



Tales of Tamar

Manual

BASE SET

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A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain computer games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone in your family has experienced symptoms linked to an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using any computer games. We recommend that parents observe their children while they play computer games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

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- When playing, do not sit or stand too close to the computer screen. Play as far back from the screen as possible.
- Play computer games on the smallest available screen.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

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Chapter 1

Introduction

1.1 Welcome to Tamar!

This manual will guide you through the first steps in the world of Tamar and serve as a compendium for the manifold possibilities that „Tales of Tamar“ offers.

For information about the installation of the game, please read the separate instructions for your specific computer system.

„Tales of Tamar“ requires a computer connected to the Internet. The absolute minimum would be the ability to send and receive emails. However it is highly recommended that you have access to other services like World Wide Web, IRC etc. Please consult the documentation that came with your computer or ask your dealer on how to get access to the Internet.

You also need a working email account to exchange information with the central server running the game. This can either be your normal, personal email account, or an additional one, created for use with „Tales of Tamar“ only¹. Please keep the following information handy (if in doubt, ask your Internet Service Provider (ISP)): your complete email address (e.g. *peter.mustermann@mustermail.de*), the login name (this may be identical with your email address, depending on your email provider), your password, the hostname of your SMTP server (e.g. *mail.mustermail.de*) and your POP3 servers (e.g. *pop.mustermail.de*)².

¹It is recommended to create a separate account for „Tales of Tamar“. For details, see section 2.3 on page 10

²SMTP is short for “Simple Mail Transfer Protocol“. This is the computer to which you send your emails for delivery. POP is short for “Post Office Protocol“. This is the computer where your emails are stored until you download them with your mail application.

1.2 Creating an account

To be able to play „Tales of Tamar“, you must create an account at the central server which manages all players. To do so, please follow this procedure:

After installing the client program for „Tales of Tamar“ on your computer and starting it, you will find yourself in your residence. This is the center of your power on Tamar.



1.3 Settings

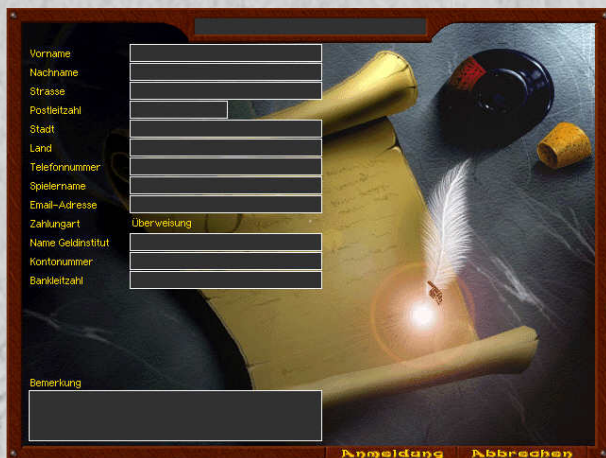
Firstly, please click on the coat of arms over the throne. You can switch through the now appearing option screen using the buttons < and >. Most of these options depend on the operating system you are using. On page 2 however, you will find the options for the email transfer.

Enter your information for email access here. Please note that the username isn't necessarily identical with the email address. This depends on your email provider. Save your information with the button [✓]. With [×], you can leave the screen without saving changes.

All other options are specific to your computer system. Please refer to the separate installation guide for your computer.

1.4 Registration

In the lower right corner of the residence screen, you will find the button REGISTRATION. This takes you to the registration screen. Fill in all fields completely and truthfully. For each entry, there is a online help text displayed. The email address should be identical to the one you entered in the option screen.



Vorname
Nachname
Strasse
Postleitzahl
Stadt
Land
Telefonnummer
Spielername
Email-Adresse
Zahlungart
Name Geldinstitut
Kontonummer
Bankleitzahl

Überweisung

Bemerkung

Registrierung Abbrechen

When you are done, click on the button REGISTRATION. Your information will now be sent via email to the gamemaster, who will verify and process your request.

This may take a while (up to three days). Please don't be impatient and please do not resend your registration several times.

You will then receive a specially encoded email (also see page 10 about that). It tells the client program (amongst other things) where your capital is located and what your player number is. Prior to receiving this email, the client will only work in "demo" mode, where you can look at most of the screens, but not make any inputs or, if you can, your input is ignored.

The next chapter deals with the basic usage of „Tales of Tamar“.

Chapter 2

Basics

2.1 Chronology and game rhythm

With each turn, a quarter of a year passes on Tamar. Each turn represents a season (spring, summer, autumn and winter).

Currently one turn is processed per day. The computation is scheduled for 12 am Central European (Daylight Savings¹) Time. Since emails can take a little longer sometimes, you should send your turn at least one hour before that time. Of course, you can already send your turn the evening before, but only after you received the previous turn. You should receive the answer to your turn some time between 12 am and 6 pm CET (DST).

