A MOD FOR SAILWIND · BETA

Tamarack Island & Dalkey Reef

Or, the Pilot's and Woodsman's Companion to the Dalkey Islands: of the Reef and its Passages, the Lumber Camp, the Lighthouse and the Northern Winter



Illustrated with Charts

MMXXVI

THE TAMARACK BOOK:

OR, A

Pilot's Companion to the Dalkey Islands.

CONTAINING

A true Description of the ISLANDS and the REEF: How to find them in the northern Aestrin Waters, and to bring a Ship safe through the Anchorage Channel and the Pilots' Cut; of the Lumber Camp, its Trade Office, Store and Bunk Houses; of DALKEY LIGHTHOUSE, the Larch Wood and its Seasons, and the Snow of the Northern Winter.

WITH CHARTS of the Sea, the Lagoon, the Pilots' Cut, the Lighthouse Island and the Camp.
And a Table of every SETTING.



Being the MANUAL to the TAMARACK ISLAND & DALKEY REEF Mod for SAILWIND.

By DIXIECAPT.

Printed for the AUTHOR, and sold at the Trade Office, Tamarack Camp.

MMXXVI.

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CHAPTER THE FIRST

Welcome

to the Dalkey Islands, the most northern Waters of Sailwind

TAMARACK ISLAND & DALKEY REEF ADDS A NEW chain of islands to the Sailwind sea, far up in the north of the Aestrin waters at 42° North, 5° East. The chain is called the Dalkey Islands. Its big island, Tamarack, is covered in a wood of western larch that turns gold in October and stands bare and snowy through the winter. In the middle of the island stands a working lumber camp: a real trading port of the game, with a trade office, a general store, two bunk houses, wall tents, a public well and a sawmill site.

South of Tamarack a long barrier reef runs for nearly three kilometres. It is hard to cross, and a ship must know its passages: the Anchorage Channel into Tamarack Lagoon, the safe anchorage, and the Pilots' Cut beside Maiden Rock. At the very end of the reef stands Dalkey Lighthouse, a keeper's lighthouse with its cabin, which you can buy and live in.

The islands keep their own weather. They lie in their own copy of the game's Aestrin region, they run colder than anywhere else in the game, and in winter the rain falls as snow and lies on the ground.

A BETA

This is a beta release. Everything in it has been built and played, but it is new. Keep a copy of your save before you first sail north. Please report anything odd in the mod's own post on the Sailwind modding Discord.

§ 1. What is in the Mod

- The Dalkey Islands: Tamarack, the islets of the reef, Maiden Rock and the lighthouse island, at their true size. Tamarack's ground is made from a real survey of Dalkey Island in Ireland.
- The Dalkey Barrier Reef: hundreds of reef heads that break the sea at low water, white water over them, the Anchorage Channel with its cairn and poles, the Pilots' Cut with its two lit cairns, and six mooring dolphins in the lagoon.
- A timber pier at Boat Harbour, and small dinghy docks at Maiden Rock and at the lighthouse.
- The lumber camp: a real port of the game (Tamarack, in the Aestrin trade book), its trade officer, a general store, a free inn, wall tents, a well, lanterns, carved signs and flags that blow with the wind.
- A chart of the islands for sale at the trade office, which rolls up and unrolls like the game's own maps.
- A wall tent you can buy, pack into a sea chest, carry aboard and pitch on any island.
- Dalkey Lighthouse: a keeper's lighthouse and cabin with a sweeping beam, for sale.
- The larch wood and its seasons; the northern winter, falling snow, lying snow and snow footsteps.
- The camp's people in their own Aestrin uniforms.

§ 2. What it Needs

The mod needs BepInExPack and Better Stoves (1.0.20 or later), which gives the camp its stoves. Beyond those two it stands on its own, and works more richly beside other mods. Chapter XII tells what each of them adds. In short:

- Martello Towers (Dangerous Waters V2) adds the Martello towers on the chain (Tower 2 on Tamarack's knoll and Tower 3 on Maiden Rock), the officers' uniforms you can wear, and their sale in the store.

- Merchant Landholdings adds the sawmill, the timber plots and the work manager in the trade office.
- Vittles adds stock to the store.
- Simple Tides, the Climate mod and Better Storms are followed when they are there.



CHAPTER THE SECOND

Of Where the Islands Lie

and how to make your Landfall

THE DALKEY ISLANDS LIE IN OPEN SEA NORTH-EAST of the Aestrin islands, the most northern land in Sailwind. Tamarack's middle is at 42° 00' North, 5° 00' East. By the game's own rule a degree is 9 kilometres, so a minute of latitude is 150 metres.

From Fort Aestrin the course is about 069°, east-north-east, some 42 kilometres. From Mount Malefic it is about 061° and 39 kilometres. There is no land on the way. Sail by your compass and your quadrant. Tamarack's hill and its tall larches show well before the reef does, and by night Dalkey Lighthouse shows to the south of the chain.

