

# ShipSim

shipsimmag.com

## magazine

### Ferry Special

20

ISSUE



Exclusive VSTEP Developer  
Interview

Fresh set of SSE  
Pictures

Special Ferries  
Pictorial

### 3 Vessel in Focus

This month we take a look at the White Marlin, recently introduced with the Ferry Pack and already a popular vessel.

### 4 Pictures from SS

A new month and a fresh set of pictures from Ship Simulator Extremes.

### 6 Competitions Page

The usual quizzes and word searches including 'Guess the Ship' as well as a new crossword puzzle.

### 7 Media

View the winning picture for last month's 'Picture of the Month' competition and some new ShipSim pictures.

### 8 Real Life Pictures

A selection of pictures from the maritime world.

### 10 Albatross IV

The Ferry Man charts the history of the popular Albatross IV included in the recently released Ferry Pack.

### 12 Ferry Pictorial

We present to you a special ferry pictorial made up of pictures submitted by SSM readers.

### 15 Ocean Liners Page

This month we continue with the French theme and examine the Ile de France.

### 16 Exclusive VSTEP Interview

SSM takes a look behind the scenes of VSTEP with this exclusive interview with the Lead Developer, Martijn.

### 18 Wardroom

SSM notices, contributors as well as a look at Issue 21 of ShipSim Magazine.



[facebook.com/shipsim](https://facebook.com/shipsim)



[twitter.com/shipsim](https://twitter.com/shipsim)

## Ship Simulator's first InCat ferry

The **White Marlin** is the first InCat ferry to join the Ship Simulator fleet.

White Marlin is an example of an 86 metre InCat ferry that are used by several ferry companies, including Condor Ferries which operate a service from Poole, UK to the Channel Islands.

Equipped with four Lips LJ145D waterjets she can reach speeds of up to 40 knots.

InCat, which have built the 86 metre catamarans for Condor Ferries has also developed a large range of models in varying sizes that are also used all over the world from the US military to 30 metre catamarans for Isle of Wight ferry operator, Wight Link.

One of the largest InCat wave piercing catamarans is the 112

metre Norman Arrow operated by LD Lines which operated on the Portsmouth to Le Havre route during 2010.

With the release of the Ferry Pack and White Marlin, some new features were introduced to the game including the ability to open and close the water tight doors and ramps which allows the player to enjoy a more realistic experience.

Players are able to undertake the full Dover to Calais run with the White Marlin and there are a variety of missions available from the in-game campaign as well as a downloadable custom missions available from the 'Download content' section off the main menu in Ship Simulator Extremes.



### White Marlin Facts

<b>Length:</b>	86m
<b>Beam:</b>	26m
<b>Draught:</b>	3.5m
<b>Speed:</b>	Up to 40kn
<b>Tonnage:</b>	5,007 tonnes
<b>Capacity:</b>	741 passengers 200 vehicles
<b>Virtual Operator:</b>	Channel Ferries

### Did you know...?

- InCat, the developer of the 86 metre catamaran is based in Tasmania, Australia
- Condor Ferries has four InCats.
- InCat is currently building another 112 metre catamaran
- InCats similar to White Marlin are used all over the world including the US military
- InCat was founded in 1977
- Condor Ferries also use a 74 metre catamaran developed by InCat
- Norman Arrow is one of the largest InCats in the world.

# Pictures *from* SS





## Guess the Ship

### Guess the Ship



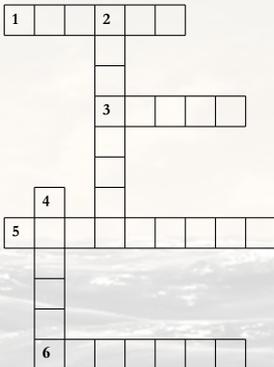
Can you guess the name of this ship and who operates her?

### Ship Quiz

- Name of this month's vessel in focus?
- Bugsier 2 operates in \_\_\_\_\_
- Name of the steam tug in SS08?
- What is the name of the ferry featured on the cover?
- What was last month's vessel in focus?

### Nautical Term of the Month

Scuttle



Down:

2. Liner featured last month
4. Nerve centre of a ship

Across:

1. Last month's nautical term
3. Device that sends an electrical signal that picks up other ships
5. Last month's Guess the Ship
6. These provide a ship with power

Send your answers to:

[editor@shipsimmag.com](mailto:editor@shipsimmag.com) or via our [contact form](#).

Winners will be mentioned in the next issue.

## Last Month's Answers

### Ship Quiz:

**Q:** Tug in Issue 18...

**A:** Bugsier 2

**Q:** Herkules Atlas is a...

**A:** Pushboat

**Q:** Heavy lift vessel in SS

**A:** Jumbo Javelin

**Q:** Dover - Calais ferries cross the...

**A:** English Channel

**Q:** Name of the cruise ship that won the CCC

**A:** Oceana

### Guess the ship:

Freedom 90, operated by Hover Travel.

