
astragon
ENTERTAINMENT
TRANSOCEAN 2
RIVALS
Conquerer
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DECK 13
HAMBURG

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SYSTEM REQUIREMENTS

You need a PC or Mac that fulfils the following system requirements in order to play the game:

PC:

- Windows 7/8/10 64 Bit
- Processor: Intel Core i3-2120, 3,30 GHz or similar
- RAM: 4 GB
- Graphic Card: GeForce GTX 260, Radeon HD 4850 (1 GB VRAM) or similar
- DirectX 10
- Hard drive space: 8 GB

MAC:

- Mac OS X 10.09
- Processor: Intel Core i5, 2,7 GHz CPU or similar
- RAM: 8 GB
- Graphic card: Intel Iris Pro 5200 or similar
- Hard drive space: 8 GB

WELCOME!

"Welcome to your new career! Your job is to manage a transport shipping company. It's a good thing you're so early, because there's plenty to do.

The container ship Horizon has been waiting for contracts in New York for three days now. Some have just come in. Which ones do we want to take? Do we want to deliver machinery to Halifax or radioactive goods to Los Angeles? The journey to Halifax is shorter, the deadline is tight and the contract bonus suitably high. If you're quick, you could still fulfill the contract. But then we'd have to set the ship to sail at full speed. That's not good in terms of fuel consumption ...

The container ship Amanda has just docked in Hamburg. She's in relatively poor condition. Perhaps we should have her fixed up first? However, Hamburg doesn't have a Repair Dock, so we'd have to send her to Dublin or Stockholm. Perhaps we can ship goods to Dublin or Stockholm?

And the tanker, Yashamaru, is coming into Shanghai at this moment. While looking over the bonus statement it's come to our attention that a penalty fee has been incurred on a contract due to late delivery. This is not acceptable ... The fuel costs and wear and tear are within limits, but the Tugboat Company fees were quite steep. Ah, the ship wasn't carrying a full load. Then it's obvious why the trip wasn't economical. You have to be more careful next time!

You've collected enough Region Points in Africa West to establish a subsidiary – in which port would you like to take over a business? The Tugboat Company is based in Algiers. If you take it over, you'll make huge savings on all docking and departure maneuvers. You can buy an Upgrade Dock in Luanda. It would result in huge savings on fleet upgrades. Or you can take over the Refinery in Dakar and save money on all refueling in the region.

What? It's all a bit much for your first day? Well, we've only just gotten started ..."

Welcome to **TransOcean2: Rivals**. Thank you for choosing our game. This handbook is to serve you as a reference book for our management simulation.

Enjoy, your TransOcean 2 Team

MAIN MENU



The Main Menu is where you create a profile, choose between games modes, change game settings, see the game's makers, and where you can exit TransOcean2: Rivals.

CREATE PROFILE



Create your own profile under this menu option. Give your shipping company a name and choose a suitable avatar. You can also choose a logo for your company and try out a range of company colors.

Please note that the company colors display is only a preview. You can choose a new company color before each game.

TUTORIAL: SINGLE PLAYER CAMPAIGN

Because the campaign also serves as a tutorial, we recommend playing through it once.

Also, the campaign continues the thrilling story from the first installment TransOcean: The Shipping Company. Reunite with old acquaintances such as your assistant Hiram T. Witherspoon and Lydia Blythe-Smith and meet completely new characters.

The campaign is divided into 6 chapters, each with three tasks for you. Complete one to earn the Bronze Medal and unlock the next chapter. Complete two tasks to be awarded the Silver Medal. Naturally, completing all three tasks earns you the Gold Medal! You can repeat each chapter as many times as you want to earn all the Medals.

COMPETITION

Competition mode puts you against up to 7 AI opponents. In the Lobby, you can set your opponents, their strengths and the round duration in the drop-down menu. You also have the opportunity to choose whether to play with or without sabotage.

Add an AI player by clicking on an open Fellow Player window. Remove a Fellow Player by simply moving the mouse cursor over the relevant portrait. When an X appears, click on it to remove the Fellow Player.

Competition mode is a Victory Point game with a fixed length and a range of tasks randomly assigned at the beginning of each game. You can find more details on this under Victory Points.

ENDLESS GAME



Endless Game is an easy going sandbox game without victory conditions, Victory Points or stress. As the name suggests, it lets you conquer the Seven Seas either alone or with up to 7 opponents with freely selectable strengths.

Choose your AI opponents and their difficulty level in the Lobby. You can also set your company color and decide if you want to play with or without sabotage.

Select an AI opponent by clicking on an open player space. You can find the AI strength settings beneath each portrait. These determine the difficulty of your game. Remove an AI opponent by moving the mouse cursor over its portrait and clicking on the X that appears.

MULTIPLAYER MODE



Starting a game in Multiplayer Mode is similar to that of a single player competition game. Start from the Lobby, where you set the game duration, the number of rivals and access to sabotage attacks.

Begin your own game in the Lobby or join an open game. A selection of filters is available on the left. A search feature is also there to help you find specific games.

