

Kingmaker II - Vassal Module

Pre-set Factions Set-up Guide

Introduction

It is assumed that players are familiar with the Vassal system for playing a board game.

A) Faction Areas set-up

Essentially, this is carried out by the module but one or two related steps are required.

RSO Markers↓

Crown Card ↓ stacks

Clamour” ↓ Event Cards

Turn
Order
Boxes



NOTE: If you are playing the game solitaire, do not follow the first two paragraphs immediately below but adopt the role of “Set-up Umpire” (para 3) and ignore instructions to change from that role hereafter except under B4 at the end.

1. The players agree on one of their number to perform the role of Set-up Umpire. This player will carry out the Faction Boards, & Event Deck set-up plus the Final Preparation actions in the module as described below.
2. Each player, including the Set-up Umpire, chooses a Faction Board & colour to play – Knot (purple), Sun (yellow), Portcullis (green), Boar's Head (blue) or Crescent (grey). Each player except the Set-up Umpire joins the game as his chosen Faction.
3. The chosen Set-up Umpire selects “Retire/Change Sides” on the task Bar and changes from “observer” (module default) to “Umpire”.

Depending on the number of players involved, 2 to 5 stacks of Crown Cards, making up the pre-set factions, will have been placed just to the right of the main map board.

The Umpire randomly sends one of the Crown Card stacks to each of the Faction Boards chosen by a player. This is achieved by right-clicking on a randomly-chosen stack, selecting “Draw Multiple cards”, entering 20 in the Input window and clicking <OK>. Now drag the stack to the Kingmaker logo, on the main board, draw a box around the stack with the mouse, then right-click & select “Send to Faction Board”, choosing one of the listed boards owned by one of the players and the faction concerned. Enter the Faction Board then draw the stack down into the centre and right-click on the stack; select “Flip”. This releases the cards to the Faction Board that belongs to the player who chose the faction symbol concerned and they will be able to manipulate the cards. Repeat this until all player-owned Faction Boards have their Crown Cards.

Each player may now open their Faction Board, and arrange the contents to their preferred layout, subject always to the board game rules. See also the Players' Guide to this module.

The player owning the Bishop of Durham declares this and will be Start Player. To the immediate right of the map board are the player Turn Order Boxes, above which is a stack of Random Start Order (RSO) markers to indicate the order in which turns are played. The Set-up Umpire moves a marker (which the module randomly chooses) off the stack to beside box 1. If the marker is for the faction controlling the Bishop of Durham it remains beside box 1. If it is a faction operated by a player, it is placed beside the lowest numbered box without a marker except Box No.1. If it is a faction not operated by a player, it is placed beside the highest numbered box without a marker. Repeat for the rest of the markers. When all markers have been drawn, The boxes indicate the order of play. All markers for factions without players should be dragged back to the original RSO marker position.

Note: The two-player scenario is not set up to incorporate the adjustments listed on page 8 of the board game rule book under “2-player Kingmaker II”.

Event Deck set-up

The Set-up Umpire will now carry out the following actions in the module:

- 1) For any faction(s) without an operating player, right click on the Free Move card on the relevant Faction Board and select “Return Event Card” and choose “Return to Event Deck”.
- 2) Right-click on the Event Deck and select Shuffle”. Right click again and select “Draw Multiple Cards” from the pop-up menu, typing into the text box that appears, the number in the second column in the table below, appropriate to the number of players involved:

5 Player Game	19
4 Player Game	28
3 Player Game	37
2 Player Game	30

Then close the window by clicking on <OK>. Finally, click and hold on the Event deck and drag the cards selected to the adjacent Kingmaker logo or a chosen location beside the map (avoiding any marked locations).

Note: This stack remains here during the game until the Event Deck is exhausted and is then transferred to the Event Discards position, with any cards already on the Discards pile, to be right-clicked and “Shuffled to the Event Deck” thus forming a new Event Deck.

- 3) Next, right click on the Event Deck again and select “Draw Multiple Cards” from the pop-up menu, typing into the text box that appears, the number in the second column of the table below, appropriate to the number of players involved and close the window by clicking on <OK>.

5 Player Games	16
2 & 4 Player Games	14
3 Player Games	12

- 4) Click and hold on the Event deck and drag the cards selected from the above table on to the top Event Card (“Clamour for Parliament” – see diagram at start of document). Repeat this step for each of the other “Clamour for Parliament” cards below the top one. Right click each of the four stacks produced and select “Shuffle” for each one.

The Event Deck panel should now be empty.

- 5) Right click on the top stack and select “Send to Event Deck”. Do the same for the next stack down.
- 6) Right click on the “Prestige Victory” card and select “Return Event Card”/“Return to Event Deck”.
- 7) Right click on the 3rd stack and select “Send to Event Deck”/“Return to Event Deck”. Do the same for the 4th (bottom) stack.

B) Final Preparation

- 1) Right click on Crown Deck and select “Shuffle”. Right click again and select “Draw Specific Cards”, with the <Ctrl> key depressed choose the first two Title &/or Office cards on the list. Drag these on to the board, right click and send these two cards to the Chancery Deck space.
- 2) Conquered City Cards: (For 2 & 4 player games only)
 - a) Draw the City of Norwich card from the Conquered Cities deck and place it beside the map board. Right click on the card and select “Send to Faction Board”. Choose the faction containing the Bishop of Norwich card and send the Norwich City card.
 - b) Draw the City of Bristol card from the Conquered Cities deck and place it beside the map board. Right click on the card and select “Send to Faction Board”. Choose the faction containing the Ship of Bristol and send the Bristol City card.
- 4) Set-up Umpire now changes sides using the facility on the toolbar (curved blue arrow), to take over the faction he chose at the start of the game.