

## About Us

### About us

Tazlure is a diceless moderated post by post game, owned by Tanja de Bie and Saskia Kellenbach, the original creators of this world. See our staffing for more details on who else is contributing.

As a game community we are dedicated to a spirit of openness and friendliness towards newcomers. Tazlure seeks to help and explain rather than enforce an unbending set of rules. We strive to be courteous and honest in our communications and hope to prevent any powermodding or powergaming by a clear set of rules, that do not stand in the way of creativity. Our first priority is our players, and making sure they can immerse themselves in the world of Tazlure with the help of a dedicated staff.

This game is run by volunteers and is a non-profit venture. You do not have to pay to play in Tazlure, we do not sell your email addy, we do not plaster the game full with commercial banners and irritating pop-ups etc. The site is maintained with funds supplied by the owners and voluntary donations by players. Read more about it on our Legalities page.

### About DragonMuseNetwork

The DragonMuseNetwork at <http://www.dragonmusenetwork.com/> is a partnership between several Play by Post games who share resources. It is a portalsite for all these individual games with its own set of forums. It includes an e-book publisher DragonMuseBooks, and the writers community Bardic Circle. Be part of a large game community!

### About Tazlure's creation

The world of Tazlure has been created during many table top campaigns of a group of student gamers in Leiden, the Netherlands, starting in 1993. In addition to that there have also been several PBEMs running in Tazlure since 1998. The current system of Tazlure however is a more recent adaptation by the Game Designers and their staff to suit the flavor and atmosphere of the game. The Game Designers were heavily influenced by free form, yet felt the need for some limited use of rule. And so Tazlure as you see it before you has been created as a diceless but moderated play-by-post game.

It started out as a simple Medieval Fantasy setting called the Western Kingdom, but since then many other cultures have been added as well as a portal system to add many other worlds and possibilities. You name it, we've got it!

Please note that we do not claim to be original or unique in the purest sense. We did not invent the genre nor the medium. Like most games in the fantasy genre we have generic elements and concepts that are also part of other games: wizards, nobles, dragons, elves etc. And of course we are hardly the first to find free form and forum gaming intriguing. Free form originates from the first day two children said "You'll be the villain and I will be the good guy" and is not limited to online use. Forum Gaming or Play-By-Post Gaming can be traced back way before anyone had ever thought of the World Wide Web, when bulletin boards thrived, as early as 1982. Most of these games have since perished, but they live on in the memory of their players.

In addition to that the game contains many classical elements, trends and concepts of history and literature. Some of the areas are based on Earth's history and culture. You can find traces of the Vikings, the Ottoman Empire, Arabian nomads, the Ancient Egyptians, The North American Indians, The Far East and African Empires and last but not least Greek Mythology. If it sounded great, we used it!

Other areas were originally (in our table top days) based on RPG source material like fictional books, existing campaign settings, TV Series & Movies (including Sci-Fi!) etc. Despite our fanbased admiration for these original works that inspired us, we have tried to remove any violation of copyright out of respect for the intellectual property of the authors. We encourage you to mail us at [gd@tazlure.nl](mailto:gd@tazlure.nl) if you come across anything you object to nonetheless. See our legalese for more details on our stand against copyright violation.

There is a difference between inspiration and the reality of Tazlure. Elements were mixed, juggled and thrown around till their essence was distilled to a mere concept and we took that and ran away with it, picking what we liked, discarding what we didn't like. Every part of Tazlure by now has been considered carefully and rewritten not once, not twice, not thrice but a dozen times over to suit our tastes and growing insights. Tazlure is very much a living world in this respect. Most important to realize is that it is for all intents and purposes an original world. Comparisons to books, movies or other games therefor always fall short.

### Credits for past performance

Many thanks for adding to the diversity of Tazlure by playing in its original version go to, in alphabetical order: Marc Beekhuizen, Sander van der Berg, Jolanda de Bie, Eveline Burggraaf, Gary Clayton, Karst Doevedans, Becky Donovan-Tift, Harro Gaastra, , Rohan de Groot, Mike Harden, Marcel Kars, Wencke Klunder, Renske Lagendijk, Steve MacKenzie, Thomas Noordwal, Benjamin Pung, Marek Suchomski, Denis Sliker, Ivan Stefani, Jonathan Tan, Erwin Veenhoven, Jungu Z Ahluwalia, and last but not least Chung Y Chow!!!

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We would also like to thank our past and current staff for all the work they put not only in moderating but in developing the setting. In no particular order our thanks go to Christopher Wheeler, Chris K. Martin, Stephen Green, Eric Conrad,

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The concept of timestamps was inspired by the Baroque RPG Cherveaux. The concept of Netherworld calls in chat was inspired by the IRC RPG Imperia.