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Press release

[TransRoad: USA](#)

Game modes: the campaign

Moenchengladbach/Germany, September 25, 2017 – During the last few weeks Deck13 Hamburg and astragon Entertainment have been very happy to reveal first gameplay features of their new management simulation game **TransRoad: USA**. They now return with new information on the gameplay modes of the upcoming title set to be released for PC and Mac on November 9, 2017. In **TransRoad: USA** ambitious future haulers can be looking forward to three such game modes: campaign, quest and sandbox.

The campaign of **TransRoad: USA** lets the player take on the role of an experienced trucker, who, together with friend and colleague Billy Bowman, delivers cargo across the USA in the employ of an established hauler. They are both looking forward to a long planned camping trip to the Grand Canyon that is to follow the completion of their current contract. This plan is however thwarted by none other than their own employer – both truckers are fired! After getting over the initial shock, Billy and his friend hatch an ambitious plan: they will use their expertise and found their own truck company! Luckily the two young entrepreneurs are not only able to secure a first loan, with which they buy a company site in Augusta/Maine, but there is also Billy's very own truck and trailer, which gives them the opportunity to start tackling deliveries right from the start. First successfully completed contracts see their popularity rising with their clients and soon they are able to hire other drivers and invest in new trucks. Everything is going great, well that is, until the first official prosecution letters arrive that talk of irregularities concerning the company's foundation and other serious accusations. Who might be behind this nasty act of sabotage?

The campaign mode of **TransRoad: USA** has not only an interesting story to offer to the players, but is also perfect for introducing them to the gameplay mechanics of the management simulation game, which they will also encounter in the quest and sandbox mode and which are absolutely necessary to lead their businesses to success.

More information about the quest and sandbox mode will follow soon. **TransRoad: USA** will be available in retail and online starting November 9, 2017.

Find more information about the development of **TransRoad: USA** also on Facebook:

<https://www.facebook.com/transroadgame/>

Players looking to put the game on their wish list can find **TransRoad: USA** on Steam™ already today:

http://store.steampowered.com/app/494670/TransRoad_USA/

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About astragon Entertainment GmbH

astragon Entertainment (founded in 2000) ranks among the leading independent games publishers in Germany. Our versatile product portfolio focuses on high-quality technical simulation games such as Construction Simulator, Farming Simulator or Bus Simulator, but also covers complex economic simulations and strategy games. The distribution of the Big Fish franchise (Mystery Case Files, Dark Parables, Grim Tales) completes our exciting product range. Games by astragon are available worldwide on many different platforms such as consoles, smartphones, tablets and PC. Please visit us for more information at <http://www.astragon.de/en/>

About Deck13 Hamburg:

Deck13 Hamburg is a German game development studio founded in 2013. We specialize in strategy and simulation games with our most recent releases being „TransOcean: The Shipping Company“ (2014) and „TransOcean 2: Rivals“ (2016) for PC and MAC OS. Our experienced 8-person-strong team is currently developing „TransRoad USA“, a management simulation game, which is set to be released in fall 2017.