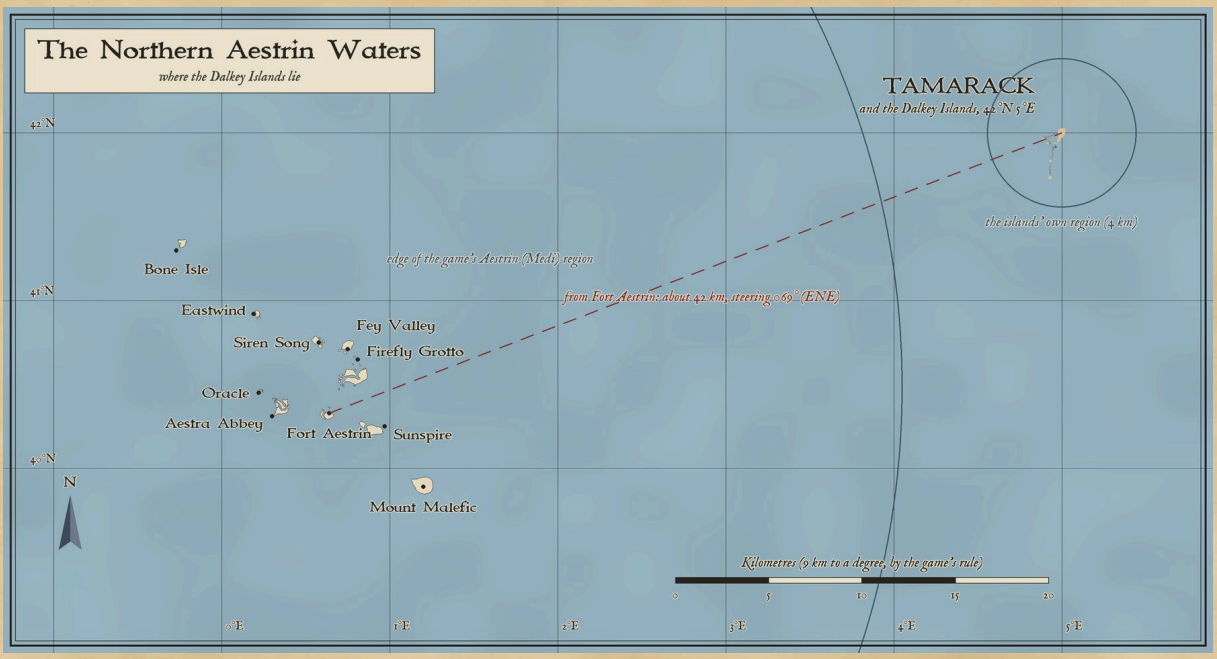


PLATE I. The Northern Aestrin Waters, and the Course from Fort Aestrin to Tamarack.

The game's islands from Roy's island chart; the Dalkey Islands from the mod's own ground; distances by the game's rule of 9 km to a degree.

§ 1. The Islands' Own Region

The chain lies outside every region of the game, about 55 km beyond the edge of the Aestrin (Medi) region. So it carries its own copy of that region, a circle of about 4 km round the whole chain. When you sail into it, the game switches to the Aestrin weather, wind and sea, just as it does when you enter the Aestrin waters. After a load or a teleport inside it, the mod makes the same switch for you.

Because the copy has the game's own name for that region, the tide mod and Better Storms treat the islands as Aestrin waters too.

§ 2. The Cold

The islands are colder than anywhere else in the game: with the Climate mod, every temperature inside their region is read 10 °C colder (F1 can change this). Without the Climate mod the islands keep their own year, about −1 °C in mid January and 17 °C in July. Chapter X tells of the snow that comes of it.

§ 3. The Islands, North to South

PLACE	WHAT IS THERE
Tamarack	The big island: the larch wood, the lumber camp in its middle, the pier at Boat Harbour on its west side, and Tower 2's knoll (with the towers add-on).
Tamarack Lagoon	The Safe Anchorage: calm water inside the reefs, with six mooring dolphins off Boat Harbour.
The reef islets	Small rocky islets along the reef, south of Tamarack.
Dalkey Barrier Reef	The long reef running south, nearly 3 km, crossed by the Pilots' Cut.
Maiden Rock	A rock beside the Pilots' Cut, with a dinghy dock on its west shore and Tower 3 (with the towers add-on).
The lighthouse island	The last island of the chain: Dalkey Lighthouse, its keeper's cabin and its dinghy dock.



PLATE II. The Tamarack Chart: the Dalkey Islands, as sold at the Trade Office.

The in-game chart's own picture, drawn from the mod's ground, reef and sea marks. Soundings in fathoms below the still sea.

CHAPTER THE THIRD

Of the Reef and its Passages

the Anchorage Channel, the Lagoon and the Pilots' Cut

THE DALKEY BARRIER REEF IS A LONG, RAGGED BANK of rock and sand that runs from Tamarack's south shore down to the lighthouse island. Like the reefs of Bermuda, it is hard to sail through, so a ship must know how to sail round it, or which passage to take. Over the bank stand hundreds of reef heads: crags of dark, wet rock patched with kelp, half of them right at the surface and the rest just under it, where a hull strikes. They are solid; a ship that runs onto one is stopped. On the charts each head is a small cross and the bank itself is hatched.

