



Lighthouse and Vstep to offer free, new location for Ship Simulator 2006

Haarlem, The Netherlands, August 8th 2006 - Publisher Lighthouse Interactive today released 18 new Ship Simulator 2006 screenshots and an astounding first look video. Both reveal a brand-new location for the game: the harbour of New York.

About the update

Originally developed for the US version, the new harbour will soon become available as a FREE downloadable add-on to all European Ship Simulator 2006 owners. Pjotr van Schothorst, Technical Director of VSTEP: "New York harbour was the most labour-intensive environment we've encountered so far. We've added a vast number of buildings to the game and dropped in several new AI ships and even some helicopters along the way!"

Van Schothorst continued: "Apart from the New York scenery and missions, we've also implemented various requested features in the patch, like horns on every ship, and some customisation options of the Patrol Vessel. In addition to the software update we are very proud to announce the Ship Control Unit (by Wilco Publishing), a hardware input device specifically developed for our game. This unit, of which the software interface is part of the patch, brings us one step closer to the professional use of our Ship Simulator as a training tool".

Lighthouse Interactive CEO Erik Schreuder added: "This additional free location 'New York harbour' is the kind of thing we pride ourselves on doing at Lighthouse Interactive for the ever growing fanbase of Ship Simulator 2006. I hope it reflects the commitment and dedication both us and the developer are giving the community, aiming to support this as a great franchise for all sim fans".

A Lighthouse spokesman also said the NY harbour will be included in the September releases for the fully localized versions of Ship Simulator 2006 in France, Italy, Spain and Poland.

The add-on / patch for the UK version will be released around August 21st on our website and several mirrors.

About Ship Simulator 2006

Ship Simulator 2006 is a revolutionary new sim game that puts players at the helm of some of the most varied and detailed ships to be found at sea, where they will need to perform a multitude of tasks, all set within a stunning 3D environment. Players will take control of a wide array of ship types, from massive cargo ships to speedboats, yachts, water taxis and even the mighty Titanic. The waters you sail are also as varied as the ships, from the biggest harbours in the world, such as New York, Rotterdam and Hamburg, to the calm aqua marine waters of the Thai Phi Phi Islands. Gamers will experience how challenging it is to steer the Titanic through shallow water, or just how it feels to navigate a cargo tanker or tug boat - including how diverse the controls are.

Raymond Snippe
Development & PR

Lighthouse Interactive - Navigating Entertainment

Email: raymond@lighthouse-interactive.com

Direct: +31 (0)23 5409449

Fax: +31 (0)23 5401153

Please visit our website: www.lighthouse-interactive.com