

Ship Sim

M A G A Z I N E

Issue 11

July 2010

Your first port of call for the latest virtual shipping news

The largest super ferry... in the world

Crossing from Harwich to the Hook of Holland on board Stena Hollandica, Stena's latest ferry and the largest in the world.



MARBELLA DELIGHT

Reviewing ShipSim's speed yacht



Exclusive screenshots
of SSE inside!

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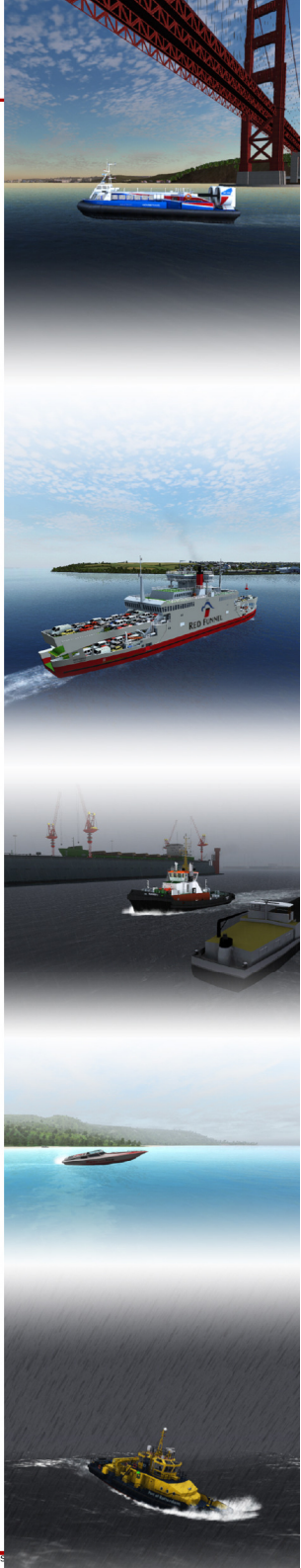
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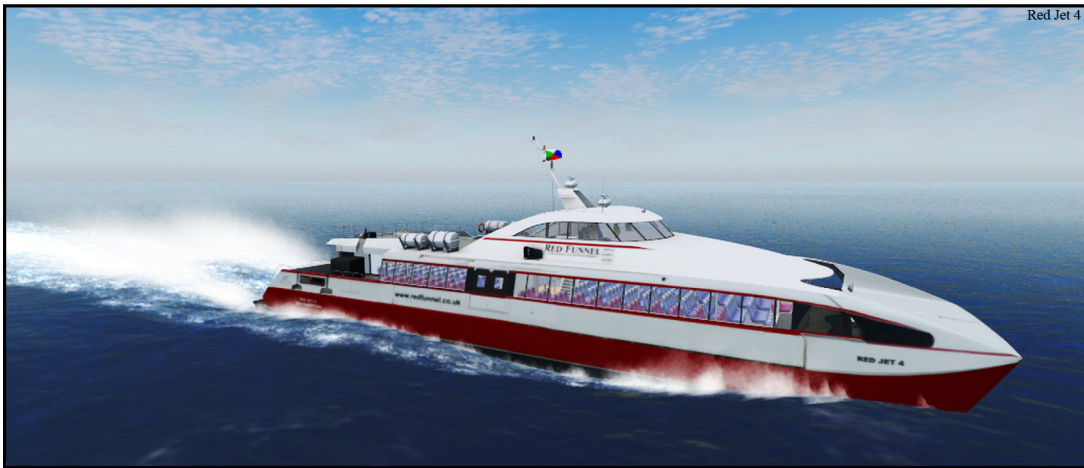
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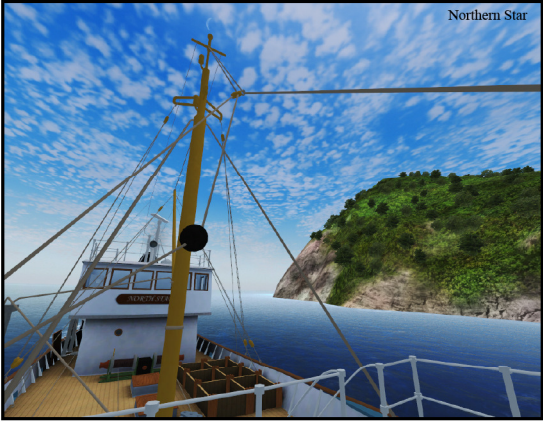


