

# TAELMOOR

1-6 PLAYERS • 60-90 MINUTES • AGES 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... but 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 The marvels of the past age have been replaced by danger, intrigue, and uncertainty.*

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



## QUICKSTART GUIDE

You can start your first game of Taelmoor without ever opening this book!

1. Each player goes to their app store of choice, searches for "Taelmoor", and installs the app on their mobile device.
2. One player opens the app, presses "Create Internet Game", and selects the tutorial scenario: Initiation Test.
3. Other players join from their own device by pressing "Join Game" and typing in the short alphanumeric code shared by the first player.
4. Each player chooses a character class by scanning the corresponding class card.
5. Finally, someone presses "Start". The app will guide you from there.



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## OBJECTIVE

Taelmoor is a co-op 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 of Taelmoor's playable scenarios 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

Taelmoor is played with both physical pieces and a **free mobile app** which tracks your progress and acts as storyteller. Players can either each install the app on their own device, or may swap and share. **At least one mobile device is required to play.**

The app can be found on the Google Play and Apple app stores by searching for "Taelmoor", or by scanning the QR code below:



This rulebook was written for version 1.3.0 of the Taelmoor app. Some details may change in future releases. You can always find the most up-to-date information at [taelmoor.com](http://taelmoor.com).



# COMPONENTS

21 Map Tiles



7 Door Tiles



7 Passage Tiles



50 Item Tokens



20 Entity Standees



1 Party Miniature



6 Class Cards



6 Combat Decks

10 basic cards and  
6 advanced cards each  
(96 cards total)



1 Party  
Inventory Card



6 Quick  
Reference Cards





## SETUP

### CREATING A GAME

To begin a new game of Taelmoor, one player opens the app and selects either "Create Internet Game" or "Hotseat", depending on how they would like to connect with other players.

#### Internet Game

Players connect to each other through the Taelmoor web server. This requires each player's device to have an internet connection. It works well for both remote and local play.

#### Hotseat

All players share a single mobile device. This mode is strictly offline, with no internet connection required. Hotseat is perfect both for solo players and when the party has only one device. Note that if you would like to share *two or more* devices, that is possible through Internet play.

Next, select a scenario to play. Taelmoor includes nine narrative and two combat scenarios, with more to be released over time as digital downloads. Each available scenario is listed with its name, difficulty, and approximate play time. Create a game with the scenario of your choice. If it is an Internet game, you will be given a short alphanumeric code which other players can use to join.

If this is your first play through, consider selecting **Initiation Test** as your first scenario. This tutorial scenario is somewhat shorter than the others and will explain most game concepts to you as you play. Other scenarios assume more familiarity with the game.



### JOINING A GAME

Once one player has created an Internet game, other players may press "Join Game" on their own devices. Internet games are identified by a short alphanumeric code. Simply type in this code when prompted and press "Join".

In a future version of the app, it will also be possible to use the QR scanner to join Internet games. Any player already in the game will be able press the Share button to display a QR code on their screen. Other players can then scan the code directly off the other device.

### LATE TO THE PARTY

Internet games can be joined even after they have started. However, after class selection is over, no new character classes can be added to a game.

**Late joining players must take control of an existing character.** Make sure to reserve a Barbarian ahead of time for your friend stuck in traffic!



## SELECTING A CLASS

The last step once players have joined a game is to select character classes. Each class can only be used once, so discuss with the other players who will take what. Once ready, press the "Add Class" button and scan the QR code on one of the six Taelmoor class cards.

It is possible to add multiple characters on the same mobile device. This is useful both when players want to share a device and for solo mode. **Even solo parties in Taelmoor must consist of at least two characters.**

After character selection is complete, players should take their **class card** and corresponding ten-card basic **combat deck** and place each in front of them.

## THE CLASSES

Each of Taelmoor's classes have their own backstory and unique strengths and weaknesses in combat. Choose classes which intrigue you, or that you think will complement each other in a fight.

### 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.



## A PARTICULAR SET OF SKILLS

The first message you will see after starting the game is an accounting of the skills and abilities of each of your party members. These are important! Read carefully, and if you need a reminder later, you can press the **Party button** at the top of your screen.

### 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, surviving and thriving in Vale's dangerous underworld.

### The Wizard

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

## STARTING THE GAME

Once everyone has selected their classes, any player may press "Start" to begin the game. Players will immediately begin receiving scenario messages on their devices. Any further setup, such as which pieces to place on the table or what abilities each character has, is unique to each scenario and will be communicated through these in-game messages.



## 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 mobile app. Most actions affect the whole party, so **players are encouraged to discuss their plans before scanning**. That said, the final decision always rests with the player whose turn it is.