Want to begin your own game? There's nothing easier. Click on Create Own Game, set the game duration and the number of Fellow Players. Decide whether you want to allow sabotage actions in your game and assign a password if you want to restrict your game to friends only.

Don't forget: Game duration also determines the number of rounds played. A 30-minute game duration is equivalent to one Victory Point round.

While you're waiting for your Fellow Players, you can set your company color and even adjust your profile in the game room. Simply click on the pencil next to your profile picture. You can talk to your Fellow Players before the game starts via chat.

Once you're ready, click on the relevant button. As the host, you begin the game by clicking on Start Game.

Don't forget: If you are the host and you want to remove a player, then simply move the mouse cursor over his or her portrait and click on the X that appears.

The Victory Conditions for the game are displayed at the beginning of the game. A more detailed explanation of Victory Conditions and Victory Points can be found in the chapter Victory Points.

OPTIONS MENU

The Options Menu is where you can change a variety of general settings. Please click on Apply to save a changed setting for the current game.

Graphics

You can customize the game graphics in this tab. The following options are available to you:

- Resolution: Change your monitor resolution.
- Window mode: Select here whether you wish to play in full-screen or window mode.
- Quality: If the game stutters, you can reduce the graphics quality here to get better performance.

Sound

This menu allows you to adjust the volume of different sounds and thereby the audio output to your needs.

Game

The Game menu is where you can change general game settings:

- Confirm contract acceptance in Single Player: Activating this option requires you to confirm the acceptance of all contracts in Single Player mode with a mouse click.
- Confirm contract acceptance in Multiplayer: Activating this option requires you to confirm the acceptance of all contracts in Multiplayer Mode with a mouse click.
- Warning of low bank balance: Activating this option means you will be warned when you are about to declare bankruptcy.
- Notice of overdraft loan: Activating this option means that the game will notify you when you enter into debt.
- Message when overdraft loan is paid off: The game sends you a message when you have paid off your debts.
- Free mini game camera: Activating this option allows you to freely move your camera in the mini game.
- Autosave: Change the interval between autosaves.
- Tugboat strike frequency: The docking and setting sail mini game is started in the event of a strike. This menu option lets you change the frequency of strikes and, therefore, the frequency of the mini game.

Controls



TransOcean2: Rivals is played with a mouse. The only exception is the 3D mini game, which is played using the keyboard. Please note that the side thruster is only available on larger ships. Change the keyboard bindings by clicking on them and pressing a new key.

IN GAME

This chapter explains all the elements relevant to the game.

Victory Conditions and Victory Point Games

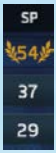
- To win a game in Competition mode or a Multiplayer game you have to get the most Victory Points (VP). The games are divided into 2 to 4 rounds. You are assigned different Victory Conditions in each round. Meeting them earns you the needed VP.

- VP can also be deducted as a fine when, for example, your bank account slips into the red.

This is what the Victory Points look like:



- Your current ranking and those of your rivals are displayed in the game like this:





- You can call up the current Victory Conditions whenever you want by clicking on the Victory Points menu. This also calls up the previous and next rounds and the current rankings.

- The game is divided into rounds with different Victory Conditions that earn you Victory Points.
- Each round lasts three months and always finishes at the end of a month.
- Once a round has ended, the Victory Conditions from the previous round no longer apply.
- Victory Points are earned with Actions and by completing Quests.

Actions

Actions are Victory Conditions that you can carry out repeatedly. This earns you VP. What your rivals do has no influence on the number of VP. For example: 1 VP per subsidiary built. No matter how many subsidiaries your rivals buy: You will always immediately receive one VP when you buy a subsidiary.

Quests

Quests are Victory Conditions that are only scored at the end of the round, and where only the best three players receive VP and the others receive nothing. For example: Hold as many regional majorities as possible. VP are awarded depending on the number of regional majorities each player holds.

THE WORLD MAP



A large part of the game takes place on the World Map. Here you can find details on a variety of information.

1. Upper left you can see your portrait, your company name and your logo and current color.

2. Here you see your current account balance.

3. Clicking on this icon or pressing the Esc key opens the Game Menu. In a single player game you can save or load a game, navigate back to the Main Menu or end the game. You also have access to the in-game glossary and can change the settings.

4. 

   The World Map filter menu lets you choose between the satellite and schematic view of the World Map. You can also highlight ports with special features, as well as specific export goods.

5. The in-game help is your source of valuable information on the menu you're currently viewing, as well as on the game.

6. Here you can find the current date in your game and clock display. When the orange circle is full, the day is over.

7. In Single Player mode you can increase the game speed. Click on the two arrows for moderate and on the three arrows to greatly increase the speed. Clicking on the single triangle automatically resets the game to normal speed.

8. This displays the current Victory Conditions when playing a Competition or Multiplayer game. Every Action you carry out earns you a Victory Point. The Quest winner is calculated at the end of that round.

9. This displays your rivals, along with their company logos and colors, their current rankings and the Victory Points they've earned up to that point.