Bugsier 2

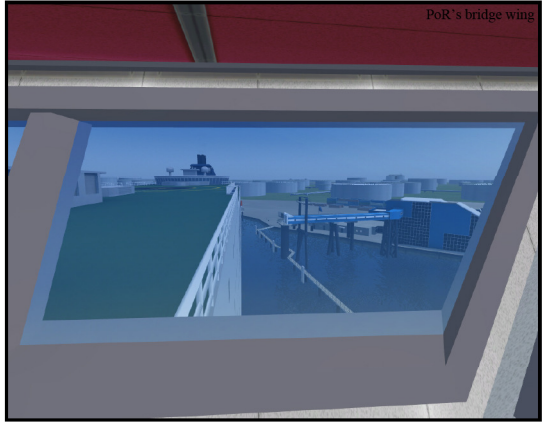


Red Jet 4

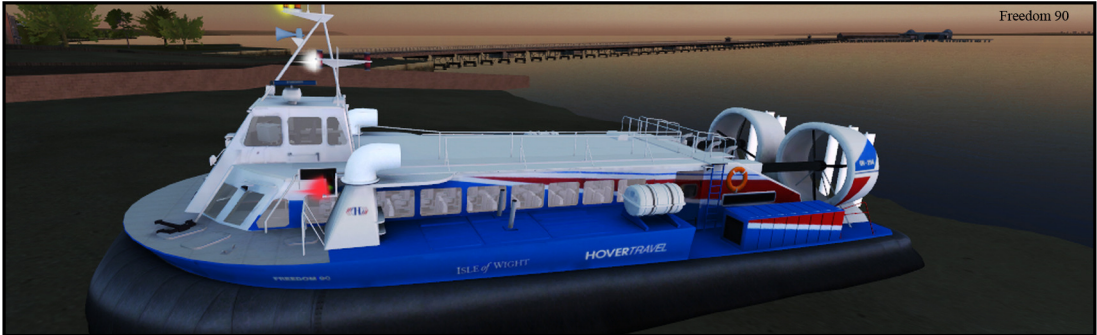




Northern Star



PoR's bridge wing



Freedom 90



The pilot boat in New York

Marbella Delight

McGherkin

The Marbella Delight is a typical example of a modern motor yacht, or rather a Speed Yacht, because it has an open cockpit and only one helm position. However, this doesn't mean that there will be any less comfort for those who sail aboard her. With richly decorated and spacious berths for several passengers, Marbella Delight feels almost like a second home. Her description in Ship Simulator 2008 says, 'Toys for the Boys!' Well, this is one expensive toy, at somewhere around £2,000,000. (In the motor yacht industry, it's said that one metre of yacht costs £100,000.)

Marbella is designed to plane on top of the water, rather than cut through it, and coupled with two powerful diesel engines she will hit a top speed of around 35-40 knots. With responsive



steering and the latest technology in water-gripping hulls, she will handle as well as she accelerates. In harbour, Marbella (and indeed, most of the vessels of her type) makes use of a bow thruster to allow even the most inexperienced skipper to moor her with ease. In fact, Marbella can even be persuaded, with a bit of practice, to travel sideways with ease.

Like most modern yachts, Marbella is made from GRP, better known as Fibreglass, which is incredibly light and strong. Amazingly, it is possible to see the glow of daylight through the hull, although it's normally covered up with panels.

Marbella Delight is certainly well named; she is named after a resort in Spain which is famous for being a home for the richest people in the world, and there are plenty of these vessels moored up in Marbella. Marbella is very popular amongst most of the Ship Simulator community, with the mixture of high top speed, easy handling, high purchase price and rarity. It appears that M.D. will be in Ship Simulator Extremes, albeit with a new red paint job. No doubt she will be helmed by as many, if not, more players in multiplayer and offline than ever before.

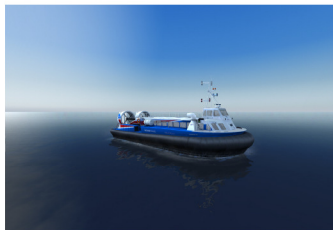
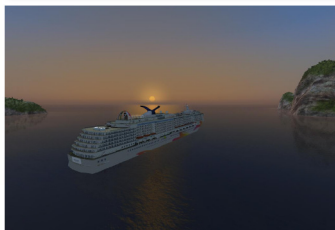




CONGRATULATIONS!

