Taelmoor

1–6 Players · 60–90 Minutes · Age 14+

It was an age of wonders. The nine guilds worked in harmony to make the sprawling city-state of Vale the envy of the world, and the whole continent of Taelmoor prospered. The Desolation changed that. Ever hungry for more arcane knowledge, the experiments of the Melokai grew reckless, and the resulting explosion devastated the Magic Quarter.

Today, the Stoutsmen maintain a tenuous peace over a broken city, the Inquisition hunts what few magic users remain, and the wilds of Taelmoor grow ever more untamed without Vale's calming influence. The marvels of the past age have been replaced by danger, intrigue, and unspeakable horrors.

And, for the intrepid adventurer, perhaps opportunity...

Objective

Taelmoor is a cooperative narrative adventure game. Working together, you and your friends will explore dungeons and underground lairs, talk to the strange denizens within, and sometimes fight them. Each scenario in Taelmoor is unique, with its own goals and objectives. Follow the story to its conclusion, keep your eye out for secrets along the way, and have fun!

The App

A game of Taelmoor is played with both physical pieces and a **free mobile app**. In order to reach the widest possible audience, the initial demo version of the app can be accessed from a web browser by going to the URL **https://tlm.gg**, or by scanning this QR code:

Components

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21 double-sided room tiles

6 class cards

7 door tiles

7 passageway tiles

96 combat cards

20 entity standees

1 party marker

1 party inventory card

42 item tokens

Public Beta

The information in this manual is written for the demo web app. Some details will change when the iOS and Android apps are released during the official Taelmoor launch.

Setup

Selecting a Scenario

To begin a game, one player should navigate to **tlm.gg** on the default browser for their mobile device. They will see a list of available scenarios. Selecting one will begin a new game with a unique URL, for example: **https://tlm.gg/#a7gd**

Other party members can then join the first player's game by navigating to this URL on their own device.

Selecting a Class

Once a game is created by the host and players have navigated to the game's URL, they will each be able to select their class. After pressing the *"Choose"* button, players will be able to scan the QR code from one of Taelmoor's class cards. No class may be selected more than once.

After selecting classes, players should take both the **class card** and the corresponding **combat deck** and place each in front of them at the table.

The Classes

Each of Taelmoor's classes have their own unique strengths and weaknesses, and all are fun to play. Choosing one is a matter of personal preference.

The Barbarian

An aggressive and reckless fighter hailing from the Wintry Wastes to the far north.

The Cleric

A devoted servant to one of Taelmoor's many gods, capable of summoning powerful miracles to support allies.

The Dwarf

A stalwart defender with skin like stone, recently awoken from a lengthy subterranean slumber.

The Elf

A nimble and versatile warrior, returning to Taelmoor from exile across the waves.

The Rogue

A cunning combatant with debilitating traps who rose to the top of Vale's dangerous underworld.

The Wizard

A wielder of devastating spells, living in secrecy to evade the relentless Inquisition.

Starting the Game

Once every player has selected their classes, press *"Begin Game"* to start. Players will immediately begin receiving updates on their own devices. Any further set up, such as which pieces to place on the table or what abilities a character has, is unique to each scenario and will be communicated through in-game messages.

Character Backstory

One of the first messages you will receive details the backstories of your characters. While much of this information is flavor, pay particular attention to **any bold text**. This indicates a special skill that is unique to your character and may be important during the scenario.

How to Play

In Taelmoor, the game world is represented by a variety of physical pieces, and players take turns interacting with those pieces by scanning QR codes through the digital app.

Although control of the scanner passes from character to character, most actions will affect the whole party, and **players are encouraged to discuss their plans before scanning**. That said, the final decision always rests with the player with the scanner.

After scanning, a new message will appear on each player's device reporting the results of the action. These messages are shared with the whole party for reference purposes only. Taelmoor is not a game of silent reading. The rule for in-game messages is simple: **you scan it, you read it**. Silly voices are encouraged, but not required.

Tips for a Good Scan

For most players, scanning the QR codes on game pieces should be fast and effortless. However, some external factors can affect scan quality. For best results, try to:

- Play in a well lit room without sharp shadows
- Hold the camera parallel to the QR code
- Experiment with distance, different cameras prefer different distances, sometimes as far away as three feet!

