



Revolution

VIRTUAL playspace



3D Co-op Multiplayer Virtual Table Top

ALPHA MANUAL

INTRODUCTION	1	Table of Contents
	2	What is Revolution: Virtual Playspace
	2	Why was R:VPS Developed
	2	What can be done in R:VPS
	3	What Editors are available in R:VPS
	3	• Map Editor
	3	• Miniature Editor
	3	• Conversation Editor
	4	• Item Editor
	4	• Quest Editor
	4	• Store Editor
	4	• Battle Rule Editor
	5	• Loot Drop Editor
CONTROLS	6	Map Editor Controls
	7	Playspace Controls
GETTING STARTED	8	Overview (Making your first Module)
	9	Creating Some Items
	10	Creating a Conversation
	11	Creating a Quest
	12	Creating a Miniature
	13	Creating Battle Rules
	14	Creating Loot Drops
	16	Creating a Map
MULTIPLAYER	19	Setting up your Multiplayer Game
	20	Create a Revolution: VPS Online Account
	21	Joining or Hosting a Game
PLAYSPACE	24	Playing In the Playspace
	24	Placing your Hero Miniatures
	25	Locking and Unlocking Miniatures
	25	Moving, Rotating, Resizing, Deleting the Miniatures
	26	Mini Sheets Panel Explained
	27	Convo Panel Explained
	28	Quest Panel Explained
	29	Battle Rules Panel Explained
	30	Store Panel Explained
	31	Loot Panel Explained
	32	Randomizer Panel Explained
	33	Dice Roller Explained
	34	Playing your First Module
TROUBLESHOOTING	35	Trouble Shooting / Error Reporting
CREDITS & INFO	36	Credits and Information
	37	Player Notes
ADDENDUM	38	Addendum I (Initiative System)

INTRODUCTION

What is Revolution: Virtual Playspace?

Revolution: Virtual Playspace (R:VPS) is a digital virtual tabletop that focuses on co-op pen and paper RPG play. Create your own Maps, Quests, Conversations, Items, Miniatures, Stores.. and then play your adventures or entire campaigns with up to 10 people as if you were playing a pen and paper game around a tabletop, using any rule system you like. With our advanced Battle Rules system the players control the heroes and the monsters for an exciting twist on an old play formula.

Why was R:VPS Developed?

Revolution Virtual Playspace was specifically designed to fill the gap left by many other 2D virtual tabletops while offering something completely new to the genre.. co-op play. We have taken the basics of any pen & paper rule set and given you a platform to not only apply those rules to play, but to do so with as much freedom as we were able to squeeze out of the digital environment. R:VPS was developed as a labor of love for gaming with our friends who no longer have time to meet up physically to enjoy some good old table top play time.

What can be done in R:VPS?

With the Editor Systems and the Playspace you can create worlds, play them with up to 10 people, and even share them with the community. We have made sure that each editor is

easy and quick to use, so that you will spend more time enjoying your creations instead of making them. Although some people are more inclined to make module, adventures and campaigns.. we know that the majority of the people out there are heroes at heart and GMs second. But that doesn't mean that we've left out our GM friends, we have just given them more chances to play with our co-op inspired Playspace.



What Editors are available in R:VPS?

Map Editor:

While this is really a map and campaign editor because you do more than just make a map, we wanted to keep it simple. Within this editor you can create the terrain for your map, add to the environment with terrain based placeable objects like trees, rocks and plants. Place other decorations like building, furniture and other objects to bring the map to life. Build Dungeons and Interiors quickly using the building tiles. And place miniatures in preparation for co-op play or to prepare your creation for future play. It's also in this editor where you can assign conversations, stores, quests, loot drops and battle rules to the miniatures.

Note: Not all miniatures need to be an NPC, Monster or Hero. There are special Miniatures to set up the starting area of an adventure, explain special points of interest, hand out a quest or even be used as objectives if you just want to have a miniature war and try to gain control of the map, one control point at a time. Because you make the rules, there are many games you can play within R:VPS.

Miniature Editor:

Creating the Monsters, NPC and even the heroes before playing will make everything go more smoothly. By setting up your character sheets for each miniature, including stats, equipment and other information.. you can just load a map and play in the future, all the setup will already be done for you. A note on making heroes; When in game you can load any miniature info onto any miniature. When a player saves that information as a character, it saves to a different file so you can still use the stats as a default on as many miniatures as you like. Create one set of stats and apply it to many different NPCs or monster miniatures as you like. Sharing these miniature files will allow players to share their custom miniature Monsters, NPCs and Heroes.

Conversation Editor:

Giving miniatures a voice, even if it's just text it can really move the story along, or just inform the players of some special information at a critical point in the dungeon. Create conversations

with different outcomes based on the heroes choices or add a conversation to a special information miniature and use it to let players read a journal entry from a book on a desk. This is the best method to get your story to the players or help direct a co-op game for everyone to enjoy. The Conversation get added to a miniature in the map editor and can be used on as many miniatures as you like.





Item Editor:

Creating items in a game where the inventory system is manual seems odd, but it really adds to the game immersion. The items that you create in this editor are used in the Store Editor and Loot Drop Editor to give players a visual of what they are looting from a defeated miniature or buying from an NPCs store. There are a lot of informational fields in the Item Editor that never need to be filled out unless you want to, but for most items you can just keep it simple. Choose an icon from over 550 options, name the item, set its value so it can be sold and add any needed information like the damage it can do, any special effects.. it's completely up to you.

Note: Many of the Editors have "Custom Fields" you can label and fill with content so that you can make sure your chosen rule set or custom informational needs are supported.

Quest Editor:

Quests are a great way to lead people around your map to see all the great things you have waiting for them to discover. Because you have full control over the quest's direction and the rewards you can make them as simple or as complex as you like. There is even a "Journal Entry" area you can fill in with important information the heroes will need so it takes them less time to make note of the quest on their character sheets. The Quests get added to a miniature in the map editor and can be used on as many miniatures as you like.

Store Editor:

Building shops for your heroes to spend their hard-earned gold can make them work harder for that item you know they are dying to get their hands on. Each store can hold 5 items to sell to the heroes, they remove the gold from their character sheets and note the item in their inventory. If the heroes need starting equipment or run into a traveling merchant, you can prepare for it here. The Stores get added to a miniature in the map editor and can be used on as many miniatures as you like.

Battle Rule Editor:

This editor is what drives the co-op multiplayer. All miniatures can have Battle Rules applied to them. These rules will tell the players how the miniature will act in the game.. aggressive, defensive and neutral information can be set so the players will have any situation covered. Tactics, attacks and damage information will allow the miniature to act the same for everyone while still leaving everything open for GMing if the host wants to. The Battle Rules get added to a miniature in the map editor and can be used on as many miniatures as you like.



LootDrop Editor:

When a miniature is defeated in battle you can either use the Randomizer (more on this later) or you can use this editor to prepare a list of up to 10 items that have a random chance of dropping for the heroes. You can also set a minimum and maximum amount of gold you want the miniature to drop and a random roll will be made for that as well.

If you want an item to drop half the time then you can add the item to five of the ten available slots.. the same would work for a quest item you would like to drop 100% of the time by adding it to all ten of the available slots. If you leave some of the slots blank then there is a chance that the miniature will just drop gold, or nothing at all depending on your settings.

This system makes many modules, adventures and campaigns re-playable, by offering the option for different loot every time it's played. The Loot Drops get added to a miniature in the map editor and can be used on as many miniatures as you like.



CONTROLS

Map Editor:

Although the controls can change as this is just an alpha built we will more than likely just add to the existing controls.



Keyboard:

- WASD (and Arrow Keys) = Move Camera forward, backwards, left and right.
- C = Move Camera Down
- Space = Move Camera Up
- Shift (While Moving Camera) = Move the Camera Faster
- E = Toggle Snapping On and Off
(We suggest keeping snapping On during the placement of terrain)

Mouse:

- Left Mouse Button = Place the selected Object onto the map
- Right Mouse Button = Bring up object options (used to delete an object or assign campaign files to a miniature)
- Mouse Wheel = Rotate the object currently on the mouse tip (Hold Left Alt or Left CTRL to rotate in alternate directions)
- Middle Mouse Button = Free look with the camera (Hold it down and move with WASD for best control)



Playspace Controls:

Although the controls can change as this is just an alpha built we will more than likely just add to the existing controls.



Keyboard:

- WASD (and Arrow Keys) = Move Camera forward, backwards, left and right.
- C = Move Camera Down
- Space = Move Camera Up
- F = Enable Free look on the Camera (The same as holding down the Middle Mouse Button)
- Shift (While Moving Camera) = Move the Camera Faster
- Q (While Holding LMB) = Quick Locking On and Off (All miniatures start Locked and must be unlocked to be moved.)
- X (While Holding LMB) = Delete the selected Miniature
- + or - (While Holding LMB) = Resize the selected Miniature

Note: If you own a miniature it will have a green dot on the directional arrow located on the miniatures base.

