive ON.
Differential Lock: When the differential lock is ON, wheels with always spin at the same speed. When it's off (default) torque would only be applied to wheels that don't have contact with the ground.

Vehicles

Type A-469 (UAZ 469)

This 4x4 scout jeep is best used for uncloaking parts of the map and finding new garages/fuel depots. It's not very good in the mud but its main advantage is its small size. You can simply squeeze between trees and avoid muddy roads that larger vehicles will have to go through. If you do have to go through mud, make sure to have trees or a second vehicle nearby, as you get stuck very easily with the narrow road tires, and there are no alternatives. You can take the Trunk add-on to repair damage, but you will be far more prone to take damage with it attached. The Type A-469 also has very low fuel consumption compared to the other trucks, even in Hardcore mode.

Specs:
Fuel Capacity: 80 liters
Damage Capacity: 300 Damage
Mass: 1.4T

Capabilities:
- Trunk can be installed to repair other players.

Add-ons:
- Trunk

Type B-130 (ZIL 130)

The B-130 doesn't look like a great offroad vehicle, but with a set of chains on the rear wheels, it's surprisingly capable. Turn on diff lock and it'll dig its way through thick mud and over deep rivers. It can't pull big log trailers, though, so it's perhaps best used as a support truck with a repair/fuel trailer.

Specs:
Fuel Capacity: 220 liters
Damage Capacity: 400 Damage
Mass: 4T

Capabilities:
- Can deliver short logs.
- Can tow trailers.

Add-ons:
- Tractor
- Cistern Trailer
- Utility Trailer
- Carriage

Type C-4320 (URAL 4320)

This is one of the most flexible trucks in the game, as it can mount pretty much all available equipment. It's equally at home as a fuel or repair vehicle, or as a heavy hauler, and it can also mount a crane for when you want to pick up dropped logs or utilize the "secret" logging sites. It has two winch points up front and a single rear winch point.

Note: Whatever you do, don't mount the front exhaust on this truck. It has no benefit, and lowers the front enough that you'll constantly be taking damage when going over the slightest bump. Just leave it off.

Specs:
Fuel Capacity: 270 liters
Damage Capacity: 600 points
Mass: 10T

Capabilities:
- Can deliver short and medium logs.
- Can carry up to 4 garage points.
- Utility attachment can installed to repair other trucks.
- Can tow trailers.

Add-ons:
- Carriage
- Log Cart
- Fuel Cistern
- Garage Carriage
- Tractor
- Utility Attachment
- Medium Log Trailer
- Cistern Trailer
- Garage Trailer
- Utility Trailer
- Cart With Crane
- Crane Support
- Frontal Exhaust

Type C-6522 (KAMAZ 6522)

This 6x6 truck is the fastest in the game. Unfortunately, it tends to take damage more than any other truck due to the low front bumper. If you drive slowly, and watch out for bumps, you'll find that this is one of the best and most powerful trucks in the game. It can't pull the full range of trailers, but it's great for support and to tow other, less powerful trucks, out of thick mud. Just don't forget to install offroad wheels, as the road wheels are a bad joke even on asphalt.

Note: In the official game manual, this truck is referred to as the "Type C-6520 Truck".

Specs:
Fuel Capacity: 350 liters
Damage Capacity: 600 points
Mass: 7T

Capabilities:
- Can deliver short and medium logs.
- Crane can be installed.
- Utility attachment can installed to repair other trucks.
- Can tow trailers.

Add-ons:
- Carriage
- Log Cart
- Utility Trailer
- Garage Trailer
- Utility Attachment
- Tractor
- Cistern Trailer
- Fuel Cistern
- Medium Log Trailer
- Garage Trailer
- Cart with Crane

Type C-255 (KRAZ 255)

This 6x6 truck is perhaps the best, most flexible vehicle in the game. It's limited only by the fact that it can't mount both a crane and a long log trailer, but its excellent offroad capabilities should get you through most terrain with a full load. It's also the only truck that can mount a spare tire, giving it a very limited self-repair capability even when carrying a load. It has a single winch point in the front and rear.