Manual Entry

QR codes are the preferred way to play, but sometimes scanning just doesn't work. Thankfully, every piece in Taelmoor has a **unique two-letter code** which you can type nearly as fast as you can scan. *Press the button in the upper left corner of the scanner to switch to the keyboard.*

Exploration

The primary game mode in Taelmoor is exploration. As you explore, you will lay out new map tiles and fill them with various tokens and standees representing different points of interest on the map. You interact with these pieces using a variety of available actions displayed as a row of buttons at the bottom of the app.

The Actions

Inspect
Used to search, examine, or otherwise take a closer look. Inspect is just for gathering information and will not affect the target.

Interact
This action is context sensitive. The exact effects depend on the character, the target, and the situation. For example, Interact might pull a switch, press a button, pick up a magic gem, or **start dialogue** with a friendly character. Interact typically affects or alters the target in some way.

Move
In Taelmoor, the whole party travels together. Simply press *"Move"*, and then scan the room you wish to move to. You do not need to be next to a room to travel to it. So long as a room has been revealed, you may travel all the way to it with a single scan *(though it is possible you will be intercepted on the way!)*. Don't forget to move your party marker to your new location.

Use Item
You can even use items as actions! For example, perhaps you have a key you wish to use on a locked door, or a knife you wish to place in a forge. After you press *"Use Item"*, you will be prompted to scan *two* QR codes. First scan the code for **the action**. Then scan the code for **the target**.

For example, in the case of using a key to unlock a door, the key is the action and is scanned first. The door is the target and scanned next. Think of it as using the key *on* the door.

Pass Turn
Finally, there are some circumstances in Taelmoor where you may wish to pass your turn. This causes time to pass without taking any action. If one of your party members has a special skill you need to overcome a particular challenge, you can also pass the turn directly to them.

Placing Pieces

While exploring, messages in the app will often instruct you to find various pieces and place them on the table. Any player may do so. In order to keep the game moving it is recommended that one player places pieces while another player reads the message.

Rooms

When a new area is revealed, you will be directed to place one or more map tiles on the table. Unless otherwise specified, map tiles should all be placed with their text oriented in the same direction, with the top side being northwards.

Although most tiles represent an entire room on their own, you will encounter some larger 2x1, 3x1, and 2x2 rooms as well. These are placed directly next to each other as indicated by the small diagram next to the tile's two-letter code.

Doors and Passageways

In between each room, doors and passageways are placed. Passageways are simply spacers, dividing rooms from each other. Doors have QR codes and may be interacted with like any other piece. They may be locked or present other challenges to your progress.
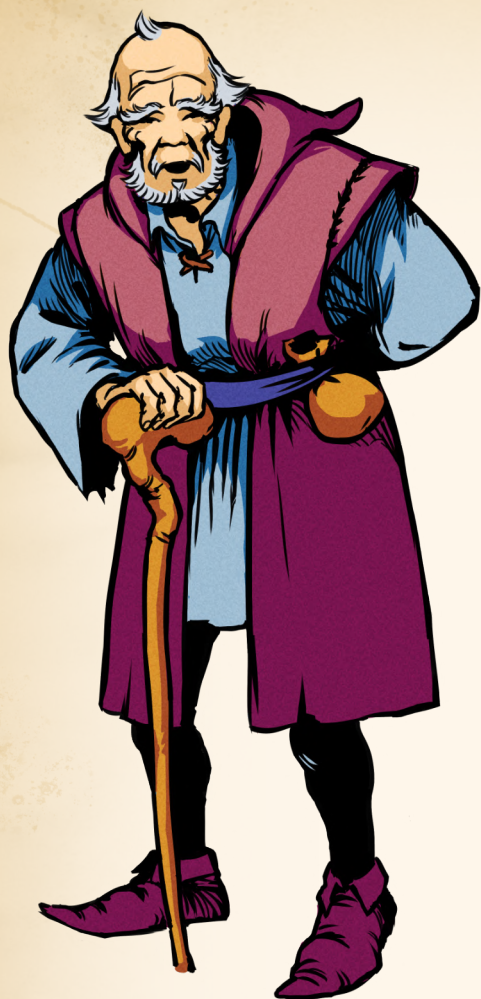
Items

Items are represented by circular tokens, and either exist in a particular room, in the party inventory, or in a particular character's inventory. Place items when and where instructed.

