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## Press release

### TransOcean 2: Rivals

#### **First update to bring pause feature desired by community**

**Moenchengladbach/Germany, May 13, 2016** – Since Wednesday virtual ship owners have been able to start their high-sea journey and defend their international shipping empire against their competitors in **TransOcean 2: Rivals**. While lots of players were enjoying the fast paced real-time gameplay, many members of the TransOcean community have since then expressed the desire for an option in the single-player mode that will grant them more time for planning their next moves or tactical maneuvers.

Developer Deck13 Hamburg and publisher astragon Entertainment are very happy to respond to this wish today with publishing a first update for **TransOcean 2: Rivals**: In addition to some other improvements regarding the gameplay the much desired option to pause the game will be implemented!

#### **Let's take a break: More time for tactical gambits**

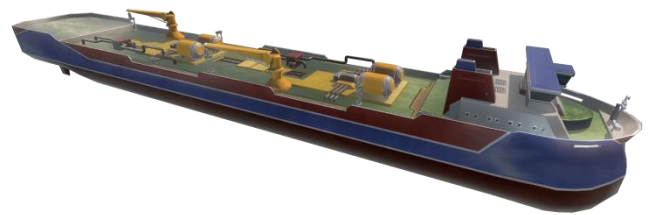
The new pause feature will be enabled by default in all three single-player modes. Players who do not want to use this function will of course be able to switch it off anytime and keep playing in real-time. While the pause feature is enabled, the game pauses automatically every time a ship reaches a port, when the player changes into the port view, while he searches the contract list for the best deal, as soon as a ship has been repaired or upgraded in the wharf or while the ship owner is reviewing the statistics.

For more information about **TransOcean 2: Rivals** please visit:

**Homepage:** <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 rondomeia 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/>.