
astragon
TRANSOCEAN
THE SHIPPING COMPANY
Game Manual
DECK 13
HAMBURG

BEFORE WE START

Please make sure that your computer meets the necessary system requirements:

- Windows Vista/7/8
- Dual core processor 2 GHz (AMD or Intel)
- 4 GB RAM
- Graphics card with at least 256 VRAM (Nvidia GeForce 7600 series / ATI Radeon X1600 or better)
- DirectX 9.0 or better
- 7 GB free space on hard drive

INSTALLATION

The DVD menu will launch automatically after inserting the DVD. If the menu fails to launch, please perform the following tasks:

- Click on the circular Windows symbol on the taskbar in the bottom left of your screen and enter **"D:\Setup.exe"** in the search field. Then press the Enter key.
- "D" stands for the name of your DVD-ROM drive. Should your DVD-ROM drive be designated a letter other than "D", then you will have to enter this letter in place of "D".
- The menu will open and the TransOcean installation will launch. Please follow the instructions in the Setup program.
- Please note that TransOcean requires Steam and an installed Steam client. If you do not yet have Steam installed on your PC, the Steam installation will launch automatically. Please follow the program instructions and set up a Steam account. Once you have completed this step, the installation of the main program will begin.
- Once the program has successfully been installed, it can be launched by selecting **Start/All Programs/Steam/TransOcean – The Shipping Company** in the Windows Start Menu or by clicking on the corresponding icon on the desktop.
- If you see a security information notice when launching the Autostart menu with Windows Vista, Windows 7 or Windows 8, you can confirm running the **Setup.exe** program without hesitation.

FIRST STEPS

Welcome to the high seas!
Be the founder and owner of your own shipping company and a whole fleet of ships. Here is an overview of the game basics and a few useful tips so that you can jump right into the action.

BASIC TERMINOLOGY

TEU
"Twenty-foot Equivalent Unit" is the standard unit for a container. By the way, a standard container is 20 ft long, 8 ft high and 8 ft wide.

dwt
"Deadweight tonnage" this is the weight in tons that a container ship can carry.

kn
This stands for "knots", the unit of speed on water. 1 kn=1.151 mph.

Feeder
The smallest container ships are called Feeders, because they "feed" the larger ports. Smaller ports can only be accessed by Feeders.

Panamax
Panamax ships are larger than Feeders and are called this way because they conform to the pre-2014 size of the Panama Canal, and were thus able to travel through it.

Post-Panamax
Post-Panamax ships are the next largest class after Panamax. They exceed the size of the old Panama Canal, which was actually enlarged in 2014.

New Panamax
The New Panamax ships exceed the Post-Panamax ships in both length and width. They are designed based on the dimensions of the new Panama Canal, which was expanded in 2014, and thus are able to travel through it.

ULCV
"Ultra Large Container Vessels" are so big that they are unable to travel through the Panama Canal. They can transport up to 18,000 containers.

CONTROLS

World Map

You can perform all actions on the World Map with the left mouse button, or you can use the following keyboard shortcuts:

slow game speed	= 1 key
medium game speed	= 2 key
fast game speed	= 3 key held down
pause game	= spacebar

Port

Here too you can perform all actions with the mouse or you can use the following shortcuts:

Thrust forwards	= W or up arrow key
Thrust backwards	= S or down arrow key
Swing left	= A or left arrow key
Swing right	= D or right arrow key
Pan camera	= Right mouse button + mouse movement
Bow Thruster to the right	= E (only on larger ships)
Bow Thruster to the left	= Q (only on larger ships)
Stern Thruster to the right	= C (only on larger ships)
Stern Thruster to the left	= Y (only on larger ships)

MENUS

Main Menu

In the Main Menu you can continue the current game, begin a completely new game from the start, load a saved game, adjust the graphics as well as the audio settings to suit your computer and also view the team who made this game. You can also quit the game.