To June's POTM Winner

The Ferry Man



EDITOR'S CHOICE

This video by Capt. Jim gives an interesting insight into operating a dock-side crane transporting containers.



Stena Hollandica

Ryan Hollis



On the 23rd of June, at 20:15, we left Harwich international port and boarded Stena Hollandica. We got our key for cabin number 11148. From previous Holland trips I have been on, our room was a mirror, a toilet and two bunk beds with no railings!

However, when we opened the door it was dark and we turned the light on and noticed a huge window, a bed with railings, a flat screen TV, a

room temperature control and a shower with a door!

After we had sorted where to put everything we were called to dinner. The dinner was burger and chips which was mouth-watering. Every member of the crew was happy and shook our hand and told us their name and their job on the ship. They then served us

ice cream with fruit and mint chocolate leaves.

Later that night we were told to go to bed but we were too busy watching the news in our cabin to listen. When the news had finished we had a mid-night feast from the stuff we had out of our cupboards from home. By the time we had finished we had just started moving and we stayed at the window for the rest of the night watching all the ships go past. When we started to see the lights of Rotterdam, we were called back to the Metropolitan restaurant for our breakfast. At 6:00am we left Stena Hollandica for the theme park Efteling.



Navigator's Diary



The Beaufort Scale, officially called the Beaufort Wind Force Scale is used by mariners to describe wind speed at sea.

It was first created in 1806 by Sir Francis Beaufort who was an Admiral in the British Royal Navy. For years observations on wind speed and the effect it had on the sea state differed from sailor to sailor. Beaufort however, standardised this for the first time. Over the years the scale has evolved and changed to become what it is today.

The highest number on the modern scale is gale force 12; hurricane force. The lowest number is force 0 with flat seas.

Nautical Term of the Month

Figurehead

Mostly found on old sailing ships and steamers, a figure head is a symbolic image on the bow of a ship.

Vessel of the Month

Morning Midas

Morning Midas, built in 2006 is owned by Zodiac Marine and is 183 meters long with a beam of 32 meters.

With a gross registered tonnage of 46,800 and dead weight tonnage of 12,672 she is capable of reaching 20 knots. *Morning Midas* is a vehicle carrier and is registered in the United Kingdom.

Zodiac Maritime Agencies Ltd was formed in 1976. Funnel colours are mainly blue with a "Z" in front of a white globe.

MULTIPLAYER TIPS

Although ships now communicate with other vessels and the authorities by radio, horn signals are still used to let surrounding ships a vessel's intentions. Below are some horn signals that can be used in multiplayer:

- I am altering my course to starboard.
- ■ I am altering my course to port.
- ■ ■ I am operating astern propulsion.
- ■ ■ I would like to overtake you on your starboard side.
- ■ ■ ■ I would like to overtake you on your port side.
- ■ ■ ■ The vessel being overtaken agrees with the manoeuvre.
- ■ ■ ■ I doubt your intentions there is danger ahead.

These directions were posted on the Official Ship Simulator forum by Ballast. For more terms and regulations you can use in multiplayer, check the sticky topic in the "Multiplayer" board.

Some nautical terms explained

No room to swing a cat: In the old days of sail, every member of the crew onboard a ship would be made to stand on deck and witness another crew member being punished with the "cat 'o' nine tails".

The "cat 'o' nine tails" was a whip used at sea to punish offending sailors. It had nine tail ends, hence why it was called the "cat 'o' nine tails". When a sailor was due to be flogged the entire ship's company would be called on deck and had to witness the sailor being whipped. In crowded conditions the person charged with the task of whipping a fellow crew member might not have enough room to swing the whip. Hence we arrive at the expression "No room to swing a cat".

Oilskins: Clothing worn by sailors on deck during bad weather.

FROM THE BRIDGE

Dev Diary No. 4

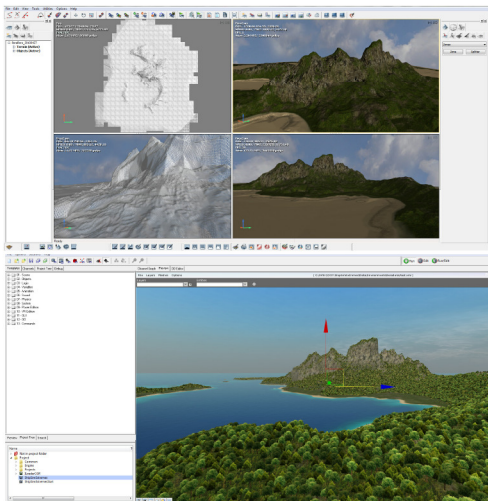
Tourist Tales...

