

# GAMING NEWS: Truck World Australia gameplay

Welcome to my gaming news series where I'd like to \_\_\_\_\_ everything going on in the world of gaming and keep you as \_\_\_\_\_ as possible.

It's been two years I first covered Truck World Australia here on the channel. Quite a bit has changed \_\_\_\_\_, even my gaming room has changed. Even I've changed a little bit)) I thought this game was actually \_\_\_\_\_. Well, it seems that it's not a case and we finally got some gameplay.

The gamelay starts with some very \_\_\_\_\_ of the truck and the environment. It looks very detailed in the \_\_\_\_\_. And as the truck pulls up, everything looks absolutely \_\_\_\_\_.

<https://www.youtube.com/watch?v=lnEEeOSac78>

*up-to-date  
pleasing shots  
spot on  
dead in the water  
cover  
since then  
yard*

As we take a \_\_\_\_\_ into the yard, you can see as we go over the bumps, the little \_\_\_\_\_ is moving correctly. And you can interact with everything \_\_\_\_\_ such as: the radio, the \_\_\_\_\_, the indicators, etc.

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As we lean out of the truck to reverse onto our trailer, you can see that the light in and \_\_\_\_\_ it's so pleasing. The lighting looks really good, the tarmac looks really \_\_\_\_\_, as does all the little extras around the yard.

As we pull onto our trailer, the unique part of the gameplay comes. We can interact with \_\_\_\_\_, etc. We can open the door and out the truck we

go. Once out of the truck, we can interact with these straps. Now I'm \_\_\_\_\_ if this is just a gameplay interaction or if you don't strap them down \_\_\_\_\_, they may fall off your trailer. That information isn't \_\_\_\_\_.

*wipers*  
*slow drive*  
*realistic*  
*bubble-head mascot*  
*our brake*  
*graphically*  
*on the dashboard*  
*properly*  
*available*  
*not sure*

You can also interact with the supports as well. Now American Truck and Eurotruck users \_\_\_\_\_

\_\_\_\_\_ (ask)

for this type of interaction

with their truck and trailer for

\_\_\_\_\_. So it's great to see it in action in Truck World Australia.

Here we can take a slow drive out of the yard with these \_\_\_\_\_.

You are going to have difficulty getting in and out of \_\_\_\_\_. I think that's what they're trying to show here.

Also you can see the interaction as the truck goes over

the \_\_\_\_\_. Everything seems to be really good. This is really \_\_\_\_\_. I know we \_\_\_\_\_ (have to) wait an

extremely long time for even this short amount of gameplay. But what's on show here looks \_\_\_\_\_, it looks really detailed. And

I'm very-very excited to see more from Truck World Australia.

<https://www.youtube.com/watch?v=lnEEeOSac78>

*long road trains*

*speed bump*

*absolutely ages*

*promising*

*unique*

*tight spaces*