Of course you can still make changes if you have already sent in your turn. But then you mustn't forget to send the turn again. The server always uses the last turn, provided it arrives in time before the computation.

2.2 Interface elements

You will find the basic controls on most screens: With [✓], you leave the screen, accepting all changes you have made. The smaller [✓] present on some screens is used to accept a single input.

[×] closes the current screen, discarding all changes you have made. You can view information and help texts about the current screen using the button [i].

¹when applicable

On the upper edge of each screen you will also find a field displaying the function of the button which the mouse pointer currently hovers over. For example: When you move the mouse around on the town screen, you will see a name appearing below the town name for every building you can enter to give orders. (This always displays a generic name. Your headquarter is always called “Residence“ even though you cannot build one in the very beginning.)

2.3 The email transfer method

„Tales of Tamar“ uses email to communicate with the central server which receives all turns sent in by the players, calculates the outcome and distributes the results back to the players. These emails are compressed and encoded and can only be read by the client program of „Tales of Tamar“. The client program handles the communication from the POP and to the SMTP server itself. If you are using the email account for other messages too, it is important that your normal email application leaves the mails containing turns on the server. Otherwise, „Tales of Tamar“ will be unable to receive its turns. These emails can be recognized by a special subject line. It starts with an @, followed by an 8 digit number, for example @00006378. These mails should be filtered in your email program and remain at the server ². In the separate installation guide you will find tips for configuring the most common email programs on your platform.

You could also create an email account especially for „Tales of Tamar“ which isn't accessed by your normal email program at all.

The only exception is the initialization email that is sent by the gamemaster as a reply to your registration. Here the subject starts with an *I* instead of an @ (e.g. *I54828491*). This mail has to be downloaded by the client. Only then it will be able to receive regular turns (starting with @).

²The client automatically deletes turns after downloading, but leaves other mails untouched.

Chapter 3

First steps

When the gamemaster has received and accepted your registration, the reply has to be received by the client program (see previous section) to initialize the game.

Congratulations! From now on, you are the sovereign ruler of a town and the surrounding lands somewhere on Tamar. You can take a look at your town by clicking on the window in the residence.

When you visit your town for the first time, you are asked to name it. Please choose a name that fits into the medieval scenery.

3.1 Buildings

At first, your town is small and not very impressive. It is your job to change that! In the lower left corner of the town screen, you'll find the option "Build".

But be careful! Buildings do not only cost money to build, the maintenance is expensive too. So make sure you can afford a building before ordering it, especially at the beginning. Underneath the information window are three panels showing the required amounts of wood and stone and the cost in gold.

Buildings materials can be bought in the marketplace either from your own workers or from other players. You should make sure to have a good supply of these materials. Four buildings are always available: mill, granary, sawmill and blacksmith. All others can only be erected if you fulfill the requirements, like research level, population or possession of another building. In the manual you'll find a list of buildings, some of them with the requirements to build them.

By the way, your people will create residential buildings themselves. You only have to care for communal buildings.

3.1.1 Tearing down buildings

To tear down buildings, you have to go to the building screen in the town the building is in. In the lower right corner, you will find 3 buttons. Click the first of these, which shows a crossed out building. You will see a list with all buildings in that town, along with the costs to demolish them.

3.2 Supply

3.2.1 Cultivation

To access the cultivation screen, first select a hex field on the map. This will display a red frame around it. With a click on the right mouse button, you can open a menu that gives you the options “Name“ and “Cultivation“.

At first, cultivation is done automatically, shown by a checkmark in front of “Automatic“. To make your own settings, uncheck this box by clicking on it. An X shows that the automatic setting is turned off.

This, however, will not show the free worker total immediately. In the next turn, you will see all available workers. Now you can assign workers as you need. The maximum amount of workers per field and job is 1000.

3.2.2 Food supply

On the right side of the town screen you'll find the granary. That is where you provide your people with food. You should do this first when preparing a new turn.

The rightmost storage contains the amount of grain your people will receive in the next quarter. The more you give, the happier your people will be, the birth rate will increase and immigration will rise. If you don't give enough, your people will be unhappy, leave your country or will even starve! The red triangle gives you a hint on how much grain will be necessary. After a while, you will have found out how much grain it takes to keep your population stable or to grow it slightly, if you want to. Population growth also depends on other factors, like the tax rate.

The middle storage contains the stockpile for the next few turns. Since one turn is equal to one quarter on Tamar, your granary must be big enough to hold enough grain for 4 turns. With each additional granary you can store more grain and you can support a bigger population.

The leftmost storage contains the grain for sowing in the coming spring. This storage must be filled in spring, but you can also already fill it after the harvest. The grain will remain there until the next sowing. The size of your harvest next summer depends on the amount of grain you have planned for this (again, a red

triangle gives you a hint), the number of mills and how much land you have. If you should harvest more grain than your mills can process, you will lose this part of your harvest.