Forgive us if this is stating the bloody obvious, but being a master craftsman working on a game that features locations all over the planet has its perks. And we're not talking small perks either, as the guys and gals from the modelling department will undoubtedly confirm (or at least we've never heard any of them complain).

After all, we're creating a simulator, right ? And these environments need to be modelled as accurate as can be, right? It does take some persuading of management and shareholders, but in the end, a « research » trip to Marseille, New York and Sydney - to name but a few - is a great asset to creating an environment that gets as close to the real thing as possible. And just in case we fail miserably, at least we've had one hell of a vacat... working experience. Keeping this in mind, it must come as no surprise that whenever we start talking about which new environment to add, the modellers are often throwing in the most exotic locations. More so, that if we'd let them have the final word, the new Ship Simulator Extremes might just as well have been called Ship Simulator Exotic Holiday locations I'd like to go with my wife/girlfriend (maybe a thought for an add-on ?) On the other hand, when we decided together with Greenpeace on adding the Antarctic, there was a look of utter fear on some of their faces. « *Surely they're not gonna send me to...* »

A modeller's biggest friend when on one of these research trips is his camera. Enormous amounts of photographs are needed to give a good impression of the look and feel of an environment. As our game focusses on the player being on water, going on a boat ride through the environments gives the best results. Once the pictures are taken, it's time to work some magic and show off some technical skills. You take your sea charts, elevation data & satellite images of the area and align them meticulously. The result is something the best geometician would be proud of. Once you have your terrain correct, it is time to fill in the details, paint the environment and add buildings and famous landmarks to the lot.

The best reality check is our community. A lot of our players are avid ship owners or professionals, who are familiar with one or more of the harbours in the game. The biggest compliment we can get is that they actually find their way through the harbour as they would in reality, using the environment as their point of reference. On the other hand, whenever we mess up or the terrain does not correspond to the real thing for some reason, our players are the first to let us know. So we can proceed and correct any mistakes that still exist. After all, it has to be correct. Sometimes we wonder if our modellers leave a small error in the map, just so they can go back for some « *more pictures* ». They wouldn't...would they ?



notices

Looking for artists

ShipSim Magazine is looking for someone to carry on the "Old Nick and Bernard" cartoon series featured in the magazine. If you are interested please send an email to shipsimmag@googlemail.com.

ShipSim News Page

The ShipSim News page will not go ahead due to no interest from the community.

shipsimmag@googlemail.com

ShipSim Magazine is going Extreme!

Over the next few months behind the scenes we will be working to produce a new look Extreme style design.

Shortly after the release of this issue we will be releasing surveys asking you, the readers for what you want to see.

Stay tuned!

server information

Below is information on various custom servers open to players. It gives information on who runs the server, and when it's generally open. Servers marked with a * require New Horizons.

IRI5HJ4CK's Towing Service Official Server (Marseille) *

This is the official IJTS server. www.ijts.co.uk

Emails are sent out with up to date information on the IJTS server.

Viking Tug Company Server 1 (Marseille) *

One of three Viking Tug Company servers

Hosted by TJK normally runs 24/7 except for short periods for daily maintenance.

Viking Tug Company Server 2

Second of the three Viking Tug Company servers

Hosted by TJK normally runs 24/7 except for short periods for daily maintenance.

CALLING ALL SERVER HOSTS!

If you host a server and would like to let people know about it please send ShipAddict a message. We'd be more than happy to advertise your server here.

events

IJTS Server

The IRI5HJ4CK's towing service server is now back online for the foreseeable future. It normally runs on Friday evenings and through out the weekend.

www.ijts.co.uk for details.

Regular Multiplayer Meetings

Check the billboard topic at the top of the Media board for up-to-date information on server meetings.



