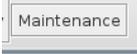


Dominant Species VASSAL module

Version

This document relates to Version 4.0 of the Dominant Species VASSAL module.

Options

If you wish to use the Random Setup option (as described on page 17 of the rules), you must click on the “Randomize Initial Setup” button on the  button on the Toolbar. You must do this before proceeding onto the next section.

The optional 2 and 3 player rules do not require any special setup.

Setup

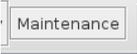
Firstly set up the Earth tiles stacks by selecting the “Setup Earth Tiles and Dominance Deck” on the  button on the Toolbar.



Figure 1: Earth Tiles stack after being populated

Next determine which players will play which roles. For each selected role, go to the corresponding window and click on the button corresponding to the number of players. For example in a two player game between Amphibians and Mammals, the Amphibian would look like this:

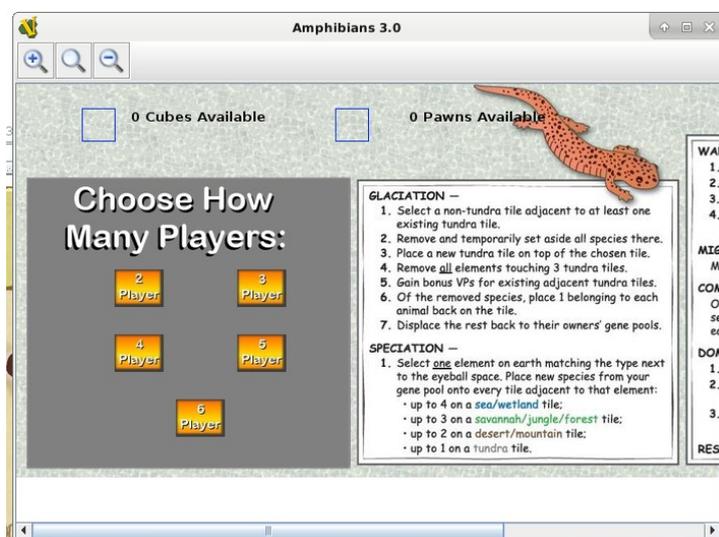


Figure 2: Amphibians Window at start of game

After selecting the 2 Player button, it should like this:

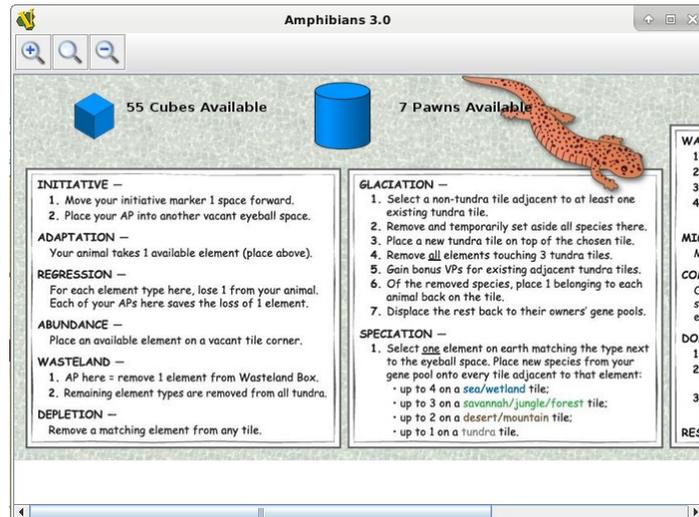


Figure 3: Amphibians Window after selecting player count

Repeat this for all roles in the game. Then delete the initiative markers for roles not in the game (select and Ctrl-D) and then shuffle the remaining initiative markers left.

