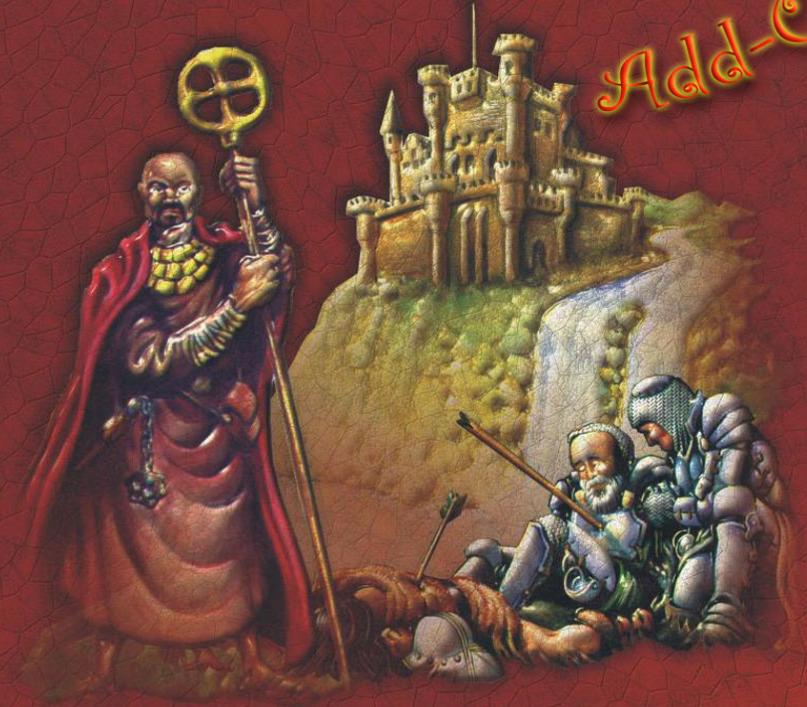


TALES of TAMAR HANDBUCH

Add-On



Epilepsy Warning

