

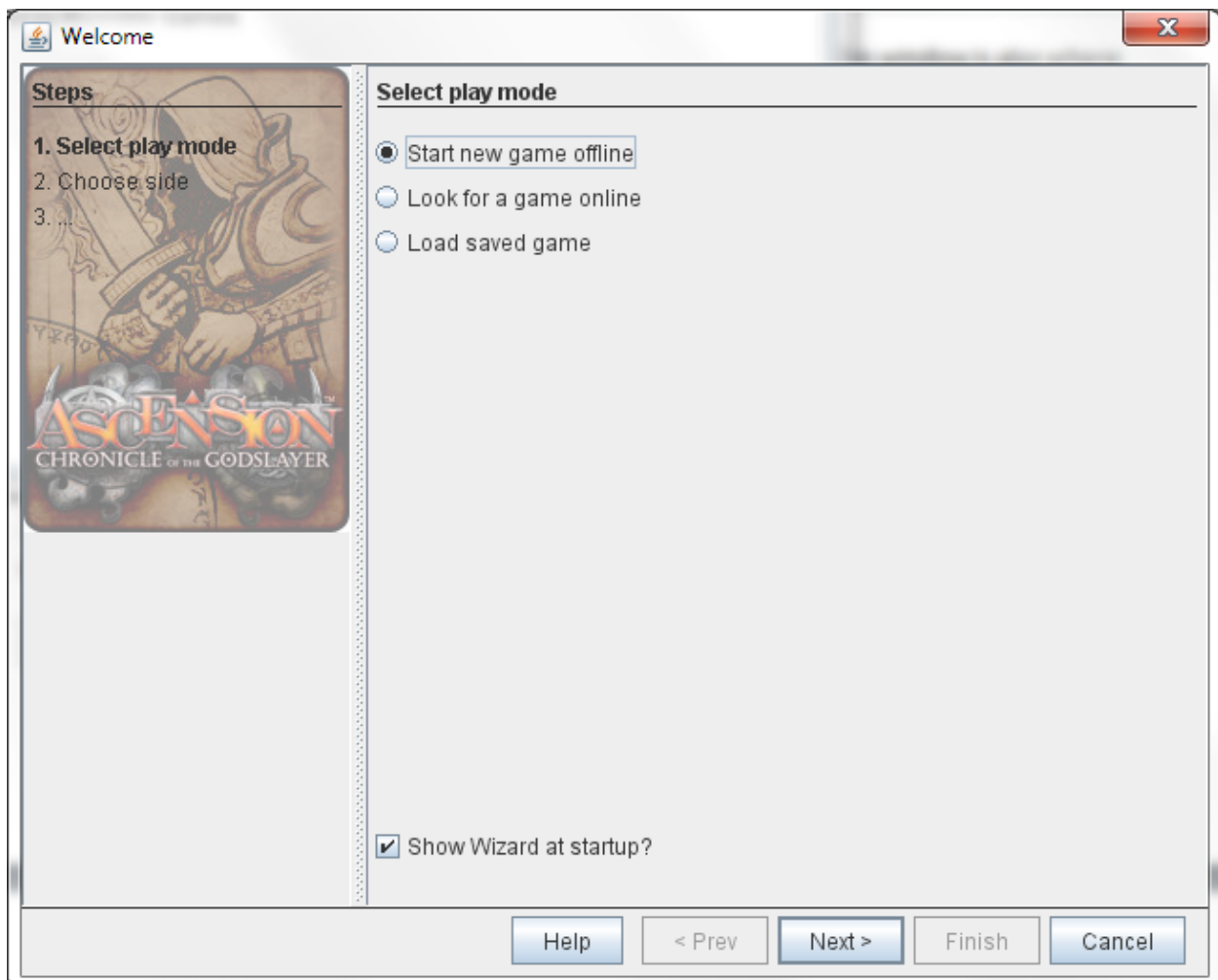
# Ascension: Chronicle of the Godlayer

## on

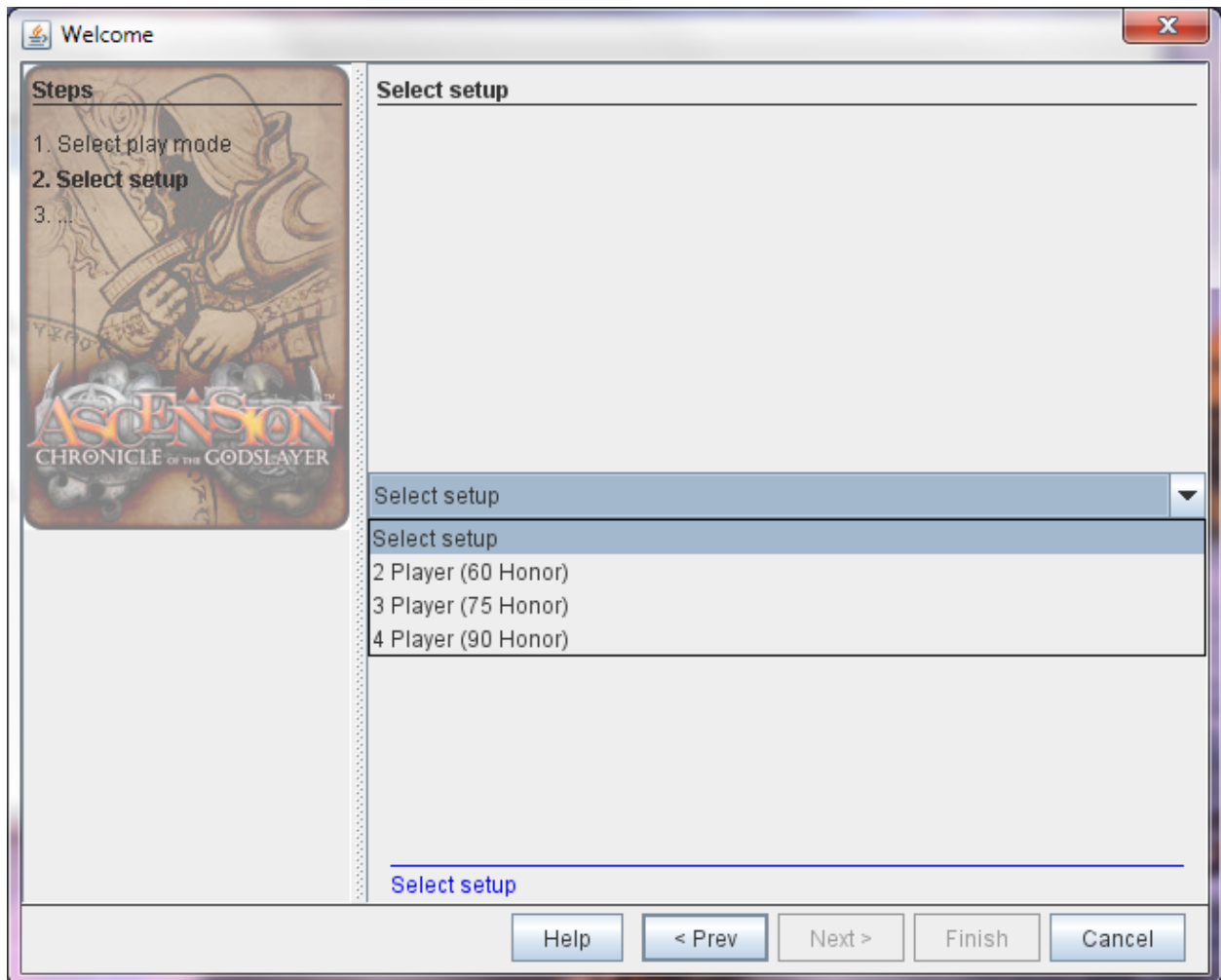
### Vassal Engine

(If you don't have Vassal installed with the Ascension module, scroll to the bottom of this document for instructions on how to do so. For details on the variety of multiplayer options, see Page 5-10 of the Vassal User's Guide.) ***The latest version of this mod is 1.0.5.***