§ 1. Reading the Water

- White water. A reef head near the surface breaks the sea. Foam lies round it, and now and then a wave bursts over it in spray. Each head keeps its own beat, so the reef never flashes all at once. The water is stronger in a blow and faint in a calm. Heads more than about half a metre down show no white water at all, so a calm sea hides the most.
- Colour. The water pales over the bank, as the game's own shallows do. Deep blue water is clear of the reef.
- The swell. Inside the reefs, round the Safe Anchorage, the swell is cut to a third of the game's least and the wind's chop to half, so the lagoon lies calm even in a storm. Maiden Rock, the lighthouse island and Tamarack's open east shore keep the open sea, and the waves break round them.

§ 2. The Tide

With the Simple Tides mod installed, the reef follows the tide. In the islands' region the tide's low water is 1.45 m below the still sea and its high water 0.35 m above it. The reef's own bank is lowered to match. Every head is set so that at low tide the tallest just break the surface, by about a hand's breadth, and at high tide all of them are under. High water is the most dangerous time to cross: the heads are hidden and only the white water shows where they are. Without the tide mod the heads stand the same way to the still sea.

§ 3. The Anchorage Channel and the Lagoon

Tamarack Lagoon is the Safe Anchorage: the sheltered water between Tamarack, the north-western reefs and the barrier reef, about six or seven fathoms deep. You come in from the west, through the Anchorage Channel:

1. Make for the stone cairn on its rock at the channel's mouth: split granite stacked in courses, with a tarred post, a black cask and a lantern.
2. Pass inside it, heading east, to the channel's inner bend. There two pole markers stand either side of the way: tarred spars 5 m over the sea, each with a black cask on top and a lantern.
3. Turn north-east between the poles and run up into the open lagoon.

Off Boat Harbour lie six mooring dolphins: three round piles bound together, each with a timber cap at the pier's deck height and a game mooring on top, so a ship ties up to one just as it does to a pier. The pier at Boat Harbour runs 77 m out from Tamarack's west shore into deep water, with steps up the bank at its head, the game's moorings on its outer part and a lantern on its end.

