

SST Vassal Supplement

There are a few enhancements to the original game procedures that make the game more streamlined and enjoyable to play. The tips below should assist you in navigating these features.

1. **Original Rules:** Vassal modules are normally built without the original rules. This demonstrates to the original publisher that the players are legitimate owners of the game and have their own rules and that Vassal is not seeking to illegally redistribute their game. This module is created to support gameplay using the original rulebook. So, it is essential to have a copy of these rules for play. If you have lost your copy or would like an electronic copy, [you can usually find one on BoardGameGeek.com](http://BoardGameGeek.com).
2. **Spreadsheets:** have been provided on the "Management" module page in open (.ods) format. These spreadsheets are reproductions of the game "Run Record", "Balance Sheet", "Profit and Loss Statement", and "Stock Record". There is one file for the Tournament version of the rules and one for the Basic version of the rules.
 - You can upload the spreadsheet you are using into Google "Sheets" (you will need a free Google account to use this). Once the spreadsheet is in Google Sheets, you can rename it according to your company in the game (North, South, East, West).
 - [Share your spreadsheet with your teammates in Google Sheets](#).
 - Record your game actions in the darker boxes in the spreadsheet just as you would on the paper document. However, in the lighter colored boxes which start with a "\$0" in it, you will not need to fill in. These are already set up to calculate the value based on your other inputs. It is advisable not enter data directly into these light-colored boxes so as not to overwrite the formulas. However, it is OK to do so if you wish to do the sums manually.
 - Simply duplicate any sheets that you need for additional years of operation.
3. **Player Boards:** Each player gets their own private board that they may open from the Module tool-bar with the N,S,E, or W buttons. These boards can be seen by all other players, but not interacted with. So, just as in the physical game, other players can see how much money you have, but they can't take it or manipulate anything else on the private board of another player.
4. **Bid Cards:** The bid-cards were not in the original game, but they allow players to secretly write down their game action for each phase without revealing it to the other players. This secret recording of a game action can be done while the card is flipped face-down on the player's private board. Other players will not see what is written if this procedure is followed. Once all players have recorded their action on their face-down cards, they move them to the main board. After all the player Bid-Cards are visible on the main board face-down. Any player can press the "Flip!" button on the main tool-bar to flip all the cards face up, revealing the actions.
5. **Situation Cards / Deck:** The situation cards can be played two ways. The normal way is to keep the played situation cards off to the side, where each player can see what has been played. This gives some insight into what the next card may reveal as there are limited cards of each type in the deck. Or, players can drop the expired cards back onto the deck so that the probabilities are always the same when a card is drawn. The cards that remain in the deck are always auto-shuffled with each card draw.