You can increase your harvest with fishing. Fishing is done through the cultivation screen on ocean squares.

You will also find a green arrow besides the leftmost and rightmost storages. You can change their position by clicking on them. If you should miss one turn, or if your turn for some reason does not arrive at the server, the server will use the amount of grain you set with these arrows for feeding your population and for sowing.

This can be used to pause for a few turns without risking losing your population due to starvation. But since it takes much more in this game than to just give grain to your people, you should try to find a human to look after your country while you are away for a longer time (on vacation, for example).

Attention! Please note that the server will use the green arrows only if no turn is received at all! If you make your turn but forget to give grain, your people will starve and/or die anyway and sowing will not take place!

3.3 Building materials

To obtain the frequently needed materials wood and stones, you have to have at least one marketplace. On the left hand side of the market screen, you can get the materials your own workers have produced. Of course you can also buy them from other players.

You can assign stone and wood workers on the cultivation screen. Each field and material can have up to 1000 workers.

3.4 Tavern

This is where the communication with the other players takes place. One method is the chatroom (reached by clicking on the waitress in the middle of the screen), where you can communicate in real-time with other players. To avoid an overload due to too many players, it is separated into several rooms. Another way of communication is the maileditor. This is a kind of message board, where you can read messages offline. These messages are sent and received together with the turn email. You can only read messages from players you have already met in the game and your messages can also only be seen by players who know you.

3.4.1 Etiquette

Please remember that the other players are humans just like you. Treat them accordingly! There is nothing wrong with having heavy verbal arguments with other sovereigns. Please try to use medieval language. There is no limit to your creativity. But attacks on the player behind the character and “falling out of character“ will not be tolerated. Please avoid “Off Topic“ conversations, which includes everything not directly related to Tamar.

Other options in the tavern are the storage (the door in the background), where you can download updates to the program; and two games: A logic game played against the computer and an online game that can be played against other players. For detailed descriptions see the instructions in the game itself.

3.5 Taxes

If you click on the treasure chest on the left side of the residence screen, you get to the tax screen. Taxes are your most important source of money. It takes a little practice to find the optimal balance. If you demand too much tax, people will leave the country and lose trust in your rulership. But if you collect too little, you can't pay your expenses or expand your country. So don't be too greedy and take only a little more than you actually need. Try to build a small reserve for hard times.

Grain and taxes are the two most important factors for growth of your population. Try to find a good balance between grain and taxes to keep your population stable (or to let the populace grow slightly, if desired), your expenses paid and still to have a small reserve.

In the beginning, you should limit yourself to the base tax and judiciary tax. All other forms of taxes cannot be demanded yet or offer only a small income. You can find details on taxes in section 4.6 on page 27.

3.6 Map and scout

Another important screen is the map. It can be found in the residence (and in the barracks, if you have one). Here you explore the surrounding lands, make first contacts with other players and later command your armies.



In the beginning, it is important to know the lands and players in your neighbourhood. For this purpose, you have a scout. First, a few basics on using the map:

You can scroll the map by using the cursor keys or the buttons on the right side of the screen. You can select a map field by clicking the left mouse button on it. This is shown by a red frame around the selected field. The window on the right shows details about the selected field, like its owner and coordinates etc. If you are the owner, you can also see the amount of natural resources available. The buttons below can be used to display information like borders or a graphical representation of resources directly in the map. The setting for display of border lines is saved, even after leaving and re-entering the map.

You can assign names to any place on the map (like forests, mountains, rivers, lakes, etc). You can later display these names on the map. To assign a name, click on a map hex until it has a red frame. Now click the right mouse button and select "Name" from the menu. This will open a requester where you can enter a name of your choice. You can display the names by selecting "Symbol map" on the right hand side of the screen.

To move a scout (or any other figure you may have later¹), you have two options.

1. Via keyboard. First select the field with the figure. Then click on the field a second time. The frame changes from red to blue. Now you have selected the figure. If there is more than one figure on a field (then the number of figures is shown by a small golden number), you can use the **right** mouse button to open a menu where you can select the desired figure.

¹See page 28 on how to create additional scouts.

Now you can move the figure using the numeric keypad on the right side of the keyboard. Use the keys 7, 8 and 9 to move up and left, up or up and right, the keys 1, 2 and 3 to move down and left, down or down and right.

2. With the mouse. Click on the map field with the figure until the frame turns blue. Now right click to access the figure menu. Select the option “move“. This will overlay a number of map fields with a red grid. This shows all fields this figure can reach in this turn with the current movement points. Click on one of those fields to send your unit there. Pressing the “Esc“ button cancels the movement.