Mouse:

- Left Mouse Button = Select a miniature, Hold and drag to move a miniature if you own it. (Holding down the LMB and pressing the keyboard keys above perform their actions)
- Mouse Wheel = Rotate the selected miniature (Hold LMB)
- Middle Mouse Button = Free look with the camera (Hold it down and move with WASD for best control)

GETTING STARTED

IMPORTANT: You must save the items, miniatures, quests and other files into the correct folders or they will not load into the game properly.

To create a new campaign unzip the “new campaign” archive in the campaigns folder and it will create the correct folders for you. After you are done making your campaign you can just .zip up your custom campaigns folder and share it with others.

Note: Your modules, adventures, or campaigns can span multiple maps. When playing and you’re ready to move to the next map.. Have the players save their characters, load the new map and then have the players spawn their characters in the starting area of the next map.

Overview:

In this area we will go over the steps needed to get you started with Revolution: Virtual Playspace, from making a map to playing it in the Playspace.

We will be building a small quest module where the party needs to kill a pack of giant rats to obtain their mystical treasure.

Here is a point form list of what we will need to do to get from first starting up R:VPS to playing..

- Make a few Items in the Item Editor
- Make a Conversation in the Conversation Editor
- Make a Quest in the Quest Editor
- Make a Miniature in the Miniature Editor
- Make Battle Rules In the Battle Rules Editor
- Make Loot Drops In the Loot Drop Editor
- Make a Map In the Map Editor

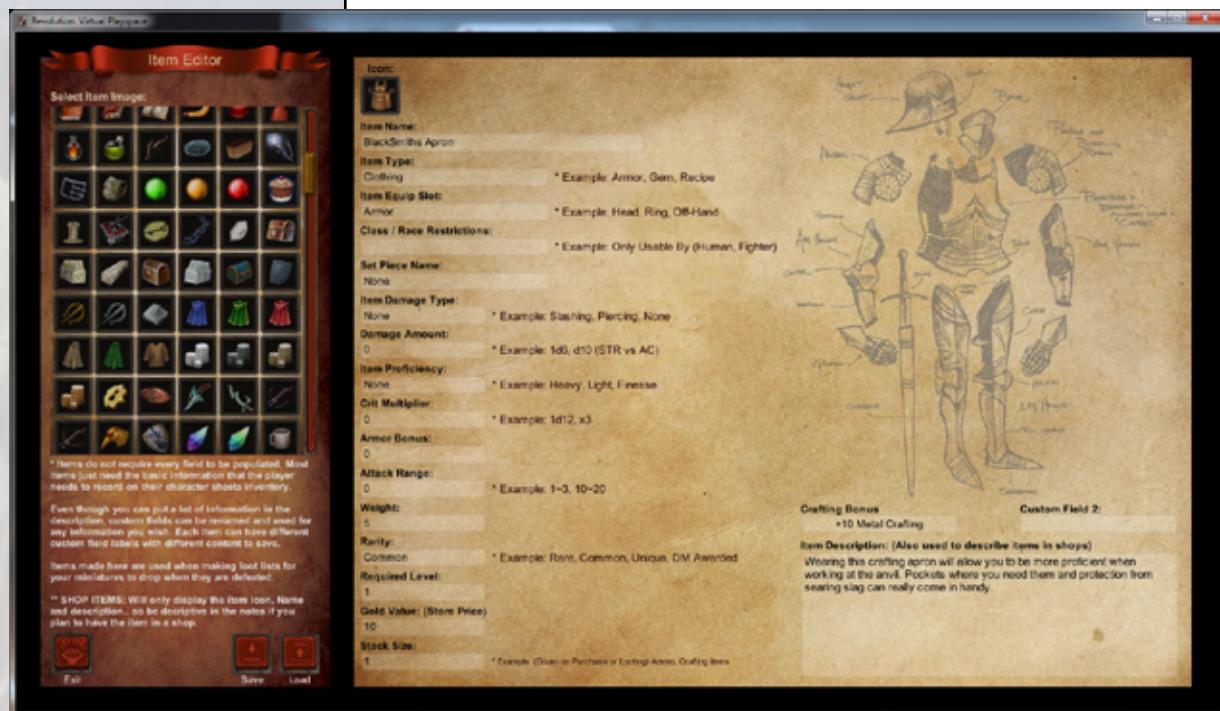
and finally..

- Play the module in the Playspace



Creating Some Items:

The first thing we need are a few items. The first will be the quest item needed to complete the modules quest and the other will be an item that drops off the Giant Rats when they are defeated.. vendor fodder.



The first item we are going to make is “Golden Cheese”, which is the objective of this modules quest. Create the item by selecting an icon that you feel best suits the item. You only need to fill out a few fields for this item.

Item Name: Golden Cheese

Gold Value: 50

Item Description: The prized possession of the Giant Rats.

The second item you need to make is “Rat Meat” which is just something the heroes can take to sell for some gold. Again, choose an icon that best suits the item. And again, you only need to fill out a few fields for this item.

Item Name: Rat Meat

Gold Value: 3

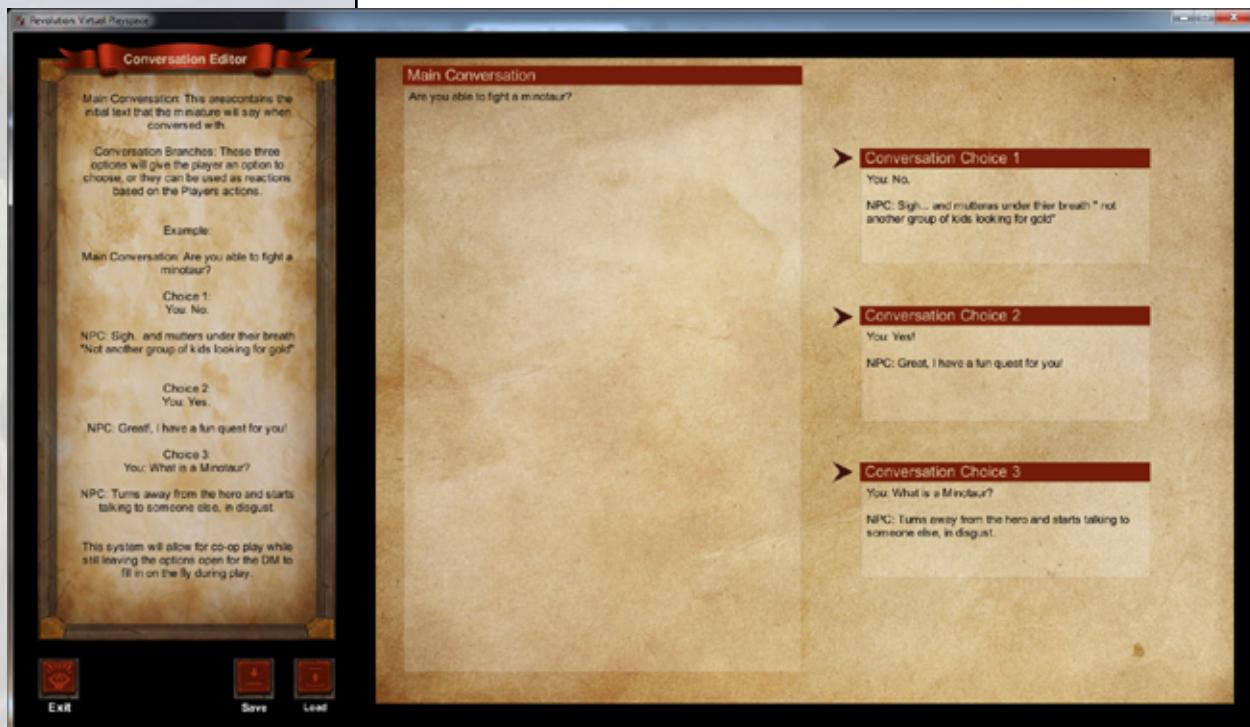
Item Description: Meat sliced off of a Giant Rat.

* Save your items into the Items folder, name them something familiar like “Golden_Cheese” and “Rat_Meat”



Creating a Conversation:

This conversation won't be used by an NPC but rather by the special Miniature used to designate the Starting Area of the module. The conversation will let the players know what the module is about and who created it.



We don't need branching choices for this conversation as it's only an informational conversation. We just need to fill in the Main Conversation area with the text below..

Module Name: The Golden Cheese

Level Suggestion: Level 1

Creator: Your Name Here

Version: 1.0

Information: To complete this module you need to complete the main quest "Golden Cheese" also located on this marker.

