VASSAL Dowtown Instructions.
By Antonio Pinar. April 11, 2004.

Installation:
VASSAL Engine is a java based program and it is necessary to have installed the Java Web Start tool in order to install the VASSAL engine. Go to the vassal engine web page in order to download the Java Web Start tool.

http://www.vassalengine.org/

Into this web page you will find all you need to download the Java Web Start tool along with instructions to install the VASSAL Engine program. Once both, the JWS and the VASSAL Engine are downloaded and installed, it is time to download the DowntownVASSALmodule_v1.0 file.
I saw the file appears as a ZIP file in the going_downtown files section, really it is not a ZIP archive so do not try to Unzip the archive, keep it as it is.

How to Play Downtown:
The first you should to note is that all you need to understand how to play a VASSAL Module is already contained into the own Module. Look the *help* link into the application to get help using VASSAL. Here I want to explain how to use this module in fact.

I designed this tool to help players to play online, giving adversaries to play with via the VASSAL interface. ANYWAY, YOU ALWAYS WILL NEED THE ORIGINAL RULES TABLES AND PLAYAIDS TO PLAY DOWNTOWN. The module gives you the possibility to not use the original Logsheets, using instead the ones provided by the module. All the remainder items contained into the Downtown gamebox are necessary to play (except the counters and markers, of course!).

Once you have launched successfully the application and loaded the module to play, you will see this picture:
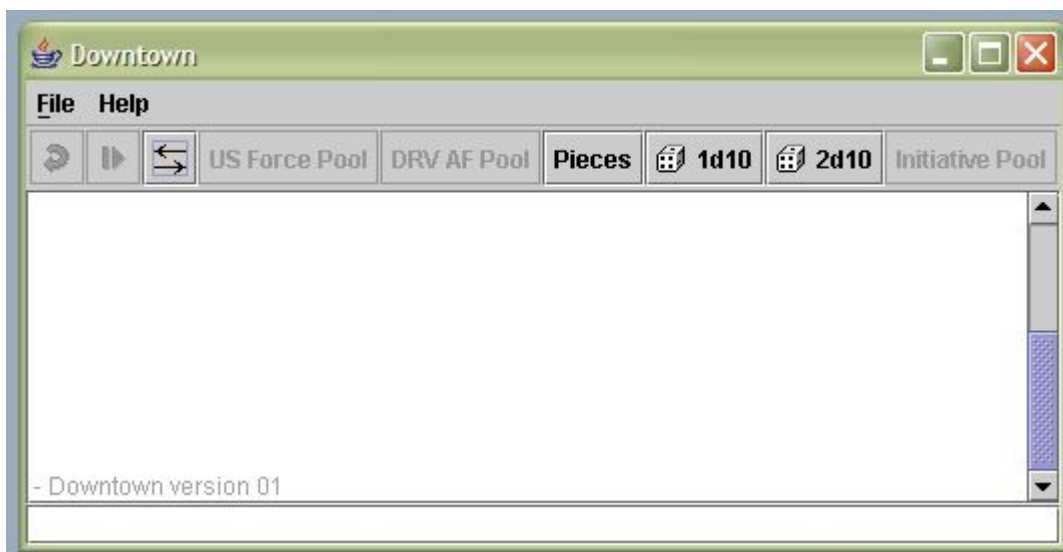
This is the main interface. Clicking the **Help** link, you will get help using VASSAL. However, there are some features here explicit to use playing Downtown.

There are some "Maps" like *US Force Pool*, *DRV AF Pool* and *Initiative Pool*. These "pools" are especially designed to use with this Module. They are visible only when a game is loaded. Anyway, these pools really are not game maps, they are used ONLY if you want to avoid using the Logsheet (this feature will be seen later). The *Pieces* switch is used to show all the Counters and Markers needed to play. There are the necessary dice set to play (both 1d10 and 2d10).