10. The chat lets you talk to your (real) Fellow Players. A variety of relevant messages about your rivals, such as the purchase of a ship or imminent bankruptcy, are also displayed here. A private message to a single player is sent with the /msg command or by clicking on the player name.

11. Left, beneath your profile picture, is where the current status reports of your ships are found. These include contract completions (clicking the icon brings up an evaluation) and repair completions. This is also where you can see if a nearby ship is carrying contraband (if your ship is equipped with the necessary upgrade).

12. The Ships List is one of your most important tools for keeping an overview of your fleet. It displays the name, the type of ship, the class of ship, the condition of the ship, its destination or current port, as well as current activities (in transit, being repaired, without contract). Clicking on a ship opens a sub-menu in which you can repair or refuel your ship, select a destination port or start automation.

13 The lower-left area of the World Map is where you find the various menus for managing your shipping company. The individual menus will be explained in the chapters Statistics, Sabotage and Victory Points:

- The Contracts menu: This menu lets you view and accept contracts for your ships, as well as to set the course of your ship for a destination port.
- The Ship Report menu: This menu provides you with an overview of all the ships in your fleet.
- The shipping company overview: This menu lets you compare yourself to your rivals. This provides you with details on points such as the company value.
- Cash flow: This shows you the profits and losses of your company.
- The Sabotage menu: Freeze Account, Customs Check, Bribe Subsidiary
- Current Victory Points

14 Ship icons: The World Map allows you to see precisely where both your ships and those of your rivals are. The colors help you tell them apart. Clicking on one of your own ships provides you with detailed information on it.

15 All 60 ports are labeled with a round symbol. The icon within the symbol denotes the current business which you can buy with the necessary Region Points and money. When the business is purchased, the icon changes to the owner's color. Each port is of a certain size. This is denoted by the small number. This symbolizes the maximum size of a ship able to dock there.

Don't forget: A small star on a port means that the headquarters of the player with the matching color is here. If you win the regional majority in the home region of your headquarters during a Victory Point game, you will receive an additional bonus.

16 The TransOcean2: Rivals map is divided into a total of 14 regions with 3 to 5 ports. Owning a business in a port earns you a point in that region. If you win the majority, you will unlock a region bonus that affords you advantages or which disadvantages your rivals, depending on the region. You can discover the bonus for each region by clicking on the region name. This opens a popup menu in which you will also see which shipping owner has already collected Region Points. More information on Region Points, businesses and bonuses is available in each of the relevant chapters.

17 The small anchor above a port symbolizes that one your ships is anchored there. Ships in port cost docking fees. It should, therefore, be your highest priority to get your ship out to sea again. The port view is explained in the chapter In Port.

IN PORT

TransOcean2: Rivals, the 60 ports play a major role. This chapter explains all the interaction options available in the ports.

Open a port by clicking on its symbol on the World Map. Too cluttered? Use the mouse wheel to zoom in on the World Map for a clearer view of all the ports and click on one.



The following options are available to you in port:

1. Exit the port view by clicking on the orange arrow.

2. This displays the name of port in which you currently find yourself, along with information on the business located there:

   - **Wharf** – You can buy ships in this port. Buying the business will earn you a share of every ship sale made at the wharf and will also save you lots of money when buying ships.
   - **Tugboat Company** – This port is home to a tugboat company from the region. Buying the business will earn you a share of the income on each automated docking and casting off maneuver in this region.
   - **Refinery** – This port is home to the region's refinery. Buying the business will earn you a share of the profits on all refueling in the region.
   - **Repair Dock** – This port is home to the region's repair dock. Buying it will earn you a share of the costs of all repairs made. You can also dock all your ships here for repairs.
   - **Upgrade Dock** – This port is home to the region's upgrade dock. There you can equip your ships with valuable upgrades and, if you purchase the business, you'll earn a share of the upgrade dock's profits.

   Clicking on the menu bar opens a drop-down menu that allows you to switch to any port.

3. Some ports are home to businesses such as wharfs and upgrade docks, which you need for the game. They are displayed as buildings with an orange border in the port. Click the building to buy or upgrade a ship. All the options available to you in the Wharf and Upgrade Dock are described in the chapter Upgrades.

4. Each port has a logistics center in which you find contracts currently available to you. Click on the building to open the port's Contracts List.

5 If one of your ships is docked in that port, you can open a wheel menu by left-clicking on the ship. You can now refuel, repair (in a port with a Repair Dock), rename or sell the ship. The status of your ship is also displayed.

If you want to donate a ship because of a Victory Point Quest, you can also use the wheel menu.

If more than one ship is docked there, you can select the ship you want via the small arrows to the left and right of the wheel menu.

6 Every one of the 60 ports in TransOcean2: Rivals is home to a business. If you have enough Region Points and enough money in the bank, you can open the business menu by clicking on a free building area and buy the business or switch to a different port in the region.

7 At the start of the game you have to select a port as your headquarters. Click on the large free area in the port to build it. You first ship will begin in the port with your headquarters. You also receive a special Region Bonus for your home region if you are able to get the regional majority. In Victory Point games, it is therefore worth taking the location of your headquarters into account when planning your strategy.

