

Ship Shape

A supply chain building game for 2-4 players ages 10+






Table of Contents

Components	2
Setup	2
Introduction.....	3
Objectives	3
Overview.....	3
How to Play.....	4
Starting a Week	4
On Your Turn	5
Collecting Resources	5
Trading.....	6
Commissioning Cards.....	6
Refreshing the Hiring Pool	6
Fulfilling Orders.....	6
Storing Resources	7
Ending a Week	7
Ending the Game.....	8
Using <i>Ship Shape</i> in the Classroom.....	8
Inspirations.....	9
Credits.....	10

Components

Ship Shape comes packaged with the following components:

- 6 Player cards
- 30 Order cards
- 30 Supply cards
- 21 Transport cards
- 105 Resource tokens
 -  30 Organic
 -  30 Mineral
 -  30 Technological
 -  15 Specialty
- 1 Innovation token
- 1 Calendar board

You will also need a piece of paper and a pen to keep score.

Setup

1. Shuffle the Player cards and deal one to each player. Put the remaining Player cards back in the box.
2. Shuffle the Order, Supply, and Transport decks. Place each deck in the center of the table, within reach of all players.
3. Divide the Resource tokens into four piles, separated by type. Place the piles beside the three decks, closer to the edge of the table.

4. Give the Innovation token and Calendar board to the player who has most recently seen a boat.
5. Write each player's name on the paper for scorekeeping.

Introduction

The year is 1890. In the wake of the Paris Exposition, the world is abuzz with talk of technological marvels yet unseen. You are the director of an up-and-coming logistics firm moving goods worldwide. Each week, you and your competitors receive orders from aspiring inventors seeking supplies. To secure an order, you need to prove that yours is the best firm for the job. Do whatever it takes to meet the client's needs, even if that means making deals with the competition.

Objectives

The goal of *Ship Shape* is to complete the most valuable set of orders in a month's time. Evaluate the resource market to fulfill orders and bargain with competitors. Construct a supply chain to produce, consume, and move goods. Beware, however: the logistics industry is new, uncharted territory. Should you fail to fulfill every order, the industry may crumble and take you all down with it.

Overview

In *Ship Shape*, you play through a month of business as the director of a logistics firm. In four weeks of seven turns each, you must Fulfill a set of Orders from prospective clients. If you finish the seventh turn without Fulfilling all Orders in play, all players lose.

On your turn, you will:

- Collect Resources from your Supply chain.
- Trade Resources, Supplies, and Transports with your competitors.
- Commission Supplies and Transports, Refresh the Hiring Pool, or Fulfill Orders.
- Store your remaining Resources.

When you finish taking all available actions, play passes to the player on your left.

How to Play

Starting a Week

1. Draw one Order card for each player. Lay these cards faceup beside the Order deck.
2. Draw four Supply cards and three Transport cards. Lay them faceup beside their respective decks. This is the Hiring Pool. If there are no cards remaining in a deck, shuffle its discard pile to use as the new deck.
3. The player with the Innovation token takes the first turn. Play proceeds clockwise.



A fully prepared play area, after a couple of turns.

On Your Turn

1. If you have the Innovation token, place it in the next open space on the Calendar board. If there is not a space to advance the token to, the game is over and you are unsuccessful.
2. Collect Resource tokens from your Player card and any faceup Supply cards in your play area.
3. Optionally, trade with other players.
4. Perform any one of the following actions:
 - Commission a Supply or Transport card from the Hiring Pool.
 - Refresh the Supply or Transport cards in the Hiring Pool.
 - Fulfill an Order.
5. Store any remaining Resources.
6. After you store your remaining Resources, your turn is over. Play passes to the player on your left.

Collecting Resources

Each Player card generates three Resources per turn. Supply cards generate Resources, but cost other Resources to use. When collecting Resources:

- Start with the Resources from your Player card, then move to your Supply cards.
- You may collect Resources from your Supply cards in any order.
- You must pay the cost and collect resources for each Supply card.
 - If you cannot pay the cost, do not pay or collect any Resources for the card.
Instead, rotate it on its side.
- If you can pay the cost for a rotated Supply card, rotate it upright and collect resources as normal.

- If you cannot pay the cost of a rotated Supply card, discard it to the Supply discard pile.

Trading

You may trade with other players after you collect Resources for the turn. Trades may include any combination of Resources, Supply cards, and/or Transport cards. While commissioning costs may guide trades, it is up to you to decide what makes a worthwhile Trade.

Commissioning Cards

The cost of a card in Resources is in its upper left corner. If you have the necessary Resources, you may exchange them for a single Supply or Resource card in the Hiring Pool. Place commissioned cards in your play area, where you may use them on future turns. After commissioning a card, draw a new card from the corresponding deck to replace it.

You may only have four Supply cards and three Transport cards at any one time. If you exceed this limit, discard a card of your choice to its respective discard pile.

Note: you may not discard a rotated Transport card. If you have three rotated Transport cards, you may not commission a Transport card.