Starting a game:
All the planning game have to be "played" aside this module, so you will need both Planning Maps provided into the original game box, however, both players can avoid using the Logsheets using the Pools provided by this module instead.
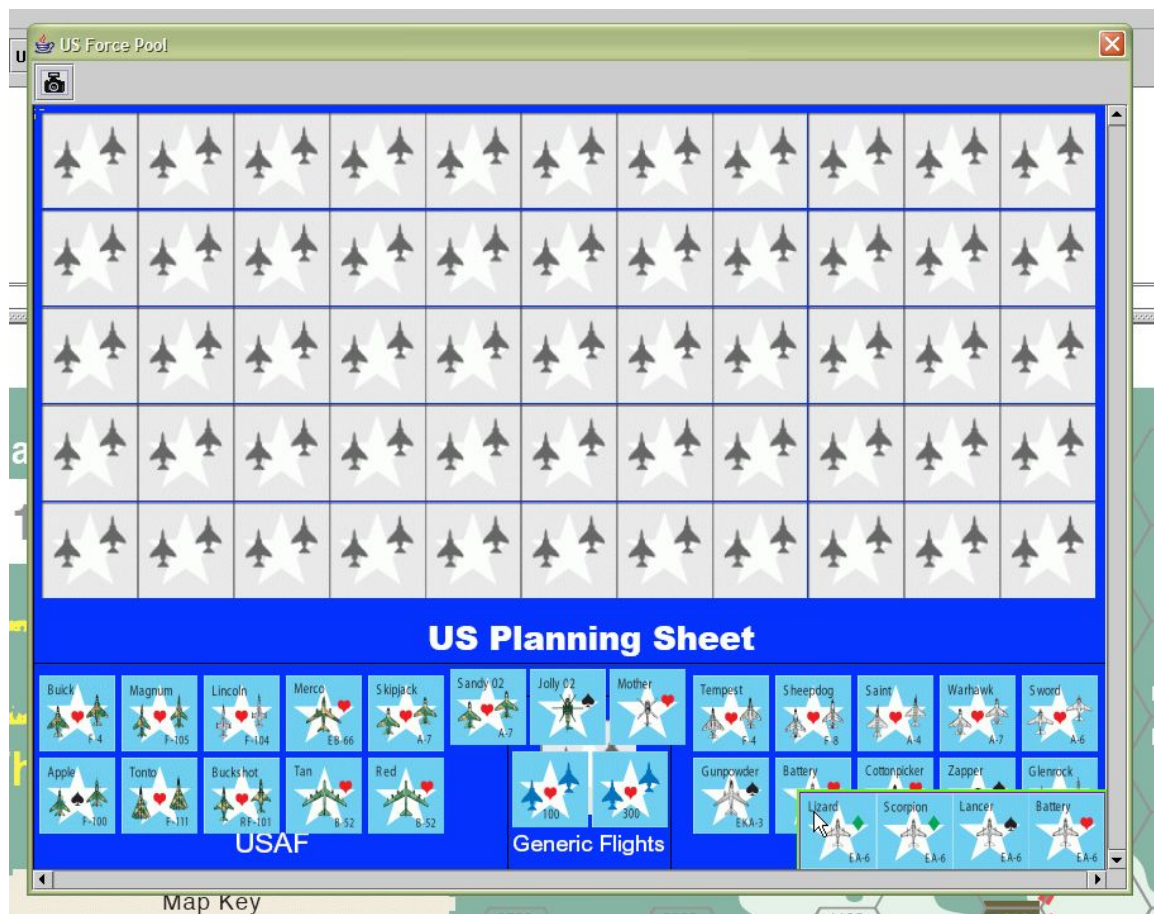
This is the US Force Pool, here you can handle all US flights aside the eyes of the DRV player. Here you can plan the US game. This same counters are contained into the Pieces bottom of the Main Interface, this is not a free new set of counters, cos the counters contained into this Pool cannot be used "inplay", you cannot put them outside this Pool (in fact if you put counters outside this Pool, your DRV counterpart will not see them), use the set of counters contained into the Pieces stacks to move flights over the game map. This Pool is used only for planning purposes.

All said for the US Force Pool can be said for the DRV AF Pool too.

Still there is a last Pool, the Initiative Pool. This pool is designed to give proof for the Initiative Chits.
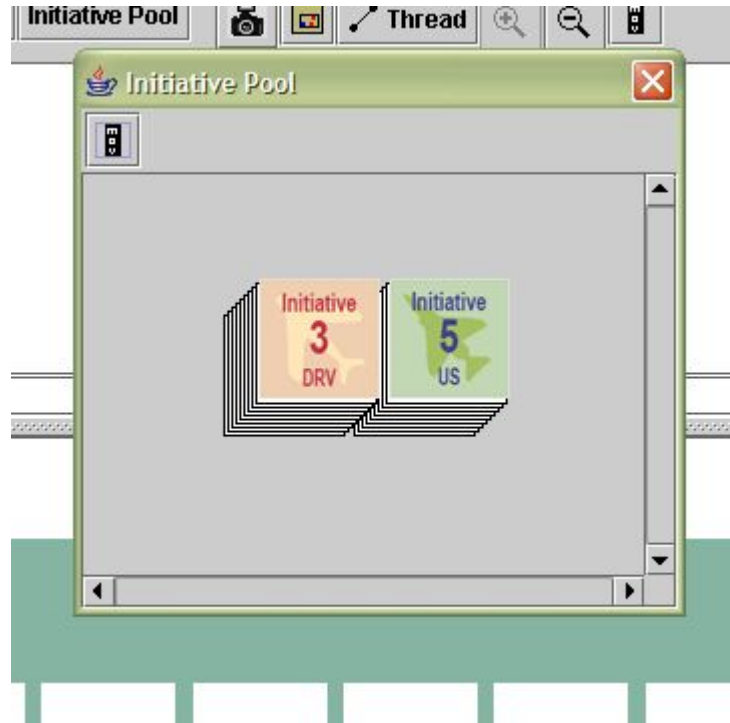

This is the Initiative Pool, here you can handle the initiative chits. As you can see there are two stacks of Chits. This Pool is especially designed to draw chits randomly, so each chit you draw will be a randomly drawn chit. As a last feature, only the US side can handle his chits. The same can be said for the DRV chits. Alike the other Pools, this chits HAVE to be extracted out of the Initiative Pool in order to work properly.

