

SPECTRUM 48

# The Trading Game



**ROOLAX**



**Games**

Strategy Series

## INTRODUCTION

In the Trading Game 1 to 4 players can participate, with the computer playing as player 1 being optional. Each player becomes the manager of his/her own transport depot i.e. the 'middle man' as it were, between wholesalers and retailers. Your aim as manager is to control all the incoming produce from the wholesaler and transport it in the most economical way to various towns where payment will be made for the produce transported. There are 3 types of transport, truck, barge, and tanker, the latter two needing increasing capital to control and therefore will tend to be used when the game has developed further. Each player can use up to 3 of each type of transport. There are 3 kinds of produce that can be transported oil, textiles, and food with decreasing market values respectively. Each player initially receives a small amount of depot stocks, varying personnel/wage levels and £20,000 as starting capital. These must be used wisely if the depot is to expand.

## STARTING THE GAME

Once the game has loaded the number of players that are going to take part in the game must then be entered (excluding computer).

A computer option will then be given

Press 'y' if you wish the computer to play

Press 'n' if you do not

For a one player game, initially enter 2 for the number of players, then press 'y' for the computer to play as player 1.

Next you will be asked to enter the length of the game, i.e. the number of weeks the game is to be played, this is called the deadline date. N.B. When a depot moves a type of transport this is termed as one week passed.

Once the game starts each player will be faced with a number of options. The player can use these options as much as he likes except when

(a) he decides to move a type of transport.

(b) he decides to continue, in which case the next player will step in to control his particular depot.

At the end of each players move a depot report will be given for the particular depot. At the end of each week a progress report will be given for the week.

## SCREEN PRESENTATION

Three quarters of the screen is used to graphically show the road, canal, and sea transport networks with the positions of various transport.

The transport network is represented by small segments. Each segment represents 10 miles travelled, therefore if the message 'road accident 280 miles north of depot' appeared then there is an accident 28 segments along the road network from the depot. The road is represented by yellow segments, the canal by green segments, and the sea by light blue segments.

The bottom quarter of the screen is used for text only i.e. messages. All information, data is printed on this bottom quarter of the screen.

## OPTIONS — COMMAND LETTERS

### H— HIRE PERSONNEL

During the week each depot receives produce from wholesalers i.e. oil, textiles, and food varying in amounts. Initially this is low because the lower the number of personnel the lower the amounts of incoming produce as the employees can only cope with so much. Therefore this facility allows the number of employees to be increased which in turn raises the amount of incoming produce per week i.e. more personnel — more incoming produce.

The number of personnel must be closely monitored for each depot has its own wage and the weekly wage can run into thousands of pounds. The player must therefore balance the needs of more produce with the weekly wage costs.

The maximum number of personnel allowed for each depot is 100. There is no maximum wage.

### D— DISPLAY DATA

In this option the player will be shown information about his particular depot.

There are 3 sections:

- 1) Current balance and money owed are displayed.
- 2) If any kind of transport is in use its position will be enlightened on the transport network and its number, cargo, and holdings will be displayed along with its present distance from the depot.
- 3) Number of personnel, current wage and weekly wage will be calculated.

### P— MARKET PRICES

There are two sets of information displayed.

- 1) The current insurance charges for truck, barge, and tanker.
- 2) The current market prices or retailers for the produce at each town.

These will fluctuate as the game progresses according to the laws of supply and demand.

Initial Market Prices

Produce	Town		
	1	2	3
Oil	£3	£5	£7
Textiles	£2.5	£3.5	£5
Food	£2	£2.5	£3

The market or retailers prices for a particular produce at a particular town is the price the player will be paid, per unit of produce delivered to that town.

### I— INSURE TRANSPORT

Before a type of produce can be loaded onto transport, the type of transport to be used must be specified taking into account the insurance charges for each type of transport. Once the transport has been selected the players balance will be debited with the transports insurance charge. The insurance charge includes a small hire fee. The insurance charge is to cover any accidents that may occur on the transports journey. If an accident should occur and

the load lost then a full insurance rebate will be given.  
Inflationary pressures may force the charges up.

#### Initial Insurance Charges

Truck	£8,000
Barge	£40,000
Tanker	£90,000

#### L— LOAD TRANSPORT

Before the transport is to be moved it should be loaded with cargo although transport can be moved with no cargo loaded.

There are four stages involved in loading the transport.

1) Specify the type of transport that is going to be loaded i.e. truck, barge, or tanker.

A player cannot load into transport that is not insured.

If there is transport with no cargo loaded at the depot then this transport, assuming it is the type specified, will be automatically chosen. You cannot load into transport that has already been loaded.

2) The cargo that is to be loaded must then be specified i.e. oil, textiles, or food.

3) The depot stocks of that cargo will be displayed. You must then enter the amount of units that you want loaded into the transport. You cannot enter more than is currently stocked in the depot. Shown below are the holding capacities of each type of transport. When entering the amount of units to be loaded this holding capacity must not be exceeded.