### Nautical Term

Scuttle

A small opening in a ship's deck or hull. (Scuttling is deliberately sinking a vessel)

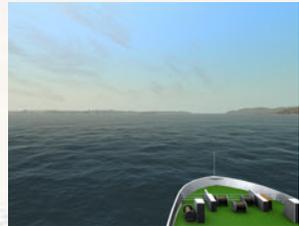
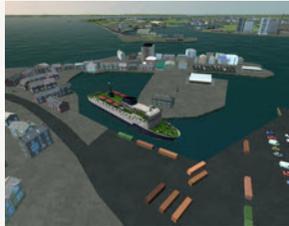
### Word Search

Rudder  
Atlantic  
Keel  
Chart  
Liner  
Crew

## Congratulations to December's POTM Winner!



The Ferry King



**i** Remember you can send your in-game pictures to be featured here via our contact form at [shipsimmag.com](http://shipsimmag.com)

Michael Snell



Gert



The Ferry Man



Michael Snell





Andreas Dyngen

P148895



# THE ALBATROSS IV

**Albatross IV** has been a static ship for far too long as the Coromuel, but with the release of the Ferry Pack she was finally made playable, and was given a new name: the Albatross IV. The Albatross IV is a drive through ferry.

The Albatross IV is based on the famous Papenburg sisters – this was a series of sister ships built by the Jos L Meyer Papenburg shipyards in Ems, Germany. In total 9 of these versatile ships were built, and have operated numerous routes all over the world, including Kapellskär (Sweden) – Helsinki (Finland), Sheerness (UK)-Vlissingen (Holland), Poole (UK)-Cherbourg (France) and La Paz

(Bolivia) – Mazatlan (Mexico). The Coromuel herself, on which the Albatross IV is based, also operated between La Paz – Mazatlan for Semantur, before being sold in 2004 to Baja Ferries and renamed Sinola Star. She has a capacity for 650 passengers and 414 lane meters for vehicles.

She was powered by two Deutz Diesel Engines which provided a top speed of 16 knots. Her passenger capacity was actually lower than the other Papenburg Sisters which each had a passenger allowance of 1200 passengers;

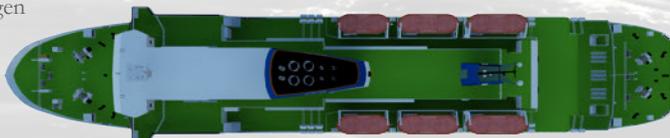
although the Puerto Vallarta had hers reduced to 600.

Sadly she was sold in 2009 to an Indian breaking company, where she was scrapped.

The Albatross IV finally made it to playable status in the Ferry Pack DLC for Ship Simulator Extremes.

The model is a well detailed vessel, and features operating stern loading ramp and bow visor. She has three bridge view modes, which are the centre of the bridge, and both of the bridge wings.

*Continued...*





She has limited walk through, which is limited to the bridge and the bow area, which is accessed by a ladder on either side of the bridge superstructure..

She has a top speed of 17 knots, and can complete a Dover-Calais crossing in approximately 90 minutes.

**Albatross IV facts:**

The Coromuel has a large Dummy Funnel, with the real

funnel being a smaller one located towards the stern

Coromuel was the 6<sup>th</sup> Papanburg Sister to be launched

There are 9 different Papanburg Sisters

The Coromuel was built by the Mayer Werft shipyard, which is still running today, building ferries and cruise ships such as the Pont-Aven, Jewel of the Seas and Disney Dream

The sister ship Viking 5 was renamed The Viking

and was the first ship used by Sally Line

Five of the Sisters are still in active service; the other four sadly have been scrapped.

The first Sister was launched in 1969. The final one was launched in 1974

Albatross IV	
Length:	108.7 metres
Beam:	17.25 metres
Draught:	4.6 metres
Speed:	17 knots
Capacity:	650 people



The Ferry Man



Michael Snell



Gert



Michael Snell



Gert



Gert



The Ferry Man



The Ferry Man



Gert



**Welcome** to the Ocean Liners page, produced in association with **OceanLiners.com**. We continue, once again with the French theme and this month present the Ile de France.

## History of the Ile de France

The SS Ile de France (Isle of France) was a revolutionary French ocean liner, setting new standards in design and style, and the first large liner to be built after World War I.

She was the second of four passenger mail liners built in an agreement between the French Line (Compagnie Générale Transatlantique) and the French government, and construction started at the Penhoët Shipyard, in St. Nazaire, France in 1925.