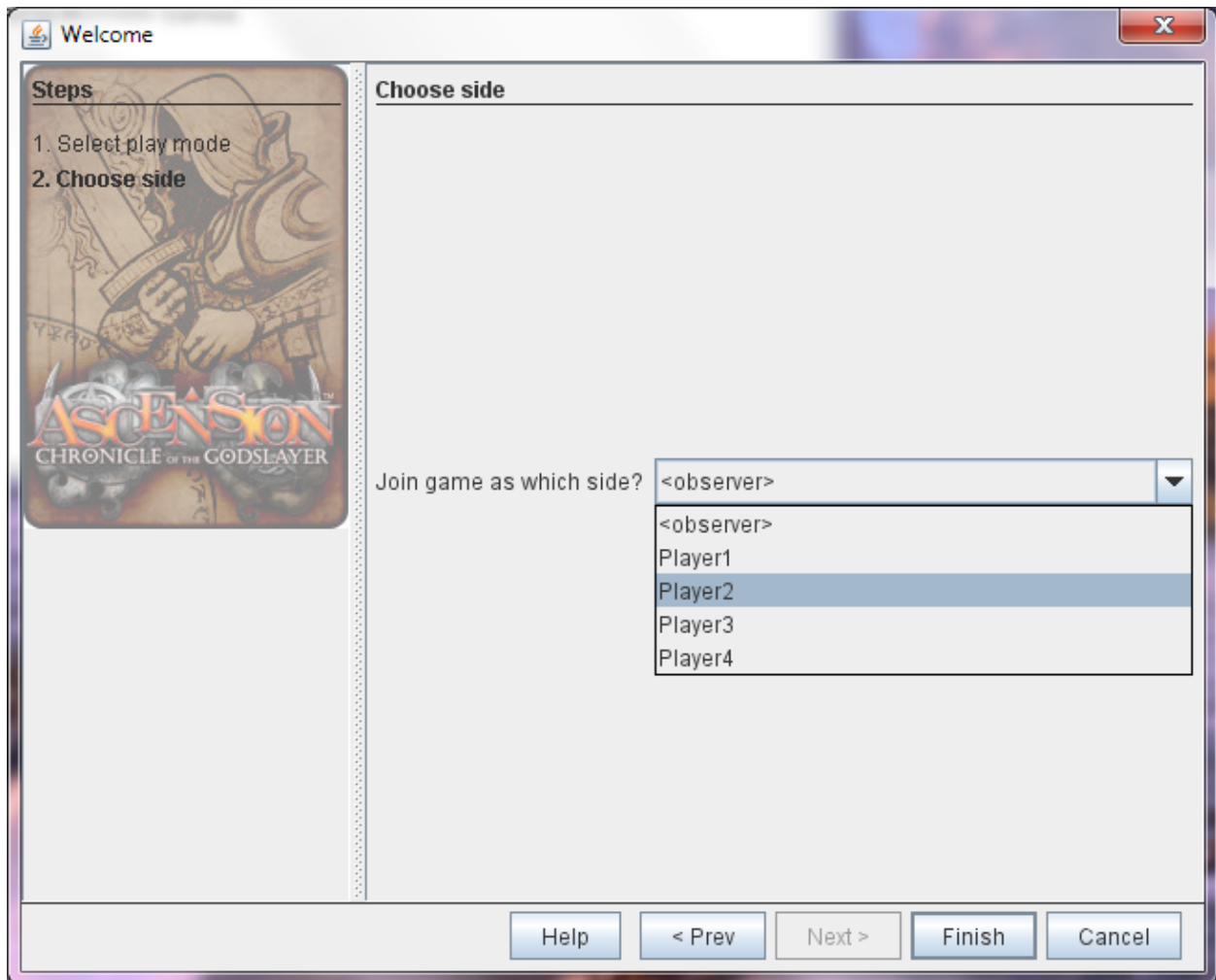
Let's just dive right in. The first thing you will see when double clicking on the Ascension module in Vassal is a server connection dialog. If you haven't entered a username/password for this module, you will do so the first time you load it. To get familiar with the module and it's controls, just select the "Start new game offline" option.



