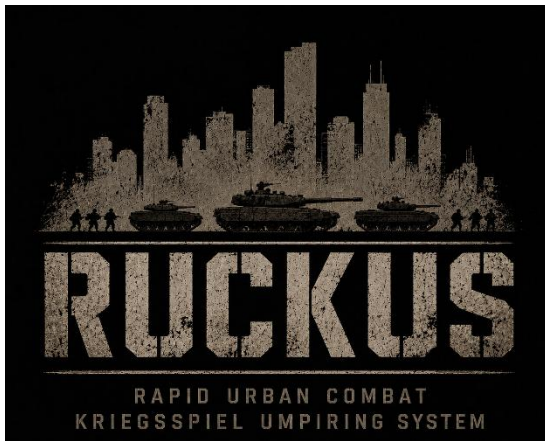




Playing on Tabletop Simulator

V0.9.260805

1. INTRODUCTION

This document provides the instructions for playing RUCKUS on Tabletop Simulator (TTS). For the full rules, links to tutorial videos (including on using RUCKUS on TTS) and print'n'play files go to <http://www.taunoyen.com/games/ruckus>.

These instructions assume that you are familiar with the basics of how to play a game on TTS. If needed, there is a good tutorial video at <https://youtu.be/zpwNV1MECXM?si=KBiE1IH8x7vXWtUn>.

2. ACCESSING TUC ON TTS

To access RUCKUS on TTS, from your Steam account, select TTS, then the Workshop tab and then search for "RUCKUS". When you see its entry just click on the green "plus" icon that appears in the bottom right corner of its picture to add it to your TTS library. When you then launch TTS, RUCKUS should appear in the Workshop section of the game/mod selector. Just click on it, click on Load and away you go! You can then save games in progress, and any mods you make to the memory slots on your own account.

3. THE GAME SPACE

When you load up RUCKUS you will see the main game table flanked by side tables.



Each player has a side table which holds a copy of all the RUCKUS counters for their side, the RUCKUS QRS, and a aide-memoire for TTS actions (and custom cameras – see below). The Red side table also has the Engineer markers (although these are used by whichever side is the defender). There is also a third side table which holds all of the city tiles.

The QRS is only intended to be read maximised! To maximise it either click on the white square in its top left corner, or right click on it and select Pop-out. You can also print out a paper QRS from the RUCKUS webpage.

The centre table holds:

- The city tiles you'll play on. A default layout for introductory scenarios is shown when you first load – but you can change this at any time.
- The two game PACS – one showing the turn counter and AO tracker, the other showing the turn sequence and weather.
- Asset cards for each side, with the assets available in the first introductory scenario.
- Infinity bags with the RUCKUS markers
- Two dice

To draw a counter from a bag just click and hold on the bag and quickly draw away and then release the click. If you pause before drawing away you will see the bag lift up and the bag itself is moved. You can't put counters back in the bag – just delete them if not needed.

4. SUPPORTING MATERIALS

It is a good idea to have hard copy print out of the RUCKUS rules and QRS (and perhaps even the PACs) in front of you when you play your first few games. After that the in-game versions are probably fine.

You can play the TTS game with physical dice if you prefer, but the TTS ones work very well and just touching a dice and pressing R to roll it works very well – and even quicker than real dice!

Note: Since RUCKUS often generates events when a 1 or 6 is rolled it can be worth highlighting the dots on these faces of your physical dice a different colour to remind you that a special effect map apply.

5. USEFUL TTS ACTIONS

The following TTS actions are worth knowing to make your game of RUCKUS flow smoothly:

- **F** – to flip a counter/marker over
- **R** – to roll the selected dice
- **ALT** – to bring an item full screen to read its text
- **ALT-Shift** – to peak at a face down counter
- **Right click** on an item and then click on **Clone** to make copies, a copy is dropped where your cursor is whenever you **Left Click**. **Right Click** to cancel.
- Click on the **Back Arrow** (top left of screen) to undo an action.
- **1** – to set the selected counter to Face Down
- **2** – to set the selected counter to face you
- **3** – to set the selected counter to Face Up

A number of fixed cameras are also set up. Press **SHIFT** plus the following numbers to select a camera view:

- **1** - Blue above map
- **2** - Red above map
- **3** - Blue Assets Chart
- **4** - Red Assets Chart
- **5** - Turn Sequence PAC
- **6** - Turn Track/AO PAC
- **7** - Whole Table
- **8** - Blue map oblique
- **9** - Red map oblique

6. PLAYING THE BASIC GAME

Playing the basic game is no different to play it physically, you just use the TTS pieces instead of the physical ones. As new markers are required just drag them out of the infinity bags.

TTS should autosave the game on a regular basis. If you get into any problems (e.g. completely losing pieces or tipping a board up) just abandon the game and reload the mod.

7. SCENARIOS

The RUCKUS web page has a number of scenario sheets (and associated image files) for RUCKUS to download.

If a scenario uses the standard tile set then:

- Delete any existing units and markers on the main table (assuming you have the originals on the side table – else drag there!)
- Delete any existing tiles on the table (assuming you have the originals on the side table – else drag there!)(*NOTE: The tiles on the table are LOCKED, so you have to UNLOCK them before moving/deleting them. I recommend LOCKING the tiles back in place before you start playing so you don't accidentally move them during play*).
- Use CLONE to drag and drop the tiles you need from the side table onto the main table in the layout you need
- Use CLONE to drag and drop the units and counters you need from the Depot sheets onto the Asset sheets for each side.
- Use CLONE to drag and drop any allocation of Engineering markers to by the defenders Asset sheet.

Then if the scenario specifies a particular laydown for either side drag their counters from the Assets sheet onto the correct tile.

Then you should be ready to play.

In the future I may release images (or mods) for:

- New tile sets;
- New counter sets;
- Tile layouts as a single image (e.g. to reflect a real city);
- Maps divided into irregular area (again to show a real city).

Tiles and layouts can be imported into RUCKUS using the standard TTS Custom Tiles or Custom Boards.

For new counter sets you should clone red and blue counters and then change the images on them, as the counters include a script to provide the 1/2/3 keys for orientation control – and these are different for Red and Blue.

And, of course, there is nothing to stop you from creating your own scenarios and uploading your own tiles, maps and counters.

8. EVALUATION

As you may be aware this game has been developed as part of my PhD in Wargaming Urban Conflict at Bath Spa University in the UK.

I am keen to capture information about how people have found the game, but to do so and to use it in my PhD I need to follow the correct ethical process.

8.1 If You Would Like to Help Me Collect Data

If you would like to help me collect data then please can you do the following.

For each PLAYER, once only:

- Read the [Participant Information Sheet](#).
- Complete the [Participant Consent Form](#).
- Complete the [Player Demographics Questionnaire](#).
- Email me to let me know you've done that at david.burden21@bathspa.ac.uk.

After each game session, or set of sessions, each player should complete the [RUCKUS Post Game Questionnaire](#) and again ideally let me know by email.

If you need hard or soft copies of the forms then just email me.

Needless to say I don't expect people to report on every game they play, but the more you can send the more it will help my research, and all input is much appreciated.

8.2 If Don't Want to Help Me Collect Data

No problem at all, just enjoy the game. Feel free to drop me any informal comments, review it online etc (and let me know if you do!).

Any questions on this document, on the TTS mod or on RUCKUS in general should be sent to david@burden.name.