When a player draws a chit, this chit have to be placed anywhere into the game map, the chit will be seen ONLY for the US side, the DRV side will be alerted in the chat window about the chit just extracted.
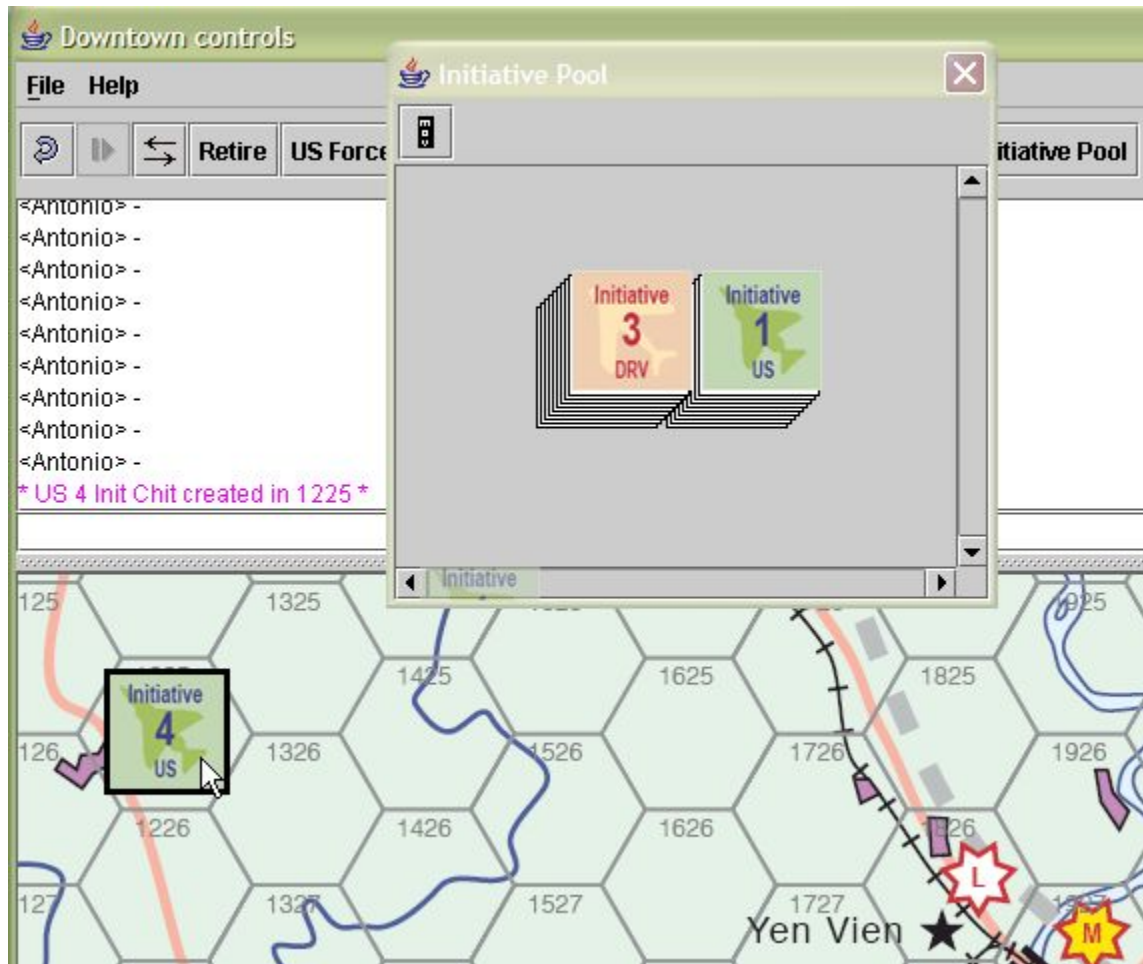
Here the US Player has extracted an Initiative Chit from the Initiative Pool, the chit placed on the map can be seen only for the US Player, however, the DRV Player has been told about the chit just extracted along the Chat Window, note the entry *US 4 Init Chit created in 1225* is alerting the DRV Player about the chit just drawn; the DRV Player knows you have extracted a 4 Initiative Chit, so be honest!.

This chits once extracted cannot be erased from the game, they have to be returned to the deck instead.
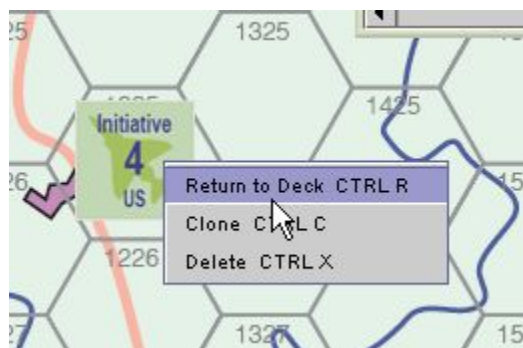
Rightclicking the chit in question, a new window will appear with instructions. Clicking the *Return to Deck* option, will return the chit to the Deck. Remember DO NOT DELETE NOR CLONE these Chits!.

Basically this is the right way to use this Module. There are more features, that of course, you will find…