The next thing you will see is the Setup dialog. Here you can choose how many players (and honor tokens) the game will be configured for.

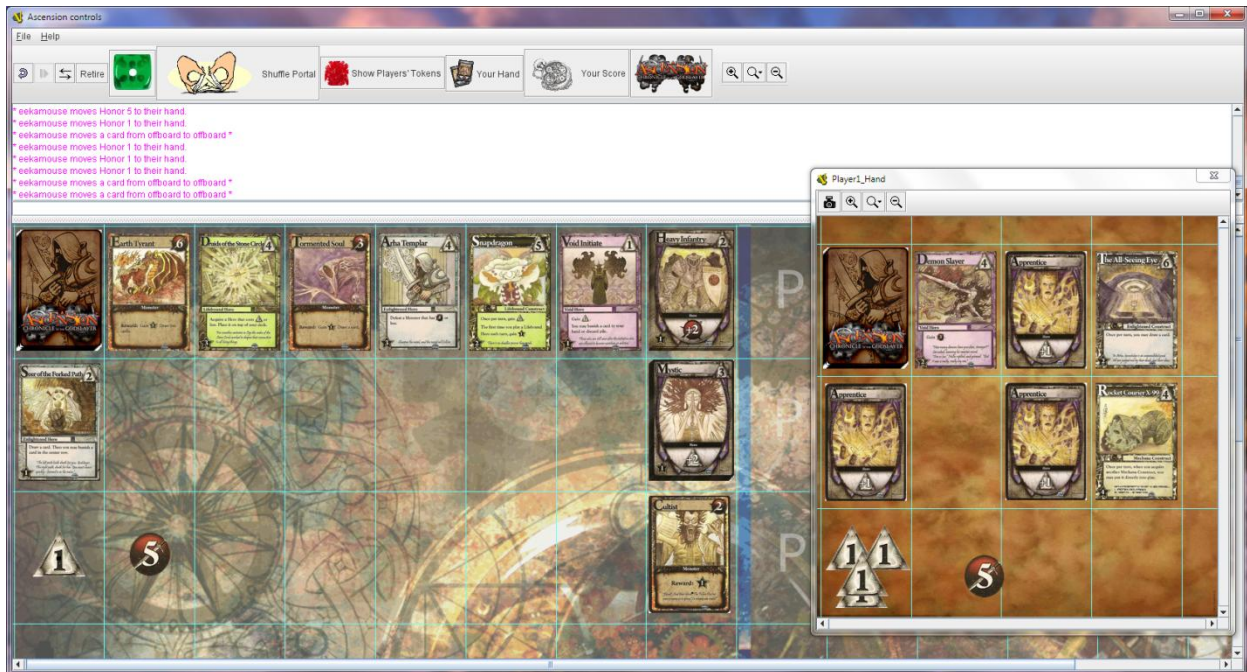


The next screen will give the player an option to select which player he/she will participate as.



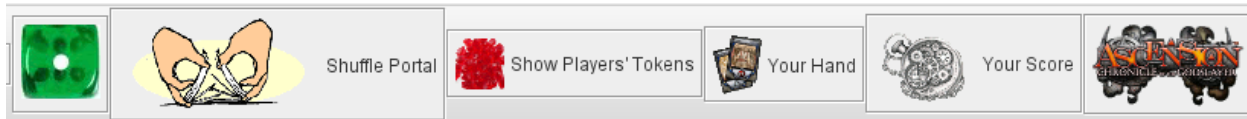
Once everyone that wants to play is connected, they can begin the game. For details on the variety of multiplayer options, see Page 5-10 of the Vassal User's Guide.