After scanning, a new message will appear on each player's device reporting the results of the action. These messages are typically shared with the whole party, but 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.



## WINNING THE GAME

In Taelmoor you take on the role of a classic dungeon delving party of wizards and warriors. Your goal is adventure. You win the game when you and your party complete the objectives laid out by the scenario you selected, be it finding the treasure, escaping the prison, or defeating the mad alchemist.

## LOSING THE GAME

Taelmoor has a strong focus on exploration and experimentation, so 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. Press it to go back and simply make a different choice next time.

## 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 QR code parallel to the camera
- Experiment with distance, different cameras prefer different distances, some as far away as three feet!

### Manual Entry

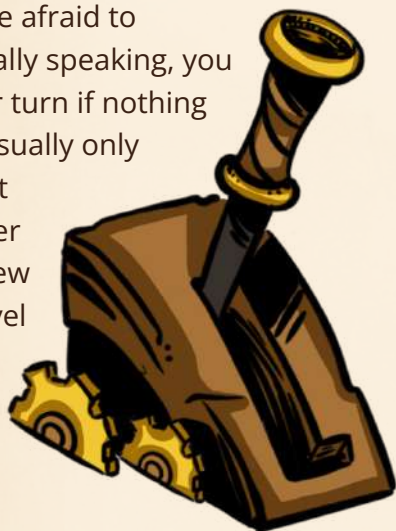
QR codes are the preferred way to play, but sometimes they just don't work. Thankfully, every piece in Taelmoor has a unique two-letter code which you can type nearly as fast as scan. Press the keyboard button in the upper left corner of the scanner to switch to manual input.



## 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. On your turn, you interact with these game pieces by selecting an **action** from the row of buttons at the bottom of the screen, and then scanning the QR code on a game piece (the **target** of the action). After scanning, the app will explain the outcome of your choices and move the scenario forward.

There are many different ways to interact with the game. Do not be afraid to experiment! Generally speaking, you will not use up your turn if nothing happens. Control usually only switches to the next player after you alter something, learn new information, or travel to a new location.



## THE ACTIONS



### Examine

Used to search, inspect, or otherwise take a closer look. Importantly, Examine is guaranteed not to affect or alert the target. It simply gathers additional information.



### Interact

Used to touch, operate, or talk to. The exact effect is context sensitive and depends on the character, the target, and the situation. For example, Interact might pull a lever, open a door, or eat some food. It is also the primary way to **start dialogue** with a friendly character (see **Dialogue**, page 9). Interact typically affects or alters the target in some way.

## HELP ME OUT HERE!

Sometimes a particular character has a special skill required to overcome the current obstacle. In that case, a player may pass control directly to that character by pressing on their portrait.



### Use Item

You can even use items as actions! For example, perhaps you have a key you wish to use on a locked door, a knife you wish to place in a forge, or an artifact you wish to give to a friend. Use Item works by scanning *two* QR codes. First scan the item to use, then scan the piece to use it on.

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 is scanned second. Think of it as using the key *on* the door.



### Move

In Taelmoor, the whole party travels together, typically by scanning the room you wish to move to. You do not need to be next to a room to travel to it. As long as a location 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 the party miniature to your new location.



### Wait

Finally, in some circumstances you may simply wish to Wait. This causes time to pass without taking any action.



## 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 reads.**



### Map Tiles

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

Although most rooms are only a single tile in size, all map tiles are double-sided, and the reverse side contains pieces of larger 2x1, 3x1, and 2x2 rooms. When a large room is called for, these pieces are placed directly next to each other as indicated by the small diagram next to the tile's two-letter code.



### Doors and Passages

Between each map tile, doors and passages are placed. Passages are simply spacers, separating one room from another. They do not affect gameplay. Doors have QR codes and can be interacted with like any other piece. They are often locked or present other challenges to your progress.



### Items

Items are represented by circular tokens, and can be located in a room, the party inventory, or a particular character's inventory. Any player can use items which are located in the same room as the party or are in the party inventory. However, items in a character's personal inventory often represent some special ability (for example, lockpicks) and may only be used by that character.