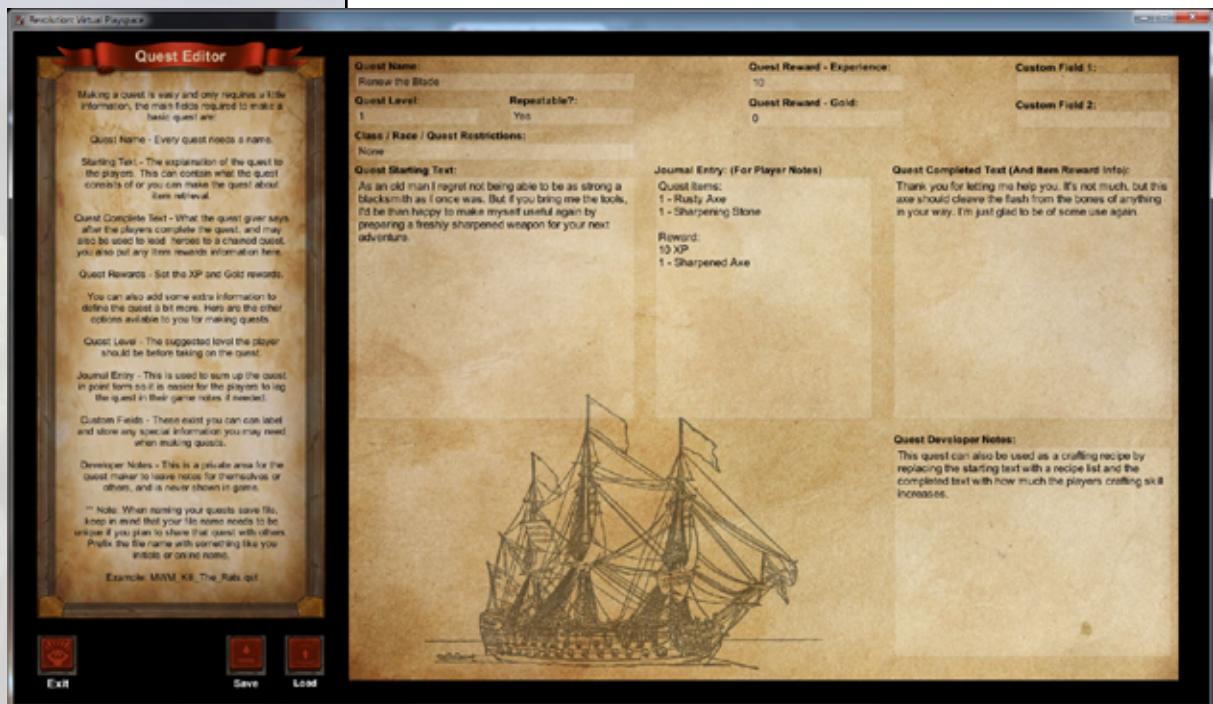
* Save your conversation into the Conversations folder, name it something familiar like "Intro_Golden_Cheese"

* You can also add any information you may want the players to have, like a link to your website or a list of modules you have made. Sharing your modules is a great way to help build the community, the more people contributing the more fun we can all have playing together.



Creating a Quest:

This quest will be the sole focus of this module. It will lead the heroes into the forest area where the Giant Rats are and give the players a goal to focus on.



We just need to fill out the important fields for this quest..

Quest Name: Golden Cheese

Quest Level: 1

Quest Reward - Experience: 100

Quest Reward - Gold: 20

Quest Starting Text: Needing some gold for this nights lodging you found yourself listening in to the conversations at the town inn. Overhearing that the heavily guarded "Golden Cheese" is valued much higher than the gold you need and decided to take a chance and go after this artifact yourselves.

Quest Journal Entry:

- Find Giant Rats in Nearby Forest
- Kill the Giant Rats for the Golden Cheese
- EXP: 100

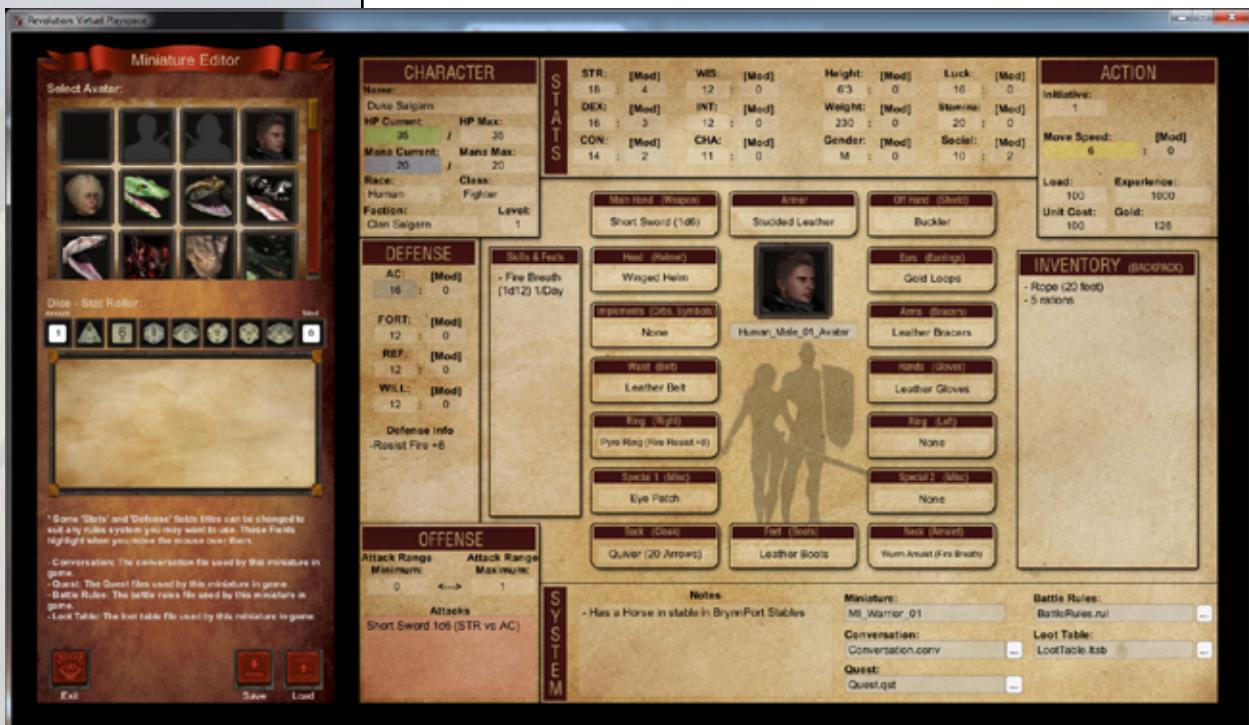
Quest Completed Text: Defeating the Giant Rats and having found the Golden Cheese you can now afford lodging for the night. The Cheese may be sold at a store for it's full price, on top of the gold reward for completing this quest.

* Save your quest into the quests folder, name it something familiar like "Golden_Cheese"



Creating a Miniature:

Although we need hero miniatures to play the module we won't go into that because you will learn how to do that while making the Giant Rat miniature needed for this module.



Note: The labels in the Stats area can have their labels changed to match any rule set you wish to use. Making this character sheet adaptable to even custom rule sets.

Making the Giant Rat is easy and we won't be following any particular rule set while making it, so these stats are just generic stats to give you an idea of what you are doing in the Miniature Editor. Again we don't need to fill in everything, just the basic stats needed to have a usable miniature..

Avatar: Choose the Rat avatar

Name: Giant Rat

HP Current and HP Max: 10

Race: Vermin

Level: 1

AC: 12

FORT, REF, WILL: 10

STR, DEX, CON, WIS, INT, CHA: 10

Initiative: 0

Move Speed: 6

Experience: 10

Attack Range Min and Max: 1

Attacks: Claws 1d4 (STR vs AC) & Bite 1d6 (DEX vs AC)

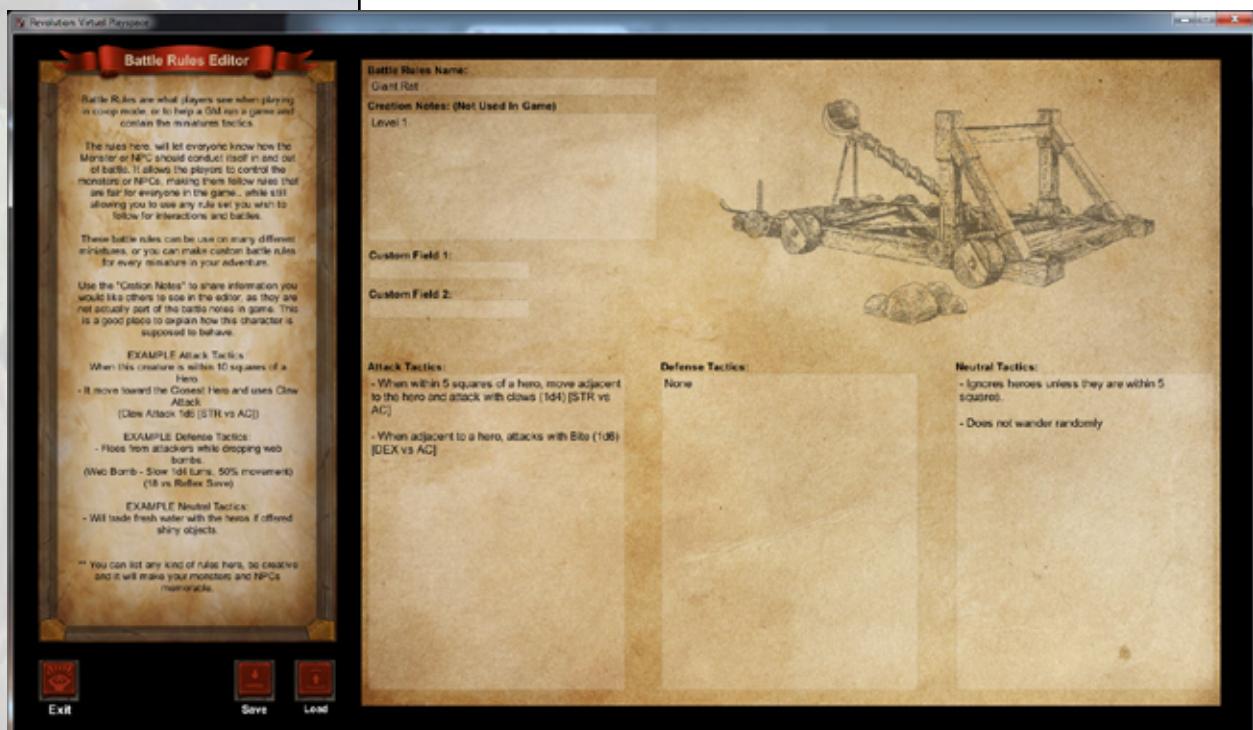
* Save your miniature into the miniatures folder, name it something familiar like "Giant_Rat"

