

CANNONBALL COLONY – How To Play Online / By Email



What is VASSAL ???

VASSAL is a free general-purpose engine for **building online versions of traditional turn-based games**, wargames or card games. Any number of players may play either by email or over a live internet connection. Hundreds of people are using VASSAL every day to play their favorite games online.

You can read more at <http://www.vassalengine.org> and go to the Modules section to discover all existing games available.

The Cannonball Colony Vassal Module

This module is designed to follow the Game and to allow you to choose all island boards provided. The current module has no limitation and fully playable for 2, 3 or 4 players

This Game Module was made with the collaboration of Adventureland Games. It's the result of a wish from the publisher and a meet with a Vassal Modules' designer to provide freely a way to play online at this fabulous game.

CANNONBALL COLONY – How To Play Online / By Email

I) Install the Vassal Engine

/!\ **JAVA** must be present and installed first on your computer ... because Vassal Engine is a Java program.

Vassal Automatic Installation :

You can launch directly the program by the web from the Vassal author's website :

<http://www.vassalengine.org/ws/vassal.jnlp>

Vassal Manual Installation :

The last VASSAL version 3.0 is only **9 Mo**. Just download the zip file located at :

<http://www.vassalengine.org/install/VASSAL-3.0.zip>

Unzip this downloaded file and launch **vassal.bat** (for Windows users, or vassal.sh for linux or Mac OS users).

TIPS : USE IT ON AN USB KEY ... IT WORKS PERFECTLY AND ALLOWS YOU TO TRAVEL FROM A COMPUTER TO AN OTHER !!!

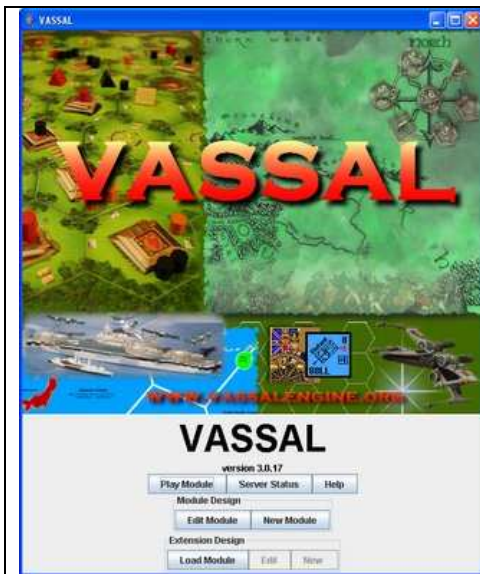
II) Download the Cannonball Colony Vassal Module

The last downloadable release is named **Cannonball_Colony.mod**, and you can found it at the Vassal Engine Module section : **<http://www.vassalengine.org>**

/!\ WARNING : If the file downloaded is **Cannonball_Colony.zip**, **DO NOT UNZIP IT** before using Vassal.

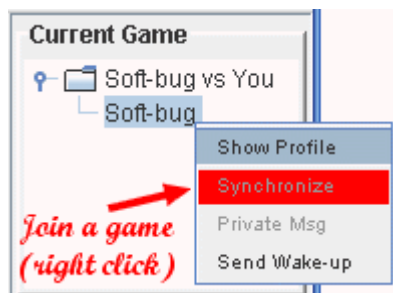
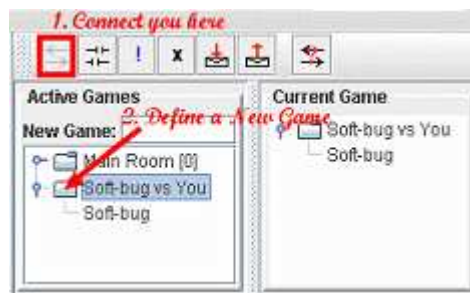
CANNONBALL COLONY – How To Play Online / By Email

III) Play Cannonball Colony for an Online Game



- When this screen appears
- Choose : **Play Module**
 - Select the module previously downloaded named **Cannonball_Colony.mod** or **Cannonball_Colony.zip** in the right directory
 - Hit the "Server" button (with the two arrows) in the main window toolbar to reveal the server controls, which will appear in a docked panel to the right.

- Within that panel, hit the "Connect" button (again with two arrows) to connect. You'll see a welcome message in the text messages window when connection is complete.