Here is a screenshot of a typical player view during the game. You can see the Portal Deck and Void pile underneath it on the left hand side, with the center row, and available cards to the right. You will also notice the 1 and 5 Honor tokens. There is only as many available as you have the game setup for. Once they run out, players can grab any left over Heavy Infantry or Mystics to add to their Honor total for the last round. The game will also count any Constructs that are in the players' respective rows.



Try right-clicking on all of the cards to find the different short cuts for moving cards to and from your hand and discard piles, etc...

Now let's take a look at the toolbar.



When you first get into game, you can click **"Your Hand"** to show your personal deck and discard pile with an area to sort out your hand. Each player will only see their hand when clicking this button. Note that you can hover all of the cards with your mouse to magnify them and make them more readable.

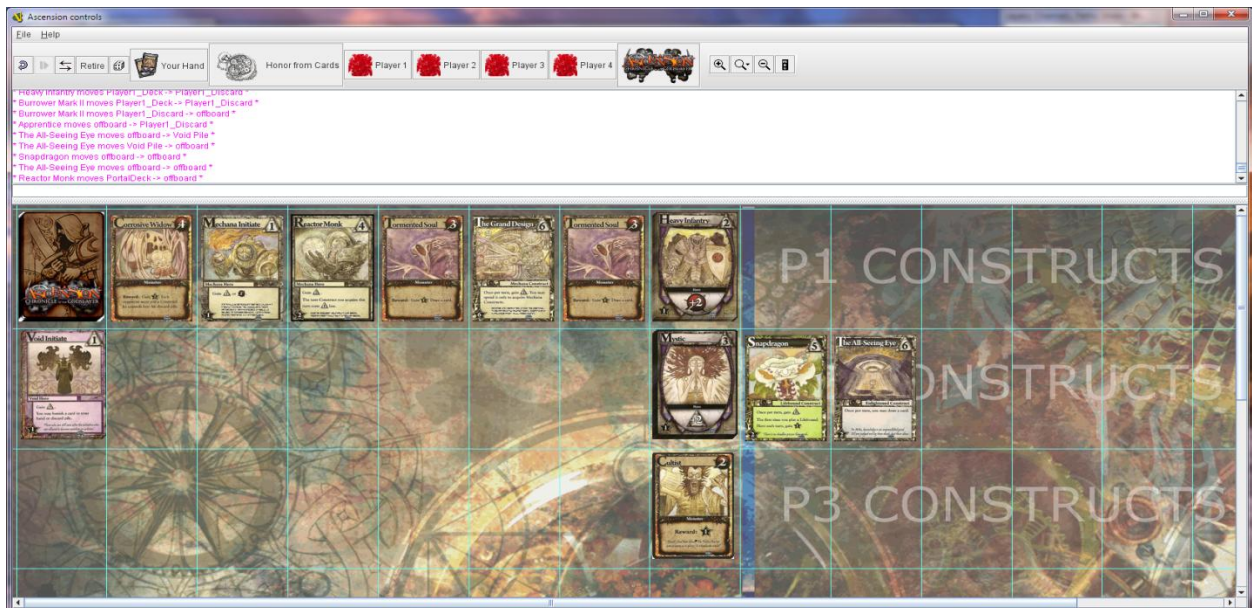
Note: I decided to force the players to shuffle the Portal deck and their personal decks manually, which can be done by right clicking on the respective deck, and selecting “Shuffle”. There are options to auto-shuffle cards, but I found some scenarios in testing where you can sort of hose yourself, like if you accidentally drop a Militia in the Portal deck, etc.... 😊

From “Your Hand” you can drag cards from your deck and drop them anywhere in your personal window, or the main board, or the Constructs board (discussed below). Once your personal deck runs out of cards, you just right click the discard pile and select “Return All Cards to Deck”. You can then shuffle your deck, and continue to draw the cards you need.