* These stats can follow any rule set you wish to use.



Creating Battle Rules:

This is where we give the players the information they need to make this monster act the way you want it to act while people are playing. Battle Rules are actually directions for the players, that will tell them how this NPC or Monster will act in Neutral, Defensive and Hostile situations. This system is what can make any module be played as a co-op experience.



Note: There are a couple custom fields available to allow custom information you may need for your chosen rule set.

Battle Rules can be used on many different miniatures, but this one will be made directly for our giant rats.

Battle Rules Name: Giant Rat

Creation Notes: Low Level

Attack Tactics:

- When within 5 squares of a hero, move adjacent to the hero and attack with claws (1d4) [STR vs AC]
- When adjacent to a hero, attacks with Bite (1d6) [DEX vs AC]

Neutral Tactics:

- Ignores heroes unless they are within 5 squares.
- Does not wander randomly

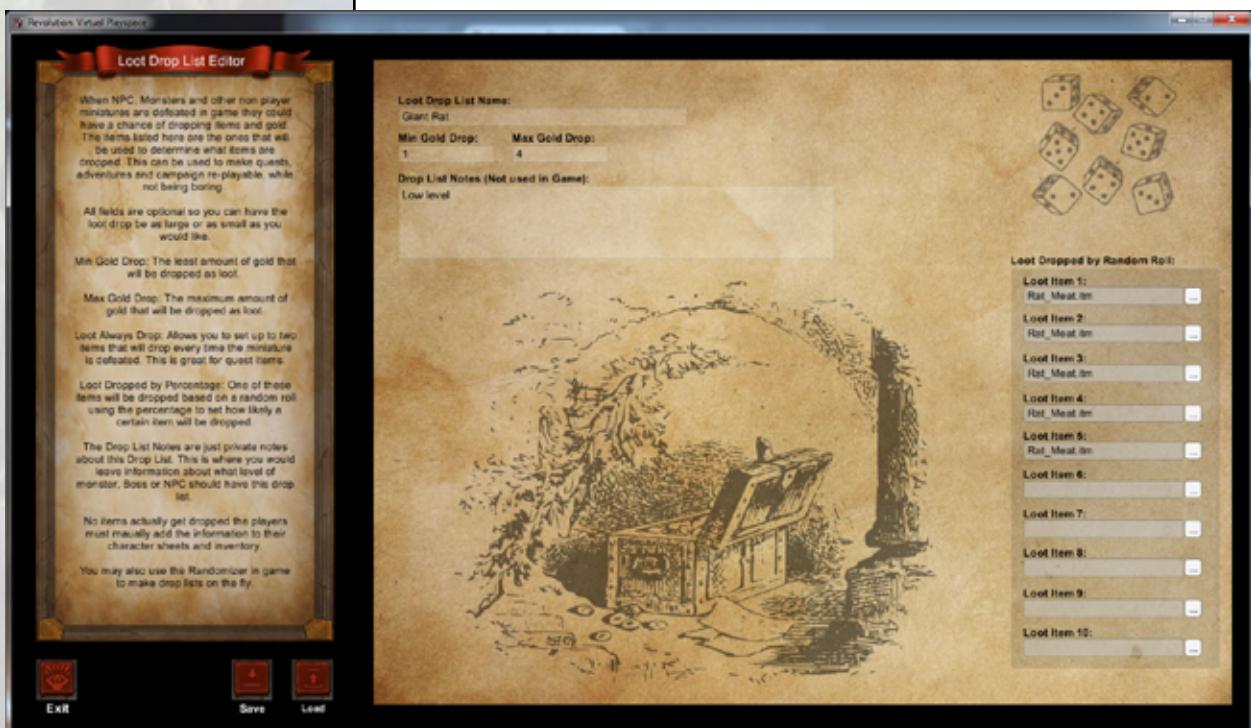
* Save your battle rules into the battle rules folder, name it something familiar like "Giant_Rat"



Creating Loot Drops:

Loot is important not just for quests but to keep players interested in fighting monsters they don't really need to fight. When you load a map from a campaign the Playspace will automatically calculate what loot should be dropped by each miniature, based on the loot drop lists you assigned to the miniatures in the map editor. Gold drops are also done in this same system.

We created two items that we want to drop during this module. One of them is required for the quest and the other is just an item the players can sell later for some extra gold.



Note: You can change the percentage chance of an item dropping by putting the same item in multiple drop slots. If you want something to drop 20% of the time, put it into 2 of the 10 slots. 90% of the time.. put it in 9 of the 10 drop slots. With a different item in each slot there is a 10% chance each item will drop.

The first Loot Drop list will be the quest item. Because we want this item to drop 100% of the time we will put it in all 10 of the loot slots available.

Loot Drop List Name: Golden Cheese
Min Gold and Max Gold: 0
Drop List Notes: Quest item 100% drop rate

Now click the “...” buttons for all ten loot dropped fields and choose the item file you made earlier “Golden_Cheese”. Do this until all ten drop fields contain the item.

* Save your loot drop list into the LootTables folder, name it something familiar like “Golden_Cheese_Quest”.

For the second drop list we only want the item to drop 50% of the time so we will set it up a bit differently.

Note: You can also drop crafting items, or anything your campaign may need, using the loot drop lists. Loot drop lists can also be attached to informational miniatures for many different reasons, have fun and get creative!

The “Rat Meat” isn’t an important item to complete the quest and only needs to drop as something for the characters to sell later. We also set the minimum and maximum gold so that when a giant rat is defeated there is a chance that it may drop some gold. With the settings below the gold that can be dropped will be between zero and three.

Loot Drop List Name: Rat Meat

Min Gold: 0

Max Gold: 3

Drop List Note: Low Level

Now click the “...” buttons for the first five loot dropped fields and choose the item file you made earlier “Rat_Meat”. Do this until the top five drop fields contain the item. This will make the item drop only 50% of the time.

* Save your loot drop list into the LootTables folder, name it something familiar like “Giant_Rat”.



Creating a Map:

Creating the map and getting all of the things you created into this module happens here. You can create or edit maps, and set up the miniatures for your campaign.



Build a small map similar to what is shown above. You can see that there is a starting area off on its own which is a safe area for the players to spawn their heroes and load their character sheets before play starts. On the other side of the map there is a treasure chest with 3 miniatures Around it, as enemies.



In the Starting area place the miniature with “Start Area” as the avatar. This will tell the players where to place their heroes to start the module. This “informational” miniature will also be where we attach the conversation and quest we made earlier, giving the players the information they need to enjoy this module.

Right click the “Start Area” module you placed in the map and click on the “...” button beside the “Set Conversation” field. Now go into your campaign folder, in the “Conversations” folder and choose the conversation you created earlier “Intro_Golden_Cheese”.

Next, click on the “...” button beside the “Set Quest” field. Now go to the “Quests” folder and choose the quest you created earlier “Golden_Cheese“.

That completes the setup of the “Start Here” informational miniature, and does the job of a GM setting up the module for the players.

Note: You can use any of the informational minis to help build your world for the players, but we have a few that were made for specific things.

- ? = Quest
- ! = Point of Interest
- ... = Conversation
- \$ = Store
- Start Area = Where the heroes start on the map. Which is also a great place to give the players an introduction to your module.



Now, we need to place three Giant Rat miniatures in the forested area. You can use any miniature you like because the miniatures stats get loaded from the “.npcm” file you made earlier in the miniature editor.. but lets make them look like giant rats by choosing the one with the Giant Rat Avatar.

On each of these three miniatures you will need to right click them and using the same method we did for the conversation and quest on the “Start Here” miniature, load the miniature file you made into the “Set Character Sheet” area.

You will also need to set the loot information for all three giant rats by right clicking them and choosing the Loot Drop list you made into the “Set Loot Table” area.