### Entities

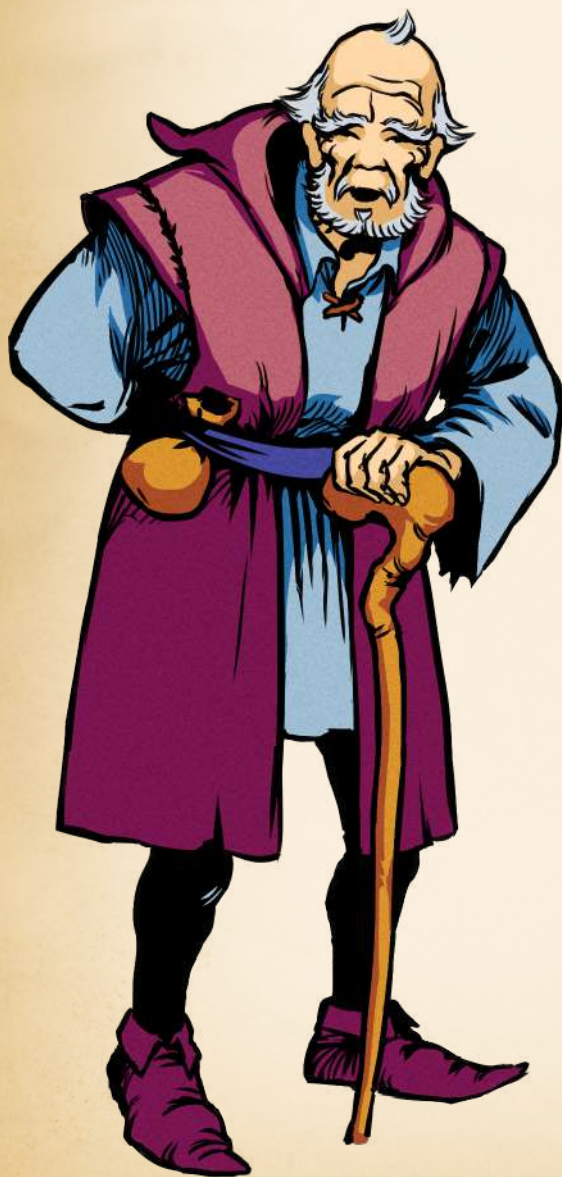
Both monsters and friendly characters are represented by entity standees in Taelmoor. They are placed inside rooms and sometimes may move from one room to another. Using Interact on a non-hostile entity typically begins Dialogue (see **Dialogue**, page 9). Hostile entities usually trigger combat when approached (see **Combat**, page 10).





## LORE

The continent of Taelmoor is rich and storied, with an intricate history going back thousands of years. To learn more about that history, be on the lookout for any [highlighted blue text](#). Pressing one of these links will open Antiquan Scrivinus's famous *Almanack of the Worlde*. This additional backstory is entirely optional, but will add extra flavor for those who are curious. The lore is also available on the web at [taelmoor.com/lore](http://taelmoor.com/lore).



## 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 the End and Ask buttons.

### TALKING

Dialogue in Taelmoor centers around the game pieces. If you press the Ask button, you will be able to scan any item, room, door, entity, or even a class card. Your character will ask about the piece you scanned, and the character you are talking to will respond with their thoughts. 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 the End button at any time. The characters will say their goodbyes and the party will be returned to the Exploration screen. If you change your mind, you can typically resume dialogue by using the Interact action again.

### TURNS IN DIALOGUE

Unlike Exploration, there are no turns during Dialogue. **Any player may scan a piece 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 as soon as you enter the room where they are located. The Exploration screen will be replaced by a battle map showing your party at the bottom and the enemies you must defeat at the top, with an Act button beneath each character you control. All actions in combat happen by pressing the Act button and scanning a card from your combat deck.

When combat begins, take your character's combat deck, shuffle it, and **draw a starting hand of five cards**. These cards represent the actions currently available to you.

## ROUNDS

Combat in Taelmoor is divided into rounds. Once per round, each enemy and each party member will select and play a single combat 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. A summary of each selected ability is displayed beneath the enemy using it.

### 2. Party Selection Phase

After enemies pick abilities, the party has a chance to review and discuss their strategy. When ready, each player chooses an ability by pressing the Act button underneath their character, scanning a card, and then discarding it. **There is no strict turn order**. Players are free to scan combat cards at any time.

### 3. Action Phase

After the last player selects an ability, the action phase begins immediately. Enemy and party abilities will execute in order of the ability's speed, with higher speeds going first. As the action phase plays out, 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 abilities that have a card draw effect, such as *Meditate* or *Scry*. Then each player should **draw cards until back up to a hand of five**.

At any time, if a player needs to draw but their deck is empty, they should 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 incapacitated. 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 combat. For example, you might be taken to before you moved to a room containing hostile enemies. You can attempt the fight a second time, or you may be able to try a different action and avoid combat altogether.

On the other hand, if the players triumph you will be returned to the Exploration screen, characters may level up, and a message will detail the aftermath of the fight. Any party members who were incapacitated will be revived, and everyone's health will be restored to full. Players' combat decks can be reset and put aside until the next fight.



