Ocean Tycoon:

Genre: simulation/RTS

**Setup:**

You control a shipping company and it's your objective to complete a set of missions to win the game. The missions can vary from making a certain profit or send a certain amount cargo to an island in a certain amount of time. During this, your opponent has missions of its own to complete and you or the opponent can destroy each other’s ships and steal their cargo. Whoever completes all missions first or completes the most wins the game. A company can no longer function if they lose all their money and they’ll be force to declare bankruptcy. Once bankruptcy is declared, that player loses the game.

**Ways to make profit:**

*Ships:* Send cargo ships from island to island. Look for islands for a certain demand, the higher the demand, the more valuable the cargo can be.

*Industry*: Build or buy manufacturing plants and get a piece of that profit. You can also buy farms and other raw good shops that you will need for your manufacturing. NOTE: you can only buy the raw materials, you can’t build one.

*Express*: Send people from island to island to create tourist attraction. Make a hotels, restaurants, and taverns for tourists to use.

**Combat:**

Your ships will be equipped with cannons to fend off opponents or to attack them and steal their cargo. You can also buy new weapons or upgrade weapons improve accuracy and damage. Ammo is limited and can only be resupplied by your company’s dock. You can choose how much ammo to have in your ship, but increasing ammo will decrease cargo space and vice versa if you want to hold more cargo. If a ship gets damaged, and island or your company can repair your ships, but it will cost a bit if you repair on an island.