8 The port view lets you see the necessary information on your company and account balance on the left.

9 You also have access to the Main Menu, the Strategy Filter, and Help, as well as the date and time of day. This is where you can also change the game speed.

10 You don't have to switch to the World Map to control your ships or quickly see statistics. These menu options are also available to you in the port view.

SHIPS

Types of ship

TransOcean2: Rivals has three types of ship:

1 **Bulk Ships:** Bulk ships carry bulk solids and other general bulk freight such as coal, coffee or sand.
Advantages: They generate comparably more Region Points. Bulk ships are relatively cheap to buy.
Disadvantages: Bulk solids contracts earn lower bonuses.

2 **Container Ships:** Container ships carry goods packed into containers, such as electronics, meat or furniture.
Advantages / Disadvantages: Container ships are the compromise between Bulk ships and Tankers. They can earn you both juicy bonuses and Region Points. However, these will never come close to those of the other types of ships.

3 **Tankers:** Tankers carry liquid goods such as crude oil, beverages or petroleum.
Advantages: They bring in higher cash bonuses.
Disadvantages: They earn fewer Region Points. Tankers are the most expensive ships to buy.

Don't forget: Every port has contracts for every type of ship.

Ship dimensions

The larger the ship, the more goods it can transport. However, larger ships cannot enter every port. A ship's class denotes which ports it can access:

Class 1 : Port size 1 to 5

Class 2 : Port size 2 to 5

Class 3 : Port size 3 to 5

Class 4 : Port size 4 to 5

Class 5 : only port size 5

Buying Ships



Ships may only be bought from Wharfs. A Wharf is set up as follows:

1 It can be hard to keep an overview when a large number of ships are available. Use the filter to display only ships in those sizes of interest to you.

2 Click on the ship type you wish to purchase and a sub-menu with those ships currently available will open. Next to each ship you see the type and size, as well as the remaining time this ship will be available. If you are interested in the ship, but don't currently have the funds, you'll see here how many days you have left to save. Only ships not exceeding the size of the port are on offer.

Don't forget: If you buy a ship, a new offer is automatically created. A Wharf will never run out of ships.

Don't forget: Every Wharf has different ships on offer. If the ship you're looking for isn't available in Hamburg, then try the Wharf in Shanghai.

3 This table shows you an overview of the most important information about the selected ship:

- Ship class
- Ship's current name
- Type of ship
- The ship's condition

- The capacity, which is displayed in different units depending on the type of ship, and the maximum weight of goods
- The maximum speed
- The ship's dimensions
- Fuel consumption per day (with the ship travelling at maximum speed)
- The minimum range on a full tank and at full speed
- The ship's home port
- The running costs per day

4 If someone has already taken over the Wharf in which you wish to purchase a ship, they will earn the displayed sum from your purchase.

5 This shows the price of the selected ship.

6 Decided? Then buy your new ship by clicking here. Then christen it and launch it.

Fueling Ships

You can fuel your ships whenever they are anchored. Don't forget that the price of fuel varies from port to port and is subject to daily market fluctuations. If the price offered at a port is too high for you, it is perhaps a sensible strategy to make another journey and refuel at the next destination port. Each contract displays the expected fuel consumption before you accept it. You can also choose to only partially refuel. Set the amount of fuel you wish to purchase using the control in the fueling menu.

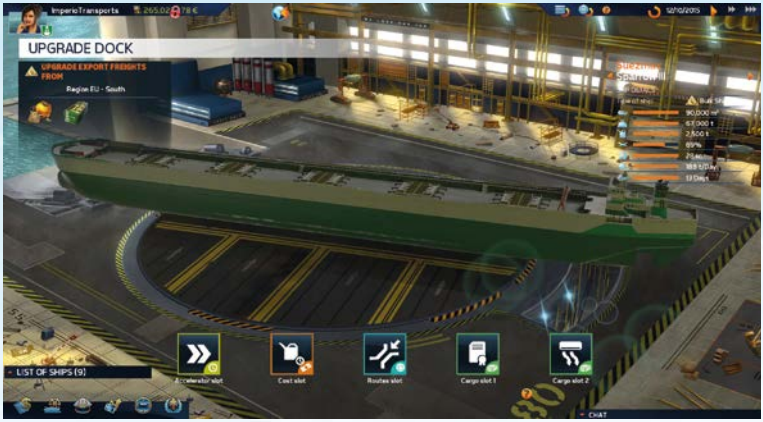
Don't forget: The Refinery owner of a region will share in the profits of each refueling.

Repairing ships

You can have ships repaired in ports with a Repair Dock. This takes a certain amount of time and varying costs, depending on the Repair Dock.

You should always have an eye on the condition of your ship. If it falls below 20% it will inevitably sink on the high seas.

Upgrades



Ships can be upgraded in Upgrade Wharfs. Adding an upgrade takes two working days and incurs the respective docking fees for your ship.

Every ship, regardless of size, has five Upgrade Slots for installing upgrades.