4) A load report will then be given.

Transport chosen, cargo loaded, amount of units loaded.

Transport	Holding Capacity (units)
Truck	10,000
Barge	55,000
Tanker	95,000

#### U— UNLOAD TRANSPORT

When a particular type of transport is positioned at town 1, 2, or 3 then it may unload its cargo. Transport cannot be unloaded if it is not positioned at one of the three towns.

Before unloading the number of the transport to be unloaded must be specified. This can be obtained from the Display Data option (D). There are four stages involved in unloading the transport.

1) Specify transport type.

2) Specify transport number e.g. if three of the players trucks were operational and truck 2 was going to be unloaded at say town 3 then '2' would be pressed to specify truck 2.

3) If the players entry is valid then the cargo will unloaded off the transport, this will be confirmed and the towns market price for the cargo unloaded will be given.

4) Payment will then be made by the retailer for each unit unloaded and the players balance will be credited.

When the cargo has been unloaded the transport is returned to the owner and must be insured again, if required.

## M— MOVE TRANSPORT

When the chosen transport has been insured and loaded it may be moved, although empty transport may be moved but is considered as being commercial suicide and is not recommended.

Use (D) Display Data to find the number of the transport that is to be moved.

Stages Involved:

- 1) Specify type of transport to be moved.
- 2) Enter transport number (Note: Transport not insured may not be selected or moved).
- 3) Enter distance that the transport is to move within the restrictions shown below. (Pressing 2 will move the transport 20 miles etc.).
- 4) The transport will be shown moving on the network. No overtaking of the same type of transport is permitted.
- 5) Information on movement will then be displayed including fuel costs, distance travelled, transport type and a final balance.
- 6) The movement of transport constitutes the end of the players turn.

TRANSPORT	FUEL COSTS per 10 miles	PERMITTED DISTANCE (miles)
Truck	£90	60
Barge	£350	60
Tanker	£1350	40

## B— BORROW (OBTAIN LOAN)

Up to £50,000 can be borrowed from the bank at any one time and is paid back with interest. The interest rate is displayed during the general information option (G) and with the weekly progress report. If £80,000 is owed at any one time then the player is bankrupt and the depot is liquidated. If a player goes into debt during play a loan will automatically be provided by the bank. If, when the weekly progress report is displayed, the debtors balance is positive then all or part of the loan will be paid back automatically depending on the size of the loan and the current balance.

## C— CONTINUE

This option can be used when movement is not required or is not possible. The next player will then take his turn.

## G. GENERAL INFORMATION

This information is of interest to all players and includes data on:

- 1) Total weeks played, deadline date, interest rate and number of players in debt.
- 2) Operational transport.
- 3) Holdings of each depot i.e. stocks of each product.

## S— SAVE

This allows the game to be saved to tape in its present position. N.B. When reloading a saved Spectrum program the first 2 sections must be loaded first, from the original tape.

## DEPOT REPORT

At the end of each players turn a depot report is given and the information displayed includes:

- 1) Current depot stocks.
- 2) Number of deliveries, the weeks profit from deliveries, and balance.
- 3) Additional features include wage claims, strikes, fires, excise duties, company offers for stocks.

### WEEKLY PROGRESS REPORT

A weekly progress report is given at the end of each week. Information displayed.

- 1) Interest rate.
- 2) Financial positions of each player including loan payments.
- 3) Weekly produce received for each type of produce.
- 4) Additional features.

Rising interest rates, wage increases, rising insurance charges, transport network accidents, high turnover rates, drug smuggling, police fines, sackings, wage cuts, sabotage.

### COMPUTER MOVEMENT

If the computer is playing then it will be player 1.

Its aim is to use all cargo and transport to its maximum efficiency and therefore it will not move transport until it can be fully loaded with stock.

Also transport will not be moved unless predicted fuel costs can be paid for.

To maximise profit oil will be the only commodity that is transported and usually town 3 will be the transports destination although this is not always the case.

### ADDITIONAL INFORMATION

- 1) Each player can only have up to 3 kinds of each type of transport i.e. can only have a maximum of 3 trucks.
- 2) Trucks can travel to towns 1, 2, and 3.  
Barges can travel to towns 2 and 3.  
Tankers can only travel to town 3.
- 3) Cargo cannot be unloaded from transport once it has been loaded until it reaches one of the three towns.
- 4) Fires, sabotage at depots do not affect cargo loaded into transport situated at the depot.

### PLAYING TIPS

- 1) Try to maximise profit by loading transport at least 60% full.
- 2) No overtaking is permitted so strategically placed transport can delay opponents transport causing financial difficulties.
- 3) Only move transport if additional expenses can be paid for e.g. wages. Avoid getting into debt.

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**TO LOAD:** Press Load " " and Enter

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