Next the giant rats, you will need to set the battle rules set for all three of them by choosing the battle rules you made earlier into the “Set Battle Rules” area.



Finally to complete the giant rats we need to give them some loot to drop.

On each of these three giant rat miniatures you will need to right click them and load the “Giant_Rat” Drop list file you made earlier. This will make it so the giant rats have a chance of dropping some gold as well as some rat meat.



Note: We will be adding more informational miniature avatars in the future, like a treasure chest, books.. and other things that you may want to make intractable in your module.

The next step we need to take is what makes this modules quest completable. It might be a little hard to see in the map above but there is a treasure chest in front of the crypt like building. In front or on top of that treasure chest you need to place another informational Miniature with the exclamation mark avatar.

This miniature will let the heroes loot the treasure chest after they have killed all the giant rats. And because we set the loot drop list to drop the quest item 100% of the time, the quest item will always be available on this miniature.

After you have placed the miniature, right click it and click the “...” button beside the “Set Loot Drop” field and choose the other loot drop file you made earlier “Golden_Cheese_Quest” .

* Save your map list into the maps folder, name it something familiar like “Giant_Rat_Module_1”.

You have now created a very basic module that contains loot, monsters, a quest.. and informational miniatures that give directions to the players. That and the battle rules make the entire mod a fully co-op experience.. no GM needed.



We are not at the point where we can play this module with our friends in the Playspace!

Setting up your Multiplayer Game:

The moment you have been waiting for, seeing your hard work entertaining your friends! But first we need to set up a multi-player game for your friends to join.

IMPORTANT: Because of how we built the networking system in Revolution: Virtual Playspace you will need to “Port Forward” the port you are using to host the game.

Note: Port Forwarding is required.

Port: 25001

Type: UDP

Only the person hosting the game needs to worry about port forwarding. All the players just need to enjoy playing after the host has setup the game properly.

Do not contact us with port forwarding questions for support.

The default port is: 25001

You need to forward the port as: UDP

We could have gone with a master server and some hosting company but we wanted R:VPS to be usable by everyone and at any time.. not just as long as we felt like keeping the servers up (A problem seen on many older games with Gamespy shutting down and some game publishers taking down the multi-player servers due to the games age). So port forwarding is a requirement that allows the best use of this kind of product.

Only the person Hosting the game needs to have the port forwarded as any client can connect to you after the port is forwarded properly.

If you don't know what port forwarding is, or require some help please do not contact our development team.. instead use the world wide brain known as Google. Here are a few links to get you started.

What is Port Forwarding?

<http://portforward.com/help/portforwarding.htm>

How do I Port Forward on my Router?

http://portforward.com/english/routers/port_forwarding/routerindex.htm

Need more help with Port Forwarding?

<http://www.google.com>



Create a Revolution: VPS Online Account:

Before you can start hosting or playing, you need to create an account with Revolution: Virtual Playspace. This account is created within the game itself, and is used to keep track of friends playing the game as well as to create a list of servers available without having to use a master server.

Note: We do not sell email addresses or other information used to create an account. It's simply used to make your account.

Your passwords are also encrypted and can not be retrieved, you need to make a new password if you forget your current one.

When you click "Play" from the main menu you will be given these options,



Click on "Online Account" and then "Register".

You will be asked for this information:

Username: The name you want to show up in game and the name you use to login.

E-mail: Used to identify the account

Password and Confirm: The password you want to use to login and a confirmation so that we know you typed the password properly.



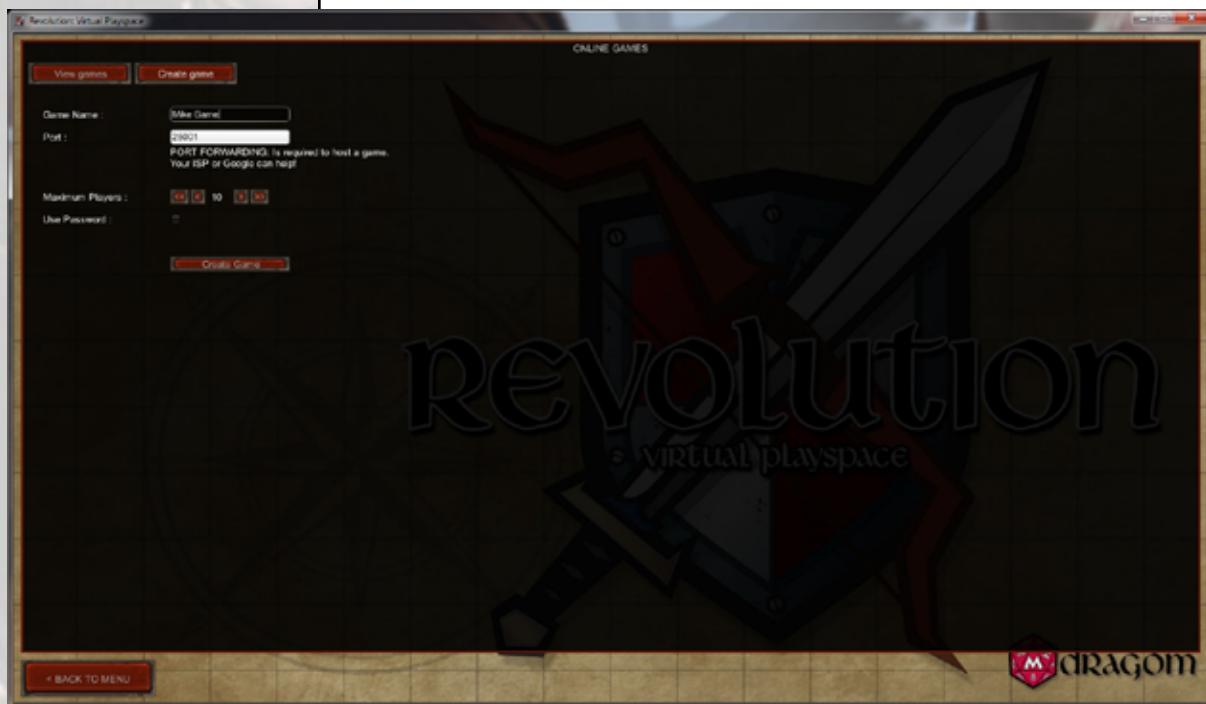
After you have filled it in please click the "Register" button underneath the fields. Your account will be verified instantly and you can now use the "Back To Menu" button at the bottom left on the screen to go back and Login for the first time.

Joining or Hosting a Game:

Once you have logged in you will see the server list screen. If no games are found you see “No game found”, this doesn’t mean aren’t playing, it means that they are already in games. You can only join a game while its lobby is open, after the game has been started it will no longer show up in the server list. If you wish to join a game, just click the “join” button.



If you want to create a game click on “Create Game”, you will see the game creation options.



Note: if players can't join your game. Please see our section on port forwarding.

Creating a game only needs you to set a few options,

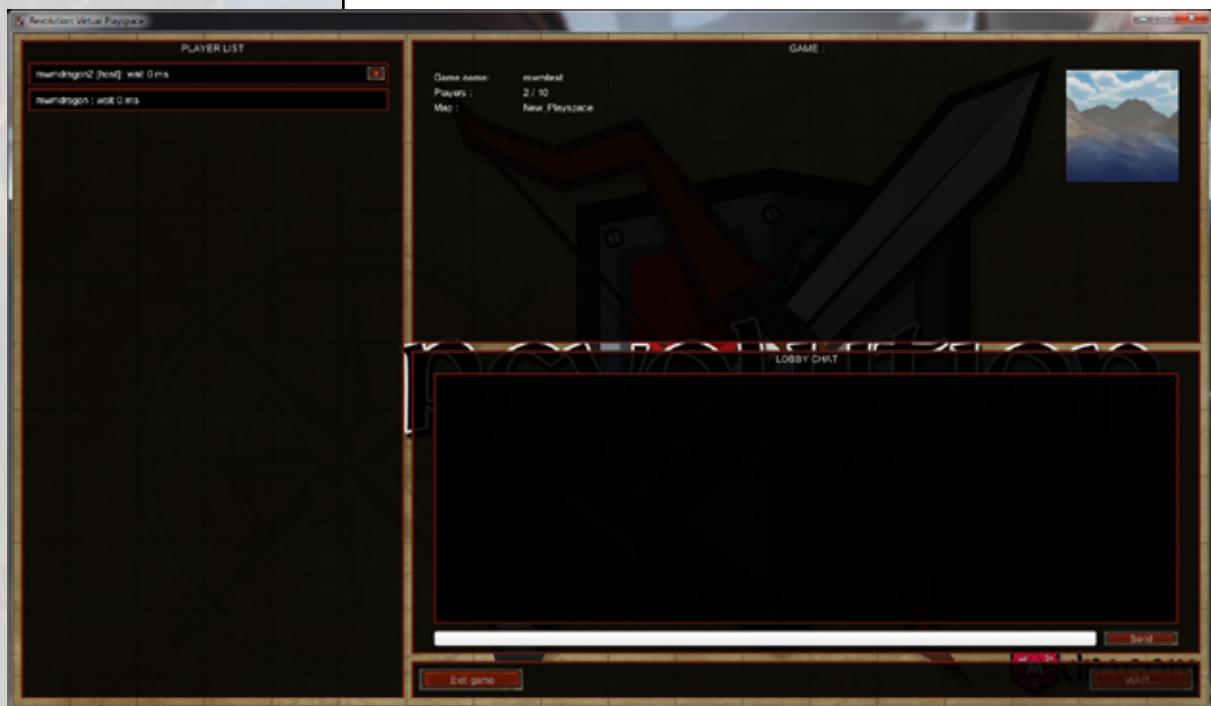
Game Name: The name of the game that people see when looking for a server.

