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## Press release

### TransOcean 2: Rivals

#### Ship ahoy! Gripping maritime business simulation sets sail today

**Moenchengladbach/Germany – 11<sup>th</sup> May 2016** – Developer Deck13 Hamburg and publisher astragon Entertainment are happy to announce the worldwide release of **TransOcean 2: Rivals** today.

Both the competitive multiplayer mode for up to 8 players as well as the three entertaining single-player modes of **TransOcean 2: Rivals** will offer many hours of entertaining gameplay to all future entrepreneurs and daring sea-dogs.

#### Take on your friends in the multiplayer mode

Up to eight rivals can compete against each other in the online multiplayer mode of **TransOcean 2: Rivals**. Each game is divided into several rounds in which the players will have to complete various tasks in order to gain Victory Points. Victory Point criteria are defined randomly at the beginning of each game, meaning that there will never be an overriding optimum strategy. Each game will therefore offer new challenges and demand not only the employment of the players' strategic skills but also a high amount of flexibility. Is your goal the economic dominance in a certain region on the world map or would you rather engage in a clever act of sabotage to damage your closest rival?

#### Or test your managing skills in three exciting single-player modes

In the **single-player campaign** you will slip once more into the role of the ambitious ship owner of *TransOcean: The Shipping Company*. After several successful years, the vindictive investor Lydia Blythe-Smith has finally gotten her wish to force him out of the shipping business. An unexpected visitor however brings him out of retirement and back into the fray: Heather Witherspoon, the sister of his former advisor Hiram T. Witherspoon. Lydia has succeeded in getting the innocent man locked up in jail! No question that Hiram's old friend will rush to his aid at once!

The single-player campaign starts in North America and leads the player through six story chapters with steadily increasing levels of difficulty. Throughout the campaign he will not only learn about the gameplay elements and tactics of **TransOcean 2: Rivals**, but also discover new classes of ships, cargo and 60 redesigned harbors. The ideal prerequisite for a successful multiplayer career! A motivating medal system will inspire players to keep starting new game sessions in order to reach their optimum performance in each chapter.

In the **Competition mode** the game's AI will adopt the part of the multiplayer mode's human competitors. Every round offers exciting victory conditions, that will keep combining into constantly new fields of activity and whose completion will be awarded with valuable Victory points. Besides a keen sense for timing and economic interrelationships, clever tricks such as acts of sabotage should be part of the player's repertoire. The length of the game session and the number of enemy AI players (1 to 7) as well as the difficulty settings of the AI opponents are selectable by the player.

The **Endless mode** operates completely without any kind of constraints: Here ship owners will be able to manage their business to their heart's content and work on growing it into their very own ocean carrier empire without any time limits or quests.

Demanding tasks will however not only be encountered on the open seas: During manual docking and undocking in the single-player mode of **TransOcean 2: Rivals** captains will once more be able to prove their skills at the helm! This mini game will occur randomly whenever the tugboat crews decide to go on strike for better pay. The frequency of the strikes can be determined in advance by the player.

**TransOcean 2: Rivals** is available now worldwide in retail and as digital download for 24.99 Euro/26.99 USD/18.99 GBP (RRP).

For more information please visit us at:

Homepage: [www.transocean2.com](http://www.transocean2.com)

Facebook: <https://www.facebook.com/TransOceanGame>

Release trailer: <https://youtu.be/eIVKvLvqvQk>



#### About astragon Entertainment GmbH and astragon Sales & Services GmbH

The astragon Entertainment GmbH and the astragon Sales & Services GmbH have emerged as the core of the newly created astragon group formerly consisting of the two games publishers astragon Software GmbH (founded in 2000) and rondomedia Marketing & Vertriebs GmbH (founded in 1998) in July 2015. Today, the astragon group is the second largest producer and marketer of computer games in Germany (number of units CD-ROM/DVD as per GfK Media Control, complete annual evaluation 2015).

The main focus of the group's product range lies with casual games and technical simulation games for PC. Adventure games and economy simulations complement astragon's diverse portfolio. The popular game series "Big Fish Games", "play+smile" and "Best of Simulations" form three strong umbrella brands by astragon in retail market. Additionally to the distribution to retail partners in the German language area by the astragon Sales & Services GmbH, products are also marketed internationally under license and via download by the astragon Entertainment GmbH. Games for consoles, mobile devices as well as smartphones and tablets complete astragons product range. For more information, please visit <http://www.astragon-entertainment.de/en/>.