Specs:
Fuel Capacity: 330 liters
Damage Capacity: 600 points
Mass: 12T

Capabilities:
- Can deliver short, medium and long logs.
- Highway Wheels can be installed.
- Can tow trailers.
- Utility attachment can installed to repair other trucks.

Add-ons:
- Cabin protection
- Backup Wheel
- Additional Illumination
- Log Cart
- Utility Trailer
- Carriage
- Fuel Cistern
- Garage Carriage
- Utility Attachment
- Tractor
- Cistern Trailer
- Medium Log Trailer
- Long Log Trailer

Type D-537 (MAZ 537)

Put a long log trailer on this 8x8 truck, and watch it   crush its
way across any map. Just don't try to make it
around any sharp turns, as even with Diff Lock
and AWD turned off, it has an atrocious turning
radius. Also, it is very useful as a recovery
vehicle, as it can handle almost any amount of
deep mud and pull other trucks along with it.

Specs:
Fuel Capacity: 500 liters

Damage Capacity: 800 points
Mass: 19T

Capabilities:
- Can deliver short, medium and long logs.
- Can tow trailers.
- Crane can be installed.
- Utility attachment can installed to repair other trucks.
- Can be used as a rescue/repair vehicle.

Add-ons:
- Carriage
- Log Cart
- Garage Carriage
- Utility Attachment
- Tractor
- Cistern Trailer
- Medium Log Trailer
- Long Log Trailer
- Cart with Crane

Type E-7310 (MAZ 7310)

This heavy 8x8 rescue truck can't pull any trailers or carry   any loads, even
though it has a tractor coupling available. It's best   used
as a repair and tow vehicle, with the utility
attachment, as it can get through pretty much any
terrain with ease and pull mostly any truck along
with it.

The Crane on the utility attachment can be
operated in the advanced mode, it only moves up
and down though. Park brake key for up and transmission key for down (Default:
space/T and R)

Specs:

Fuel Capacity: 800 liters
Damage Capacity: 1000 points
Mass: 26T

Capabilities:
- Can be used to rescue/repair other players.
- Can go though almost any thickness of mud.

Add-ons:
- Tractor
- Utility Attachment

Maps

Note that all maps are flipped around horizontally in game.

The Coast Map

Coast

The "Coast" map in Spintires is a good map for beginners learning the basics. The map has all the different terrain types featured in Spintires. Also, it has a Fuel Station very close to the spawn area. All the trucks in the game can be found in this map.
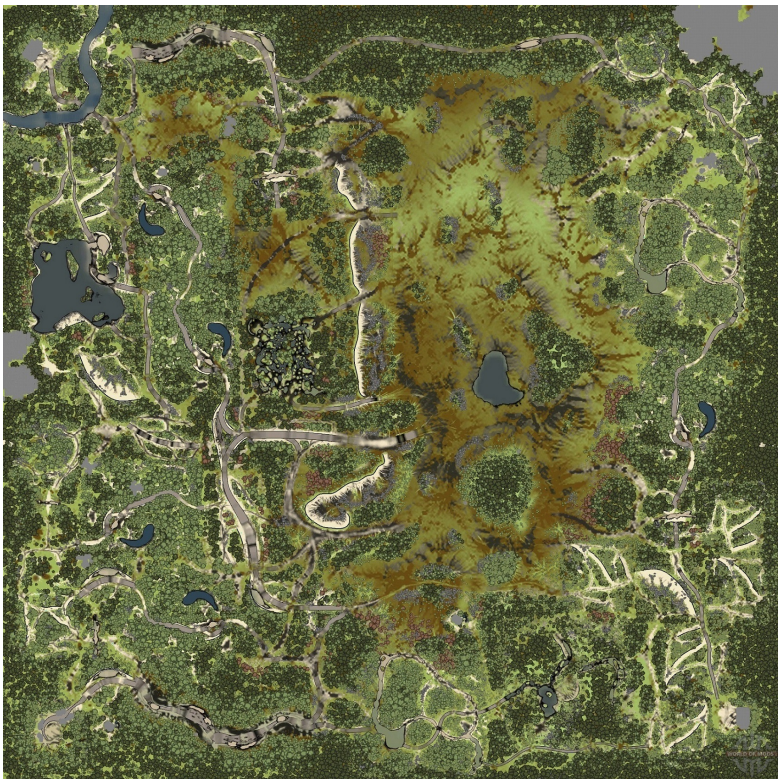
Tips (Spoilers May Be Included):

