Midway VASSAL Suplement

1. RULES: Like most VASSAL modules, Midway doesn't include the rulebook. If you have a legitimate license/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 must enter their clear-text password in a "Delayed Note" in the main game window for reveal post-game.

   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 substantially rely on players to police the rules. In VASSAL, 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.

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: Whenever a turn phase is labeled with a player side (i.e. IJN or US) THAT player will need to advance the counter after completing their move. These interlocks are in place to prevent cheating and to enable automation and PBEM.

   c. NOTE: NEVER try to go backwards with the "-" button on the Turn-Counter. If you MUST go backwards, always use the "Rewind" button in the upper left corner on the main window toolbar.

5. TURN-PHASES: The sequence of turn phases has been slightly modified and structured to support VASSAL automation, PBEM and double-blind play. During the game, follow the guidance of the "Turn Phases" tab inside the "Charts" button on the right side of the main window toolbar. This chart structures the "Search Board Procedures" described on Pages 6-7 of the original rules as necessary for this module.

6. FLIGHT OPS: Your private carrier windows have been enhanced to support better organization of pieces. The "Ops" 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 enroute back to the carrier.

7. 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.