You can see the remaining movement points in the status window. Depending on the nature of the area, it takes more or less movement points to move to the next field. If all points are used up or if there are not enough for the desired movement, you’ll have to wait for the next turn. Unused points expire at the end of the turn.

Your units have a limited view range. All fields beyond the view of any unit are hidden under the “Fog of War“. This allows players to move undetected if they keep outside the view range of their enemies. This makes war more unpredictable. It also allows for sneak attacks on bigger countries and makes piracy easier.

The map itself consists of different, six-sided fields, that change appearance depending on the season. The color of ocean fields indicates the depth of the sea at that point. Depending on the size and population, towns can have different symbols, too.

3.6.1 Overview map

When you start to explore more and more land, and also have more active units on the map, keeping an eye on everything can get hard. To aid with this, „Tales of Tamar“ features an overview map with a list of all your units.

To access the overview map, click on the bent arrow in the lower right of the map screen. The main view does not change, but on the right hand side, you will find a scaled down version of the map as well as the aforementioned list, separated into types: armies, ships, scouts, settlers and specialists. You can choose which type to view by using the small buttons above it.

When you click on a unit from the list, the map view will center on that figure. You can now control it as usual.

By clicking anywhere on the overview map, you can center the map view to that point.

3.7 Getting to know other players

When you find another player on the map, he or she is unknown to you. The client will send a request to the server when you upload that turn and you will get to know the player's name with the following turn. From now on you know this player, you can communicate with him or her and trade etc.

So you shouldn't forget to explore your neighbourhood to find potential allies, enemies or trading partners.

Please keep in mind that there are players from many different countries. If in doubt, use English. If you receive a message in a language you don't understand, let the sender know. If no common tongue can be found, you could look for another player to serve as translator between the two of you.

As it is in real life, you will forget your acquaintances if you don't keep in touch with them (through the client). They will become unknown again then.

3.8 Reports

You will find two sources of information in the residence. The report screen (click on the messenger) contains some general information about your country (You can find information on the development of your country in the statistics screen, reachable through the chronicler in the foreground). In the news screen (click on the scroll in the hand of the messenger) you will find special events that have occurred in your country, for example battles between your own armies and armies of enemies (only if you happen to have any armies, of course).

Now you should know enough to make your first turn. The next chapter deals with the advanced functions of the game, like trade, diplomacy, research and battle.

Chapter 4

Advanced Functions

4.1 Research

Research is important, especially in the beginning of a game. It not only allows you to erect better buildings, it is also required to enable a lot of other functions, like trade etc.

You find your scientists in your residence. Click on the scholar in the upper right corner of the screen.



You may choose between 7 areas of research.

- Astronomy
- Alchemy
- Biology
- Theology
- Medicine
- Art of Battle
- Technology

You can only research in one area at a time. It takes one year (4 seasons) to advance to level 1. The next level will then take 2 years, the 3rd 3 years, and so on¹. The costs will be split evenly among the seasons. It depends mostly on your population. The bigger your population, the more expensive research will be. If your population changes during the research, the costs will change accordingly. Because of that, the costs displayed when you start a research is only an approximate value.

4.2 Trade

As soon as you possess a marketplace (in other words, when you have built it), you can trade with the players known to you. The marketplace will then be available in the town screen.



On the upper right side, you'll find a list of offers from the other players. It lists the kind of goods, offered amount and requested minimum price. You can make a

¹These durations are for a confidence level of 250. The duration decreases with higher confidence and increases with lower.

bid for the whole quantity or for a part of it. If more than one player makes a bid, the one with the highest price will get the goods. Choose a good, set the desired price (per piece) and amount and confirm with the [✓] next to it. With the next turn, you'll see a list of goods you successfully bid on in the report screen under "Trade", as well as the offers from other players you have outbid or who have outbid you.

To sell goods yourself, click on the button "Choose goods". A window will open where you can select from all goods you currently have. Choose one, set minimum price (per piece) and amount and confirm with the button [✓] beside it. Your offer will now be added to the list and sent to the other players with the next turn.

On the left side, you'll find goods from your own production. These are not only usually notably cheaper than on the free market, but are also only offered to you. The drawback is that you have no influence on what or how much of it your artisans make. To produce goods yourself, you need (besides a blacksmith) enough resources from your country (you can see these on the map). The more citizens live in your land, the more resources will be needed and the less will remain for production. The less resources you have, the less goods will be produced and the more expensive these will be. In other words: If you have too many people in a small land, then the production will decrease or even cease completely, which makes you dependant on others.

The normal usage of resources is 5 units of vegetable, 5 units of animal and 2 units of mineral resources per 2500 inhabitants.