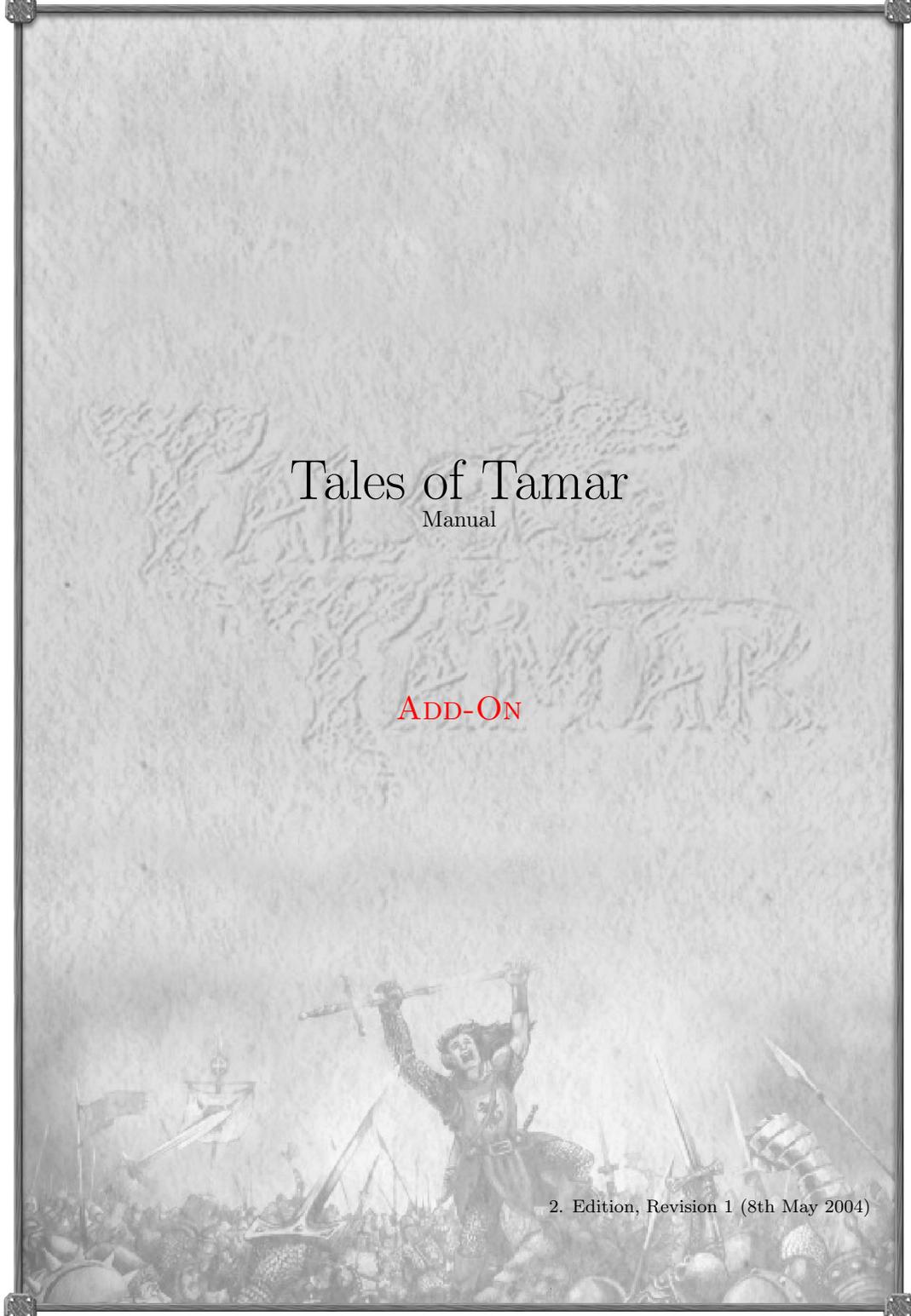
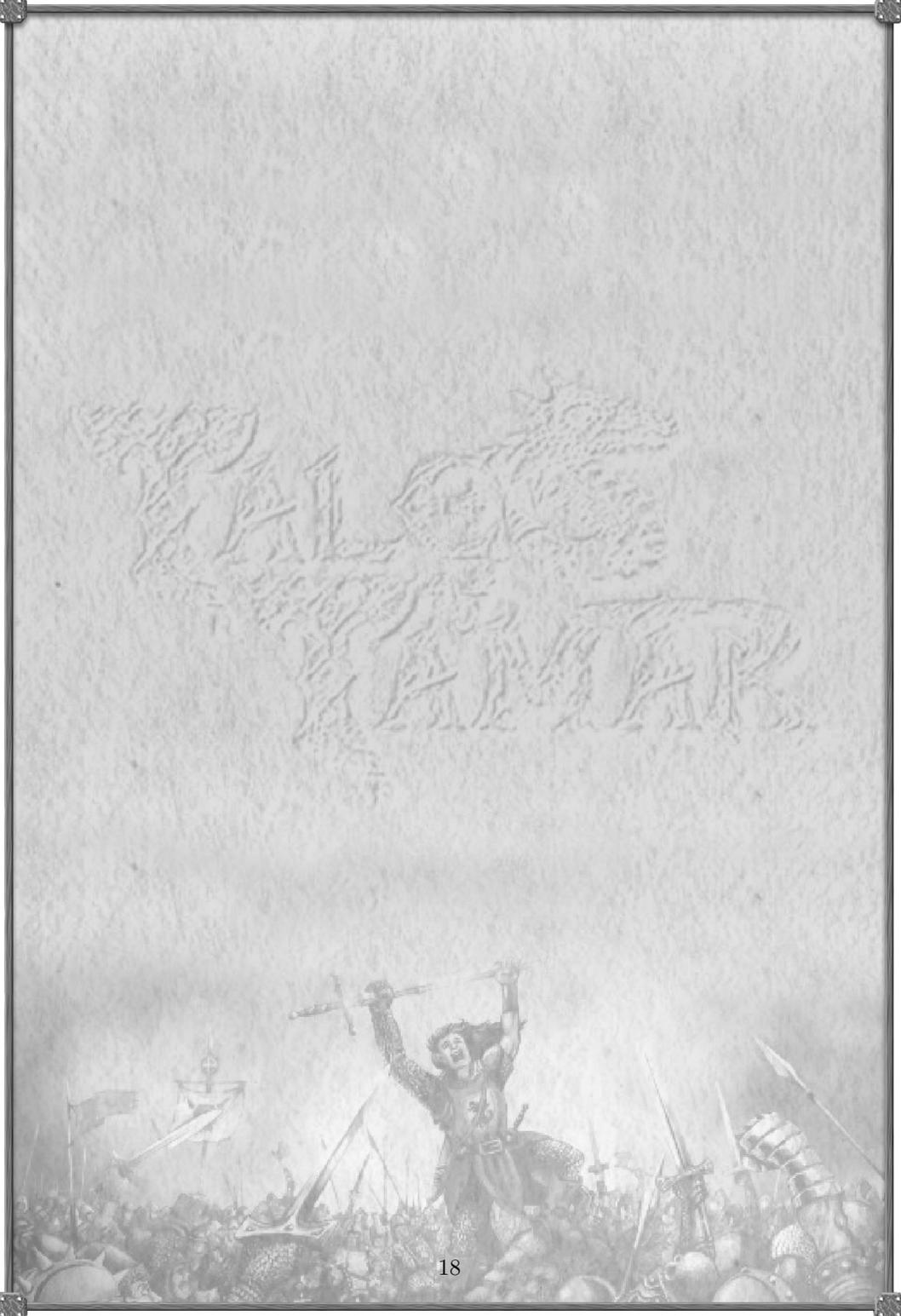
READ THIS NOTICE BEFORE USING ANY COMPUTER GAME