Slot 1 – Accelerator slot
- Supercharger Upgrade: Increase the ship's maximum speed by 4 knots
- Simplified Maintenance Access: Repairs are carried out immediately, taking no time and incurring no docking fees

Slot 2: Cost slot
- Improved Tug Gear: Tugboat fees for this ship are reduced by 50%
- Fuel Economy Optimization: Fuel consumption is reduced by 25%

Slot 3: Routes slot
- Draft Reduction (starting at ship level 3): The ship will be able to pass through the Panama Canal
- Contraband Scanner: You are notified when opponents' ships carrying contraband are in the vicinity of the ship. This gives you the chance to report your opponents to Customs using Sabotage. That will be expensive for them ...

Cargo slot 1 and 2: For each ship there are 3 upgrades for special cargo types available. You can install 2, so choose wisely.

CONTRACTS

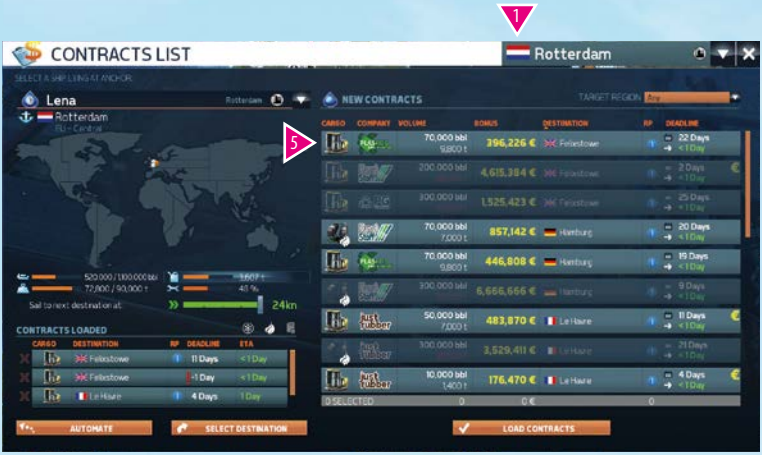
The main task in TransOcean2: Rivals is, of course, completing contracts and shipping goods to earn money and Region Points for your shipping company. You can take on contracts in any port for those types of ships docked at that port.

The Contracts List needed for this is opened either at the bottom left of the menu or by clicking on the relevant building in any port.

Please remember that when the deadline for a contract passes, the contract is canceled. So act quickly when you see a contract you want to take on.

You can choose between different contracts, which are distinctly labeled:
- Available contracts are highlighted blue and are waiting to be completed by you.
- Grayed out contracts cannot be taken on by you for various reasons: Either your ship is already carrying too much weight or you lack the required upgrade to be able to transport a cargo group.
- If morality and the law are not that important to you, you can also transport contraband. This is highlighted red and is usually highly lucrative. But don't get caught by customs!

Don't forget: Once you have equipped your ship with upgrades, there will be a larger and more lucrative choice of contracts available to you in ports. Upgrades are certainly worth it for this reason alone and are highly recommended if you wish to become the greatest shipping magnate of all time.



The following options are available to you in the Contracts List:

1. This displays the ports in which you can accept contracts. Clicking on a port name allows you to switch ports and see available contracts in different ports. However, you must have a ship docked in the port in which you wish to accept contracts.

2. This is where you can see all of the active ships you can select for the current contracts. The Contracts List always adapts to your ship type and size. Clicking on the name of a ship lets you see which ships are still awaiting new orders, and lets you switch between them.

3. This overview map displays the routes your ship will sail when you click on a contract – both in the preview and when selecting your next destination. In addition, all ports to which contracts will be delivered by the active ship will be marked on the map. The orange dot symbolizes the port in which your ship is currently docked.

4. These 5 displays are your ship's most important stats.

   Each contract carries a specific volume and the goods for transport in a specific weight. You can load your ship with several goods from several contracts. However, these may not exceed the maximum volume and weight of your ship. The displays on the left show you how full your ship is. You can find more details on the different units of measurement in the glossary, handbook or the game.

   To the right of this are the numbers referring to your fuel level and the condition of your ship. You can refuel in any port. Repairs are only possible in ports with a Repair Dock.

   Beneath this is the speed display for the next journey of your active ship. Please remember that a high speed uses more fuel. If you are planning a long journey, you have the option to add a waypoint or to simply sail slower to significantly save on fuel.

5 This list shows you all the contracts available for your active ship in the port. The following information is shown in the display:

- Cargo type and contractor
- The display for whether an upgrade is necessary for this transport
- The contract volume
- The expected bonus – the more short notice a contract is, the greater the bonus. Perhaps the contractor will offer another bonus on top. This can be seen by the EUR symbol at the far right of the contract
- Region Points to be earned. Please remember that a contract will earn you either a high bonus or a large amount of Region Points
- The destination port
- The delivery deadline and the time your ship will need to reach the destination port at the currently selected speed. Don't forget: If you miss the delivery deadline, a penalty fee is levied. This increases with each day, thereby eating into your bonus
- Clicking on the column headings lets you sort the Contracts List according to your needs
- Select a contract by clicking on it. The game automatically simulates the load for your ship and grays out contracts no longer suitable to your ship

6 Behind the dropdown menu called Target Region is another filter function: You can also only display contracts for one Target Region. This is very useful if, for example, you are collecting Region Points to buy a business in a region.