4.3 Luxury goods

Until now you could only trade in weapons, armour and ships on Tamar. Now you can also trade in plant, animal and mineral resources, as well as luxury goods like balm, amber, brocade, gems, ivory, spices, marble, myrrh, oil, furs, parchment, jewellery, silk, carpets, incense, and sugar. You can reach the screen by clicking on the trade registry. You can see your current stock of luxury goods and set how much of each should be given to the people each turn. You will also find the switches to choose between using and storing your natural resources. If you choose to store them, you can buy and sell them on the marketplace.

The luxury goods play an important role on Tamar. Especially large countries and their people require a certain amount of luxury, or their confidence will suffer. Small countries, on the other hand, don't need much luxury and can make a living by selling these goods to larger realms.

Small realms (small in terms of number of cities) are occasionally visited by a bard. From him, you can choose one type of luxury good and your artisans will produce this item from now on (provided you have enough resources).

If your population grows and your resources run low, the production will cease and the knowledge about it will get lost. If the country is small enough, the bard may come visit you again. You should try to balance your resources until then.

To avoid a lack of resources, you should always keep an eye on them and increase the supply if needed. There are several ways to do this, like buying resources on the market.

4.3.1 Storage limit

You can only store up to 50000 units of goods in your realm. Larger amounts need more people and better logistics to handle. You can do that by building trade offices.

Each town can have up to 20 trade offices. They expand the capacity of your granaries and will also extend the storage abilities for other goods. Each trade office allows 100,000 more units to be stored (not including grain, which is stored separately in granaries).

4.4 Diplomacy



Diplomacy serves multiple purposes. You can trade outside of the public market, send private messages (as opposed to the public messages in the tavern) and sign peace treaties and others.

4.4.1 View contracts

Lists all contracts that were offered to you in the current turn.

It also shows all contracts that are currently in effect. It details who the partner is, the remaining duration and conditions of the contract, as well as any breaches of contract.

4.4.2 Trade contracts

This is where you can make contracts for trading goods. You need to have a trade register to be able to do that. To offer a contract, select the desired partner, kind of goods, amount and price per quarter (This is the price for the complete delivery of one quarter, not the price per item. This way it is possible to have “uneven“ prices, like 0.5 pieces of gold per one unit of grain. You can also make gifts. Just set a symbolical price of 1 GP.) and the duration in quarters. Make sure you can deliver the agreed amount of item for all the duration, or else you will commit a breach of contract. While this has no immediate consequences, your reputation as a merchant may suffer.

Finally click on “Offer contract“ to complete the offer and have it sent with the next turn.

If you get an offer for a trade contract that you want to accept, click on “Incoming contracts“. You’ll get a list of people who made offers. Choose a name to get a list of goods offered. Select one of these to see the conditions of the contract. To finally accept this contract, click on “Incoming contracts“ again (You will see a requester asking you to confirm this). Offers that were not accepted will expire with the next turn.

4.4.3 Other contracts

ToT is the first game to offer an extensive feudal system for vassals and sub-vassals. You can sign vassal contracts with other players to raise in the feudal rank. Tamar knows eight different titles: Baron, Viscount, Count, Marquis, Duke, Archduke, King and Emperor. Every time you achieve a new rank, you will see a special screen to inform you about it.

The option “Other contracts“ allows you to make these contracts. If you are the vassal-to-be, select “Incoming contracts“. This will show all offers of vassalage. Select the one you are willing to take and confirm by clicking on the checkmark.

If you want to offer another player to become their feudal lord, go to “Other contracts“ in the diplomacy screen, select the player you want to send the offer to and confirm with the checkmark button. You will see a requester asking for confirmation. This offer will be sent to the other player with the next turn.

Currently it is not possible to make contracts other than vassalage within the game. But of course you can still negotiate such contracts directly via email.

4.4.4 Transferring land

With the help of scouts, you can now give land to other players without the need of annexion. A scout of yours has to be positioned on the land in question. The owner of the land gives the order “offer“. The recipient has also to be present with a scout and give the order “accept“.

If both scouts get their orders in the same turn, the land will change ownership.

If a third scout should be present, he can block the transfer by also giving the “accept“ order.

Transferring land that way does not change the confidence for either giver or receiver.

4.5 Armies and battles

There are times when diplomacy fails and the sword has to speak. It has always been expensive to maintain a standing army, and „Tales of Tamar“ is no exception to this rule.

4.5.1 Requirements

In any case a drill ground is needed. This is where you set up and maintain your armies. Of course, you also need to have enough weapons, armour and equipment in your stores. At the beginning of the game, you will have 1000 tridents and 1000 tunics, which should be enough for your first troops. You’ll also need stables if you want to have cavalry. For artillery, you will need to have barracks (a drill ground or an army camp will not suffice).

4.5.2 Setting up, equipping and maintenance of armies

Enter the barracks screen and select either “Inspect infantry“, “Inspect cavalry“ or “Inspect artillery“, depending on the desired type of the new army. These three types of troops not only have their special strengths and weaknesses, but also have special demands when it comes to equipment. To give just a few examples: The usage of catapults is reserved for the artillery, while lances can only be used by cavalry units. The figure representing the army on the map will always depend on their slowest part.