Refreshing the Hiring Pool

As your action, you may exchange three of any one Resource to refresh the Hiring Pool. Discard all four of either the Supply or Resource cards. Draw four new cards from the corresponding deck to replace them.

Fulfilling Orders

To fulfill an Order, you need both Resources and the ability to Transport them. All Transport cards used to fulfill an Order must match the required Transport type. They must also have enough total capacity to carry the Resources. You may use any combination of your upright

Transport cards in a single fulfill action. You do not need to meet all the requirements with a single card.

You may cooperate with one other player to fulfill an Order. If you do, both players must provide Resources and one or more Transport cards. The Transport each player uses must have the capacity to hold the Resources they provide.

If you have the required Resources and Transport cards, you may fulfill the Order. Return your Resource tokens and rotate any used Transport cards. If you fulfilled the Order alone, add the full value of the Order to your score. If you and another player fulfilled the Order, add half the value of the Order to each of your scores. Discard the Order beside the Order deck. If there are no remaining Orders in play, the week is complete!

Storing Resources

You may only keep ten Resources between turns. If you have more than ten Resources at the end of your turn, return Resources to their piles until you have ten.

Ending a Week

A week ends at the end of the turn on which a player fulfills the final Order. Discard all Supply and Transport cards remaining in the Hiring Pool. Each player must take the following steps in their own play area:

- Choose up to two upright Supply cards to keep. Discard the rest.
- Pay the maintenance costs of rotated Transport cards. If you do not pay for a rotated Transport card, discard it. You do not need to pay for upright Transport cards.
- Return all Resource tokens to their respective piles.

If this is the fourth week, the game is over. Follow the instructions below to end the game.

Otherwise, start the next week! Give the Innovation token and Calendar board to the player with the lowest score.

Ending the Game

If you and your competitors fulfilled every Order, congratulations! You have set the logistics industry off to a worthy start. Your final score is the total value of every Order you fulfilled. Use maintenance cost on remaining Transport cards as a tiebreaker. If the score is still tied, all tied players win!

If you and your competitors did *not* fulfill every Order, the month ends in a loss. Your prospective clients take their business elsewhere. But do not give up hope yet! No reward comes without risk. Did you invest too much into one Resource? Did you send out all your Transports too early? Did you attempt to handle everything yourself? Try again with a different approach!

Using *Ship Shape* in the Classroom

Ship Shape takes a rules-based approach to logistics. The three decks—Orders, Supply, and Transport—work together to establish a dynamic resource economy for learners to adapt to. In one game, organic resources may see high supply and high demand. In the next, the market prefers mineral resources and provides technology. Strategy relies less on a particular set of moves and more on understanding the underlying systems.

In the second chapter of *The Gamification of Learning and Instruction*, Kapp (2012) highlights replay as an important—if oft overlooked—element of games (p. 48). *Ship Shape* includes a competitive winning objective, securing valuable orders from customers, and a cooperative fail state, leaving orders unfulfilled at the end of the week. Should a game end poorly, the decks

present new options and obstacles while providing learners the opportunity to implement improved strategies. While the game is designed for four rounds of play, this can be adjusted as class time allows.

Inspirations

Ship Shape owes many of its themes to Zachtronics' *SpaceChem* (2011) and inkle's *80 Days* (2014). The Victorian Futurism setting of *80 Days* (Jayanth, 2014), with its advanced technologies and decentralized power, directly inspired the aesthetics and setting of *Ship Shape*. From *SpaceChem* came the mechanics of logistics, here represented in a less algorithmic form. System optimization and production quotas are key components of *SpaceChem*, and they form the backbone of *Ship Shape* in turn.

Credits

Joshua Whittom – Game Designer

Charles Games. (2023). *Beecarbonize* [PC Game]. Prague, Czech Republic: Charles Games.

DigiSprite. (2020). *Adventure mart* [Board Game]. Belfast, Ireland: Hub Games.

inkle. (2014). *80 days* [PC Game]. Cambridge, MA: inkle.

International Trade Centre. (2023). *Trade statistics | ITC*. <https://intracen.org/resources/data-and-analysis/trade-statistics>

Jayanth, M. (2014, May 8). *inkle blog—Verne and Victorian futurism*. inkle Blog.

<https://www.inklestudios.com/2014/05/08/victorian-futurism.html>

Kapp, K. M. (2012). *The gamification of learning and instruction: Game-based methods and strategies for training and education*. Pfeiffer.

Kenton, W. (2023, June 12). *Logistics: What it means and how businesses use it*. Investopedia.

<https://www.investopedia.com/terms/l/logistics.asp>

Moonflowerdragon. (2010, March 12). How to cite a game in APA style. *Moonflowerdragon*.

<https://moonflowerdragon.blogspot.com/2010/03/how-to-cite-game-in-apa-style.html>

Pendell, B. (2021, December 26). *80 Days - Guide and Walkthrough—iOS (iPhone/iPad) - By*

pendell - GameFAQs. GameFAQs. <https://gamefaqs.gamespot.com/iphone/824440-80-days/faqs/71567>

Zachtronics. (2011). *SpaceChem* [PC Game]. Washington, United States: Zachtronics.