

How to play

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Introduction

The Shipyard is a turn-based management game where you try to build clean ships without blowing past your carbon debt.

Day cycle

In The Shipyard, a day is broken into a morning and evening phase.

Morning

In the morning phase, you assign available yardies to work on projects (build, gather resources, operate a machine)

Evening

In the evening, you see the results of today's work (resources produced, buildings completed) and deal with anything that happened on the shipyard today.
You can also talk to the advisors in the loft to start quests. You can spend any tech points available.