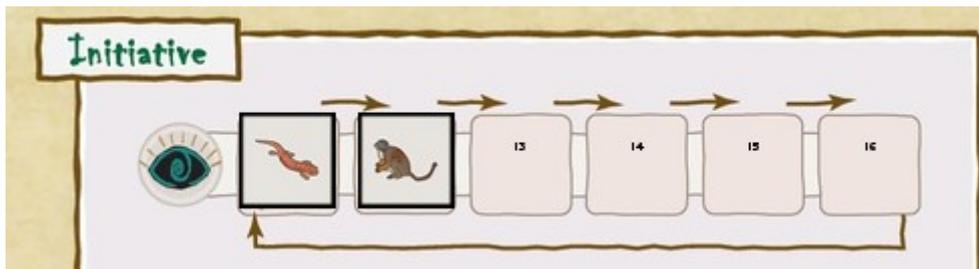


Figure 4: Initiative Markers after purge

The central tiles and the respective elements have already been placed. The appropriate species cubes need to be placed on the board. If you are using the random setup follow the instructions on page 17 of the rules for placement of species and scoring cubes. The standard setup is a special case of this, but you can just follow the diagram on page 5 of the rules (omitting any animals not in the game.)

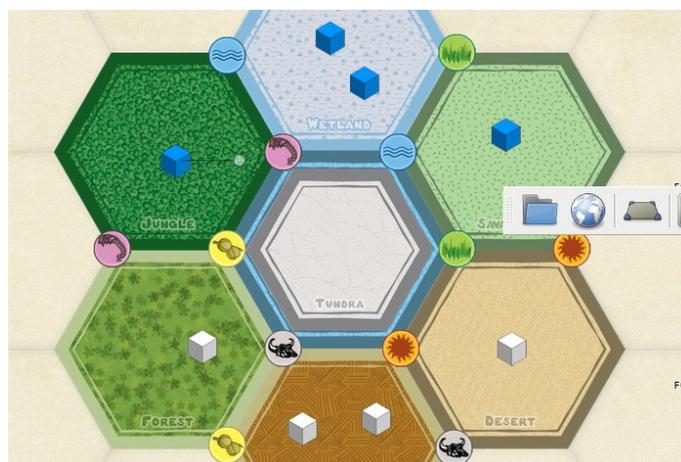
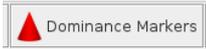


Figure 5: Species cubes placed on the board

Dominance Phase

Dominance markers can be pulled from the  window. These may be updated any time a player feels like.

During the Dominance phase, players may mark tiles that have been checked with the check marker from the same window.

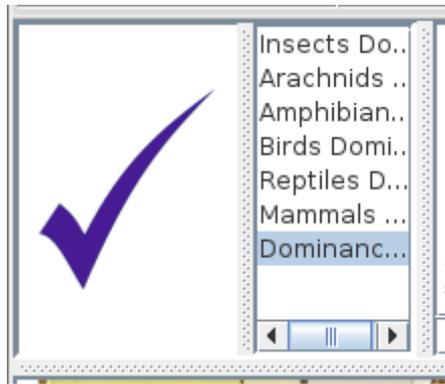
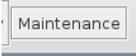
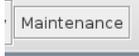


Figure 6: Dominance Checked Marker

At the end of the Dominance phase, all these markers can be cleared by the “Clear Dominance Checked Markers” from the  menu.

Reset Phase

During the reset phase, it is necessary to refill the Earth Tile stacks. This is done by selecting the “Refill Earth Tiles” from the  menu. Similarly you can use the “Refill Dominance Cards” menu button for the cards.

Change Log

Version 4.0

- Setup buttons disabled after setup
- Internal optimizations based on VASSAL version 3.6.5
- Basic support for a randomized setup
- Apply grids to the planning zones so that pawns and elements slot into place
- Give Elements a back
- Fixed issue where players could secretly choose Elements
- Updated button for Dominance Markers
- Renamed Earth Tile stacks
- Automated handling of Dominance Cards

Version 3.0

- Changed name of "Extinction Window" to "Eliminated Species" to better fit with the rules and avoid confusion.
- Added Movement Trails to the Species cubes
- Non-rectangular outline for pieces when selected
- Mouse stack overview for Eliminated Species and Main windows fixed
- Restricted hex grid to hex tiles
- Removed ability to flip Dominance cards as unnecessary and confusing
- Removed redundant menu commands from Earth Tiles
- Removed the Earth tiles window as it no longer needed
- Added a "Dominance Checked" marker
- Created initiative slots for better reporting of initiative marker management

Version 2.0

Fixed issues making the module unplayable:

- Amphibians broken
- Earth tiles visible prior to reset

Version 1.1

Earliest documented version