

Dominant Species VASSAL module


Version

This document relates to Version 5.2 of the Dominant Species VASSAL module.

The Toolbar

The toolbar includes a Setup sub-menu, windows for each side, a window for the Dominance tracker and a menu for various End-of-Round utilities.

Setup

The  menu can guide the user through the setup process in a sensible manner.

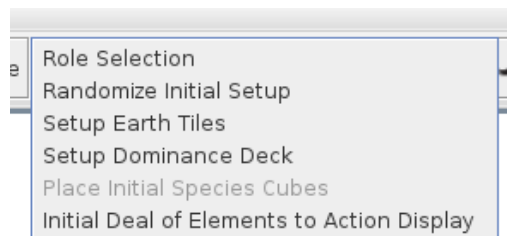


Figure 1: Setup sub-menu

The **Role Selection** option yields a window with seven buttons. The player should select the sides required for the game and then press the **Finalize Selection** button. This will create the action pawns, species cubes and initiative markers in their respective windows. The buttons will be locked and the window will close automatically.

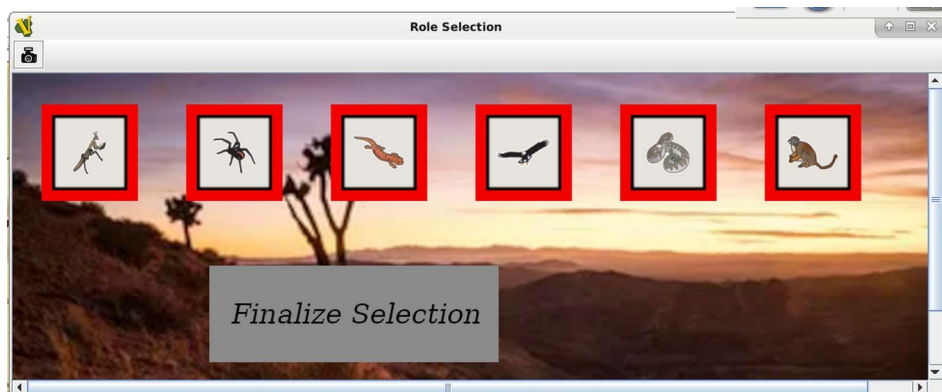


Figure 2: Role Selection Window

Optionally you may select the **Randomize Initial Setup** button, which will draw random tiles and random Elements as per the optional rule on page 17 of the rules. If you want to play the Standard variant, you should skip this step.

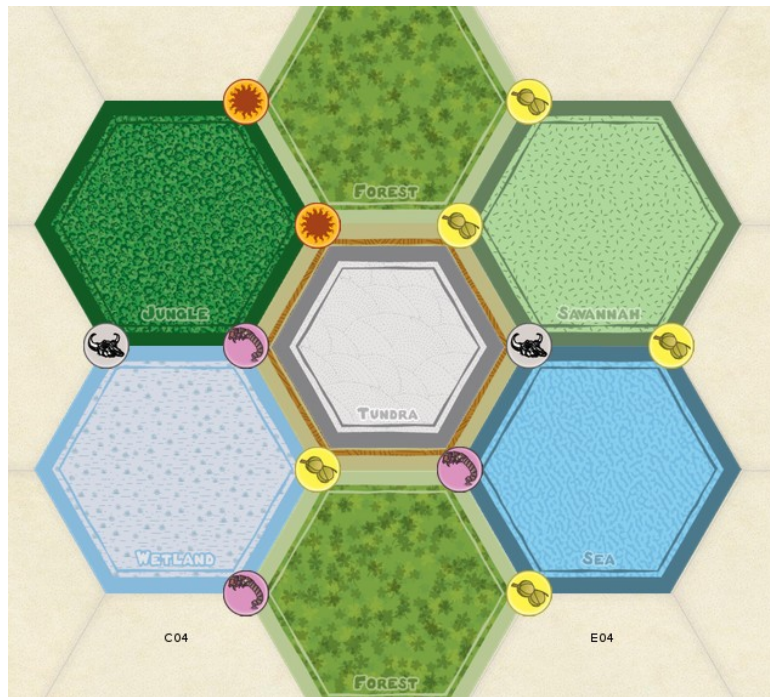


Figure 3: Example of a Randomized Setup

Whether you used the Random or Standard variant, you can use the [Place Initial Species Cubes](#) button to place the species cubes on the correct Earth Tiles and scoring places.



Figure 4: Example of Randomized Tiles with Species Cubes



Figure 5: Example of Randomized Scoring

The remaining steps can be expedited by the [Setup Earth Tiles](#) , [Setup Dominance Deck](#) and [Initial Deal of Elements to Action Display](#) buttons. For example the “Setup Earth Tiles” button will create the Earth Tiles Decks.