The 'Paris Exposition des Arts Decoratifs et Industriels Modernes' was also in 1925, where the term 'Art Deco' was born. The SS Ile de France would incorporate this new style, and also included an entire Parisian pavement-café, grand first class entrance hall, and passenger cabins in many different styles.

Thousands of people turned out for her launch into the River Loire, on the 14th March, 1926

Fourteen months later she was ready for her sea trials (29th May, 1927). During these trials she reached a 23.5 knot top speed. The maiden voyage departed Le Havre on 22nd June, 1927, stopping in Plymouth a day later, before continuing to New York. During the Second World War, the Ile de France was laid up at Pier 88 in New York.

In 1941 she became a British troop-transporter, and was returned to the French Line in 1947. The French Line sent the liner back to the Penhoët ship yard for conversion back to a

passenger ocean liner. Several changes were made, including a change from three funnels, to two. She went back into service in 1949.

In 1958 the Ile de France was retired, and despite ideas such as using her as a museum, hotel and even tourist centre, she was sold to a Japanese scrapping company, departing Le Havre for Osaka on 26th February, 1959. She was renamed Furansu (France) Maru for the voyage.

Prior to scrapping the Japanese company chartered her as a prop in the American disaster movie 'The Last Voyage'.

The French Line went to court resulting in the funnels being partially repainted, and the original name barred from inclusion in the movie. During production the forward funnel was crashed on to the deckhouse, explosions detonated around the liner, and she was even partially flooded.

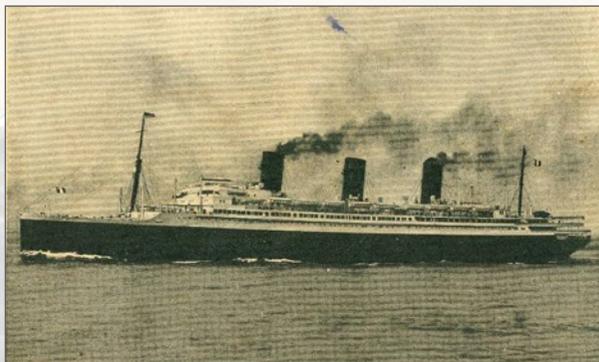
Eventually the SS Ile de France continued to Osaka, and was scrapped.

## Ile de France Facts

<b>Built:</b>	1925
<b>Builder:</b>	Penhoët Saint Nazaire
<b>Length:</b>	791ft
<b>Beam:</b>	91ft
<b>Speed:</b>	23.5kn
<b>Fate:</b>	Scrapped 1959

## Timeline:

<b>1925:</b>	Laid down.
<b>1926:</b>	Launched into the River Loire
<b>1927:</b>	Sea trials and maiden voyage
<b>1941:</b>	Converted to British troopship
<b>1958:</b>	Sold to Japan for scrapping



To celebrate the **20th Edition** of ShipSim Magazine, we bring you an exclusive interview with VSTEP's Lead Developer, Martijn who has played a major role with the development of SSE.



**What is your position at VSTEP? And what does it involve?**

My position is project leader and programmer. As project lead, it involves assigning tasks, keeping track of the planning and taking game-design decisions. As programmer, I helped working on the groundwork for the game, laying out various basic systems for the game and future projects at VSTEP. I also designed the GUI for Ship Sim Extremes.

**How did you become involved in game development, and employed by VSTEP in particular?**

As a little kid, I played games, as a young teen, I created levels in old engines like the Build engine or Quake 1.

I started learning to create 3D models as a teenager and did an IT-graphics study after high-school. I started at VSTEP as an graduate, but stuck around for years to come and are still working here. I was involved, at some level, in all the Ship Simulator games.

**What factors do you look at when deciding on new vessels for an add-on?**

We have a dedicated crew of beta-testers and fans who we frequently ask which ships they'd like to see next, we've got ideas of our own and our publisher has a few as well. We always felt that players would like a ferry pack, seeing that the Coromuel was much talked about in SS08, even if it was a non-player ship. We try to appeal to our fan base as well as try to expand the audience for the game each time we create an add-on.

**In what order do you program a new add-on such as the ferry pack? Which areas are the hardest?**

The hardest is always to scrap features from the long (long) list of features we'd like to include, due to time-constraints.

As for the order, we always work in parallel; models and new features and bugfixes are worked on at the same time.

**The Ferry Pack sees some new types of vessel being introduced to the game such as the Rozenburg. Was there a particular ferry in the pack that posed a particular challenge to program?**

For the Ship Simulator-series, we always choose ships that we hope the fans find interesting, like the Rozenburg. One of the few features included are the ramps and hatches for the ferries. We had some problems getting those going initially, but it all worked out in the end. *Continued...*





**How long did it take to produce the Ferry Pack from start to completion?**

We started on the Ferry Pack, I think in November of last year, and it was finished a few weeks before the actual release in March (or April if you're on Steam).