Options

From here you can make a whole range of changes to the graphics and audio settings. You can also make lots of smaller changes to fine tune the game, according to the power of your computer. Should you experience display problems such as 'choppy' video during the game, then try lowering the graphics settings.

Playing Online

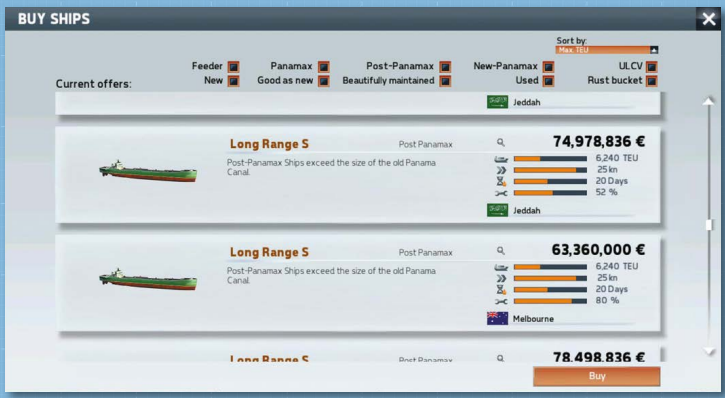
If you select the “Free Game” option in the Main Menu, you can then select the “Online” option. In this case the commodity prices will vary dynamically in accordance with the actions of the players. The more players take up contracts to ship a commodity from a port, the lower the price will be at that location. However, the fewer players ship another commodity, the higher that price will climb.

If you occasionally lose your Internet connection, you can still continue to play. The commodity prices will simply drop back to their normal values.

The Options menu also allows you to turn online price calculation on or off at any time.

IN THE GAME

Buying Ships



- On the lower bar click on the “Buy Ships” menu. (far left Ship + $ sign)
- A ship is characterized by four base values:
  - The uppermost bar shows the maximum amount of TEU the ship can carry.
  - Below this is the maximum speed. For example 12 knots is approximately 14 mph.
  - The next bar shows the minimum range in days with a full tank of fuel. If you move more slowly then the range will also increase of course.
  - Finally, the ship’s condition, which has an influence on the purchase or sale price, is given as a percentage.
- After buying a ship, you will have to christen it. If you can’t come up with a fitting name yourself, you can also have a suggestion made to you on the left, next to the name entry field.

Accepting Contracts



- Open the Contracts List in the Port view. There you will see all of the contracts available in that port.
- First displayed are the type of freight and the company that would like these products shipped. Next to this is the amount of money you will receive when you deliver the contract. Below this is the basic value – meaning how much you receive per TEU.
- Following this is the TEU capacity and the weight of the goods to be shipped in tons. If the contract is too large or too heavy, then it will be grayed out.
- The last column shows the destination port. If you move the mouse over the contract, the route will be displayed on the World Map.
- Select all of the contracts that you wish to accept and confirm using the button below.
- In the window that follows, enter your signature to confirm that you really do want to accept the contract. The delivery is now binding and these contracts can no longer be removed!
- Now you can find all accepted contracts in the list of loaded contracts.

Deadline Contracts

A contract with a fixed delivery date is much more lucrative, but also carries risks.

You can see if a contract has a deadline when there is a deadline entry displayed in front of the price. Below the deadline is the anticipated arrival date at the destination port. This is of course dependent on the speed of the ship. In the bottom left you can adjust the speed to determine the arrival of the ship. At the same time the fuel required for the journey is also shown in the bottom left in red when you move the mouse over a contract.

Before accepting a deadline contract definitely make sure that you can arrive at the destination port on time, and that you have enough fuel for the journey at this speed!

If the freight doesn't arrive on time, you will have to pay a contractual penalty for each day it is delayed. The contractual penalty is listed in the contract's details window, which you can find using the magnifying glass.

Casting Off



In order to set sail, click on "Cast Off" in the Port view, then click on the port to which your ship is to travel. Alternatively, you can click directly on a contract in the list in the top left corner in order to select its destination. The destination ports for all contracts that this ship has on board are marked in yellow.