A list of active game rooms appears on the left. The "Main Room" one is a meeting room for talking with other players.

- Type a New Game and press enter to confirm it.

In this example, Soft-bug is already connected and you will see the same things now with the **"Synchronize"** function.

A game map will appear automatically with the same information as on the other player's screen. From that point on, any pieces moved by any of the players in the room will automatically be echoed on all the other players' screens.

- Now, start a **New Game** to proceed for your side selection ...

CANNONBALL COLONY – How To Play Online / By Email

IV) The Cannonball Colony Vassal Module

General principles :

- **Just build your Board Game** before playing. Each of the 4 current island boards can be changed to a new one. To get access to the island board selection menu : [SHIFT + Mouse CLICK on the island board]
- **To perform actions** on pieces or island boards..., just do a **right click** to get the list of all available possibilities

The Toolbar menu allows to select functions:



Retire : Allows you to change side

Rules : To get access to the rules of the game

Player's Hand : To get access to your private hand ... (or to see only other hands)

Forts Inventory : Automatic calculation about forts placed on the board game

A camera : Allows you to take screenshots and to save in Png format

The magnifying glasses : To zoom in and out of the map image for closer viewing

Help : To go directly to www.adventurelandgames.com



Island Boards :

- To get access to the island board selection menu: [SHIFT + Mouse CLICK on an island board].
- 4 different island boards are available.
- Then, do a **right click** on the selected island board to change the current board, to rotate, to **move it** or to delete a board. Try to put a moved board connected to the grid.

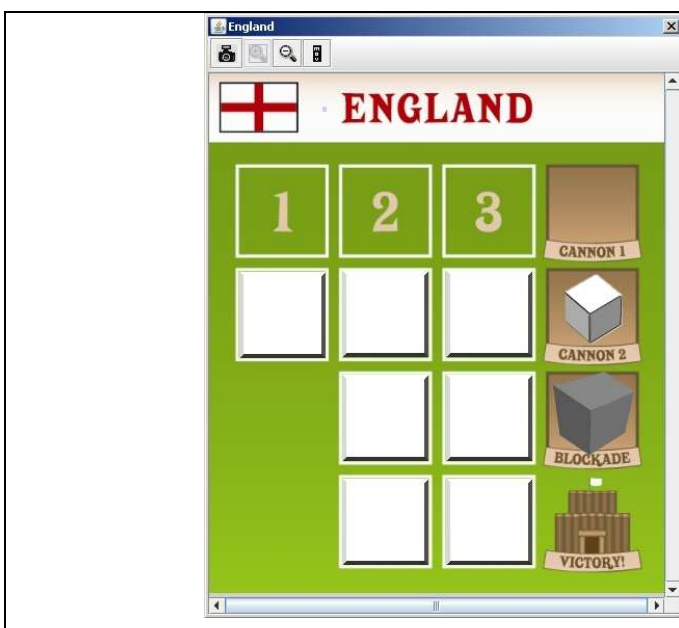
CANNONBALL COLONY – How To Play Online / By Email



At the top of the screen, you have the Chat window that allows you to speak to other players and to see messages when a piece is placed (or moved).

You have 3 different road stacks for a game with 2, 3 or 4 players. You just have to take a piece from a stack and put it on a board to play.

The automatic counters indicate the remaining roads in stacks. To stack or unstack pieces on island boards, just **double click** on the stack. To zoom a placed piece or a stack, just put the mouse pointer on it.



Player's Hand :

- You can only move pieces from your hand, but you can glance at other hands ...
- Just drag and drop pieces from your hand to the board to play
- Use the magnifying glasses to zoom in and out your hand image

CANNONBALL COLONY – How To Play Online / By Email

V) Play Cannonball Colony for a Play by Email Game

You can use VASSAL to play games by email as well. Start a new game, place your pieces, then **select File->Begin Logfile**.

All moves and chat text will be recorded in the logfile. When finished, **select File->End Logfile** and email the resulting file to your opponent.

Your opponent then **selects File->Load Game** and chooses the logfile you sent him by email. He may then step through your move one at a time by hitting the **Step button**, interrupting whenever appropriate to create his own logfile to send back to you.

When reading and writing a logfile simultaneously, the moves read in from your opponent's logfile are echoed and recorded into the one you are writing.



----- You can contact me at softbug@free.fr -----