

Dominant Species VASSAL module

Version

This document relates to Version 3.0 of the Dominant Species VASSAL module.

Setup

Firstly set up the Earth tiles stacks by selecting the “Setup Earth Tiles” 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:

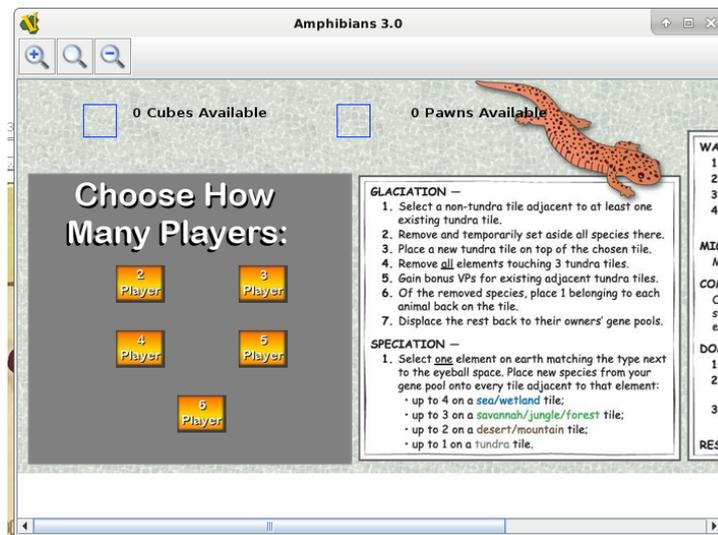


Figure 2: Amphibians Window at start of game

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

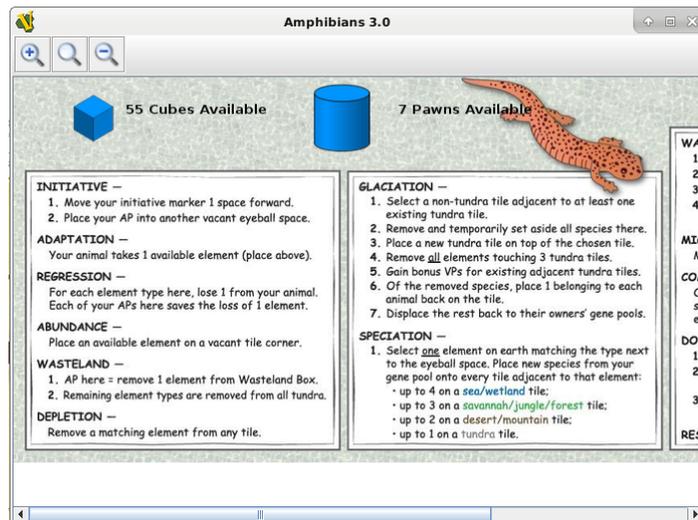


Figure 3: Amphibians Window after selecting player count

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.

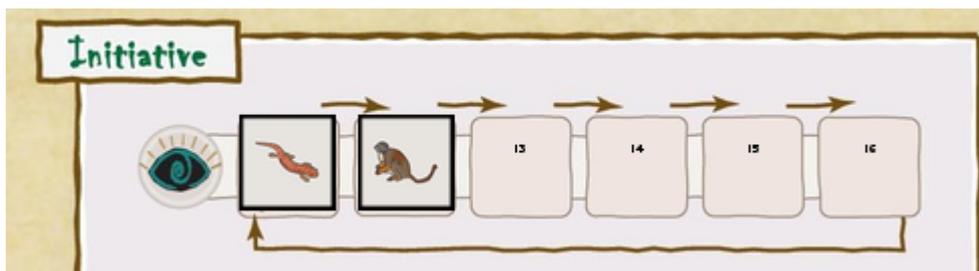


Figure 4: Initiative Markers after purge

The central tiles and the respective elements have already been placed. The appropriate species cubes need to be placed on the board.

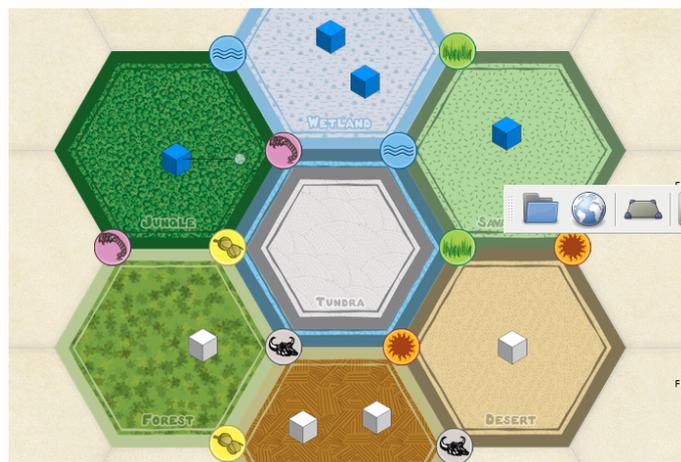


Figure 5: Species cubes placed on the board

Then open the  Deck Build Window yielding a window that looks like this:

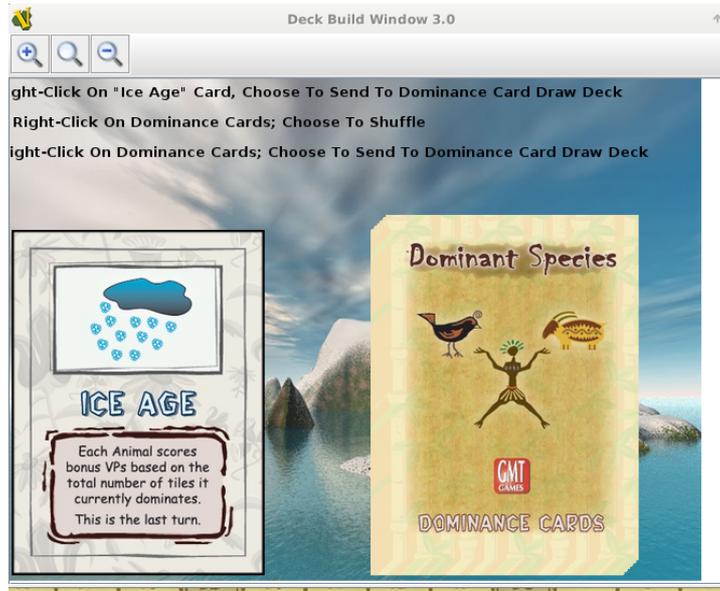


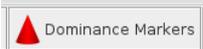
Figure 6: Deck Building Window

Follow these steps in order:

1. Right-click on the Ice Age card and select “Send to Dominance Card Draw Deck”.
2. Right-click on the Dominance cards and select “Shuffle”.
3. Right-click on the Dominance cards and select “Send to Dominance Card Draw Deck”.

The Dominance Card Deck can now be used as expected and the rest of the game set up as one would expect.

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.

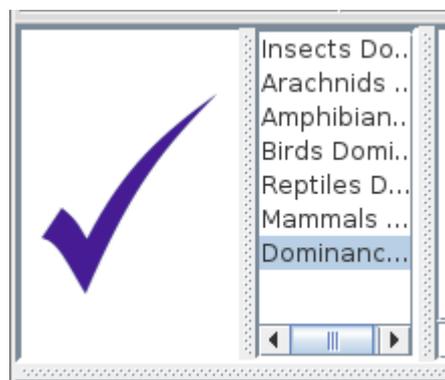
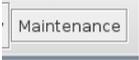
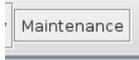


Figure 7: Dominance Checked Marker

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.

Change Log

Version 3.0

Clearing up annoyances:

- 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