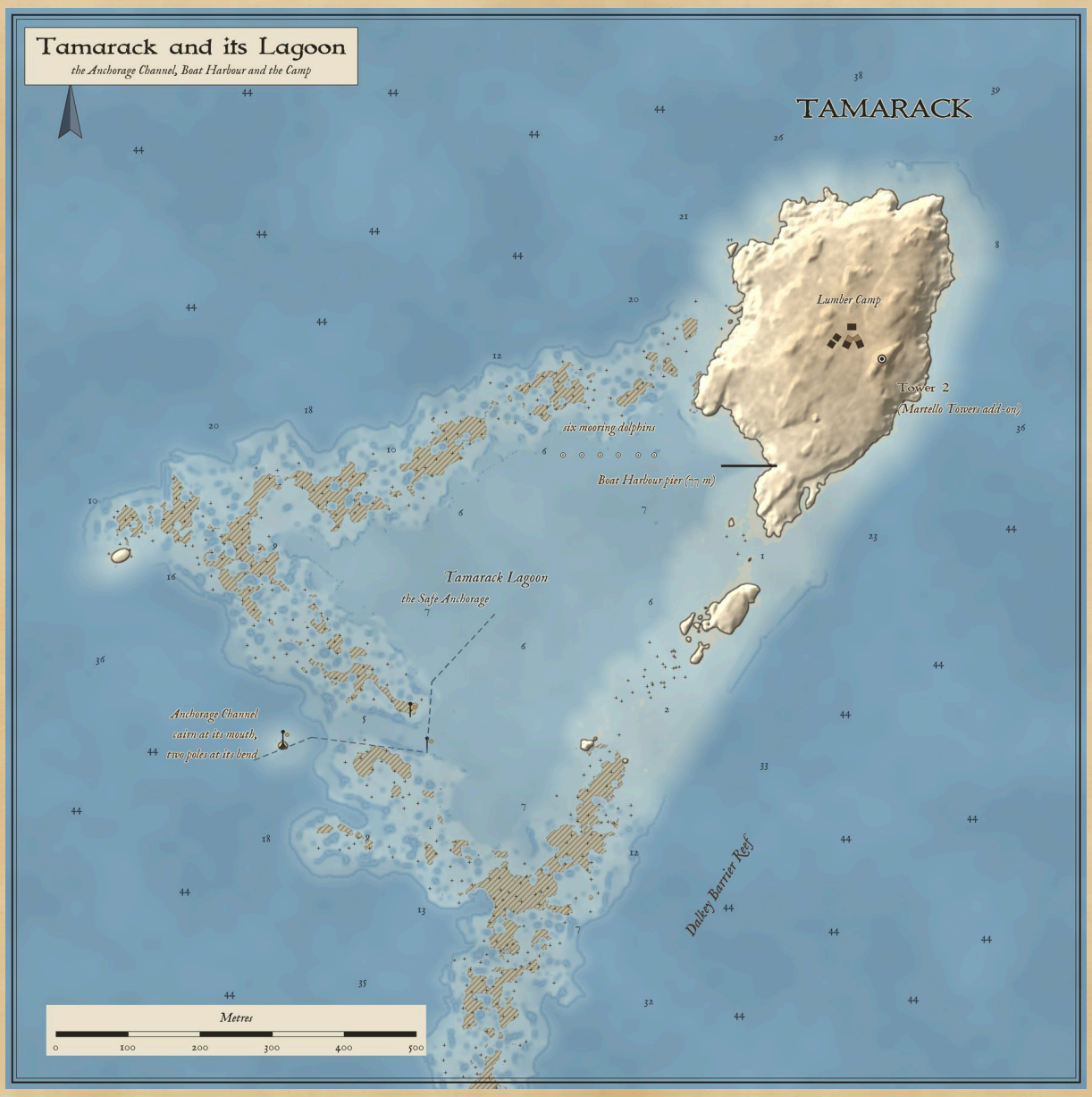


PLATE III. Tamarack and its Lagoon, with the Anchorage Channel, Boat Harbour and the Mooring Dolphins.

Drawn from the mod's own ground and sea marks. The dashed line shows the way in; the soundings are fathoms below the still sea.

§ 4. The Pilots' Cut

Halfway down the barrier reef, the Pilots' Cut crosses it from the west side to the east, along Maiden Rock's north shore. It is a dredged channel, 26 m wide and 10 m (about five fathoms) deep, and it doglegs:

1. From the west, run east along Maiden Rock's north side.
2. At the turn, north-east of Maiden Rock, bear away to the south-east, between Maiden Rock's north-east arm and the reef heads beyond it.
3. Then run out east into open sea.

Two cairns mark the turn, one on either side of the channel. One stands on Maiden Rock's dry rock, the other is built up from a reef head on a ring of big stones. Each has the tarred post, the black cask and a lantern on an iron bracket reaching toward the Cut. Keep between them. On the charts the Cut's middle line is dashed in red.

§ 5. Lights by Night

Every light a ship steers by carries a far glow, seen out to the horizon:

- the lighthouse's lantern and the flash of its beam;
- the cairns' lanterns and the channel poles' lanterns.

The glow never shrinks below a set size on your screen, however far off you are, and it stays at its lantern's height even after the game has sunk the island below the horizon. The lights burn by night only, from dusk to dawn.



PLATE IV. The Pilots' Cut through the Dalkey Barrier Reef, with its two Cairns, Maiden Rock and its Dinghy Dock.

The Cut's line is the one the mod carved; its cairns are placed by the mod's own rule, worked out again here on the ground as the game has it with Simple Tides.

CHAPTER THE FOURTH

Of Tamarack and the Lumber Camp

the Road, the Creek, the Cabins and the Flags

TAMARACK IS THE BIG ISLAND OF THE CHAIN, ABOUT 400 metres across. A low green hill is ringed with rock and sand, and the larch wood stands thick over most of it. From the head of the pier at Boat Harbour a cart road winds up through the wood to the open ground in the island's middle, where the lumber camp stands. Beyond the camp the road runs on to the foot of Tower 2's knoll, where log steps climb to the tower (with the towers add-on).

§ 1. What Stands in the Camp

- The trade office: a log cabin with the trade officer and his ledger, the chart for sale, and the goods yard beside it (Chapter V).
- The general store: a log cabin with its storekeeper, two sale tables, a counter and shelves (Chapter VI).
- Two bunk houses. The west one is the Public Bunk House, a free inn with an innkeeper and a cook. The east one stands shut. See Chapter VII.
- Two canvas wall tents. The west one is for sale; the east one is shut. See Chapter VIII.
- The sawmill's ground beside the creek, with piles of the camp's lumber on one side and logs on the other, and the stacking ground beyond. The sawmill itself is built by Merchant Landholdings.
- The public well: a stone ring, with a windlass under a little board roof and a bucket on a rope. Use a bottle, bucket or barrel on its mouth

and it fills with fresh water.

- Lanterns on posts before the trade office, at the sawmill, and at Tower 2's landing (with the towers add-on). Each is lit from dusk to dawn.
- The creek: it runs from the rocks round the tower's hill down through the camp to the shore, in its own bed with sand and rock banks.

The cabins are built of round logs with their bark on, crossing at the corners. Each has a board floor, a plank door, shuttered windows with glass, board gables and a roof of weathered boards. The roofs are solid: you can stand on them. Inside, you hear the game's indoor sound, and no rain or snow falls.

§ 2. The Carved Signs

Over the doors of the Public Bunk House, the General Store and the Trade Office hang thick split-log slabs on short chains. Each has its bark left on along the edges, and its letters, PUBLIC BUNK HOUSE, GENERAL STORE and TRADE OFFICE, are cut into the wood and darkened, as a logging camp would carve them.

§ 3. The Flags

Both flags are cloth and answer the game's own wind. They stream downwind, harder as the wind rises, as every pennant at sea does.

- The Aestrin flag: an 8 m fir pole in the open ground at the middle of the camp, with a ball truck on top and its halyard made fast to a cleat. It flies Dixiecapt's own weathered Aestrin flag, the cross with the anchor.
- The trade flag: on an iron arm at the trade office, the game's own blue Sailwind trade-office flag, as every Aestrin port flies one.



