



PoC Sim3D Manual

Introduction

Ports of Call Simulator 3d (PoC Sim3d), the container ship simulator, is called by PoC XXL for berthing and manoeuvring through reefs and icebergs, but can be also played standalone. PoC Sim3d supports two simulation modes. The arcade mode is more like in the old poc easier and faster to play, the simulation mode is more like the real ship with more inertia and more features like drift on rotating propellers etc. (captains will like it). PoC XXL can call PoC Sim3d for harbours and events, you need a Platinum License for this feature. Licenses are valid for all PoC Versions that is all updates and release versions !!

Please help us by buying a license to have an ongoing PoC XXL development - we will add user wishes (see forum) also, this is the first know (by us) game like this with so much user influence.

**** The Platinum License is valid for all PoC Versions also for future updates and releases ****

The Game

Main purpose for the 3D game is to give the “captain” the feeling and opportunity to let him / her personally docking his / her ship.

Control Methods

Once you have started PoC Sim3D you’ll notice the following buttons in the game:

- Map** > Here you can select the following maps: [Small Harbour](#), [Big Harbour](#), [Reefs](#) and [Icebergs](#).
New maps will be available in the future.
- Ship** > Here you are able to choose one of the following ships: Standard Ship (standard container ship), Medium Standard Ship (medium container ship), Big Standard Ship (big container ship), MV Atlantic Star (general cargo coaster), Ragnar Spirit (ferry ship), Iver Exact (tanker), Nieuw Amsterdam (passenger ship), Brisbane (big container ship) and the Europa (big container ship).
New ships will be available in the future.
- Start** > Push button to start the game.
- Options**> [Sound](#), this button gives you control of: [Master Volume](#), [Sea Volume](#) and [Ship Volume](#).
[Radar Orientation](#), this button lets you choose between [Ship](#) en [North](#).
[Ships Handling](#), this button gives you the choice for [Arcade](#) or [Simulation](#).
- Help** > Key / Mouse control, text shows witch keys combined with the mouse to use.
About, Info about the creators, designers and copyright of this game.
Hall of Fame, Names of people who bought the Platinum Lincensee and donated with this the development of this game.
- Exit** > To end PoC Sim 3D.

F1 Help

Once you started a game by pushing the start button push F1 and you will see the following screen:



This screen shows you the indicators for Radar, Navigation, Rudder and Speed. Push the F1 button again and this screen will appear:

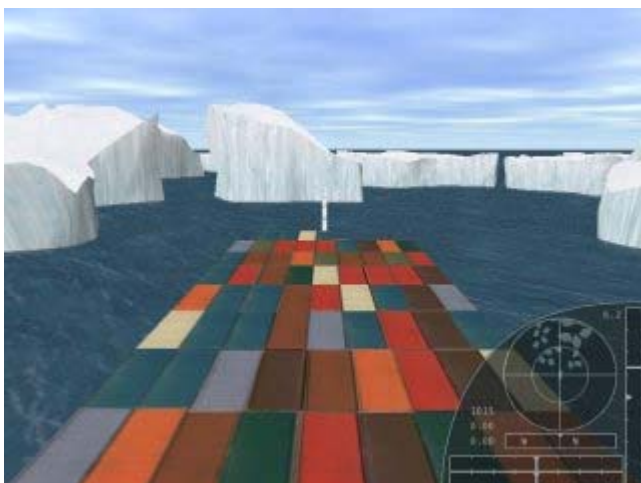


This screen explains how to use keys combined with your mouse. Push the F1 button again and the last Help screen screen will appear:



This screen show all the keys available in the game.

Screenshots



Copyright

Copyright © 2003 Rolf-Dieter Klein, Munich

Attention: distribution, producing of CDRoms and sale of Ports of Call or PoC Sim3D is **NOT ALLOWED** without explicit written permission, also not through channels of online auction or marketplaces

please report all incidents to poc@rdklein.de

This manual is made by Gerard Rietjens – 21/05/04