If there is a date entry displayed behind a contract, then this is the contract's deadline. Increase the speed using the slider in the bottom left in order to accelerate the arrival at the deadline contract's destination port.

Bear in mind that a port first has to be unlocked before you can travel to it without any freight. You can unlock a port by delivering a contract to it.

Another consideration should be that not every ship can access every port: Panamax ships, for example, cannot enter a Feeder port because they are too large.

Finally, select whether you are going to cast off manually or with the help of tugboats and click on "Cast Off".

Casting off and docking manually

It is your job to steer your ship out of the harbor into the open sea and also to dock her along the wharf.

Below left, in the overview map, you will see the direction of the destination. Below right is the Thrust Lever. Deliver thrust using "W" or by clicking on the Thrust Lever. Next to this is the Rudder. Steer with "A" or "D" or by clicking on the Rudder.

The larger ships from the Post-Panamax class onward have additional side thrusters at the front and/or at the rear (Bow and Stern). The Bow thrusters can be operated via "Q" and "E", while the Stern thrusters are operated with the "Y" and "C" keys.

Game Speed

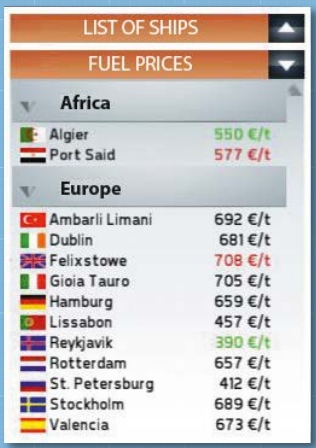
You can fast-forward the time at the top of the screen. To do this, click on the accelerator arrow or press your keyboard's "2" key.

You can stop time using the pause button or by pressing the spacebar on your keyboard. Note that when you access the menus, time is always put on hold.

Repairing and Fueling Ships

Your ship's fuel level and state of repair are given in the Ship Status section of the Port view.

To fuel your ship, click on the Fuel icon. In the following window is the current price per ton at this port. You can see the previous prices in the diagram. Move the slider to indicate how much fuel you would like, and then confirm. Since prices can fluctuate from port to port, you should consider dealing with a small detour once in a while in order to get the best price.



If you'd like to repair your ship, click on the Condition icon. Repairs will take longer depending on how much you want to repair.

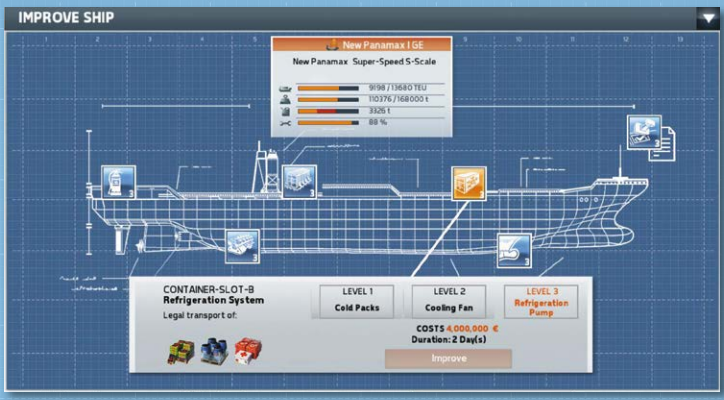
Your ship will not be available during this period. At the beginning, you should only have your ship repaired for about a week. Set this using the slider and then confirm.

Remember that while your ship is being repaired, it will incur docking fees for as long as it is anchored! The docking fees are also shown in the Ship Status menu.

Freight Improvements

Some freight requires licenses or certain container modifications for your ship to carry them legally. If your ship doesn't have the required modifications, then you will have to pay a hefty fine at customs! You can certainly try it, but the customs agents conduct sporadic checks – so weigh the risks carefully.

In order to obtain all of the necessary licenses and modifications, you will have to improve your ship. Click on the corresponding menu in the Port view. There you will see the blueprints for your type of ship. There are several slots that you can modify. The slot for the licenses is at the top right.