PLATE V. A Plan of the Lumber Camp in the Middle of Tamarack.

The buildings, road, creek, well and lanterns as the mod lays them out; the flag pole worked out here by the mod's own rule. Doors are marked with small rings.

CHAPTER THE FIFTH

Of the Trade Office and the Port

Lumber and Logs, Food and Stores, and the Chart

TAMARACK IS A REAL PORT OF THE GAME. IT HAS ITS own place in the game's list of ports, its own market, and its own page in the game's trade book, under the Aestrin islands. It trades in Aestrin Crowns. The trade officer stands behind his counter in the office's front half, day and night, with a closed ledger before him.

§ 1. Trading

Click the trade officer and he speaks a few words. Click the ledger, and the game's own trade book opens on Tamarack's market. It works exactly as at any port of the game: you buy and sell crates and barrels there. Goods you buy are set out in the goods yard beside the office. Goods you bring to sell go into that same yard.

- The camp makes lumber and logs. They are cheap here, and cheaper the fuller the camp's stock. Lumber is the reason to come so far and through the reef.
- The camp uses food, water, drink and stores, and runs short of them, so they fetch a good price here.

Prices are the game's own, rising and falling with the camp's stock. With Economy Overhaul installed, its price curves are used and the camp's day is run once a game day in its own way. Without it, the game's own market clock turns the camp's trade. Tamarack's prices travel to other ports as every port's do.

The camp's day: it makes 40 lumber and 24 logs a day and uses 8 of each supply a day. It begins with 60 lumber and 40 logs. At most 8 days

are caught up when you come back after a long time away. All of these can be changed in F1 (Chapter XIII).

> **IF THE PORT CANNOT BE MADE**
>
> The port takes game port number 8, which the game leaves empty. If that number is ever not free, or F1's 'Tamarack is a real port' is off, the office uses a trading ledger of its own instead. That ledger sells lumber and logs and buys supplies at up to one and a half times the best Aestrin price, still in Aestrin Crowns. Its settings are under 'Tamarack trade office' in F1.

§ 2. The Tamarack Chart

On the officer's counter, unrolled beside the ledger, lies the Tamarack map, for sale at 250 Aestrin Crowns, the same price as the game's own maps. It is a true map item of the game. Use it in your hand and it rolls up; use it again and it unrolls. It is saved with your things. It shows the whole chain:

- the coastlines, the reef and its heads;
- the Pilots' Cut and its two cairns;
- the Anchorage Channel's cairn and poles;
- the mooring dolphins, the pier, the camp, Tower 3 and the dinghy docks;
- soundings in fathoms, latitude and longitude, a compass rose and a scale of sea miles.

Plate II is that chart. A sold chart is put out again two minutes later, and the chart is put away at night, as the game's shops do.

§ 3. The Office Itself

The office is fitted out as a studious administrative office: a writing table and chair with papers, an inkwell and quill, a closed ledger and a candlestick; the game's own charts pinned flat on the walls; a tall bookshelf of leather books; a wall clock; and a chart chest and a bin of rolled charts.

A Tiny Stove stands in its corner (Chapter VII). With Merchant Landholdings, the work manager of the Tamarack timber yard keeps his table and work book in the office's back half (Chapter XII).

CHAPTER THE SIXTH

Of the General Store

Provisions, Tools and Survival Gear, a little dearer

THE GENERAL STORE IS A TRUE SHOP OF THE GAME, with its own storekeeper behind the counter. Its things are put out on the sale tables, the counter and the walls. Each is priced, put out again two minutes after a sale, and put away at night. The prices are those of Fort Aestrin's market, a quarter dearer by default (F1 'Store price multiplier', 1.25), and you pay in Aestrin Crowns.

§ 1. What it Sells

WHERE	WHAT
West table	Bread, buns, cheese, sausage, pork and apples, two of each; two raw beef (with Vittles); two oil lanterns and two lantern oils; sea biscuit (with Vittles or Merchant Landholdings)
East table	Carrots, potatoes, two cabbages and three limes (cabbages and limes with Vittles or Landholdings); a trout; three sacks of dried peas (with Vittles or Landholdings); two Aestrin knives, two hatchets and two hammers laid flat
East wall	Two fishing rods on oak pegs; two of the game's lamp hooks
Under the tables	A crate of firewood, a crate of fishing hooks, and three barrels of oakum
The counter	A crate of candles; a small cooking pot; a cast-iron skillet (with Vittles); a wooden mug; a wooden bowl (with Vittles)
By the door and behind the counter	Two water barrels

With the Martello Towers add-on, the store also sells the officers' uniforms you can wear: the lieutenant's coat and the captain's coat hanging

on pegs on the west wall, and the tricorn and bicorn hats on the counter. Those are that add-on's, and its own book tells of them.

§ 2. The Store Itself

The rest of the store is scenery only; none of it is for sale. Rows of jars stand on the back shelves: pickles, preserves, honey, flour, beans, salt, nails, buttons and tobacco, with tins and bottles among them. Along the walls hang a crosscut saw and a buck saw on pegs, with two felling axes. There is a treadle grindstone, and coils of rope, sacks and kegs. Over the counter's ends hang two unlit lanterns on chains. A peg rail carries a scarlet captain's coat and a scarlet lieutenant's coat, with the garrison's tricorns on a hat shelf above them. A Tiny Stove burns in the corner by night and when snow lies.

