



**SEUS**  
Smart European  
Shipbuilding



Funded by European Union



## Instructions of ShipCo board game

### Game Objective

The goal is for players to collaboratively complete the **shipbuilding process** by progressing through all phases of the game: **Design, Planning, Manufacturing, Assembly, and Delivery**. Players take on specific roles (Engineer, Designer, Manager, Supervisor, or Software Developer) and complete tasks, resolve challenges, and use bonus cards to succeed.

### Game Concept

- **Objective:** Players work collaboratively to simulate the shipbuilding process, complete tasks, overcome challenges, and integrate data-driven tools into their workflows.
- **Target Audience:** Professionals or learners in the shipbuilding industry to understand roles, workflows, and the benefits of digital transformation.
- **Key Learning Goals:** Understand the interdependencies of roles, recognise the impact of delays, and promote data-driven solutions.

### Card Designs

#### Role-Specific Task Cards

Each task card is colour-coded to represent a specific role and includes the following elements:

- **Role Title:** Engineer, Designer, Manager, Supervisor, or Software Developer.
- **Collaborative:** Collaborate with another player to complete a shared task or resolve a challenge. Both players roll the dice, and their combined roll must meet a target value.
- **Task Description:** A specific task relevant to the role.
- **Success Condition:** Dice roll requirement, collaboration, or bonus card use.
- **Reward:** Advancement on the board or bonus cards.



**ENGINEER**  
Task Card

Test Propulsion System Efficiency

- Run diagnostics on the propulsion system to optimize fuel efficiency. Roll a 5-6 to succeed.
- Use the *Real-Time Monitoring Tool* for a +1 to your roll.
- Advance three spaces.



**DESIGNER**  
Task Card

Develop Modular Design for Manufacturing

- Create a modular design to streamline the assembly process. Roll a 5-6 to complete.
- Collaborate with the Engineer for a +2 to your roll.
- Both Designer and Engineer advance one space.



**MANAGER**  
Task Card

Negotiate with Stakeholders

- Stakeholders demand changes that increase costs. Roll a 5-6 to negotiate a compromise.
- Use the *Digital Collaboration Tool* to reduce the success threshold by 1.
- Advance one phase and avoid penalties for delays.



**SUPERVISOR**  
Task Card

Resolve Conflict On-Site

- Handle a dispute among workers over conflicting instructions. Roll a 3-6 to resolve the issue.
- Use the *Real-Time Communication Platform* for instant resolution.
- Gain a bonus card and move forward one space.



**SOFTWARE DEVELOPER**  
Task Card

Integrate Feedback System into CAD Software

- Add a feedback feature to CAD tools for quicker revisions. Roll a 5-6 to succeed.
- Use the *Real-Time Feedback Tool* to bypass delays.
- Designers automatically succeed on their next task involving design revisions.

## Challenge Cards

Designed to simulate obstacles and real-world delays.



## Bonus Cards

Bonus cards represent data-driven tools that enhance workflows.



# Game Setup



## Select Roles

Each player chooses or is assigned a role: Engineer, Designer, Manager, Supervisor, or Software Developer. Each role comes with specific **task cards** and responsibilities.

## Prepare the Board

Place the board on a flat surface and organise the card decks:

- **Task Cards:** Separated by role.
- **Challenge Cards:** Common deck for everyone.
- **Bonus Cards:** Players reuse the Bonus cards. Common deck for everyone.

## Distribute Starting Cards

Each player starts with a task card.

## Set Tokens and Dice

Place a token at the starting point of the **Design Phase**.




Use 1 or 2 six-sided dice for movement and task rolls.

# Gameplay Rules

## Turn Order

Players take turns rolling the dice and moving forward along the path.

## Spaces on the Board

 <p><b>Task Tile</b></p>	 <p><b>Challenge Tile</b></p>	 <p><b>Bonus Tile</b></p>
<p>Draw a task card corresponding to your role. Complete the task by rolling the dice. If successful, follow the card's reward instructions. If unsuccessful, lose a turn or face a penalty.</p>	<p>Draw a challenge card. Resolve the challenge by:</p> <ul style="list-style-type: none"> <li>• Rolling the dice.</li> <li>• Collaborating with another player.</li> <li>• Using a bonus card to bypass the challenge.</li> </ul> <p>If resolved, follow the reward instructions. If not, all players may face penalties.</p>	<p>Draw a bonus card. Bonus cards represent tools or strategies. These can be used during your turn to:</p> <ul style="list-style-type: none"> <li>• Skip penalties.</li> <li>• Automatically succeed in tasks.</li> <li>• Gain extra dice rolls.</li> </ul>

# Task Completion

## Rolling the Dice

- Players roll the dice to attempt a task or resolve a challenge.
- Success thresholds are defined on the card (e.g., roll 4-6 to succeed).

## Using Bonus Cards

Players may use a bonus card at any time during their turn to:

- Automatically succeed.
- Gain a reroll.

# Progressing Through Phases:

Each phase has specific objectives:

- **Design Phase:** Focus on creating drawings and addressing initial tasks.
- **Planning Phase:** Manage resources and resolve budget-related challenges.
- **Manufacturing Phase:** Acquire and inspect materials.
- **Assembly Phase:** Coordinate on-site activities and resolve delays.
- **Delivery Phase:** Finalise and deliver the ship.

Players must complete a minimum number of tasks or resolve specific challenges in a phase to move to the next one.

# Winning the Game

## Collaborative Mode

All players win together by completing the shipbuilding process and reaching the end of **Delivery Phase**.

# Game Mechanics

## Key Mechanics

Each role has unique tasks, reinforcing their importance in the shipbuilding process. Tasks require specific dice rolls or collaboration.

**Collaboration:** Some tasks and challenges require players to work together, combining dice rolls or sharing bonus cards.

**Dice-Based Actions:** Success in tasks and challenges is determined by dice rolls, influenced by bonus cards and collaboration.

**Strategic Use of Bonus Cards:** Bonus cards offer tools to bypass difficulties, succeed in tasks, or assist others.

**Challenges:** Introduce unpredictability and simulate real-world delays or problems.

**Boosting collaboration:** Players can roll an even/odd number to use the bonus card from their team members.



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