Port: This is important for hosting and port forwarding, the default is 25001 but if you have other ports forwarded already, you can use them here.

Maximum Players: A game can hold up to 10 players but many pen and paper games can take quite a bit of time per turn depending on how many players there are, this may not fit your module, so you can limit the players here. Remember, the person hosting the game is also counted in this number.. so 4 players is one host and three players.

Password: You can choose to put a password on your game if you wish, that way only selected people can join your game.

All that is left to do after you fill out this information is to click the "Create Game" button under the fields.



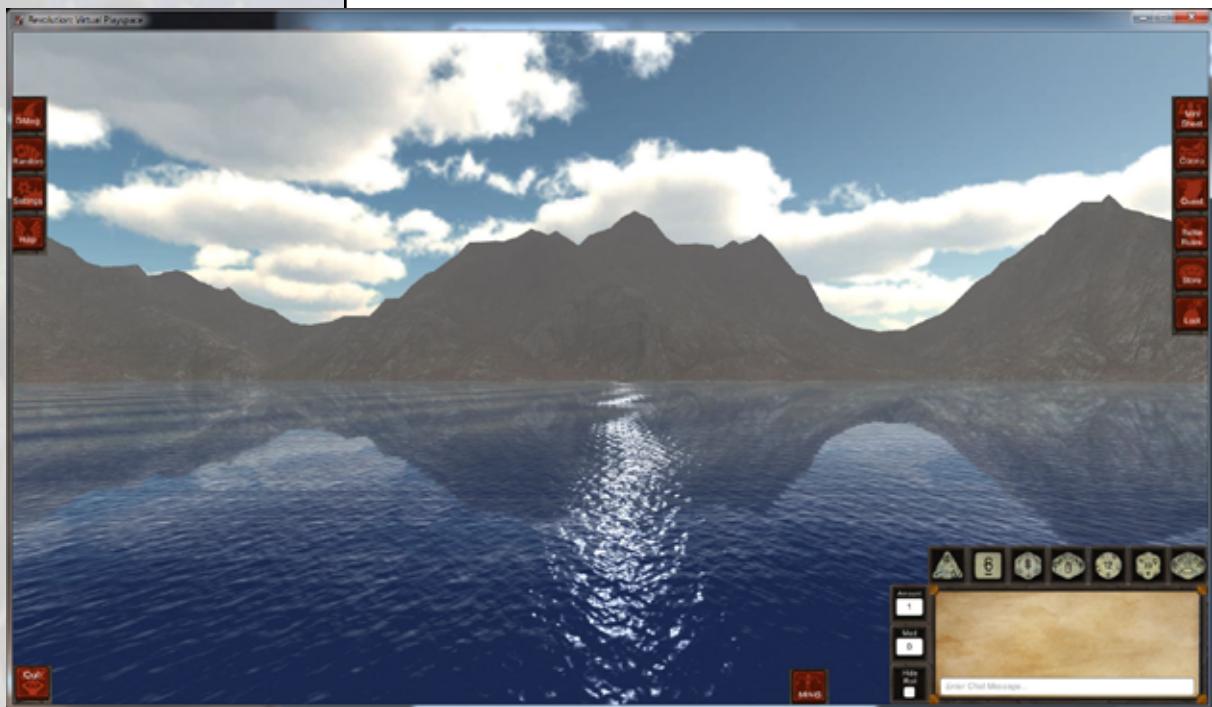
When joining or hosting a game, both will lead to the lobby screen where everyone gathers until you have all the players in the game that you want.. and then the host clicks "Start game" to send everyone into the Playspace!

Now we are ready to play!

Hosting in the Playspace:

The job of the host is to load the Maps.. the system will automatically determine which campaign you are loading the map from and load the other files needed from that campaign.

So, first things first.. let's load the map we made for our "Golden Cheese" Module.



Click on the "GMing" button on the top left. (Only the Host will have access to this button and the contents of the panel it opens).

Click the "Load Map" button and choose the map we saved earlier "Giant_Rat_Module_1 ". The map may take a minute as it loads for everyone.



PLAYSPACE

Note: Single Player Mode is where you download another players modules and enjoy them by yourself, no GM or friends needed.

The Battle rules and informational miniatures make this all possible.

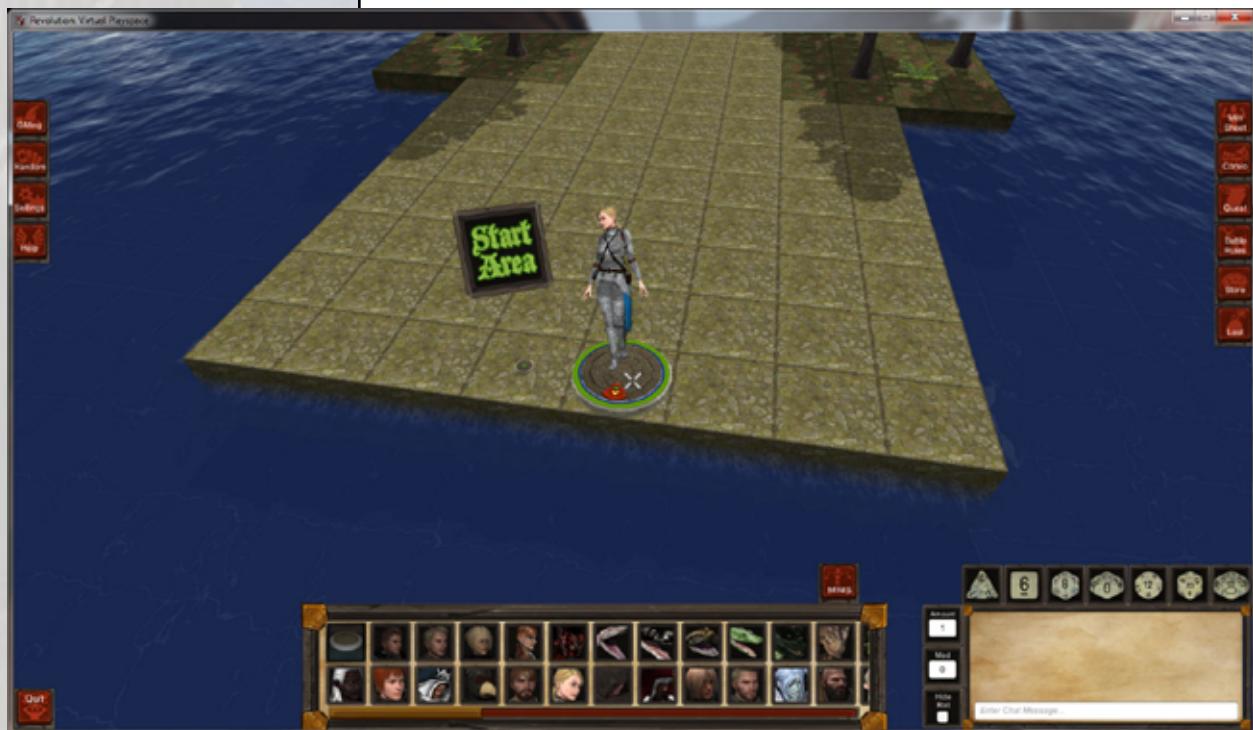
Playing in Playspace:

Now that the map is loaded you can fly around the map and see that the giant rat miniatures are under your control, because they have a green dot on the directional arrow of the base (as the host). The players will see no green dot meaning that they do not control that miniature.

Even though you know how this module plays out we will now treat this game as if everyone is a player and playing co-op mode or single player mode.

Placing your Hero Miniatures:

Everyone who is going to be playing a hero needs to place a miniature using the “MINIS” button at the bottom of the Playspace. After you have found a miniature that you feel best represents your hero, you will notice a cross hair in the middle of the screen.. move that cross-hair onto the square where you want to spawn your miniature and click the miniatures button. After you have done that you can close the MINIS panel.



Once everyone has placed their miniature heroes you are ready to play using the rule set of your choice. All players will notice that the miniature that they control has a green dot on the directional marker on the base.

In the next section of this manual we will cover some areas of the Playspace and how they work, after that we will continue explaining how to play.



Moving the Miniatures:

A host has control over all miniatures that loaded with the map, and any miniatures they spawn during play. All the players will only have control over the miniatures they spawn during play. You can always tell which miniatures you own because they have a green dot on the directional arrow on the base.