When you click on this you will see the individual level of your licenses. The higher the level, the more wide-ranging is the scope of commodities that your ship is allowed to transport. The first license level, for example, allows you to carry alcoholic substances. To the right of this are the costs and time required for this upgrade. Always include the waiting time in your calculations.

As soon as you have installed or requested an upgrade for freight transportation, this can be seen in the Ship Data in the Contracts List. For every upgrade, you must always have the first level installed before you can add the second one. The same of course goes for the second and third levels.

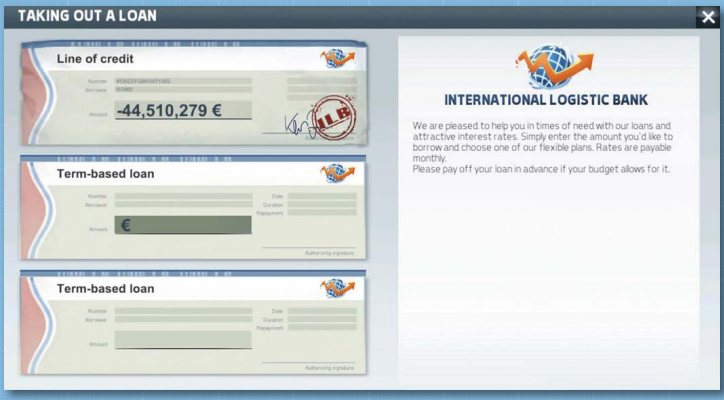
Feeder ships only have limited upgrade possibilities. But the larger ships have more slots available for specialization and upgrades. In the Improvements menu for example, you can increase the power of your ship's engine or have the hull recoated.

Taking out a Loan

As soon as you have completed the first assignment for the investor and managed 10 deadline contracts without running out of time, you become creditworthy! You can now take out a loan to finance your next ship purchase, for example.

You can find loans under the "Finances" menu item. On the first page you will see your bank statements. You will find loans on the third page.

The first loan is your line of credit. This will allow you to slip into the red for a short time. But get back in the black fast, because the interest rates for this are astronomical!



The second type of credit is a long-term loan that you can take out at any time. Select this and type in an amount. To the right you will then see the possible finance plans with corresponding rates for the loan amount you entered. Select a rate. Once you have verified all of your entries and are happy with them, take out the loan using the button below.

As soon as you have taken out a loan, you can also select it in this menu and pay it off at any time, even before term if you would like to do so.

REPUTATION

Your reputation is an important component of you career as a shipping magnate. The following things will build up a positive reputation:

1. Delivering contracts
2. Fulfilling deadline contracts
3. Fulfilling company contracts
4. Having a well-maintained fleet (>95%)
5. Exceptional quarterly financials (see below)

The following things will hurt your reputation:

1. Being caught by customs with contraband goods
2. Delivering late on deadline contracts
3. Keeping your fleet in a poor condition
4. Poor quarterly financials (see below)

Condition of Fleet
Pay attention to the condition of your fleet. Below 40% or 60% as an average for the previous month will have an effect. Word gets around the ports fast if you're cruising around in such "rust buckets". Invest in repairs to stop your reputation from suffering further.

Quarterly Financials
Pay attention to your quarterly financial figures. If your quarterly financials are negative overall, this will of course damage your reputation even more. These kinds of things get around fast in the financial world.

If your quarterly figures are more than double the sum of the sales value of your ships plus your bank balance, then this will win you points for your reputation.

SUPPORT

Should you experience problems with TransOcean, please use our Support Line:

Telephone: 0180 7004709 (free for the first 30 seconds, after which 0.14 €/minute on a landline, calls from a mobile phone are 0.42 €/minute maximum. Hotline times: Monday – Friday 2:00 pm – 10:00 pm)
E-Mail: support@astragon.de
Website: www.transocean-game.de

Visit us on Facebook and YouTube as well:
https://www.facebook.com/TransOceanGame
www.youtube.com/user/astragonGames

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