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.

FOLLOW THESE PRECAUTIONS WHENEVER USING COMPUTER GAMES:

- 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.

Program and documentation © 1997-2004 by Eternity Software
Cover design: Dieter Zentek
Text: Jens Neubauer, Sven Steinbrenner
Proofreading: Samuel Byford
All rights reserved
All trademarks are property of their respective owners.
Manual created with L^AT_EX 2_ε



Tales of Tamar

Manual

ADD-ON

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.

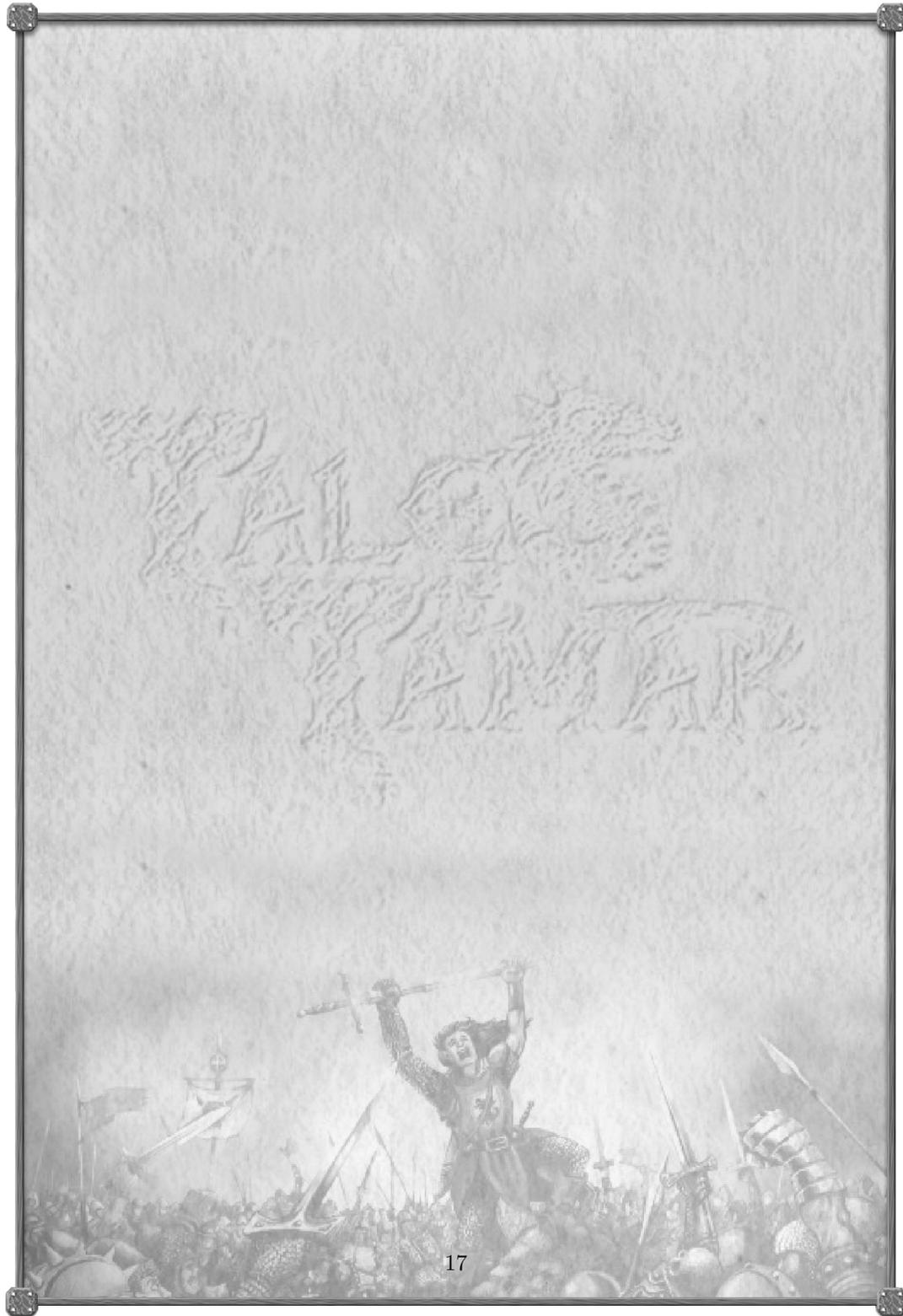
3.2 Supply

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.



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.

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.

3.6 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

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 guards 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 they want.

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.

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.

“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.