This will probably be the first map you play. When you first load up the map you will see 2 trucks to pick from (Type A-469, Type B-130). Go with the Type A-469 to drive down the road. At the end of the short road you will see the Type C-4320 truck. Drive up to it to unlock it. Switch over to this truck to drive onto the lumber mill beside you. Get the load an deliver it. Once you've delivered it, I recommend you go explore the map and get a feel on how the game works. Unlock other trucks and do more deliveries. For more information on how the game works, visit page 5-6.

The Hill

"The Hill" map in Spintires is a level up from "Coast" being rated 1 star less than The Hill (see above). It has most of the terrain types featured in Spintires. Although it has one steep hill near the spawn area, take your time going down this asphalt road.

The Hill Map

Plains

The "Plains" map is a difficult map once played for a bit. There are a lot of areas to easily get stuck in the mud and tip your truck. Proceed with caution.

The Plains Map

The River Map

The River

"The River" map is a great map to play to get a feel how water acts with trucks. There are not many spots filled with mud. Just don't cross the river with the A-469 (see page 10).

The Volcano Map

Volcano

With some of the deepest mud 8x8s have trouble going through, an object location at the opposite side as the lumber and only 1 fuel station, this makes this map the hardest of its kind in Spintires.

Did You Know?
"the_pit" (aka The Pit) is a map currently under development. Its has been released in a beta version on Steam for a free "Christmas Gift" from the OOVEE team in 2014?

Locations

Garage

The garage is a place where you can install add-ons, trailers and change Truck Wheels.

Trucks get automatically refueled and repaired in the garage. Garages will only refuel up to 200L. If you need more than that you must go to a Fuel Station or a truck with a fuel addon (cistern, fuel trailer).

Any add-ons with repair capacity are automatically refilled in the garage. Fuel add-ons and trailers, however, require you to fill them up at a fuel station.

If the garage is locked, it is unavailable – you need to deliver 4 garage points to unlock it. Specific add-ons and trailers contain garage points.

If garage is unlocked, you can rescue your truck to it at any time unless you are playing in Hardcore mode. At the start of the game, one of the garages is always unlocked.

Fuel Station

The truck is automatically refueled to maximum capacity at the fuel station. You can also manually fill any fuel add-ons that you have installed. Fuel add-ons can be filled incrementally up to maximum fuel capacity.

Fuel Station with a truck getting refuelled

Lumber Yard (Auto)

The automatic loading yards are marked on the game map. You drive your truck into the marked rectangle and a popup menu asks you to select your load size, position your truck. Click on Load and a load of logs is then automatically dropped onto your truck.

- Short logs count as 2 points
- Medium logs count as 4 points
- Long logs count as 6 points

An Objective usually requires 8 points to complete.

An Auto Lumber Yard

Lumber Yard (Manual)

The manual loading yards require the use of the Cart With Crane to load logs onto a truck. They are recognized by two large stacks of lumber (like those at automatic loading yards) and various loose logs in four small stacks on the ground. One stack of short logs (6), two stacks of medium logs (3+4) and one stack of long logs (3). The large stacks are not loadable, but the loose logs on the ground are loadable.

Manual loading Lumber Yards are not labeled on the mini-map and therefore are sometimes referred to as "secret lumber camps". They can be found on the Coast (2), River and Hill maps.

Note that there are many branches and tree tops laying around the game. These can be picked up with the crane, but can not be packed into a deliverable load. These tree tops

usually have branches and leaves on them. The loadable logs are cylindrical, have a clean cut on both ends and have no branches.

A Manual Loading Lumber Yard. Loadable stacks seen on the ground.

Objective

This is the location to which log loads must be delivered to finish the map. The total loads required and loads delivered so far are displayed on the game map next to the word Objective (delivered/required).

When you position a truck inside the dashed rectangular line, the line should turn from white to red and when stopped you will get a pop-up that says "Objective reach - unload truck". Click on "Unload" and the load will removed from the truck and the load count will be added to the delivered load total.

An Objective Location.

Vehicle Add-ons