First, you have to recruit a part of your population. You can do this in the upper part of the screen.

In the lower part, you can now set the number of soldiers to be in the new army.

Notice the costs that arise from paying your troops. If you are not able to pay your troops, then soldiers will desert from your armies and take all their weapons and armour with them.

The minimum size of an army is 50 soldiers. If an army drops below that number (e.g. through losses in battle), it will automatically disband.

You can not recruit more than 10 percent of your population. If your population should decrease, then armies may be disbanded until the ratio is again equal/less than 10 percent. Very religious countries can enter a “Holy War“. This will allow you to recruit 5 to 10 percent more soldiers. In a large realm, this can amount to several tens of thousands of men. Holy war should not be maintained for too long, though. Over time, the confidence of your people will suffer.

Now you can set up your new army. Name it and equip it with at least one weapon (in the screen “Weapons and Armour“, which can be found in the barracks screen, too). You can further equip them with several different types of armours like helmets, shields and body armour, if you have any.

To disband armies or to change their equipment, the army in question has to be in your city, of course.

4.5.3 Annexation and army movement

Sooner or later, the 7 fields of land you possess in the beginning will not produce enough resources for your growing population. Then you can either slow the growth

of your population or expand your country.

To add more lands to your country, you have to annex them. To do this, send an army to a field that does not belong to your country, but has a common border. (You cannot annex land that is not connected to your country. Exception: Other islands, see page 30) Armies are moved around just like scouts. Select them (blue frame) and use the keys on your numeric keypad to steer. Newly created armies cannot be moved in the turn they were created. Also armies that have been inspected cannot be moved anymore (If you enter the “inspect infantry“ screen and leave it saving your changes, all armies in the town will be marked as inspected and can't move anymore in the current turn, regardless if you changed their equipment or not). Also note that movement outside your sovereign territory always requires more movement points than inside. Once you have arrived, open the figure menu with the **right** mouse button and select “Annex“.

In the next turn, the army fights against the inhabitants of the field. This may cause losses in your army. But normally, your troops will win easily.

But be careful! While you can annex unoccupied land without a second thought, the other sovereigns will not tolerate if you try to annex their land.

4.5.4 Annexion of towns

Annexing a town is especially difficult. About a quarter of the people will fight your armies. For a town with 10000 inhabitants, thats 2500 fighters that need to be defeated before you can claim the town. It is advisable to besiege a town before annexing to get the number of townspeople down a little.

You also have to option to post town guards. These are simply armies that are stationed on the town field. This army will help defend the town against attackers. You will need to destroy this army before you can take the town.

4.5.5 Battles

Sometimes you will have to take conflicts to the fields of honor.

To be able to attack another army, it has to be within the reach of your troops. In other words: Your army needs to have enough movement points to wage the attack.

When planning a battle, you should consider the circumstances that can have a huge influence on the outcome. These are:

1. Strength, equipment and armament of both armies.

2. The terrain. For example: Attacking a mountain area from plains will be hard for an infantry. Cavalry, on the other hand, will be strongest in the plains.
3. Nationality. Armies will have “home advantage“ when fighting in their own country.
4. Morale, experience and exhaustion. A well rested, motivated army of veterans will fight much better than an exhausted, frightened army of new recruits.

To command an attack, do as follows: Choose the army (blue frame) and use the right mouse button to open the menu and select “Attack“. All fields within reach will be marked by a red grid. Now choose an army to attack or press “Esc“ to cancel. A requester will ask for confirmation. Make sure you have chosen the correct target army. If there is more than one army on the field, the topmost one will be attacked. Should you have one of your armies on that field, you can bring the desired army to the top by selecting it from the figure menu. The order will be carried out in the next turn. You will then find a report in the message screen. For all details, click on the “Eye“ symbol.



4.5.6 Exhaustion

Each battle (including annexing) will exhaust your army by different amounts. The biggest influence on this is the amount of casualties your army has suffered. To reduce exhaustion, the army has to rest for a period of time. It will only rest in turns when there are no orders given to that army.

4.5.7 Guarding

You can improve the defense of your army by ordering it to “Guard“. The army will then fortify its position and scout the area. This results in a bonus for defense when the army is attacked. It has no influence on attacks this army makes. This command has to be renewed each turn, it does not renew itself.

4.6 Taxes

There are 6 different kinds of taxes:

4.6.1 Base tax

This is the biggest and basic source of money. Every inhabitant of your country has to pay a fixed amount each quarter. You set up the total here, the individual tax per person is therefore tax total divided by population. Normal values are at around 1 GP per person. Higher values may lead to loss of confidence and emigration.

