Ports of Call press copy

Game information in English | 21 October 2026

Game facts

Field	Information
Title	Ports of Call: The Board Game
Publisher	Game Inventors ApS
Designer	Keld V. Rasmussen
Artist	Denni Eschen Pedersen
Players	2-4
Age	15+
Playing time	Approximately 90-240 minutes
Game languages	English and German in the same box
Genre	Economic strategy / Trade and route management
Campaign status	Kickstarter campaign was launched on 21 October 2026

Short description

Ports of Call: The Board Game brings the classic shipping simulation to the tabletop. Build your fleet, trade containers, establish factories and compete in a shared world market. Designed for 2-4 players aged 15 and up, it is published by Game Inventors in collaboration with original co-creator Rolf-Dieter Klein.

Long description

Take command of a shipping company and build a business that can outmanoeuvre its rivals. In Ports of Call: The Board Game, players buy ships, transport containers between international ports, fulfil orders and establish factories to produce goods for a shared world market.

Every investment changes the opportunities at the table. Expand your fleet, watch supply and demand, and choose which contracts are worth pursuing. Global events can alter your plans, while competing companies keep the market moving. The player who builds the most valuable shipping company wins.

Designed by Keld V. Rasmussen and published by Game Inventors in collaboration with Rolf-Dieter Klein, the official adaptation draws on the computer game created by Klein and Martin Ulrich. It is designed for 2-4 players aged 15 and up, with a playing time of approximately 90-240 minutes. English and German game materials are included. The Kickstarter campaign is live.

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Ports of Call: The Board Game Launches on Kickstarter

Game Inventors brings the classic shipping simulation to the tabletop in collaboration with original co-creator Rolf-Dieter Klein.

Svendborg, Denmark – 21 October 2026

Game Inventors has officially launched the Kickstarter campaign for *Ports of Call: The Board Game*. Backers can now support the project and choose from several pledge options, including the Early Bird and SPIEL Essen Special pledges.

The official board game adaptation puts 2–4 players in charge of competing shipping companies. Players purchase ships, transport containers between ports, fulfil orders and invest in factories. A shared world market connects their decisions: supply, demand and the actions of rival companies shape which opportunities are worth pursuing.

Global events introduce changing conditions, requiring players to reconsider routes and investments. The goal is to build the most valuable shipping company through strategic trading, production and expansion.

The board game is designed by Keld V. Rasmussen and published by Game Inventors in collaboration with Rolf-Dieter Klein. It draws on *Ports of Call*, the computer game created by Klein and Martin Ulrich and first released in 1987.

Ports of Call: The Board Game is intended for players aged 15 and up, with an approximate playing time of 90–240 minutes. English and German game materials are included in the same box. Development rulebooks in English, German and Danish are available in the press kit.

Meet Game Inventors at SPIEL Essen 2026

Visitors to SPIEL Essen 2026 can discover *Ports of Call: The Board Game* at booth 2E121 in Hall 2. Journalists and visitors are invited to stop by, explore the game and meet the team behind the project.

Kickstarter Campaign

The Kickstarter campaign is now live, offering several pledge options for supporters.

Images and gameplay clips show prototype components. Final artwork and production details may change.

Media Contact

Website: https://poc-boardgame.com/
Kickstarter: https://www.kickstarter.com/projects/gameinventors/ports-of-call-the-board-game
Press contact: info@gameinventors.com
Publisher: Game Inventors ApS, Ryttermarken 4A, DK-5700 Svendborg, Denmark

Ports of Call background

The Story - From a Childhood Dream to the Official Board Game

In early 2025, Martin Ulrich and Rolf-Dieter Klein were exploring ideas for a Ports of Call board game. But tragedy struck when Martin Ulrich passed away on March 31, aged 76. Heartbroken by the loss of his friend and business partner, Klein put the project on hold. For a while, the dream seemed lost at sea.

Meanwhile, Danish game designer Keld V. Rasmussen had spent several years developing a board game called Rederiet ("The Shipping Company"), inspired in many ways by the computer game Ports of Call, which he had spent many, many hours playing as a teenager. Feeling the game was finally ready, he approached Danish publisher Game Inventors.

The company wasn't looking for a business simulation game. But when CEO Morten Skovhus spotted the Ports of Call connection, his interest was immediate. A lifelong fan of the original computer game, Skovhus had always dreamed of creating its official board game — but had never managed to reach the original developers.

When he played Rasmussen's game, he saw a possibility.

Morten Skovhus told Rasmussen that Game Inventors would be willing to publish the game, if Rasmussen could obtain approval of the original Ports of Call developers.

And sometimes, dreams really do come true.

Rasmussen managed to contact Rolf-Dieter Klein and introduce him to the game. Klein was intrigued, and an agreement was reached.

Months of development, testing and fine-tuning followed, with the Game Inventors team helping bring the game to life.

By autumn 2026, it was ready to set sail — exactly 40 years after the original computer game first launched.

People and credits

Keld V. Rasmussen

Keld V. Rasmussen is the designer of Ports of Call: The Board Game. His shipping game became the basis for the official tabletop adaptation, developed with Game Inventors and in collaboration with original computer game co-creator Rolf-Dieter Klein. The game centres on competing shipping companies, a shared market and investment decisions.

Rolf-Dieter Klein

Rolf-Dieter Klein co-created the original Ports of Call computer game with Martin Ulrich. First released in 1987, it introduced players to the opportunities and risks of running a shipping company. Klein collaborates with Game Inventors on the official board game adaptation.

Game Inventors

Game Inventors ApS is the publisher of *Ports of Call: The Board Game*. Based in Svendborg, Denmark, the company is bringing the shipping simulation to the tabletop with designer Keld V. Rasmussen and original co-creator Rolf-Dieter Klein. Press, interview and review enquiries can be directed to info@gameinventors.com.

Game credits

Game designer: Keld V. Rasmussen

Game development: Keld V. Rasmussen, Morten Baun Møller, Denni Eschen Pedersen

Artwork: Denni Eschen Pedersen

3D artwork: Emil Agervig Starup

Game rules: Morten Baun Møller, Denni Eschen Pedersen

Texts and proof-reading: Morten Skovhus, Morten Baun Møller

Original computer game: Rolf-Dieter Klein and Martin Ulrich

Publisher: Game Inventors ApS

Images and review enquiries

Images and video show prototypes. Please use the supplied captions and credit Game Inventors ApS as the image supplier. For interview, demo, review or photographer-credit enquiries, contact info@gameinventors.com.