7 Once you have chosen a selection of contracts, click here on Load Contracts. If activated in the Options Menu, you will be asked to confirm.

8 This list displays contracts already loaded on your ship. Clicking on them displays them on the map. You can also cancel previously accepted contracts here. This naturally incurs a fine.

9 Have you selected a loaded contract? Then click on Select Destination to set your ship sailing to the destination port. If you don't have a contract selected, clicking on it will take you to the World Map. There you can find your destination port yourself. This is useful for unladen journeys or those with a way point.

10 The Contracts menu also lets you enable route automation for your active ship. This is explained in more detail in the chapter Automation.

SELECT DESTINATION

Congratulations. You have signed your first contracts and you're ready to set sail with your ships. In addition to being able to select a destination port for your ship in the contracts list and setting sail, you can also select a destination port for your ships on the World Map.

Click on an anchored ship in the Ships List or on one of your ships on the World Map. This opens another menu with details on your ship. This menu also allows you to refuel your ship or repair it when docked at a port with the necessary facilities.



The cursor has changed. Find the destination port on the map and click on it. Confirm the destination in the menu and your ship will set sail.

Don't forget: Ports at which you are unable to lay anchor (because your ship is too big or because you do not have enough fuel for the journey at your current speed) are grayed out on the World Map and cannot be selected.

AUTOMATION



Automating routes allows you to manage as many ships as possible. The Automation menu is reached via the Contracts List or by clicking on a ship in the Ships List.

You ship must be docked at a port or be lying at anchor to start automation. Click on the Automation button to do so. As with selecting a destination, you can now choose between four ports, which your ship will journey to in order. A manager ensures that the ship takes on suitable contracts for the ports, thereby bringing in revenue and Region Points. This naturally involves a manager fee, which is paid immediately upon activating route automation.

The ship is automatically fueled along the route, but not repaired. So make sure you check the condition of your ship before you send it on a long journey.

Once the ship has sailed to the maximum number of four ports, you will have to assign a new route or take control of the ship yourself.

REGION POINTS, SUBSIDIARIES & REGIONS

In almost every port, only one subsidiary can be established. In order to establish a subsidiary, you need money and Region Points for the region of the chosen port. These can be viewed on the World Map by clicking on the region.

You receive Region Points by delivering contracts to a region. Contracts with lower bonuses bring in lots of Region Points; many contracts with higher bonuses will not earn any Region Points at all. Furthermore, bulk ships bring in more Region Points than container ships, and tankers are the least suited to bringing in Region Points.

Subsidiaries

Once you have bought a subsidiary, it cannot be taken away from you.

By building a subsidiary you purchase the business based there. By having a business, you receive profit shares when you or your rivals use the business.


You receive a profit share every time somebody fuels their ship in the business's region.


You receive a profit share every time somebody repairs their ship in the business's region.


You receive a profit share every time somebody in the business's region equips their ship with an upgrade.


You receive a profit share every time somebody in the business's region has their ship tugged in or out of the port. This is unavoidable; everyone has to have their ship tugged into port.


You receive a profit share every time somebody buys a new ship in the business's region.

The percentages of profit shares vary for each business and are also higher in some regions than others. If you use your own business, you save yourself the profit share percentage.

Region Bonuses

When playing a Competition or Multiplayer game, regional majorities can be won and region bonuses activated. These are unique advantages which differ from region to region. If you have set up your headquarters in a region, you will receive an additional bonus there.

North America West: Triggering the region bonus give you the one-time opportunity to exchange all the Region Points you have collected worldwide into Victory Points. The exchange rate is 40 Region Points (RP) = 1 Victory Point (VP). If you have your headquarters in North America-West, the rate improves to 30 RP = 1 VP.

North America East: You receive 20 RP in all 14 regions. If your headquarters are in North America East, then it is 30 RP.

North America South: Triggering the region bonus repairs all your ships to 80%. If your headquarters are in North America-South, your ships are repaired to 100%.

South America West: You receive as a bonus a free bulk ship at 75% condition waiting for you in Balboa. If your headquarters are in the region, the new ship is in perfect condition.

South America East: The region bonus triggers an economic crisis across the whole of Asia. Bonuses and Region Points are reduced by 50% for 30 days. If your headquarters are in South America East, you receive an additional 5 VP.

Europe North: Triggering the region bonus repairs all your ships to 80%. If your headquarters are here, it is 100%.

Europe Central: Triggering the region bonus refuels all your ships 100%. If your headquarters are in Europe Central, you receive an additional 4 VP.

Europe South: As a region bonus you receive 5 VP on your Victory Points account. If your headquarters are in Europe South, you receive an additional 3 VP.