4.6.2 Resource tax

This sum depends on the resources in your country. You can only influence it by annexing new land or losing land, which of course influences the amount of resources available.

4.6.3 Custom dues

This is the toll claimed on everything that is imported or exported. The usual value should be around 5 GP per 100 people. Higher values are possible, but reduce production and displease your populace.

4.6.4 Church tax

If you have a chapel and a cleric, you can collect church tax.

4.6.5 The tenth

If you are a feudal lord, you can demand a duty for your vassal(s) or you may have to pay a duty if you are the vassal. You may pay as much or as little as you want, but you had better not get caught cheating by your feudal lord!

4.6.6 Judicial tax

This is the income from verdicts and confiscated property. You can choose how severe the justice shall judge. A hard setting (Justitia holds up the sword) raises your income. A fairer course (Justitia raises the scales) will reduce your income, but the people will be more contented.

4.7 Confidence

Confidence is a value describing the faith of your people in you as their ruler. If this value drops below 50, it is very probable that there will be an uprising and you will be removed from the throne, maybe even beheaded. This is one of the few ways to ultimately lose „Tales of Tamar“.



Confidence depends on a lot of factors, like losing and gaining land, victories and defeats of your armies, how good you care for your people and much more.

You start out with a confidence of 250. Based on your actions this will raise or fall. You can check the current value in the building screen.

4.8 Rebellions

When your country has reached a certain size (number of towns), you will be required to post town guards or risk your town's people rebelling against you.

A town that is in rebellion will no longer take any orders from you. To overthrow the rebels and regain control, you have to send a large enough army into this town. Of course, this is also a great opportunity for your enemies to snatch the town from under your hands.

4.9 Settlers

Besides annexing existing towns, you also have the option to build your own. As soon as you have a town hall in one of your towns, you can create settlers and

additional scouts there, as well as disband them. On the map, click repeatedly on the town until the frame turns yellow. Then click the right mouse button to bring up the town menu. Like all new figures, new settlers and scouts cannot be moved in the turn they were created.

To establish a new town, move the settler to the position of your choice and select “Settle“ from the figure menu. If this option does not appear, you cannot build a town there. This may be because of one or more reasons:

1. You are too close to other towns. You will have to keep a certain distance.
2. The landscape is not suitable. You can not build towns in swamps or on mountains, for example.
3. The land is not yours. You will have to annex it first.

4.10 Seafaring

In towns with access to water you can build a port.



You can buy ships in the marketplace, either from your own craftsmen or from other players. Then click on the landing stage in the port screen. You can move ships to the water from the dockyard or you can order ships that are currently in the port to return to the dockyard.

Movement works the same way as for landbound units. But be careful! If you move too far from the coast, the ship may get lost. A high level in astronomy research increases the safe distance from land.

Battle ships are able to annex the ocean next to your land.

You can also use them to attack other ships. “Attack“ can be used against all ships, while with “Plunder“, you can try to make a bounty when attacking trade ships.

If you give the order to plunder another ship, your crew will take down their flag and attack the other ship disguised as pirates. Reports about this incident will talk about a pirate and not name the true attacker.



Trade ships have the ability to transport other units (except other ships, of course). Do as follows:

First make sure the unit to be loaded is the topmost in the list of figures if there are more than one on the field. Select the desired unit in the figure menu to bring it to the top. It has to be next to the ship as well, of course.

The ship has to have all of its movement points. It must not have moved in the current turn. Another limit is the capacity of the ship.

- small trade ships: 1 unit with not more than 10000 men
- medium trade ship: 2 units with not more than 20000 men altogether
- large trade ships:: 3 units with not more than 30000 men altogether

Select “Load“ from the figure menu, then click on the unit to be loaded. By the way: It’s of no importance if the unit has any movement points left or not.

Unloading works the same way. The ship must not have moved in the current turn. Select “Unload“ and then click on the position where you want to place the unit. There is a special rule for armies. Since you can not have a connection with

your home country on other islands, armies can also annex land when one of your ships is next to them.

If a ship is carrying an army, you can use this combined army-ship unit to plunder coastal towns. Move the ship on to a town field and give the order to plunder. Your army will fight against the town guards (if there are any). If your troops prevail, your army will plunder the town.

But be warned, this is an act of piracy and will result in you being regarded as an outlaw by many countries. But if that is the life you like, go right ahead.

4.11 Final notes

Is that all?

No, not even close. The game „Tales of Tamar“ is in constant development. This manual describes the “Base set“. New functions will be added through online updates again and again.