Figure 6: Earth Tiles stack after being populated

End of Round

A number of utilities associated with the end of the round from the Dominance actions to the start of the next round are consolidated into the [End of Round Menu](#) .

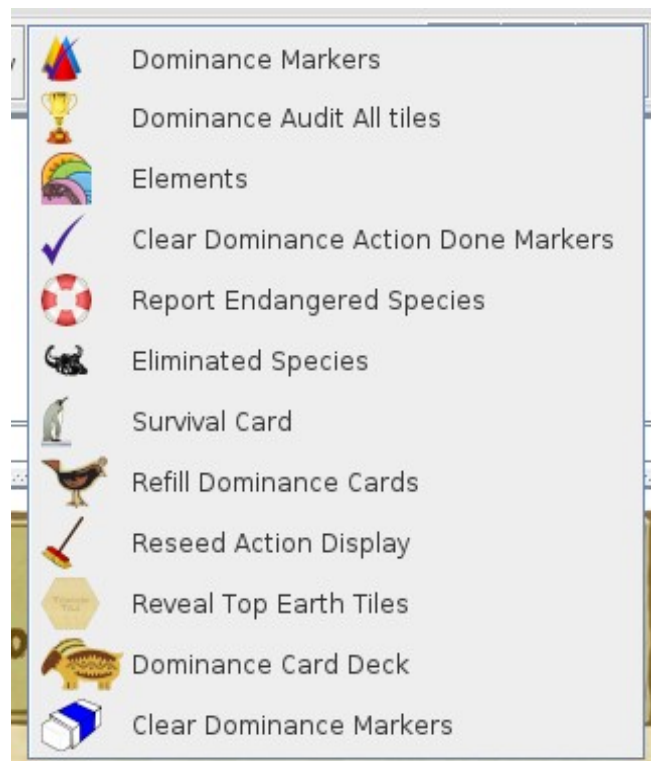



Figure 7: End of Round menu

Dominance markers can be pulled  Dominance Markers 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.

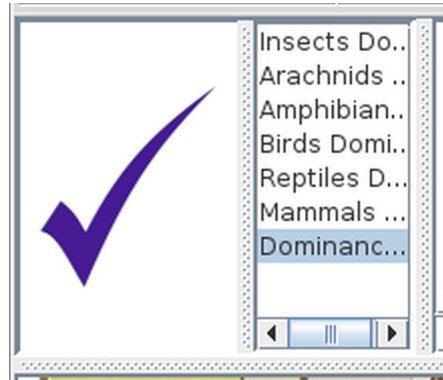







Figure 8: Dominance Action Done Marker


At the end of the Dominance phase, all these markers can be cleared by the




 Clear Dominance Action Done Markers option.


The  Dominance Audit All tiles option can be used to automatically set the correct Dominance Marker on every Earth Tile. This will take a noticeable amount of time to process. You can right-click any object sitting on a Tile to Dominance Audit *that* tile. This is much faster.

Whilst resolving Dominance Cards it is sometimes necessary to draw a random or chosen Element from the Elements Deck, which is available from the  Elements window. This would also be needed if you insist on doing the reseed step manually.

During the Extinction phase (or at any point in the game) players may check which species cubes are endangered using the  Report Endangered Cubes tool. Endangered species (apart from 1 Mammal cube) should be sent to the  Eliminated Species window using Ctrl-E.

During the Survival phase, access to the Survival card may be required, which is kept in the  Survival Card window by default.

The reseed phase is fully automated. The Dominance cards and Earth tile stacks must be refilled using the  Refill Dominance Cards and  Refill Earth Tiles buttons. The other reseed steps can be done automatically with the  Reseed Action Display button.

The rules say that before final scoring the dominance markers should be removed. This can be done with the  Clear Dominance Markers button.

Change Log

Version 5.2

- Made the Earth tile stacks show if there are more tiles below more realistically.
- Report deletions in red and clonings in green.
- Added Notes window.
- Restricted movement trails to the Main Map.
- Added button to clear dominance markers – intended for use in final scoring.
- Made available menu option to report species counts.

Version 5.0-5.1

- Added a button to toggle an overlay labelling hexes and vertices.
- Consolidated Toolbar into a more coherent format with Setup and End-of-Round sub menus.
- The Setup menu now contains has automated buttons for each step.
- Created an End-of-Round option to report on Endangered Species.
- Created an automated Dominance Audit tool.
- Fixed reporting bug in Arachnids window.
- Updated picture in the Elements window to advertise the Decks' right-click options.

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

Acknowledgements

Thank you to Thomas Auckland for help with testing.

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