

SPÉDITEUR



CREDITS

Friedrich Volmering

Concept, Programming,
Art and Manual

Jörg Winterstein

Music & SFX

Released in 2024 by



Published by



ABOUT

Spediteur is a board game like, round based business simulation. Become the most successful freight forwarder in a given time limit, where success is measured by money earned with fulfilling freight orders.

This game was created for the Commodore 64. It can be played on real hardware, or in a C64 emulator like Vice. The game is controlled with a joystick in port 2 and is compatible with PAL and NTSC systems.

STARTING

Press fire on the title screen to open the settings. Here you can choose between different maps and to start with any combination of up to four human or computer players.

There are five different maps, sorted by difficulty. The second map is set as default.

You need at least one player and if only computer player are selected, a demo mode is started. The demo mode can be quit any time by pressing fire button.

Move the joystick up and down to navigate through the settings and left/right to alter the selected setting. Press fire to when selected start to enter the game.

RULES

- There are four starting locations on each map . These locations are fixed, but assigned randomly to each player at the beginning of a new round.
- Each game consists of 20-25 rounds, depending on the number of players.
- In each round, every player has one turn. The game is over at the end of the last round or when all orders are processed.
- When the game is over, the balances are compared and the player with the most money wins.
- To earn money, you have to fulfill transportation orders. If available, there are always four open orders. The order details are listed in the bottom right corner. Each order contains the following information:
 - **Start**
The city is where you can sign the order and load the cargo. Cities with open



orders are flashing.

- **Destination**

The city where the cargo will be automatically unloaded.

- **Size**

You need that much free storage capacity in your truck to load the cargo.

- **Reward**

The amount of money you'll get once the order is executed.

- To accept an order, simply visit the start city and select load. The order then appears below your truck on the left. If there are multiple orders available in one city, they have to be picked top-down.
- You can increase your cargo transport capacity once by buying a trailer, giving you four additional transport capacity. Your truck is displayed on the left. Used and free cargo slots are visualized by brown and black blocks.
- Each player can spend 10 action points (**AP**) per turn. When all points are spent, the turn automatically ends and it's the next player's turn.
- Some actions like loading (4) or moving cost AP. The last action at a turn is always executed, no matter if you have the full amount of required AP left. This can be used tactically.
- Each map consists of cities and waypoints between them. Moving one step costs one AP. In a traffic jam, each step costs 4 AP.
- Traffic jams pop up at random, but are announced by yellow flashing waypoints. Once they turn red, the traffic jam is active for a short while.
- For moving by ferry or plane, you have to pay a fee. You can always use the ferry or plane. If you have insufficient money, your balance becomes negative.
- A sabotage results in skipping the victim's next turn. The sabotage cost becomes more expensive the second and third time it's used.
- Computer players are usually quite friendly, but when somebody is doing sabotage there is a chance that they will also resort to nasty measures. They only target opponents, who have gotten their hands dirty. But once Pandora's Box has been opened, this can cause some unplanned chain-reactions.
- To end a turn before all AP are used, select the option WAIT. Sometimes it can be useful to drop 1-2 AP to wait for a new order pop up before choosing a path.
- With increased difficulty, AP for human players are decreased.
- If there are no more orders to choose from, but the last round is not yet over and there are players whose orders have not yet been processed, players without orders skip their round.