Locking and Unlocking Miniatures:

All miniatures are spawned locked into place. To move a miniature you own left click and hold the mouse down on the miniature and press the “Q” button to enable, or in this case disable, the ‘quick lock’. You can now drag the miniature around the map. Movement will bring up the movement distance box, this box will show you how many spaces you have moved the miniature... and will include any vertical movement as well.

When you let go of the miniature it will report into the chat box for everyone to see, just how far you moved. Before you release the miniature 20 squares up into the air and let it plummet to the ground.. yes that space is counted.. so place your miniature gently down where you want them to move so it can calculate the distance properly.

Movement distances can also be counted using the movement widgets on the ground. The Circle with the arrows in it is where the miniature was last standing, and the empty square will show you where the miniature is moving to.

Rotating the Miniatures:

When you are dragging around the miniature you can use the Mouse Scroll Wheel to rotate the miniature so everyone knows which way it is facing. The image of the creature will always face you due to the 2.5 nature of the miniatures, but you have full freedom over which way the miniature is facing so you can apply your rules of choice.

Deleting the Miniature:

If you spawn too many or need to delete a miniature you can always use the “X” button while dragging the miniature around to remove it from the game (Can not be undone).

Resizing the Miniature:

Some miniatures may need to be larger or smaller, you can resize a miniature that you are dragging around by using the “+” and “-” buttons.

Mini Sheets Panel Explained:

Note: Players hero character sheets are saved and loaded within the "Mini Sheet" panel.

Always save your character sheet when you are done playing. It will save to a special ".char" file for loading the next time you want to play that character.

A mini sheet is basically a character sheet that every miniature has available to them. This is also used as the character sheets on the player controlled heroes. You make your hero in the miniature editor, save it and then you can load it here in the Playspace. When you are ready to save your character, you do so in the "Mini Sheets" panel. This will allow you to save the character information to be loaded the next time you play. The character will be saved as a ".char" file. When loading a file in the mini sheet you can choose from a normal miniature file ".npcm" or you can load a player character sheet ".char". **It is very important to save your hero miniatures character when you are done playing because this is not done automatically.**

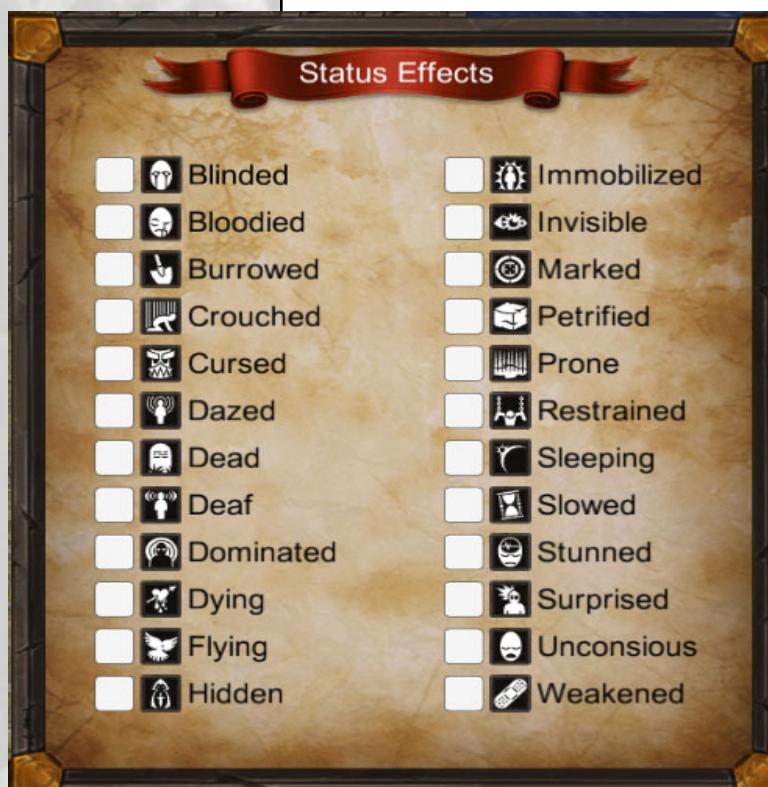
Each mini sheet has 5 panels..

Stats: Holds all the character stats like hit points, move speed, ability scores and other important information.

Equip: The equipment currently equipped on this miniature. And a view of the miniatures avatar.

Stash: Holds the backpack inventory as well as the miniatures Skills, feats, and spells.

Notes: Holds any notes you want to save for this miniature, or any notes you want to save on your character sheet if you are using this miniature as your hero.



Status: This area allows you to enable and disable a bunch of particular status effects on the miniature for everyone to see. You can have as many or as few of these on at any time to keep track of any status effects that may be on this character in game.

This panel can be automatically filled out by selecting a character sheet in the map editor, or it can be filled out on the fly while playing. All people on the server will see the changes as they are made.

Convo Panel Explained:

The Conversation panel is where you can see if the selected miniature has a conversation available to the heroes. It can also be used on informational miniatures, like the “Start Here” miniature, to explain the current module to the players, or to give some back story to the initial quest.

This panel can be automatically filled out by selecting a conversation in the map editor, or it can be filled out on the fly while playing. All people in the game will see the changes as they are made.

The first part of the panel is the main conversation and the other three fields are the choices you can make in the conversation and the results of those choices.



The conversation panel can be used on any miniature so the story you are trying to tell can be as deep as you would like it to be. Putting a conversation on an informational mini in a dungeons room can give the players a detailed description of their surrounding room as if it were ripped right out of the classic modules!

Quest Panel Explained:

The quest panel is where a miniature can present the heroes with a quest. You can have a quest all ready to go by loading it onto the miniature from the map editor, or you can edit it on the fly while playing. All people in the game will see the changes as they are made.

Quests can be as simple as kill or fetch quests, or as intricate and solving multi-part puzzles. They can be main or side quests. They can be single or chained quests. You have full control over everything from rewards to custom fields to suit your rule set needs. Quests can also be put on informational miniatures, there is a "?" avatar specifically for this. This will allow quests to be obtained from anywhere; a town posting board, a note tacked to a tree, or even from a singing rock.

Note: If you are making a module with a long chaining main quest or a fork of quests you can use the custom fields or the quest notes available to you in the editor to make sure who ever downloads your quests can apply them in game correctly.



Because loot drops can be random, you can make a repayable module where the players were unable to complete the quest in the first run. If you want to limit how many times it can be completed by a hero or even limit the race, class able to do the quest.. which will make players want to try other classes so they enjoy all the quests.

Battle Rules Panel Explained:

Co-op pen and paper RPG games, where everyone gets to enjoy being a hero was a big part of why Revolution: Virtual Playspace was made. It just turns out that the battle rules system also allows for some great single player modules. You can have battle rules all ready to go by loading it onto the miniature from the map editor, or you can edit it on the fly while playing. All people in the game will see the changes as they are made.

Battle Rules tell the players how an encountered monster or NPC is going to react in game.. in a neutral, defensive or aggressive situation. What provokes an attack, how they attack under different circumstances and most of all.. what kind of skills they have.

You can have battle rules that start conversations or quests only if certain situations present themselves. Think of it as the artificial intelligence of the miniature that is only limited by the crazy things you can think up.

Note: Battle Rules are the most powerful way to make a miniature unique. You can use it to make point based info about how the miniature will act or you can go into great depth.



Store Panel Explained:

Using our powerful item editor you can crate anything you would like to see in game. This is one of the areas where that item editor comes into play. When you create a store you choose up to five items that you want the miniature to sell in it's store. If the players have the gold, they can remove the gold from their character sheet and add the item to their inventory.

You should have stores all ready to go by loading it onto the miniature from the map editor, but you can edit one on the fly while playing, but you will not have access to the choosing of an icon for the item (too resource heavy). All people in the game will see the changes as they are made. You can even choose to edit the names, descriptions and prices of items that were already listed in the store, during play.. so you could add some generic info to some icons and fill it out properly during play.

Note: Setting up a town with some basic stores is a great way to have heroes get their first set of equipment. You can also make a main town hub that the players can return to on a regular basis.

Ideas: If you are running games with a fairly consistent group or many groups you may want to let your players have their own shops in town to sell to other players you run games for.



