Pax Renaissance in Vassal

You can use this module to play in Solo mode. Solo means you are playing more than one side by yourself, or you are "hot-seating" 2 or more players on one computer. You are **not** playing alone against robots and an AI. I'll talk more about Solo in a bit.

Setting Up

The red window tells you what to do.

If you choose to set up random colors and random seating, right click on each button and enter player names / initials. Then right click them again and select "get seat." Your player order is by the numbers, lowest to highest. This information does not carry over to the game. Exit the module and restart with your assigned color.

There are 4 white squares beneath the map and to the left on the main screen. If you right-click each one, you can set the player turn order. You can also set the current player as you play. These squares have no other effects on the game.

When you set up the decks, press the number of players button **once**. It will take a few seconds to finish. Be patient.

The Main Window

There are 4 player **trays** at the bottom of the window to hold your coins and cubes.

The coin banks. These are decks of about 40 1-coins and 10 5-coins. If you run out, right-click a coin to make more. Spent coins return here.

A small purple dot. When you play a card (to the map), it goes to wherever the purple dot is. You can move the dot around for your convenience. Your tableaux have 2 more such dots that serve the same purpose.

4 Victory Icons. Hover over one with your mouse cursor to see what it is. You can right-click one to activate it or to see a list of its goals.

The Solo piece. If you aren't playing solo, you can delete it (a right-click command), or you can hide it in the "Decks" window. Notice it shows the color of the active player. More on it later.

2 arrows. Use the arrows to point at things and save typing. For example, when you play a card, point an arrow at a one-shot to indicate you are using it. If you right-click an arrow, you can change its color, and if you do it rapidly, it will appear to be flashing.

The "Commander." This is a larger piece that has action buttons. If you press a button, it lights up and prints a message in the chat area. It has no other game effect. You can use it when you play email or when you don't have voice communications. Just before you do something (especially in another window like tableau ops), press that button to let you opponent know what you're about to do and where. If you don't need it, you can delete the Commander with a right-click command (or drag it in the "Decks" window).

"Label Me." Toolbar button. It gives you a piece that you can use to mark pieces in special circumstances.

Inventory. Toolbar button. This shows you prestige and icon counts for each player in one

convenient place. It is blank when you start because all tableaux start empty.

Notes. Toolbar button. You can write anything here you want. If you are playing by email, you could keep private notes to remind yourself what your plans are.

About Cards and Pieces

Almost everything has right-click commands for your convenience. Some noteworthy ones:

• You can mark a rook visually as a pirate. Right-click it again to erase it.

• If you right-click a map card, the module will get that empire card and put it on the map card. From here you can immediately send it to your tableau. This only works if the card is still in the empire stack. If someone owns it, you'll have to move it manually.

• You can send "repressible" pieces to their empire cards (wherever they are located) or to their pools. The module will know where to send them.

Tableaux

There are 2 purple dots here—an east and west one. Whenever you send something to your tableau, it goes to a purple dot.

There are arrows here too. You can clone them to make more. You can use them when you do card ops to keep track of which cards and icons you use. A toolbar button moves them all to under your starter card.

The Market

The buttons on the card spaces slide over cards and handle maintenance, but if a deck runs out of cards, you will have to draw manually. Avoid using Undo with these buttons because it tends to mess up the market.

Play Notes

• Playing Cards. When you play or sell a card, right-click it and send it to the main map first. Use an arrow to point at the one-shot if appropriate. When done, send it to your tableau (or discard it).

• When doing a trade fair, you can use the arrows to trace the path and drop coins next to cubes (and raise levies) as you go. Players can later collect their cubes.

Playing Solo

Choose Solo when you start the module. Set up normally for the number of players you want you play. Just before you take a side's turn (Green, for example), right-click the Solo button and change it to Green. Until you change sides again, you are totally and completely that player (Green)—the same as if you started the game as that side.