## LEVELING UP

After winning combat, characters usually level up. They will gain a fixed stat bonus and be able to upgrade a card from their combat deck. To upgrade, simply remove one card from the deck and replace it with a new *advanced* ability. Decks always have 10 cards in them, but grow more powerful each time you level up. This allows you to customize your strategy as the scenario progresses.

Stat bonuses are permanent boosts to a character's combat capabilities and vary depending on class and level. They are detailed on the back of each class card, but there are a few basic categories.

### Health Up



Increases the character's health, allowing them to take more damage before becoming incapacitated.

### Damage Up



Adds damage to any combat card which deals damage to enemies.

### Armor Up



Adds armor to any combat card which grants armor to allies.

### Poison Up



Adds poison to any combat card which applies poison to enemies.

In addition to these flat stat bonuses, each class is granted a powerful bonus ability at level 5.

### Relentless Attack



At level 5, anytime the Barbarian plays a card, there is a 20% chance it activates twice.

### Blinding Glory



At level 5, any enemy that attacks the Cleric is stunned and unable to attack again for a turn.

### Juggernaut



At level 5, the Dwarf simply ignores the first 4 damage done by any ability.

### Alarming Alacrity



At level 5, the Elf's speed far outpaces any ally or enemy, and always acts first.

### Deadly Aim



At level 5, anytime the Rogue plays an attack, there is a 10% chance the enemy's health is immediately reduced to 0.

### Arcane Knowledge



At level 5, the Wizard's hand size is increased to 7. At the start of combat, draw 7 cards instead of 5, and draw back to 7 after each round.





## COMBAT CARDS

Each party member has a small personal deck of cards which they will use in combat. To start, each combat deck is made up of the **10 basic cards** for their character's class. As players level up, they will be able to customize their decks by replacing these basic cards with powerful advanced abilities.

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.

## THE SLOW KILLER

Certain combat abilities apply Poison instead of or in addition to dealing regular damage. At the end of each round, characters who have been poisoned take damage equal to their Poison total. This makes Poison slower than traditional attacks, but it continues to deal damage every round until cured.

**Ability Name**

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

**Ability Image**

**Manual Code**  
Unique two letter code for manual input.

**Damage**  
Amount of damage the card does to the target.

**QR Code**  
Scan this and discard to play card.

**Target**  
Icon indicating which enemy or ally is targeted by the card.

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

**Armor/Poison**  
Amount of armor the card grants to the target. A few cards instead use this section for poison damage.

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



## 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 also the one that will impact the most important enemy or ally.

Generally speaking, helpful abilities target allies, while attacks, curses, and the like target enemies. Any exceptions are always clearly noted in the text of the card.



### Top Left

Targets the enemy/ally in the top-most row and furthest to the left.



### Top Right

Targets the enemy/ally in the top-most row and furthest to the right.



### Bottom Left

Targets the enemy/ally in the bottom-most row and furthest to the left.



### Bottom Right

Targets the enemy/ally in the bottom-most row and furthest to the right.

## TIMING IS EVERYTHING

Beware that **targets are not final until the moment an ability activates** during the Action Phase. The target you intended may not be valid by the time your ability takes effect. Look at the speeds of abilities and try to anticipate how the battle map will change by the time your ability triggers.



### Random

Targets a random enemy/ally.



### Self

Targets the character using the ability.



### Most Health

Targets the enemy/ally with the highest combination of health and armor (ties are broken at random).



### Least Health

Targets the enemy/ally with the lowest combination health and armor (ties are broken at random).



### Most Damage

Targets the enemy/ally with the most damaging attack this round (ties are broken at random).



### Revenge

Targets any enemy that is targeting the character using the ability.



### All Allies

Targets every ally at once.