CHAPTER THE SEVENTH

Of the Bunk Houses, Beds and Stoves

a Free Night's Lodging, and Supper on the Stove

THE WEST BUNK HOUSE IS THE PUBLIC BUNK HOUSE, the camp's free inn. It has an innkeeper and a cook, a table and benches, two double bunks, and a Cabin Stove burning. A free night's lodging costs nothing at all.

§ 1. Rest until Dawn

Click a bunk in the Public Bunk House and it asks *"Rest until dawn? Click the bunk again."* Click it again and you sleep there the game's own inn way, free. You wake in the morning, and while you sleep the game keeps your food and water full. That is the inn's meal.

§ 2. The Cook's Stew

On the Cabin Stove sits the cook's big pot of stew. Click the stew and you are fully fed: your hunger meter goes to its top, as the cook promises. Steam rises from the pot while the stove burns.

§ 3. The Stoves of the Public Buildings

The camp's public buildings have stoves that burn by themselves:

- a Cabin Stove in each bunk house;
- a Tiny Stove in the shut east tent, in the general store and in the trade office.

They are lit by night, and by day whenever snow lies on the ground. Then their flames, coals, firelight, crackle and chimney smoke all show. On a mild day they stand cold. They are not items and are never saved.

§ 4. The Shut Buildings

The east bunk house and the east wall tent stand shut. Their doors and flaps stay closed, and a click on them only gets a word.

CHAPTER THE EIGHTH

Of the Wall Tent you may Carry

bought at the Camp, packed in a Sea Chest, pitched on any Island

THE CAMP'S WEST WALL TENT IS FOR SALE LIKE A player house, for 75 gold. Until it is bought its flaps stay shut, with the for-sale board beside them. Click the board to buy it. Once it is yours, its flaps roll up and down with a click. Inside is one cot, which is a bed, and a Tiny Stove that is part of the tent and works like any stove: feed it logs and cook on it, and its fire is kept with the save. Things you leave in the tent are kept in the save, as in any house of yours.

§ 1. Packing the Tent

The tent's rolled canvas lies under the cot, its end out past the cot's foot. Click it. If the tent is yours, it is empty apart from what you carry, and its stove is cold, the tent is struck. Nothing of it stands any more, and a tent chest lies at your feet: a rustic wooden sea chest weighing 20 kg, too big for a pocket and carried in your hands. You can carry it, put it aboard, and it is saved and loaded with your things.

§ 2. Pitching the Tent

1. Hold the chest and press the game's use button. You are now choosing a place.
2. A see-through ghost of the tent follows your look, with its door toward you. It is pale green where the tent can stand and pale red where it cannot, with the reason shown, such as "Too steep here." or "Too close to the water."
3. Press use again where it is green, and the tent goes up there.

It can be pitched on the land of any island, ours or the game's. It cannot go where:

- the ground is too steep or uneven;
- it is too near the water;
- a building, dock, wall, tree or fence stands in the way;
- it would be inside someone's house.

It cannot be pitched while you are aboard a boat, swimming, indoors, more than 8 m away, or while your tent is already standing. Where it stands and which way its door looks are kept with your save, and it sinks and rises with its island as the game's buildings do.

A CHEST LEFT BEHIND

The game takes away loose things left far from you. The tent chest is kept instead: left anywhere, it stays where it lies until you come back. If it is ever lost in the sea or under the ground, a new one is set by the trade office's door when you are within 300 m of it.

CHAPTER THE NINTH

Of Dalkey Lighthouse and Maiden Rock

the Keeper's Light at the End of the Reef

ON THE LAST ISLAND OF THE CHAIN, AT THE southern end of the Dalkey Barrier Reef, stands Dalkey Lighthouse. Its round, tapering stone tower is built of Bone Isle's own stone:

- a spiral stair round a centre post leads up to the service room;
- a short stair goes on up through a hatch into the eight-sided glass lamp room;
- a gallery with a rail runs round the lamp room on stone corbels;
- an eight-sided copper roof sits on top, with a short lightning spike.

On its door side stands the keeper's cabin, with stone walls and copper-green tiles. It holds a dormitory, a corridor, one big room with a working fireplace, and a pantry with built-in shelves. Every floor, stair and rail can be walked. The rooms are left empty for you to furnish.

§ 1. The Light

The lantern is lit from dusk to dawn by the game's clock. F1 chooses its kind:

- Lamp (the default): a white lamp with a sweeping beam. As the beam swings over you, it flashes.
- Fire: a flame on a brazier.

Its far glow shows out to the horizon, even after the island itself has sunk below it with distance. The light, its glow and its flash are hidden while

you are indoors.

§ 2. Buying the Lighthouse

The lighthouse is for sale like a house, for 600 gold (F1). Until it is bought, the cabin's main door is locked, with the for-sale board on it. Click the board to buy it. Once it is yours, the board goes and the door opens and shuts with a click. Things you leave in the tower and the cabin are kept in the save, and put back once the lighthouse stands and you are near. The lamp lights for passing ships whether it is bought or not.