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.

¹See the manual on how to create additional scouts.

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 players 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.

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.

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

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, that's 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 the 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.

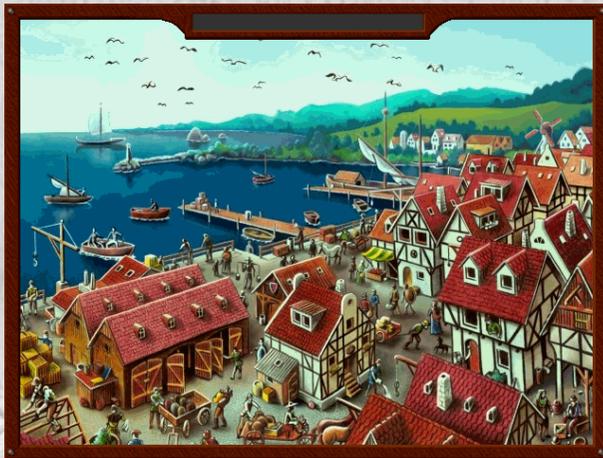
4.8 Rebellions

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.

4.10 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

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 50,000 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

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

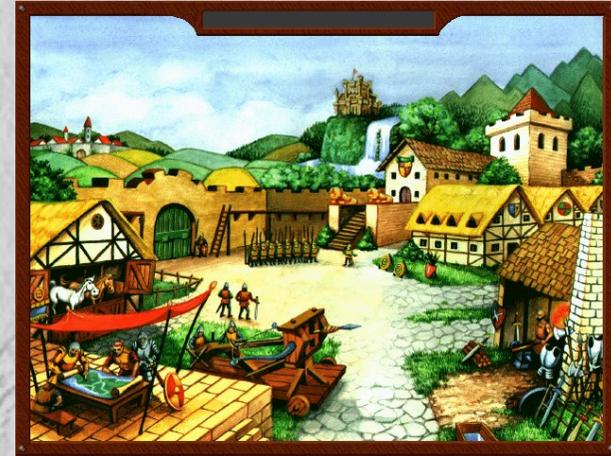
There are times when diplomacy fails and the sword has to speak. It has always been expensive to maintain a standing army, and „Tales of Tamar“ is no exception to this rule.

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.

...