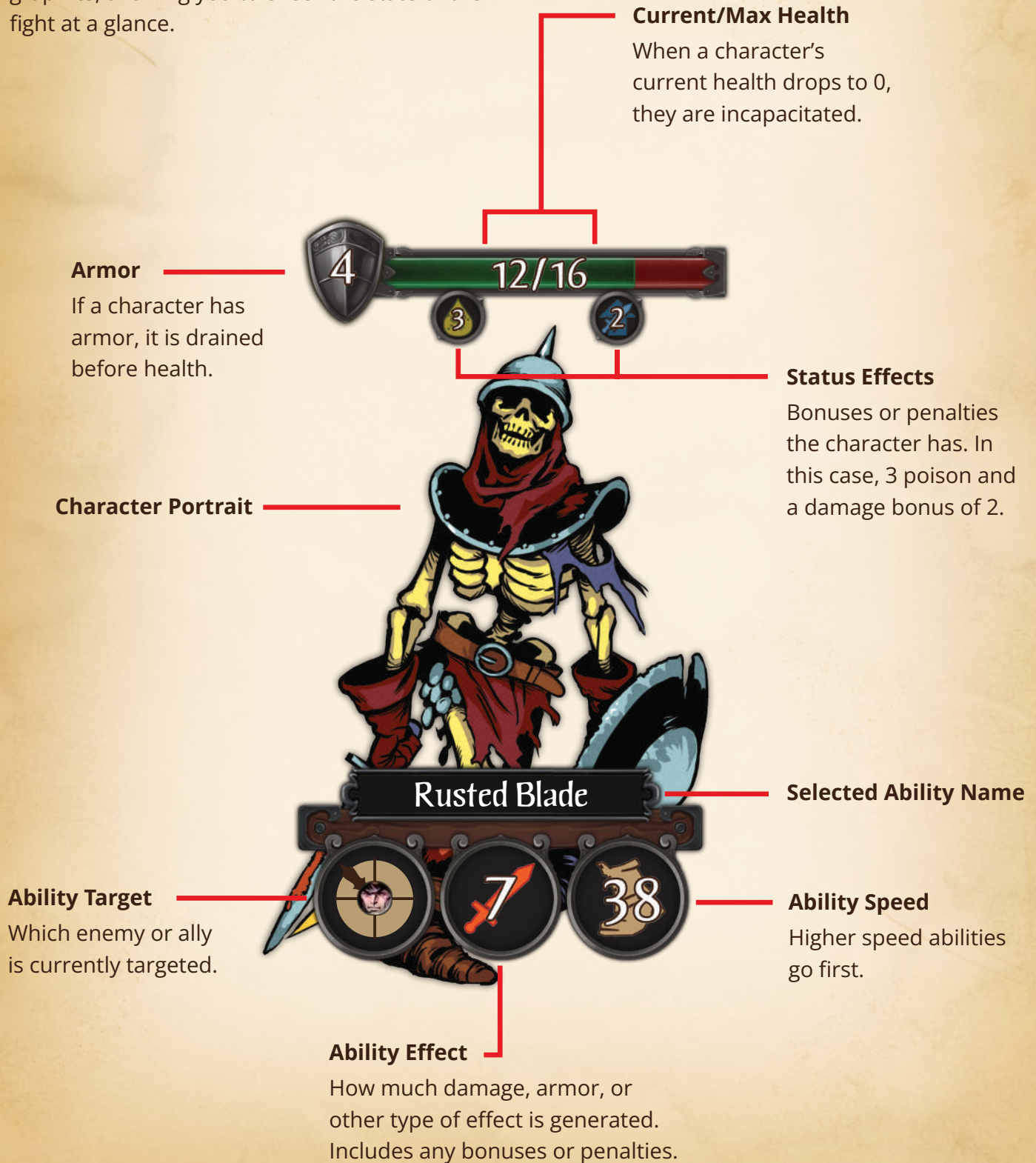
### All Enemies

Targets every enemy at once.



## COMBAT INTERFACE

The combat interface in the Taelmoor app 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 state of the fight at a glance.





## THE EFFECTS

Combat cards and enemy abilities can trigger various status effects. When active, each is indicated by a small icon above the character's portrait.



### Attack Up

When attacking, the character deals additional damage.



### Attack Down

When attacking, the character deals less damage.



### Defense Up

When being attacked, the character takes less damage.



### Defense Down

When being attacked, the character takes additional damage.



### Poisoned

At the end of each round, the character takes damage equal to their current Poison total.



### Stunned

The character cannot take any actions.



### Marked

Every attacker will target this character instead of their normal target.



### Taunted

When attacking, the character targets whoever taunted them instead of their normal targets.



### Confused

The character targets random enemies/allies.



### Charmed

The character reverses their normal targeting. They will attack allies and use helpful abilities on enemies.



### Guardian

Prevent death blows by keeping health from dropping below 1.



### Doubled

The effects of abilities the character uses are twice as effective. Damage is doubled, armor granted is doubled, etc.



### Concealed

The character neither deals nor receives any attack damage.



### Stasis

The character cannot take any actions and will also be unaffected by the actions of other characters.



### Hasted

This character always acts first.



### Slowed

This character always acts last.



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...and to all our Kickstarter backers,  
playtesters, and our amazing  
Discord community.

We couldn't have done it without you.



Download the **FREE**  
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Required to Play.



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