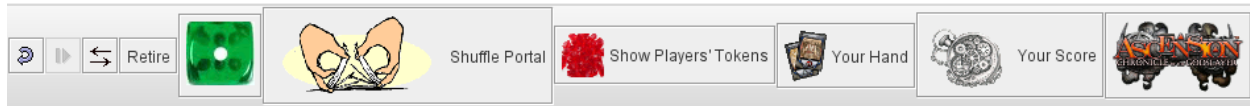


## Constructs:

There is one row for each of the 4 players to lay their Constructs so they are visible for all to see.



Finally the rest of the toolbar...



\* eekamouse moves Honor 5 to their hand.  
\* eekamouse moves Honor 1 to their hand.  
\* eekamouse moves a card from offboard to offboard \*  
\* eekamouse moves Honor 1 to their hand.  
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First note that ALL actions a player completes are reported in the chat window. This window is also where players can actually chat with each other. 😊



The first button on the left is an undo button. It will undo any move you made, so if you need to back out of a move (or several moves), you can do so. Again, the system will report your undo's in the chat window.



The second button is disabled, as it's used for debugging the game log. (I'm not even sure what it does to be honest.)



The third button with the left and right arrows will show/hide the server to view any games you are hosting, or if you are connected to the Vassal servers.



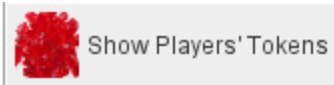
The Retire button will quit a player from the current game, losing all moves that player has made.



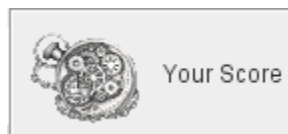
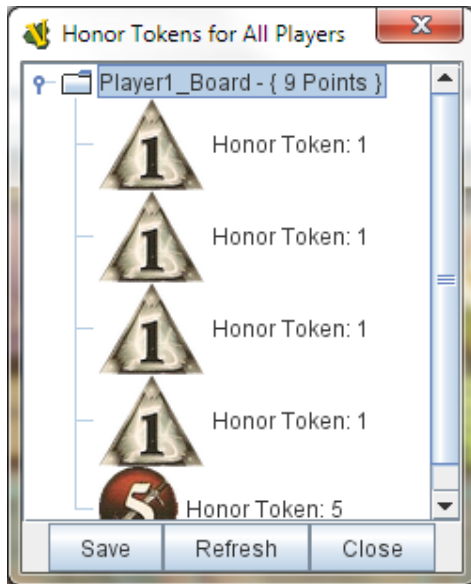
The dice will roll a 1d6 and report the results to the chat window.



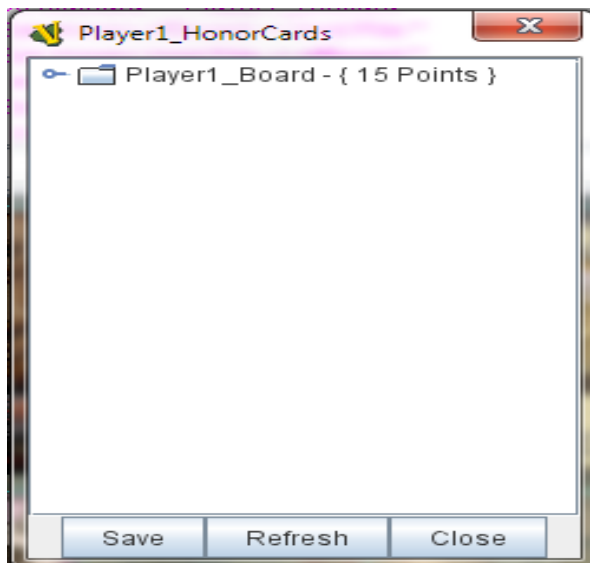
This obviously shuffles the Portal Deck.