Chapter 5

Tables and references

5.1 Buildings



Citizen hall

Requirements: Already exists in the beginning

Can be upgraded to: Town hall, Residence, Castle, Palace



Granary

Requirements: None

Can be built more than once



Mill

Requirements: None

Can be built more than once



Sawmill

Requirements: None



Blacksmiths

Requirements: none



Graveyard

Requirements: Theology 1,
Medicine 1



Port

Requirements: Technology 2,
Astronomy 2, Sawmill,
Blacksmiths, Markethall



Stables

Requirements: Biology 1,
Technology 1, Blacksmiths



Jail

Requirements: Art Of Battle 1,
Technology 2, Town hall



Court of Justice

Requirements: Residence



Bank

Requirements: Biology 2,
Technology 1, Alchemy 1,
Marketplace, School, Sawmill



Trade registry

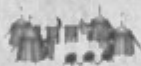
Requirements: no other building required



Shrine

Requirements: Theology 1, Sawmill

Can be upgraded to: Chapel, Church, Cathedral



Drill ground

Requirements: Art Of Battle 1, Technology 1, Blacksmiths

Can be upgraded to: Army camp, Barracks, Army headquarters



Marketplace

Requirements: Technology 1, Blacksmiths

Can be upgraded to: Markethall, Trade office, House of Trade



School

Requirements: Technology 1, Biology 2, Sawmill

Can be upgraded to: Library, Academy, University



Healer

Requirements: Medicine 1

Can be upgraded to: Lazaret, Clinic, Hospital

Remarks: Besides the mentioned requirements, many buildings require a certain population before they can be built.

Upgrading buildings requires at least the previous building to have been built (for example: you need to have a healer before you can have a lazaret), as well as improved research levels and maybe other buildings.

For the purpose of the individual buildings, please refer to the text in the building screen and the sections on the functions in this manual.

Chapter 6

Non player characters (NPCs)

6.1 Dragons

The dragons are a very old race of winged lizards. These enormous creatures like to settle in far off regions. On Tamar, there are several kinds of dragons, distinguishable by their skin color. They all have some things in common: they hatch from eggs, are carnivore, use their fiery breath as a weapon, love gold and gems and are very powerful.

Dragons live hundreds or even thousands of years. Because of their long history, they tend to look down on younger races like men.

Tamar is the home of different kinds of dragons. Legend has it that some can even be summoned by elves and dwarves if they are in danger.

The strongest and most powerful of them all is the Golden. His fire can destroy whole towns. Fortunately, he is not very aggressive and of a lawful disposition.

Contrary to the Red Dragon. This chaotic-evil creature has nothing in mind but fiery death to all races. He is not as powerful as the Golden, but his aggressiveness knows no limits. He sinks ships, destroys towns and defeats large armies, if need be. Everybody be warned about this dragon.

Dragons usually appear in small flocks of 1 to 4 beasts.

6.2 Elves

The elves are one of the oldest races on Tamar. After many wars and conflicts, they have retreated into the dark woods, adapted to the life in there and became a part of these forests.

Elves are about as big as humans, but of a more fragile and graceful build. They can get as old as 800 years and can be recognized by their pointy ears.

Normally, elves are rather peaceful people. They will, however, react forcefully to any forays into the dark woods. They generally don't like armies in any forest, so troops should always be on guard when crossing woodland.

Elves are sworn enemies of the orcs and will fight them wherever they meet. If they feel in mortal danger, they can call green dragons to their aid.

6.3 Orcs

Legends has it that orcs were created by the old nameless one. He hunted and tortured elves, and finally bred the orcs from those twisted creatures.

Orcs are of a rather massive build. They have protruding eye and teeth and their skin color varies from green to brownish-gray. Most fearful are their eyes, though, which look like red glowing coals.

Orcs live subterraneously and have enormous resources. Overground, you usually see only a small fraction of them, unless they have come to wage a war. Which can happen if somebody keeps sending too many troops against them.

When and why orcs come overground is not sufficiently known yet. Orcs are enemies to practically ever other race and will attack everybody (and be attacked by everyone).

6.4 Dwarves

Dwarves are small and of a heavy build, some may also venture to call them fat. They always wear a beard and armour.

They usually like living in the higher mountains and are never afraid of a good fight. So be careful if you come too close to them with your armies.

They don't really care for power, so if left alone they will not bother anyone.

They can be helpful if you have trouble with orcs though. Just stay out of the way and let those two fight amongst themselves. They can also call blue dragons, if the want.

6.5 Undead

From the graves and ruins, the dead rise to bring fear, terror, death and chaos to Tamar. They are called upon by the King of the Undead who will raise them from their graves. The King will only appear in ruins, though.

The undead fight against all living races, be it men, orcs, elves or dwarves. Contrary to some legends, they are not invincible to non-magical weapons. Still, they are very dangerous and their appearance should not be taken lightly.

The King can call new undead souls to reinforce his troops. Worst of all, he can even call soldiers that have fallen against him into his own troops.

The undead can also call dragons to their aid. They are the most dangerous species on Tamar, so be ever careful.