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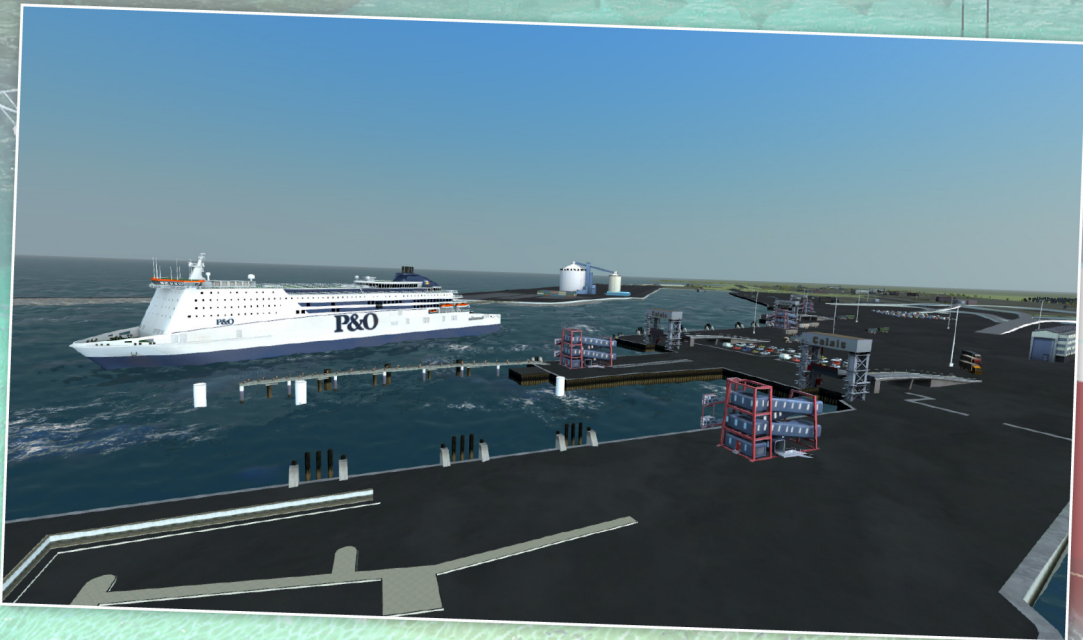
Ship Simulator 2004

