

Midway VASSAL Supplement

1. **RULES:** Like most VASSAL modules, Midway doesn't include the rule-book. If you have a copy of the game, but have lost your rules. They are usually easy to find [online](#).
 - a. Once you are familiar with the original rules, read the remainder of this page for important information pertaining to this VASSAL version of the game.
2. **.VLOG Files:** Always enable the .vlog file recording at the begining of each game. If Playing By EMail (PBEM) always use .vlog files, never .vsav files. This ensures proper auditing...
3. **PASSWORDS / AUDITS:** Each player should enter their clear-text password in a "Delayed Note" in the main game window for post-game reveal and audit of hidden moves.
 - a. This module allows two players to play Midway "double blind". But, like virtually all other VASSAL modules, NOT ALL rules are enforced by automation. We therefore rely on players to police the rules. In Midway, a game with much hidden movement, this is only possible if passwords are exchanged at game END for a post-game audit.
 - b. Even if players don't intend to perform a post-game audit, preparing to do so in this way deters tempting "mistakes". It also keeps the option open if you change your mind later.
 - c. Post-game, with the opposing player's password, each player can log in to any .vlog file to review the other player's secret moves.
 - d. Save your **username** and **password** in a separate folder for each game with your .vsav and .vlog files. If you don't remember the **username** and **password**, you won't be able to rejoin your game!!!
4. **TURN-COUNTER:** The original turn-track from the box game has been replaced with the VASSAL "Turn-Counter".
 - a. The Turn-Counter reads Time-Date-Phase (0500 - June 3 *US Mov / Rdy*).
 - b. **NOTE:** Only the opponent can advance the Turn-Counter into the "Search" phase for each player. These interlocks are in place to prevent cheating and to enable automation and PBEM.
 - c. **NOTE:** If you **MUST** go backwards to fix an error, use the "Undo" button in the upper left corner on the main window toolbar.
5. **TURN-PHASES:** The sequence of turn phases has been slightly modified to support VASSAL automation, PBEM and double-blind play. During the game, follow the guidance of the "Turn Phases" tab inside the "Charts" button of the main toolbar. This chart structures the "Search Board Procedures" described on Pages 6-7 of the original rules as necessary for this module.
6. **"SEARCH":** Searching is now fast and automated. When your side is conducting its "SEARCH" phase, use the "SEARCH" button in the private carriers window to auto-search. Markers will be placed on discovered enemy ships. Old markers are automatically cleaned off the board. This makes Midway a smooth and fast game.

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7. **FLIGHT OPS:** Your private carrier windows have been enhanced to support better organization of pieces. The "Strike" and "CAP" boxes show which squadrons are flying (and won't be lost if the carrier is sunk) These boxes may be shared by outbound and returning squadrons. Outbound squadron stacks should point upward, their starting orientation. Returning stacks should be pointed downward to indicate that they have already completed their mission and are en-route back to the carrier...
8. **SQUADRONS:** Disregard all mentions in the original rules of exchanging different numbers of squadrons. All squadron labels have been reduced to "1" (T-1, F-1, D-1) to streamline game-play and reduce errors.

Good Luck, Admiral.