Entities

Both monsters and friendly characters are represented by standees in Taelmoor. They are placed inside rooms, and sometimes may move from one room to another. Non-hostile entities can generally be talked to by using Interact on them (see **Dialogue**).

Dialogue

Most commonly, dialogue begins when you use Interact on a non-hostile entity. The row of exploration actions at the bottom of the app will be replaced with just two buttons: *"End Dialogue"* and *"Ask About"*.

Asking a Question

Dialogue in Taelmoor is made up of questions and answers. If you press *"Ask About"*, you will be able to scan any item, room, door, entity or even your own class card. Your character will ask about the piece you scanned, and the entity you are talking to will respond to the best of their knowledge.

This is a great way to learn more about the story and uncover clues. Characters in Taelmoor are known to be quite chatty.

Ending Dialogue

Anyone may press *"End Dialogue"* at any time and the whole party will be returned to exploration.

Losing the Game

Taelmoor is a narrative game with a focus on exploration and experimentation. Players are encouraged to jump headlong into dangerous situations with reckless abandon. You will never be forced to restart a scenario.

However, some choices do have lethal consequences. Should your party die in a scenario, you will see a game over screen with a *"Try Again"* button which will **undo your last action**. Simply press the button, and make a different choice next time.

Turns in Dialogue

While control of the scanner passes from player to player during exploration, the whole party can participate in dialogue at any time. Sometimes certain characters may have a particular insight or charm, so it can pay to have the right people asking the right questions.

COMBAT

Combat begins automatically when you encounter hostile entities, usually when you enter the room where they are located. The exploration interface will be replaced by a battle map showing your party at the bottom and the enemies you must defeat at the top. All interactions in combat happen by playing cards from your character's **combat deck**. Cards are played by pressing the *"Choose"* button to scan them.

APP INTERFACE

The combat interface shows each enemy and each party member arranged on a small map. Characters are displayed with various informational icons and graphics, allowing you to check the current state of the fight at a glance.

Ability Type
Indicates attack, defense, support, curse, or special.

Ability Target
Indicates which enemy or ally is targeted (see **Targets**).

Ability Effect
How much damage, armor, or other effect is generated.

Picture

Name

Current Armor
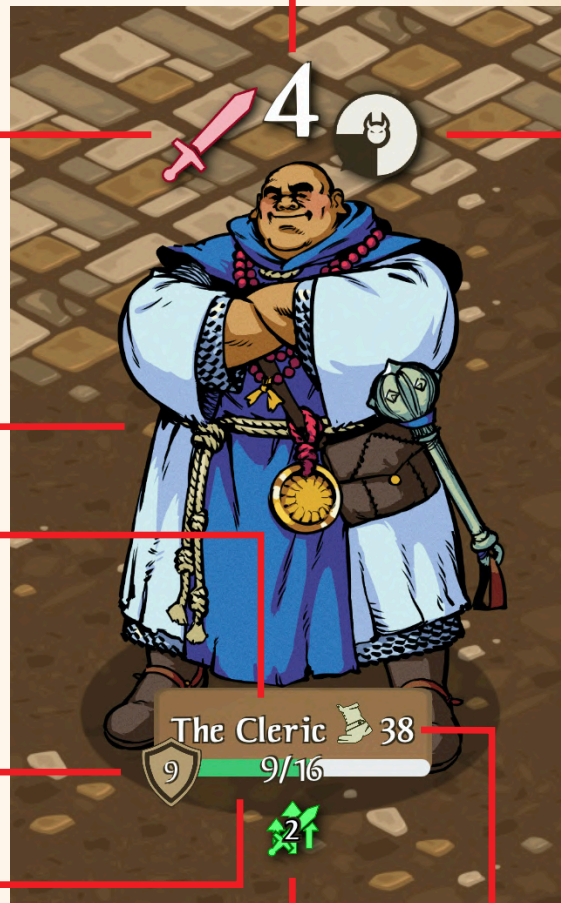When hit, a character's armor is drained before health.