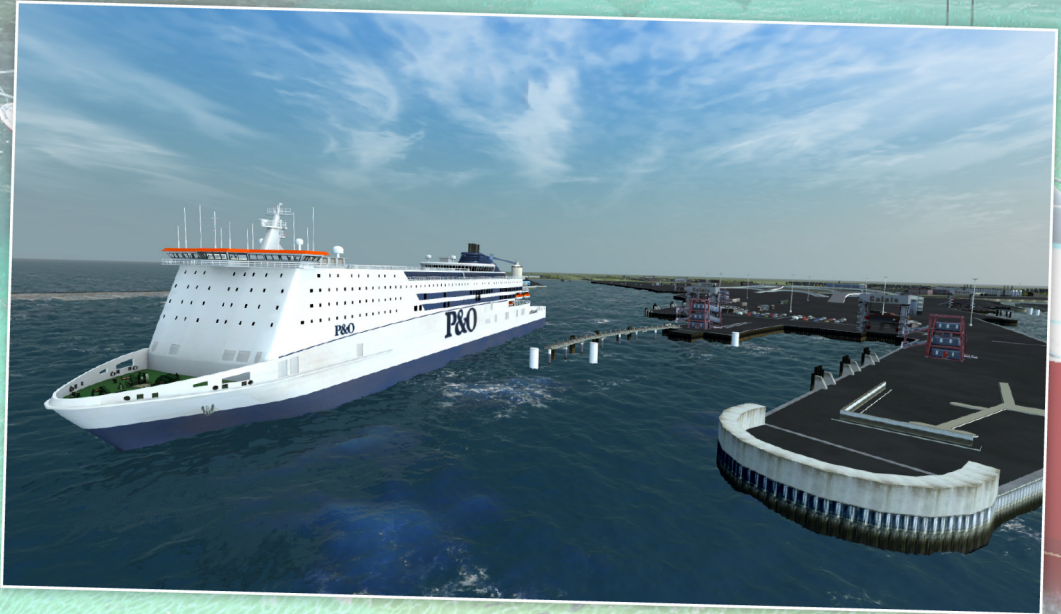
Ship Simulator Group On Steam

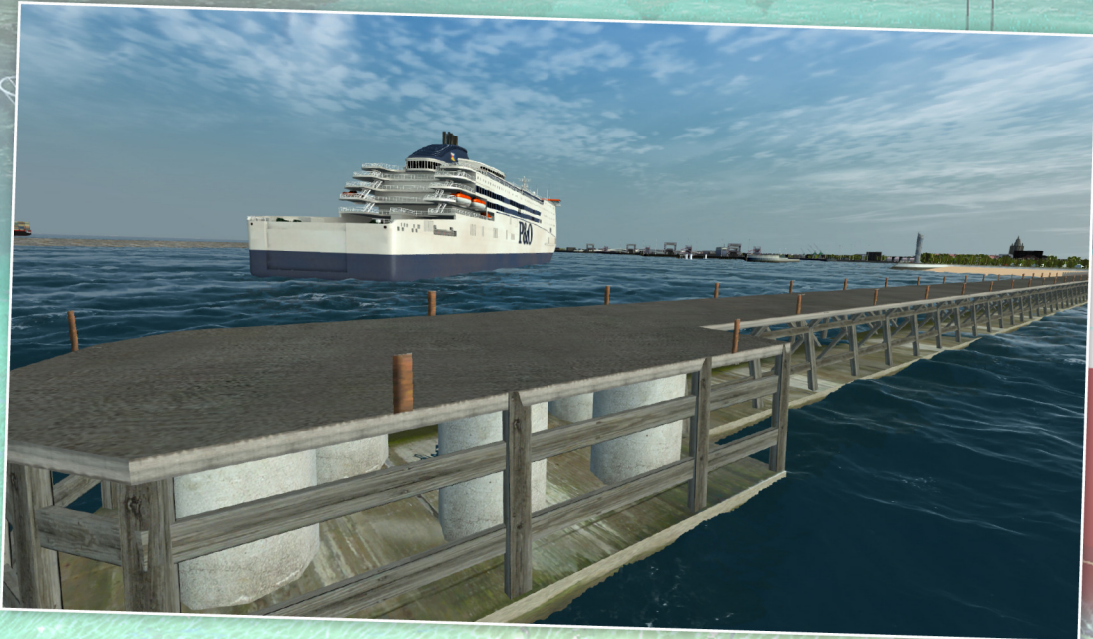
Steam allows players to enrich their in-game experience, by providing an overlay which allows you to surf the internet, chat with friends and see the latest news. I (McCherkin) have created a Ship Simulator Group, and am looking for someone to host a server every weekend. If you are interested, you can PM me on the SS forum. Join the Steam group at <http://www.steamcommunity.com/groups/ShipSimulator> and comment there, or email me at McCherkin@studios.noemail.co.uk

Hope to see you soon! McCherkin

Brand new Calais screen shots from the upcoming SSE!







ShipSim Magazine *Needs you!*

We are constantly looking for new people to contribute to the magazine. Every month we need new people to write content.

Some content is only as little as 3 paragraphs! So getting involved couldn't be easier.

We need volunteers in order for ShipSim Magazine to continue to grow. We are also happy to organise articles several months in advance if you can't do anything for the next issue.

If you'd like to help in any way please send an email to:

shipsimmag@googlemail.com

All questions and queries should also be sent to the same address.

All help is much appreciated!

last month's quiz answers

Congratulations to krill87 for guessing last month's guess the ship, and Kapn Jonah for finding the correct differences in Spot the difference.

Ship Quiz

Question:

1. Gross registered tons
2. 3 years
3. -
4. 26.5m
5. New Horizons

Guess the Ship

Tallin's Superstar.

Nautical Term

"Abel Brown"

A sea shanty about a young sailor trying to sleep with a maiden.

Ship Sim MAGAZINE

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Ship Sim MAGAZINE

**Queries? Suggestions?
Contact us at:**

shipsimmag@googlemail.com

NEXT MONTH...

Ship Sim MAGAZINE Is 1 year old!



To celebrate our first anniversary we will producing the largest issue yet. Don't miss out and download it on the 26th August!



The world's largest ocean liner

NathanC tells us about the Queen Mary 2, the world's largest ocean liner making regular transatlantic crossings.

Including...

- Competitions page
- Vessel in Focus
- Navigator's page
- And much more!

ShipSim Magazine Issue 12 will be available to download On the 27th August.

Contents of this box subject to change.



Ocean Liners

Learn about classic Ocean Liners

OceanLiners.com is a new site containing lots of information on the great Ocean Liners, brought to you in a fun, and period style.

Read liner information in the 'Ship's Library' or learn about nautical subjects in the 'Crew Training' section.



www.OceanLiners.com