Africa West: Triggering the region bonus earns you a free container ship at 75% condition. It is waiting at anchor in Lagos. If your headquarters are located in Africa West, you receive the ship in perfect condition.

Africa East: The region bonus triggers an economic crisis across the whole of Europe. Bonuses and Region Points are reduced by 50% for 30 days. If your headquarters are in the region, you receive an additional 5 VP.

Asia West: The region bonus allows you to exchange all your RP from around the world into money once. The exchange rate is 1 RP = €200,000. If your headquarters are located in the region, this rate doubles to 1 RP = €400,000.

Asia South: You receive 20 RP in all 14 regions. If your headquarters are in Asia South, then it is 30 RP.

Asia North: As a region bonus you receive a one-time amount of 3 VP. If your headquarters are in Asia North, you receive an additional 3 VP.

Australia: Obtaining the region bonus triggers an economic crisis across the whole of North America. Bonuses and RP are reduced by 50% for 30 days. If your headquarters are in Australia, you receive an additional 5 VP.

SABOTAGE

TransOcean2: Rivals lets you sabotage your rivals for your own advantage. Click on the Sabotage menu bottom left. There are three different actions. Please remember that they become more expensive the more often you use them. If a player is sabotaged, they are protected from additional sabotage for the following 15 days. This is displayed as an icon alongside their name in the players list. This player cannot be sabotaged again as long as that icon is present.



Sabotage actions

Freeze Account

The player is unable to access his account for 3 days. Neither subsidiaries nor ships can be bought, nor can ships be repaired or refueled. Running costs still continue to be deducted and bonuses are credited.

Freeze a player's account by clicking on the Sabotage icon at the far left and then on the player name in the players list on the right. Then click to confirm.

Customs Check

Has a ship upgrade allowed you to detect that a rival's ships is smuggling contraband? Or perhaps you simply wish to delay a ship's entry to its destination port? Then arrange for your fellow player to be subjected to a customs check.

Click on the Sabotage icon in the middle and then on the ship you wish to subject to a customs check. However, ships about to enter their destination port will not be sabotaged by a customs check.

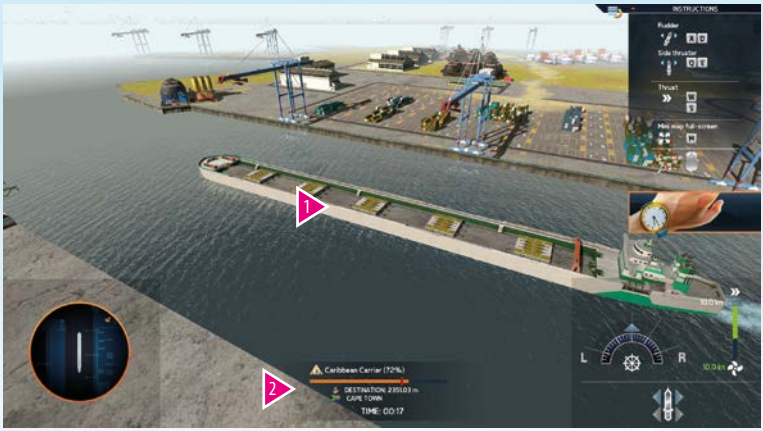
Don't forget: Should Customs discover contraband on board, it will be expensive for the ship owner ...

Bribe Subsidiary

Make a few extra euros by bribing a rival's subsidiary. All the profit shares your rival earns at this subsidiary over the next 15 days will flow into your account instead.

Perform this sabotage action by clicking on the icon to the right in the Sabotage menu and then on the subsidiary you want to bribe.

MINI GAME: TAKE THE RUDDER OF YOUR SHIPS IN YOUR OWN HANDS



All Single Player modes allow you to control your ships yourself. If the option is activated, Tugboat Companies around the world will occasionally put down their tools and strike. You then have the choice of waiting out the strike or taking control of your ship yourself and guiding it into port.

If you choose to take the rudder yourself, the game view switches to a 3D port scene. You can now steer your ship with either the mouse or the keyboard. You can change the camera perspective by holding down the left mouse button and using the mouse wheel. You will always see your target on the minimap. You can zoom in on this by pressing M for a better

overview. You now simply have to guide your ship through the port. Please remember that when docking your ship, it must be at a standstill in the highlighted area for it to be able to dock. You can leave the port by sailing at full speed through the displayed target.

If you manage to reach the docking area without damaging your ship or the quay wall, you will receive a bonus. If your ship is too heavily damaged, the docking procedure is canceled and you'll have to wait until the strike is over.

All these elements are briefly described here:

1. This, it may surprise you to learn, is your ship. The bigger your ship, the more difficult it is to maneuver through the narrow port lanes.

2. This shows you the most important information on your ship and contract. These are:
   - The condition of your ship: The red marker displays the amount of damage you can still cause before you are relieved of duty
   - The distance to your target
   - The port you're currently in
   - The amount of time you've needed so far

3. This is your rudder, your speed level and your bow thruster. You can set these by clicking the mouse. Please remember that small ships do not have a bow thruster.