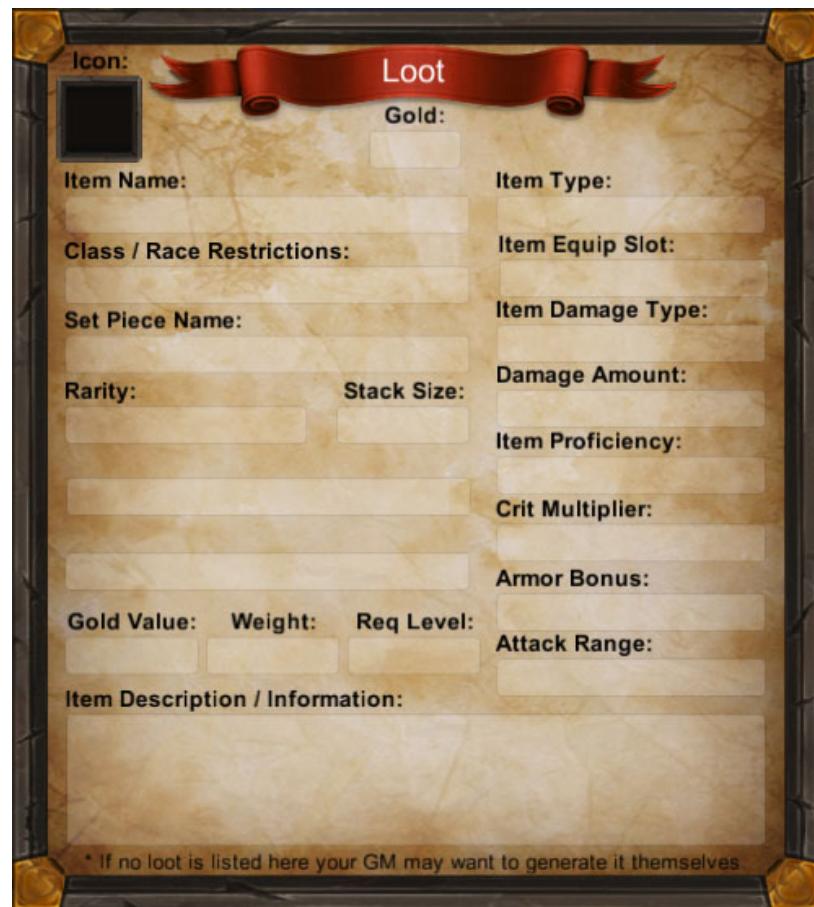
You can also allow heroes to sell items while using a store. To keep complete rule freedom there is no built in system for sales, but it makes the buying and selling of items more fun if there is a traveling merchant in larger modules.

Loot Panel Explained:

When you defeat a miniature you expect some loot, well this is the panel that handles the loot system. When setting up a loot drop list you can define a range of how much gold can be dropped, as well as the chance of an item dropping. This system also helps along co-op and single player aspect of Revolution : Virtual Playspace.

This is one of the main reasons why the item editor exists. To give players loot to drool over! You can have loot rolls all ready to go by loading it onto the miniature from the map editor, or you can edit it on the fly while playing. All people in the game will see the changes as they are made.

Note: There doesn't need to be a good reason for loot to drop, a few spare items to sell for gold is always a nice touch to a module. This is also a great way to distribute crafting items. You can use loot drops on informational miniatures and place them at plants and trees to make the collection of resources more fun for the players.



When you are adding items to the loot drop tables there are ten slots you can fill with items. If you want to have items drop at a certain percentage you can just add the same item multiple times.

100% Drop Rate: Fill all 10 slots with one item. (Quest Drops)
50% Drop Rate: Fill 5 slots with one item.

This will make playing a module multiple times more fun, with random loots.

Randomizer Explained:

The randomizer can be used to make random choices in any area of the game.. Loot, Choices, Monster Spawns, and on and on. Just fill in the fields and click “Randomize” and it will choose one of the options and output it to the chat box.

You can save and load the randomizer options which means you can prepare things in advance. You can even include instructions in the Battle Rules, Conversations and Quests to make use of the randomizer and lists you have supplied with your module.

Note: When filling in the randomizer with only a partial list make sure you fill out the fields in order..

- Option 1
- Option 2
- Option 3

and so on.



Dice Roller Explained:

A game that can be governed by dice wouldn't be much fun without the dice, now would it?

We have built a nice simple dice roller for Revolution: Virtual Playspace. We don't want players getting bogged down in macros and all that stuff. One of the main goals we had during development was making a Playspace that wasn't intimidating to people who are new to the genre but could still handle all the rule sets.



Using the chat box for dice rolls is not a new idea by any means, but we know that people playing together will more than likely be using some sort of VOIP (Voice Over IP) chat system like Teamspeak, Mumble, Google Hangouts, Skype or other voice systems to aid play.. and not really need to rely on the chat area for all of the communication needs.

There are the normal dice available:

- d4
- d6
- d8
- d10
- d12
- d20
- d100

You can also set how many dice are rolled with the "Amount" field, so rolling a 99d6 is a reality. You can apply a modifier to the roll using the "Mod" Field, making 1d4-20 a valid roll option. And, you can even hide your rolls from everyone else in the game by enabling the "Hide Roll" check box before rolling.

Just click a dice icon and the roll will be displayed in the chat box. Apply and required amounts, mods or hidden options before you roll.

Note: Between the dice and randomizer you shouldn't have any trouble hosting a fun eventful campaign. Make use of these tools in your co-op or single player modules to make them deep and replay-able.



Playing your First Module:

Welcome back to your “Golden Cheese” module.. Now that you are acquainted with the tools you have access to, we can point you in the right direction for the playing of your game.

When we left off the players were spawning their miniatures. you now know you can load a miniatures file at start your character and then when you save it, it will be your own character sheet that you can use where ever you want because it's on your computer.

With characters loaded you can now have everyone select the “Start Here” informational mini and read the conversation telling them about this module and then you can read the quest also on that marker to let the players know what the heroes motivation is.

After everyone is done getting to know what this module is about you can now take turns moving around the map and fighting the giant rats, using the rule set of your choice.

Everyone can view the giant rats battle rules to see how it should react when in play... and once defeated you can view the “Loot Panel” to see if it's dropped any gold or items for the heroes to fight over.. I mean share. Don't forget to view the experience listed on the giant rats miniatures stats page so the players can gain that experience according to your chosen rule set.

After all the giant rats are dead.. Assuming everyone is following good game etiquette and finishing the fight before looting (That's directed at you rogues!), then you can view the loot panel on the informational mini placed at the treasure chest to gain the quest item and complete the short but sweet module!

You have now been introduced to Revolution: Virtual Playspace. We hope to see you building, sharing and playing modules, adventures and campaigns with the community. And enjoying our game as much as we will be!

Now go Play!

Note: We know this was a very short module but we will be posting videos online to help more people get into Revolution: Virtual Playspace.



Troubleshooting and Error Reporting:

Known Bugs:

- Leaving the “Playspace”, going to the main menu and then trying to create or join a game may be a bit wonky still.

Networking:

- See our port forwarding section!

Missing Features:

- We are still very actively working on Revolution: Virtual Playspace and this is an alpha build so there is going to be more added over the next little while and a ton of content over the next medium while.

Bug Reporting:

We are in the process of setting up a bug reporting system as well as a content sharing system please don't spam the Facebook or any other page of ours with bug reports as they will be deleted. We will have the bug reporting system up soon.



Credits and Information:

Facebook Page: www.facebook.com/RevolutionVPS

Steam Concepts Page: <https://steamcommunity.com/shared-files/filedetails/?id=387564425>

Youtube Videos: https://www.youtube.com/channel/UCHjd-b4_5L6-6DTyo0xoXLA

Donations to the project with Paypal can be made to:

mwmdragon@hotmail.com

All donations \$20+ get a full version of Revolution Virtual Playspace and access to the current Alpha and Beta. If and When we get onto Steam you will also get a free upgrade to the Steam version with a Steam key.



Thank you for your interest in: Revolution: Virtual Playspace. As the sole developer I would like to thank you personally for helping this project along with your donations, purchases and interest.

Please share information about this project to as many people as you can so we can all enjoy game nights together!

MWMDragon
Mike McDonald



PLAYER NOTES

Notes (Your Notes Here):

ADDENDUM (INITIATIVE)

Note: The ability to focus on the miniature in the initiative is dependent on the name in the initiative list. The name in the initiative list must match the miniature it's trying to focus on. If the name has been altered or the Miniature no longer exists in game the button will do nothing.

Initiative System:

The Initiative system is what you use to keep track of the turn sequence of the miniatures in the game. By adding the miniatures to a list based on the initiative rule of your chosen rule set you can not only track which one is currently taking it's turn but you can also set a miniature to delay it's turn as well as click on the "Focus on the Miniature" button that will bring your view to the miniature of your choice.

On the Mini Sheet panel there is a new button.. "Add To Initiative" when you click this button it will simply add the miniatures name to the initiative list in the next blank slot.

To allow for the most freedom with rule sets we do not automate any of the initiative rolls for you.



To perform Initiative rolls you can use any rules needed. Roll the dice and change the initiative on the mini sheet.. and then add the miniatures to the initiative list however your chosen rule set dictates.

Current: This is the miniature that is taking it's current turn, multiple can be chosen for war gaming rule sets.

Delay: This lets the players know that the miniature has not taken an action yet this turn and needs to take it's turn before the "Next Turn" Button is clicked to change over to the next turn.

Miniature Name: This is where the miniatures name is added to the initiative list. This name can be altered or removed at any time.

Focus on Mini Button: Clicking on this will take your view over to the miniature in that slot of the initiative list. *Please see the side note on this page.

Next Turn Button: Once all miniatures in the initiative list have taken their turn, you can click this button to change over to the next turn in the battle.

Simple but rule set accommodating.



dragom

Copyright - Dragom Games 2015