

TUNNEL BOAT TERROR

Thank you for downloading the Tunnel Boat Terror Early Preview!

(available to download for free on the TBT Discord®, Steam®, & Itch®)

Tunnel Boat Terror dv 0.9.9.936 - A racing simulation and arcade game based on Tunnel Boats and Hydroplanes.
5.82GB [WINDOWS 7, 10, 11] XBOX & UNIVERSAL CONTROLLER, KEYBOARD + MOUSE COMPATIBLE (partial controller support)

Demo Includes:

Tunnel Boat, Tunnel Boat Tutorial, [8x RACING EXAMPLES] (6) Drag Races [1/4, 1/2, 1 Mile][Calm/Rough], (1) Circuit [Calm], (1) Sprint [Calm], [2x ARCADE EXAMPLES] Take Off (preview), Hurricane Hustle (preview), Garage (preview), Phodium (preview), (2) Test Tanks [Calm/Rough], Video, Audio, Gameplay Options, Custom Paintjobs, 8k Photo Mode, 30 Achievements, Music Control, Profile Saving/Deletion, Name Registration, Pawn Swapping Example, Item Pickup Examples, Cel Shading Example, Weather Control, Wind, Rain, Damage, Engine Overheating, Engine Fire, Speed Blur, FPS Meter, 4-15 AI Opponents, Radar, Cockpit Camera, Chase Camera, 10 Cinematic Cameras

Known Issues:

- After rolling or flipping, when the player restarts the engine, the player must let go of "W" or "Throttle" or the engine sound will fade away (a similar issue was found and fixed. this should also be resolved in future releases).
- Certain "world static" objects (i.e. landscapes), the player can still pass through (additional collision channels need to be created).
- Hiding/showing the speedometer resets the fuel gauge (intentional for testing/development).
- Restarting after crashing. In future patches, during a race when the player crashes the boat, the boat will respawn after 3 seconds so the player can continue the race without restarting the level. Originally, it was thought that crashing would force a restart. Gameplay options like Disabling AI Collisions entirely and Respawnning are being incorporated in order to reduce downtime and frustration. These will be options you can turn on or off. The goal is to spend more time racing than crashing and reloading.
- FPS always reverts to 60fps on each map. This is intentional. In future releases the framerate will be fully unlocked. Players can change FPS in the Video options screen once they load map.
- Rearview Mirrors in the cockpit are heavy. These should be hidden if you notice stuttering. Mirrors are activated/removeable while in cockpit view.
- When airborne. The reverse camera will get stuck in the reverse view. Hit space bar again to release the reverse camera.
- Rain falls through the canopy. If you hide and unhide the canopy once the rain will be blocked as expected.
- Camera is locked during rolling and flipping. In future releases, while crashing, the crash camera will be randomly selected and/or include external level cameras.
- While using an Xbox controller. The triggers interrupt each other and the trim stops proceeding if the previous trigger is not fully released fully.
- Sinking & Listing. Sinking and listing were broken with recent changes and need to be fixed.

Note:

- Tunnel Boat Terror is a WIP (work in progress) and this is a short demonstration of the game. This demo is heavily omitted as it will be left online permanently to the public. A benchmark test runs at startup and sets optimal video settings but should be reviewed by the player.
- Partial controller support: Works with Xbox controller or universal gamepad (some UI interactions still require use of your mouse and keyboard).
- Game looks best with VSYNC enabled (locks the games fps to match your monitor refresh rate and eliminates screen tearing).
- Game is best run above 55fps, but will depend upon your machine specifications. If you are constantly below 55fps, consider adjusting your video settings in the game. Worst case scenario your PC may not be able to run the game at all. Using "Low" settings significantly improves performance at the cost of visual quality.
- Players should look to run the game at or above 60fps, with VSYNC enabled, with video quality set to MEDIUM or HIGH. Newer machines and GPU's should be able to handle ULTRA.
- FPS & Video settings are automatically calibrated. If you would like to change the video settings go to: MENU > OPTIONS > VIDEO. All levels are locked at 60fps but can be unlocked by the player in the menu.
- Steering and Trim will continue to be improved for more realism. Typically, the more you trim the engine out, the less steering capability you have. The hydraulic trim is overpowered. We wanted to give players a margin of error to react and slam it into full trim in order to feel they are skirting danger for a second or two. You can change the trim or tilt rate of the engine to be closer to real life by setting a value of ".5" or "1" (trim rate can be adjusted with num +/-).
- Taking a photo at 8k resolution (7680px × 4320px) can take time to process in game. Be patient, the game is not frozen.
- Photos taken in the game are located on your main OS drive, i.e. "C:\TunnelBoatTerror\ ". Copy or move images you'd like to keep out of the folder at your discretion. The TunnelBoatTerror folder can be deleted at any time but images will be erased if not moved beforehand.

In development now and our future objectives:

Official launch trailer, Early Access demo for Steam®, Steam® Leaderboards & Achievements, AI improvements, Steam® Controller Support, full controller and race wheel support, initial VR implementation, local/LAN multiplayer, new racing and arcade levels, new drivable watercraft, driver selection, driver creation, driver licensing, corporate licensing, and level editing.

Visit the website for more information:

<https://tunnelboatterror.com/>

<https://tunnelboatterror.com/patch.html>

<https://tunnelboatterror.com/manual.html>

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