4. You can also steer your ship with the keyboard. In the upper right you have an overview of all the key bindings.

5. In the bottom left is the minimap, which displays your position and the position of your target (displayed as a gold anchor).

STATISTICS

What would a business simulator be without detailed statistics? TransOcean2: Rivals offers you 3 different menus for monitoring your success and keeping an eye on your rivals' progress. All the statistics menus are located at the bottom left, next to the Contracts List.

Ship Report

The Ship Report is where you can find detailed information on the condition of your fleet and the profitability of your ships. It has technical details on each of your ships and their installed updates. It also provides you with contract details and ship statistics such as sea miles sailed and total transported cargo.

Shipping Company Comparison

Would you like to know how your rivals are doing compared to you and what strategies they are using? Then click through the Shipping Company Comparison.

The first tab, Finances, compares different key figures, such as company value, fleet value or subsidiary values, in the form of a graph.

The second tab, Ships, lets you see your rivals' fleets sorted by ship type and size. This is useful, for example, when one of your Victory Conditions is having the largest fleet, or if you simply want to have an overview of your fellow players' strategies and progress.

The third tab, Businesses, displays the turnovers and profit shares from all businesses owned by you and your rivals opposite each other.

Cash flow

Juggling your finances is a breeze with the help of this menu!

The Cash Flow menu shows you the profits and losses of your shipping company. Using the filter at the top allows you to view a range of time frames. Your revenues, profit shares and percentage expenses for your ships are also displayed to you as pie charts.

GAME OVER

Yes, it can happen that your game ends right in the middle. That means it's game over for you. How can you avoid this? Just make sure that your account balance never goes into minus. If you do slip into the red, you've got 15 days to balance your books. But remember, every loan you take out costs you Victory Points.

GLOSSARY

TEU: This abbreviation means "Twenty-foot Equivalent Unit" and represents a standardized container of 6m long by 2.5m high by 2.5m wide. This is the unit of cargo volume for container ships.

m^3: This is the cubic meter unit that denotes the cargo volume for bulk ships

bbl: This abbreviation stands for the American Barrel and denotes the cargo volume for tanker ships.

dwt: "Deadweight tons" denotes the weight of cargo that an individual ship can carry.

kn: The speed of ships is measured in knots. 1kn = 1,852 km/h

Feeder – Container ships class 1: The smallest container ships are called Feeders, so-called because they 'feed' the larger ports. Smaller ports can only be accessed by Feeders.

Panamax – all ship types class 2: Panamax-Schiffe sind größer als Feeder und heißen so, da sie den Panama-Kanal-Maßen von vor 2016 entsprechen und ihn somit durchqueren können.

Post Panamax – Container ships class 3: Panamax ships are larger than feeders and are so-called because they conform to the Panama Canal sizes pre-2016, and thus are able to travel through it.

Suezmax – bulk ships and tankers class 3: Suezmax ships are designed according to the size of the Suez Canal. Since the Suez Canal doesn't have any lock gates, the length of the ship is irrelevant and the primary consideration is the draft. But since the Suez Canal has often been deepened to allow most cargo ships to pass through, the name "Suezmax" has become outdated.\n\nIn TransOcean: Rivals, Class 3 ships can only pass through the Panama Canal with an upgrade.

New Panamax – Container ships class 4: The New Panamax ships exceed the Post Panamax ships in both length and width. They are designed around the dimensions of the new Panama Canal, which is to be enlarged in 2016, and so will be able to travel through it.\n\nIn TransOcean: Rivals, Class 4 ships will only be able to travel through the Panama Canal with an upgrade.

VLOC – Bulk ships class 4: "Very Large Ore Carriers" is the name given to bulk ships that can transport lots of ore or other bulk solids. They can carry around 200,000 dwt.\n\nIn TransOcean: Rivals, Class 4 ships can only pass through the Panama Canal with an upgrade.

VLCC – Tankers class 4: "Very Large Crude Carriers" are Class 4 tankers that can carry lots of liquid product. The length can vary from 350m to almost 500m, their width is usually between 40 to 50m.\n\nIn TransOcean: Rivals, Class 4 ships can only pass through the Panama Canal with an upgrade.

ULCV – Container ships class 5: "Ultra Large Container Vessels" are so big that they are unable to travel through the Panama Canal. They can carry around 18,000 containers.

ULOC – Bulk ships class 5: "Ultra Large Ore Carriers" are also so large that they can't pass through the Panama Canal. But they are generally able to carry over 300,000 dwt and this makes them giants among bulk ships.

ULCC – Tank ships class 5: "Ultra Large Crude Carriers" are also unable to pass through the Panama Canal, since they exceed the lock dimensions in every measurement. There are a few special ULCCs that can carry over 500,000 DWT.

SUPPORT/LIABILITY

Before contacting our support service, please make sure the drivers on your PC are current, and if necessary, update them. Many problems with graphics and sound can be fixed by updating the drivers.

If you have questions about this product that have not been answered here, you can contact the astragon Entertainment support team at the following email: helpdesk@astragon.de

astragon ENTERTAINMENT

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