

Kingmaker II - Vassal Module

V1.0 (Preset Factions) Set-up Guide

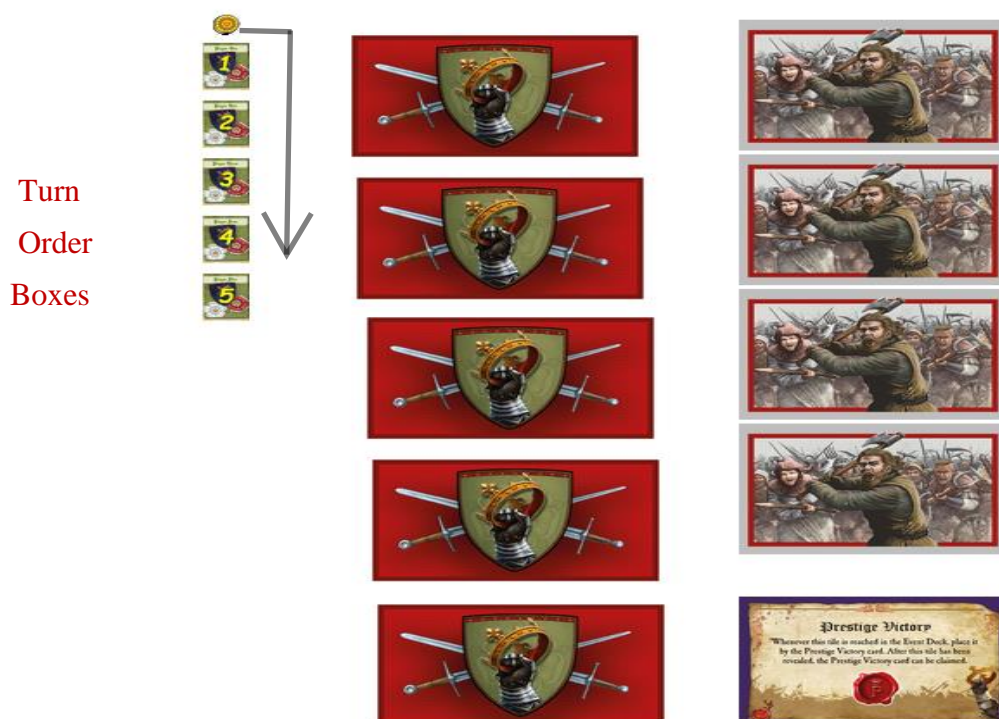
Introduction

It is assumed that players are familiar with the Vassal system for playing a board game.

A) Faction Areas set-up

Essentially, this is carried out by the module but one or two related steps are required.

Random Start ↓ Order markers ↓ Crown Card stacks “Clamour” ↓ Cards



The diagram above illustrates the white area to the right of the map board.

The players agree on one of their number to perform the role of Set-up Umpire. This player will carry out the Faction Boards, & Event Deck set-up plus the Final Preparation actions in the module as described below.

Each player, including the Set-up Umpire, chooses a Faction Board & colour to play – Knot (purple), Sun (yellow), Portcullis (green), Boar's Head (blue) or Crescent (grey).

Depending on the number of players involved, 2 to 5 stacks of Crown Cards, making up the pre-set factions, will have been placed just to the right of the main map board.

The Set-up Umpire now moves one of the Crown Card stacks to each of the Faction Boards chosen by a player. This is achieved by drawing a box with the mouse around a randomly-chosen stack of cards, right-clicking and selecting “Send to Faction Board”, then selecting one of the listed boards. This represents the cards that will belong to the player who chose the faction symbol concerned. Finally, the Set-up Umpire opens the Faction Board, right clicks on the card stack, selects “Manipulate Card” and left clicks on “Flip”. This will turn the stack face up and release control to the owning player.

Players may now access their Faction Boards to arrange the contents to their preferred layout, subject always to the board game rules. See also the Players' Guide to this module.

The player owning the Bishop of Durham declares this and will be Start Player. To the immediate right of the map board are the player Turn Order Boxes, above which is a stack of Faction Symbol markers (Random Start Order markers) to indicate the order in which turns are played. The Set-up Umpire moves a marker (which the module randomly chooses) off the stack to beside box 1. If the marker is for the faction controlling the Bishop of Durham it remains beside box 1. If it is a faction operated by a player, it is placed beside the lowest numbered box without a marker except Box No.1. If it is a faction not operated by a player, it is placed beside the highest numbered box without a marker. When all markers have been drawn, The boxes indicate the order of play. All markers for factions without players should be

Note: The two-player scenario is not set up to incorporate the adjustments listed on page 8 of the board game rule book under “2-player Kingmaker II”.

Event Deck set-up

The Set-up Umpire will carry out the following actions in the module:

- 1) Right-click on the Event Deck and select “Shuffle”. Right click again and select “Draw Multiple Cards” from the pop-up menu, typing into the text box that appears, the number in the second column in the table below, appropriate to the number of players involved:

5 Player Game	19
4 Player Game	28
3 Player Game	37
2 Player Game	30

Then close the window by clicking on <OK>. Finally, click and hold on the Event deck and drag the cards selected to the adjacent Kingmaker logo.

Note: This stack remains here during the game until the Event Deck is exhausted and is then transferred to the Event Discards position to be right-clicked with any cards that were already on the Discards pile.and “Shuffled to the Event Deck” thus forming a new Event Deck.

- 2) Next, right click on the Event Deck again and select “Draw Multiple Cards” from the pop-up menu, typing into the text box that appears, the number in the second column of the table below, appropriate to the number of players involved and close the window by clicking on <OK>.

5 Player Games	16
2 & 4 Player Games	14
3 Player Games	12

- 3) Click and hold on the Event deck and drag the cards selected from the above table to the top “Clamour for Parliament” space to the right of the main map board. Repeat this step for each of the other “Clamour for Parliament” cards below the top

- one. Right click each of the four stacks produced and select “Shuffle” for each one.
- 4) Right click on the top stack and select “Return Event Card”/“Return to Event Deck”. Do the same for the next stack down.
 - 5) Right click on the “Prestige Victory” card and select “Return Event Card”/“Return to Event Deck”.
 - 6) Right click on the 3rd stack and select “Return Event Card”/“Return to Event Deck”. Do the same for the bottom stack.

B) Final Preparation

- 1) For any faction(s) without an operating player, right click on the Free Move card on the relevant Faction Board and select “Return Event Card” and choose “Return to Event Deck”.
- 2) Right click on Crown Deck and select “Draw Specific Cards” then, with <Ctrl> key depressed choose the first two Title &/or Office cards on the list. Send these two cards to the Chancery Deck space. Shuffle the Crown Deck
- 3) Conquered City Cards:
 - a) draw the City of Norwich card from the Conquered Cities deck and place it beside the map board. Right click on the card and select “Send to Faction Board”. Choose the faction containing the Bishop of Norwich card and send the Norwich City card.
 - b) draw the City of Bristol card from the Conquered Cities deck and place it beside the map board. Right click on the card and select “Send to Faction Board”. Choose the faction containing the Ship of Bristol and send the Bristol City card.
- 4) Set-up Umpire now changes sides using the facility on the toolbar (curved blue arrow), to take over the faction he chose at the start of the game.