Health
Current and max health of character. They will be incapacitated if current health drops to zero.

Status Effects
Bonuses or penalties, such as increasing damage dealt

Ability Speed
Higher speed abilities go first.

The Cleric 38
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Combat Cards

Each party member has a small personal deck of cards which they will use in combat. To begin, each combat deck has just the **10 basic cards** for a class, but they can be improved as characters level up.

Before combat, each deck should be shuffled and placed face down in front of the player using it. The player can then **draw a starting hand of 5 cards**.

Throughout combat, cards are played from a character's hand by scanning them and then placing them face up in a discard pile. In addition to the QR code for scanning, each card contains extensive information describing its effects.

Name

Type

Cards can be basic or advanced, and each belongs to one of Taelmoor's classes.

Manual Code

Unique two letter code for manual input.

Image

QR Code

Scan this and discard to play card.

SLASH

BASIC BARBARIAN ABILITY

F3

Damage

Amount of damage card does to targeted enemy.

7 damage

50 speed

armor

target

Deal 7 damage.

Speed

How fast ability will activate. Cards with higher speed go first.

Armor

Amount of armor card grants to targeted ally.

Target

Icon indicating which enemy or ally is targeted by card (see **Targets**).

Text

An explanation of the card's effects in plain language.

Rounds

Combat in Taelmoor is divided into rounds. Once per round, each enemy and each party member will select and play a single ability, then refill their hands. Each round has four distinct phases.

1. Enemy Selection Phase

Enemies select their abilities first, as soon as the round starts. This allows players to plan their own actions with full knowledge of what the other side is doing.

2. Party Selection Phase

After enemies pick abilities, the party has a chance to review and discuss their strategy. When ready, each player may play a combat card by pressing the *"Choose"* button, scanning the card, and then discarding it. Unlike explore mode, **there is no strict turn order**. Players are free to scan combat cards at any time, though any characters sharing a single device must scan their cards in order.

3. Action Phase

After the last player scans an ability, the action phase begins automatically. Enemy and party abilities will execute in speed order, higher speed going first. Characters will gain armor, take damage, and suffer other effects.

4. Draw Phase

After the action phase completes, players draw cards for the next round. First resolve any played abilities that have a card draw effect, such as *Meditate* or *Scry*. Then each player draws cards until they are back to a hand of 5.

If a player needs to draw but their deck is empty, shuffle their discard pile and turn it face down to make a new deck.

End of Combat

Combat ends when either all enemies or all party members are defeated. If the players triumph, you will be returned to the exploration screen and a message will detail the aftermath of the fight. The health of all party members will be restored, and any who were incapacitated will be revived. The players' decks can be reset and put aside until the next combat.

On the other hand, if combat ends in defeat, you will see the game over screen with a *"Try Again"* button to undo your last action. When you press it, you will be taken to just before the action that triggered the combat. For example, you might be taken to before you moved to the room containing hostile enemies. It is up to you whether you want to repeat the action and attempt the fight a second time, or try something different and avoid combat altogether.

The Targets

A unique aspect of combat in Taelmoor is that abilities and targets are linked. Every card you play has a specific target (or targets) which it will affect. You must pick not only the most effective ability, but the one that will impact the most important enemy or ally.

Top Left
Targets the enemy or ally farthest to the left in the topmost row.

Top Right
Targets the enemy or ally farthest to the right in the topmost row.

Bottom Left
Targets the enemy or ally farthest to the left in the bottommost row.

Bottom Right
Targets the enemy or ally farthest to the right in the bottommost row.

Random
Targets a random enemy or ally.

Most Health
Targets the enemy or ally with the most health.

Least Health
Targets the enemy or ally with the least health.

Most Damage
Targets the enemy or ally with the most damaging attack this round.

Timing is Everything

Beware that targets are not final until the moment an ability activates during the Action Phase! The expected target may change between when you select an ability and when it takes effect. Look at the speed on the card and try to anticipate what will happen before it triggers.

Self
Targets the character themselves.

All Enemies
Targets every enemy at once.

All Allies
Targets every ally at once.

Revenge
Targets every enemy or ally who is attacking the character this round.

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CREDITS

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SPECIAL THANKS

To our endlessly supportive
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