



# TAELMOOR

The Scan-and-Play Dungeon Crawler

## Alpha Rulebook

**COLLECT YOUR FRIENDS AND YOUR  
SMART PHONES TO EMBARK ON A  
CLASSIC TABLETOP ADVENTURE,  
TOGETHER!**

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# WHAT IS TAE LMOOR?

A Dungeon Crawler Unlike  
Any Other!

## **An Unexpected Journey**

Taelmoor is a first of its kind digital/physical dungeon crawling board game. It uses Scan-and-Play technology to create unique interactions between an app and physical board game pieces. QR codes on interact-able objects enable a fun tabletop experience with the best parts of both a video game and a board game. Explore the world of Taelmoor through your smart phone camera, with epic tales and dangerous battles.

## **Let Us Tell the Story**

Taelmoor is a modular system of many parts that combine to create endless stories. The App acts as your guide, dungeon master, and bookkeeper. Forever DMs are no more. Every player can be a part of the mystery together, and as you play, the world unfolds in front of you. New Scenarios are released over time, allowing endless play.

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# SETTING UP

Grab your smart phone  
and get printing!

## **Print your Pieces**

Taelmoor Print and Play Alpha includes a free 13 page PDF full of goodies. Download the document by heading to the following link: [delvebros.com/play-taelmoor](https://delvebros.com/play-taelmoor)

## **Cut and Assemble**

We recommend printing the Taelmoor PDF on 80lb Cardstock. You can do so at most print shops. You can also print it on regular paper too! Once printed, cut out your pieces, fold and glue or tape the miniatures together.

## **Also Playable Elsewhere!**

In order to support our players wherever they may be, you can also use a digital copy of the game with your smart phone. These versions are available in **Tabletop Simulator** and **Tabletopia**. More information on the site above!



# STARTING A GAME

Collect your friends and your smart phones!

## Start a new game

Have one player head to the link below, and choose one of the available scenarios to start a new game. NOTE: iOS devices must use Safari

Link: **[taelmoor.netlify.app](https://taelmoor.netlify.app)**

## Send your unique link

You will notice your URL changes to be unique. Copy this URL and send it to your other players. Have them open it on their own devices.





# CREATING YOUR CHARACTER

A dashing rogue? Or a cunning wizard?

## Choose Classes

Use your smartphone to choose one of the 6 possible classes in Taelmoor by scanning the QR code on the appropriate character sheet. Each player must choose a unique class!

## Choose Abilities

Each scenario has a different number of abilities for you to choose from, unique to the scenario. Follow the prompts on your device to pick what your hero can do!





# YOUR GOAL

An entire world to explore inside of Taelmoor!

## **Solve the scenario**

Your goal in Taelmoor is to solve the scenario you and your party are playing, which could mean a lot of things! In some adventures you might just fight endless monsters, in others you might unravel the mysteries of the Plague God Belgot!

## **Three modes of play**

In Taelmoor, there are three main modes of play.

- **Exploration**

In Exploration Mode players take turns to perform actions on the world. Explore, discover and more!

- **Dialogue**

When talking to an NPC, players enter Dialogue Mode. All players can ask about anything.

- **Combat**

The land of Taelmoor is dangerous! Work together with your party to fight badies with powerful moves.



# EXPLORATION

From deepest cave to  
highest peaks

## Turn by turn

Exploration mode is the default mode you will be in as a player in Taelmoor, and the game will make it clear when you are in Dialogue, or Combat. When exploring, players take turns deciding what their character will do, and move together.

## Action and Target

In order to interact with the world, players scan QR Codes with their phones. To take your turn in Exploration Mode, first scan an Action and then a Target. For instance, you might scan the "Investigate" Action on your character sheet and then the "Room A" tile to search the room for clues.

## Get Creative

There is so much packed into each of our scenarios to discover. Challenge yourself to get creative with solutions to problems, or just to learn more about the world. For instance, what happens when you banish that skeleton...





# DIALOGUE

"And what might you want in a place like this?"

## Enter Dialogue

Some NPCs in the land of Taelmoor can be spoken to for information, lore and more. To enter Dialogue Mode, scan your "Interact" action and then the NPC you wish to speak with.

## Ask about anything

If it has a QR code, you can ask about it. Any player may ask about anything by simply scanning that code. For instance, what do you think the Ringleader thinks of Dwarves?

## End Dialogue

When you are done speaking with the NPC, any player may scan the "Move" action on their character sheet to end Dialogue Mode.







# COMBAT

A dungeon isn't a dungeon without a fight!

## Enter Combat

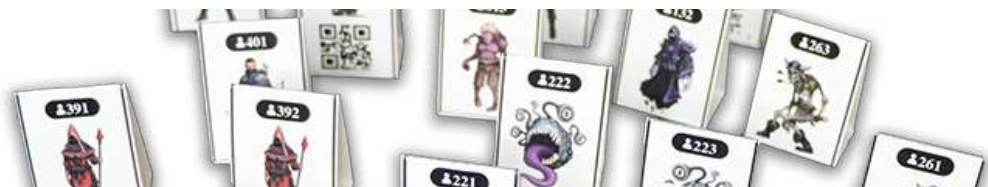
Combat will automatically be entered when your party moves to a room with enemies. You will know this has happened when combat appears on your device!

## Fight the Fight

Combat in Taelmoor happens in rounds. At the beginning of each round, all enemies will choose an ability to use on a random player. Tapping enemies shows their intent. Each player must choose an ability to use and an enemy to use it on, by scanning one and then the other. When all players have chosen what they will do, the round will play out on the phone.

## End Combat

Combat will automatically end when either all enemies are dead... or all players!





# ENJOY!

We made this all for you!

## Alpha

Taelmoor is currently in Alpha. This means it is a bit rough around the edges, and may change quite drastically! It is only with the help of people like you that we can make it awesome.

## Give us Feedback!

Head to our website or email us at [bros@delvebros.com](mailto:bros@delvebros.com) to give us feedback and report bugs about the game!

## Join our Community

Our Discord is full of roleplay and board game lovers alike. We would love to have one more join the tribe! We would also appreciate any sharing you are willing to do. [bit.ly/delvebros](https://bit.ly/delvebros)

## See you later dungeon cowboy

We are so excited to have you play our game. And keep your ears open for an upcoming Kickstarter to launch the real thing!