If you click on the Show Players' Tokens button, you can check and see how much Honor each player has collected thus far. All players should move the Honor tokens to their hand to be counted.



This will show your current score, only to yourself. This window checks any card in your Hand, Deck, or Discard pile, as well as any Honor tokens in your hand. The game will also count any Constructs in your row. You can see your total Honor points, and then expand the folder to see all the purchased cards.





This is the “Pass” button. It will play a little techy type of sound and report that the player has passed to the chat window.

Finally, I added the ability to flip cards face down and back up, by right clicking a card and selecting that option (or selecting it and pressing CTRL-F). This helps the player keep track of what cards they’ve “spent” this turn.

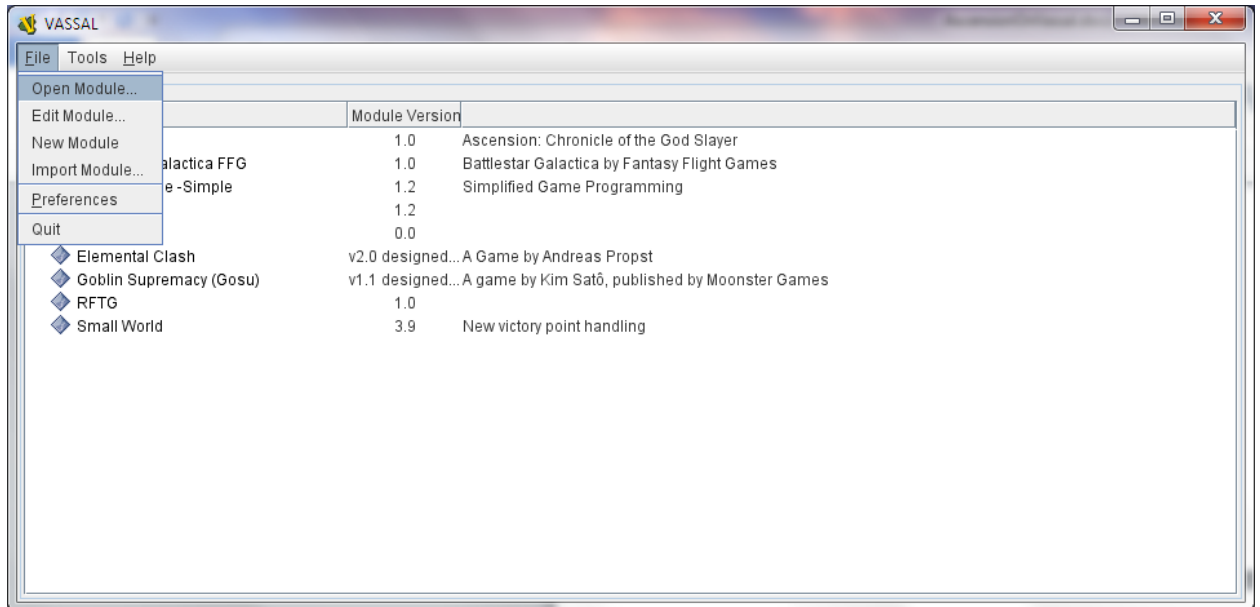


All feedback can be set to [joel.eddy@gmail.com](mailto:joel.eddy@gmail.com)



## How to Install Vassal (and the Ascension module)

- 1) Go to <http://www.vassalengine.org> and download the appropriate installer for your operating system. Here is a link to the download page... <http://www.vassalengine.org/download.php>
- 2) Once you run through the install wizard, start Vassal.
- 3) Once Vassal is started click on File, Open Module:



- 4) Find where you have saved the Ascension module and select it.
- 5) You are done 😊