The cabin's fireplace burns like the towers' fireplaces. It holds 12 logs, and each log burns 4 game hours (both can be changed in F1).

§ 3. The Dinghy Docks

The lighthouse island has a small timber dinghy dock on its south-east shore, out to about three metres of water. It has two game moorings and a lantern on a post, lit at night. Maiden Rock has the same kind of dock on its west shore, beside the Pilots' Cut. With the Martello Towers add-on, Tower 3 stands on Maiden Rock.

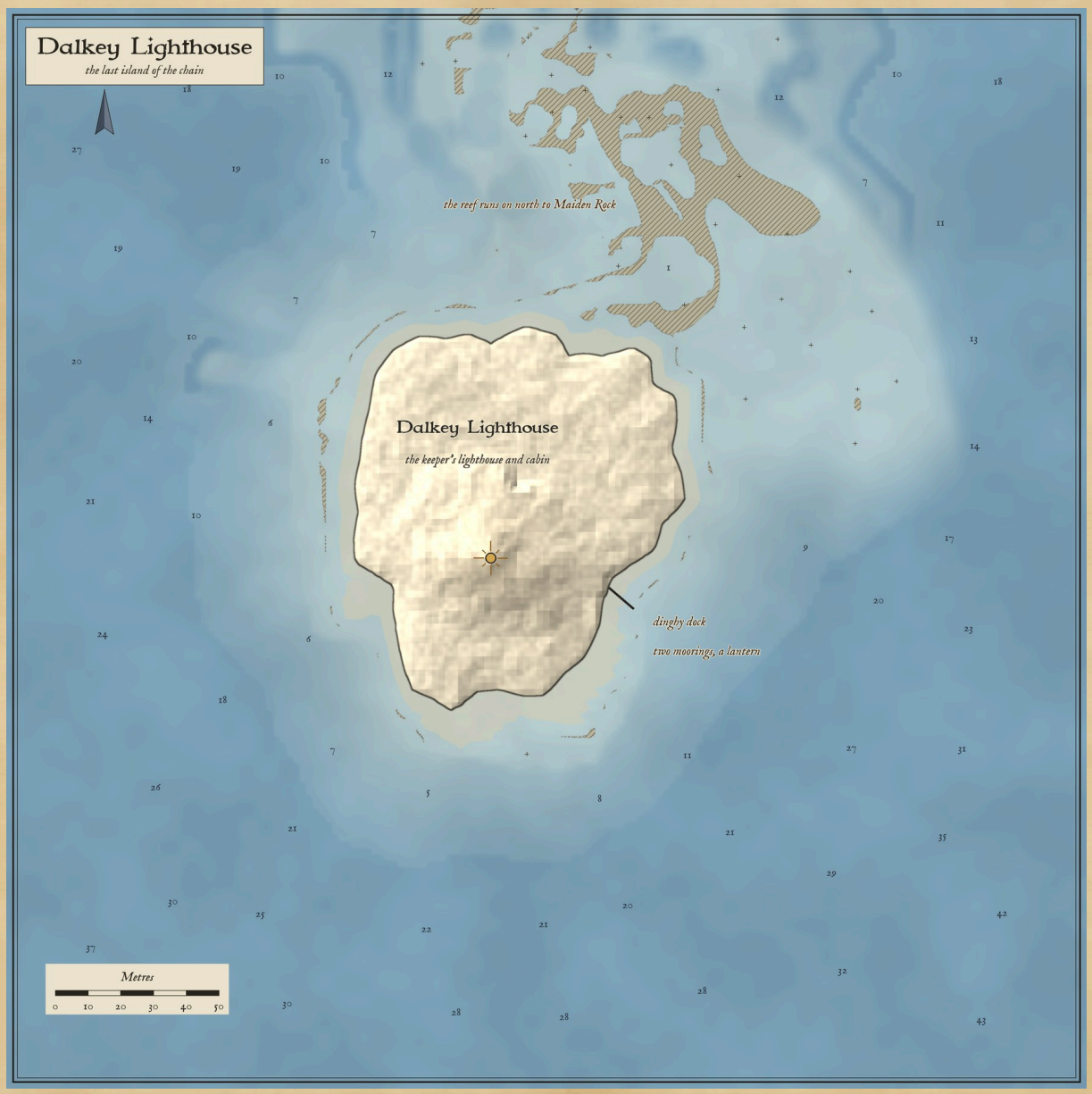


PLATE VI. Dalkey Lighthouse, the Last Island of the Chain, with its Dinghy Dock.

Drawn from the mod's own ground; soundings in fathoms below the still sea.

CHAPTER THE TENTH

Of the Larch Wood, the Seasons and the Snow

the Tamarack's Year, and the Northern Winter

Tamarack is an old name for the larch, the one conifer that turns gold and drops its needles in autumn. The island is covered in a wood of western larch, with the odd dark evergreen fir among them. Each larch has a long, straight red-brown trunk and drooping skirts of needles in tiers up to a slim pointed top. Young trees are full to the grass; old giants have long bare trunks and ragged crowns. No tree stands so tall that it blocks the tower's guns on the knoll.