So, give-or-take a month or 4. There is some overlap with the 1.3.5 update and some of the ship models were started a bit earlier, so it's hard to exactly pin-point the time we started.

**The Ferry Pack was the first major add-on for SSE. Are there any plans for similar types of pack in the**

**future such as a freight add-on?**

There are more things to come for SSE in the future; this includes the CCC content that we're still hard at work on, another update, and maybe a surprise or two.

**Do you have a favourite ferry in the pack?**

I personally like the White Marlin. It looks sleek, mean and fast. The bridge also has a nice clean look to it. I am also unable to control a ship with azimuth controls perfectly, otherwise, the St Pauli would be contender too.

**Do you have a favourite environment in the game?**

Port Jackson is by far my favourite, and I hate to admit it, this is mainly due to its technical and graphical features. It has the most trees and houses in the game, was the first new environment created for Ship Sim Extremes and I think looks the best generally.

**What do you enjoy most about being involved with ShipSim?**

Personally, I learn something new every day, whether it's technically or nautically. Not being a skipper myself, there is new information to be found on all kinds of subjects.



## SSm Centre

### ▪ A 'ferry' special issue!

Thank you to everybody who contributed to the SSM Ferry Special, we're delighted to say that we have never had so many contributions, particularly pictures. Thank you!

### ▪ Calling all mariners

If you work at sea and would like to tell us about your work or take part in an interview we would love to hear from you. If interested send a message via [shipsimmag.com](mailto:shipsimmag.com) or a direct email to [editor@shipsimmag.com](mailto:editor@shipsimmag.com).

### ▪ Magazine feedback

Don't forget you can send us your SSM Feedback by going to [shipsimmag.com/contactus](http://shipsimmag.com/contactus)

Name	Link	Description
Great Lakes	<a href="http://www.boatnerd.com">www.boatnerd.com</a>	Great lakes.
Panama Canal	<a href="http://www.panamacanal.com">www.panamacanal.com</a>	Panama Canal site.
Marine Traffic AIS	<a href="http://www.marinetraffic.com/ais">www.marinetraffic.com/ais</a>	Vessel tracker.
Professional Mariner	<a href="http://www.professionalmariner.com">www.professionalmariner.com</a>	Maritime magazine.
Ships Monthly	<a href="http://www.shipsmonthly.com">www.shipsmonthly.com</a>	Maritime magazine.
Maritime News	<a href="http://www.marinelink.com">www.marinelink.com</a>	Maritime magazine.
Marine Log	<a href="http://www.marinelog.com">www.marinelog.com</a>	Maritime magazine.
Baird Maritime	<a href="http://www.bairdmaritime.com">www.bairdmaritime.com</a>	Online news.
Marine Link	<a href="http://www.marinelink.com">www.marinelink.com</a>	Maritime magazine.

Thank you to Chitch for compiling this set of maritime links.



## ShipSim magazine

Editor/ Creator: ShipAddict

Monthly contributors:

Chitch, OceanLiners.com

Written contributions:

Nathan|C, The Ferry Man

Pictorial contributions:

Nathan|C, MS Tiger, Michael Snell, Gert, Andreas, Thomas Attree, Xenon, Jsoccerzombie, Malle Heitetty Kippari

Other contributors:

-

Special thanks to:

Frank\_VSTEP, Swenson, Martijn

[www.shipsimmag.com](http://www.shipsimmag.com)

All articles and images property of their respective owners. No content from this magazine may be copied without permission from the owners.

**Silverline Web Hosting**  
Silverline Web Hosting Provide fast and reliable servers and our main aim is to provide our customers with top notch web hosting with dedicated round the clock support. We provide a range of services including shared web hosting, email only accounts, file storage, domain names and website design.  
New customers now get double bandwidth & disc space!

- 99% Uptime
- 24/7 Help & Friendly Support
- Affordable Prices
- Latest Hosting Technology

[www.silverlinehosting.co.uk](http://www.silverlinehosting.co.uk)

## Want to keep your Ferry Pack safe?

Now you can with this user made addon cover!

To view and print your version from [shipsimmag.com](http://shipsimmag.com), [click here](#).



## Next month...

Vermaas

We take a look at SSE's container ship, Vermaas and the role these ships play in the maritime world.

Not forgetting the usual SSM favourites including:

- Wardroom
- Competitions Page
- Ocean Liners page
- Vessel in Focus

Content in this box may change.

ShipSim magazine Issue 21 will be available from the 23rd May 2011



# 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](http://www.OceanLiners.com)

---