§ 1. The Larches' Year

The wood follows the same calendar as the farms (the Climate mod's year when it is there):

TIME OF YEAR	THE LARCHES
Late November to mid April	Bare: dark twigs only
Late April and May	The pale new green
Summer	Full summer green
October	Each tree turns on its own night: yellowing, then gold, then bronze
Into November	The needles drop

The firs stay dark all year. F1's 'Season shown' can show any season now, just to look at; leave it on 'By the calendar' to play.

§ 2. Snow Falling

Inside the islands' region, when it rains and the islands are below freezing, the rain falls as snow:

- below 0 °C the game's rain and its sound are turned off, and snow falls as thick as the rain was;
- from 0 to +1 °C it is sleet, rain and snow together;
- above +1 °C it is the game's own rain.

No snow falls from May to September; in those months it is always rain. Under Better Storms' own Gentle Snow front, that mod's snow is left as it is.

§ 3. Snow Lying

The islands keep a weather book of their own. Each day they note:

- the day's coldest temperature, from the Climate mod made colder for the north, or from the islands' own year;
- whether the day was wet: rain you saw within 4 km of the islands, or else the islands' own wet days.

The book is read the same way whenever a save is loaded, so the snow is always where it should be.

Snow lies from five in the morning after a wet day that froze. It stays until the days have stayed above freezing for three days in a row (F1). While it lies:

- the turf and the paths are white, while the beach sand and the rock show as they are;
- the meadow, the flowers and the clover are covered;
- the firs' boughs and the bare larches' twigs carry snow on their upper sides;
- the camp's stoves burn by day as well as by night.

§ 4. Footsteps

On the islands' ground you hear the game's own outdoor footsteps, on rock its stone steps, and in the shallows its wet steps. While snow lies, walking on the snow outside sounds like walking in snow, with its squeak and crunch. Indoors and on piers, docks and stones your steps sound as they always do. F1 can turn the snow steps off or soften them.

CHAPTER THE ELEVENTH

Of the People of the Camp

and their Uniforms

THE CAMP'S PEOPLE ARE THE GAME'S OWN FIGURES, dressed in the uniforms of the Aestrin service, with the navy and the scarlet a little faded by the sun. They all wear the garrison's tricorn.

WHO	RANK	DRESS
The trade officer	A captain	A navy coat with a white stand collar, white turned-back cuffs, gold buttons and gold epaulettes; white breeches and black boots
The innkeeper	A lieutenant	A scarlet coat with a white front and a high collar, small gold buttons, a white waistcoat with gilt buttons, and a black belt with a gold buckle
The storekeeper	A soldier	A scarlet coat with white crossed belts and a brass plate, a white neck stock, and a seam and buttons down the front
The cook	A sailor	A navy jacket over a white shirt, a rolled black silk neckerchief, grey-white knee breeches, navy stockings and tan gaiters

F1's 'Uniforms on the Tamarack people' can turn the uniforms off; then every one of the camp's people wears the garrison's red coat. 'Tricorns on the Tamarack people' does the same for the hats. With Merchant Landholdings, the timber yard's work manager stands in the trade office too.

CHAPTER THE TWELFTH

Of Other Mods

what each adds to the Islands

TAMARACK ISLAND & DALKEY REEF NEEDS NO OTHER mod, but it is built to work beside these. Each is found and used if it is there, and quietly left out if not.

MOD	WHAT IT ADDS HERE
Martello Towers (Dangerous Waters V2)	The Martello towers: Tower 2 on Tamarack's knoll, with its lantern and the log steps up from the road, and Tower 3 on Maiden Rock; the officers' uniforms (the lieutenant's and captain's coats, the tricorn and bicorn) sold in the store and given in each tower you buy. It needs this mod.
Merchant Landholdings	The Tamarack sawmill beside the creek, with its water wheel, sawing your logs into lumber for a fee; the timber plots in the island's woods; the work manager and his work book in the trade office; claimed logs set out on the stacking ground.
Vittles	Raw beef, the cast-iron skillet and the wooden bowl in the store, and its own sea biscuit set out on the west table.
Vittles or Merchant Landholdings	Cabbages, limes, dried peas and sea biscuit in the store.
Better Stoves	Required (1.0.20 or later). The Cabin Stoves and Tiny Stoves in the camp, and the wall tent's working Tiny Stove.
Simple Tides	The tide over the reef: the heads break the surface at low water and are hidden at high (Chapter III).
Climate	The temperature (made colder here) and the calendar the larches and the snow follow.

MOD	WHAT IT ADDS HERE
Better Storms	Its storms and fronts; the islands' own region is taken by it for the Aestrin one.
Economy Overhaul	Its price curves and its daily cycle for Tamarack's market.

CHAPTER THE THIRTEENTH

The Settings Reference

every Setting under F1, with its Default

PRESS F1 IN THE GAME FOR THE SETTINGS, UNDER *Tamarack Island & Dalkey Reef*. They are listed here by section, each with its default. The defaults are how the islands are meant to be played; most players never need to change any.

DALKEY ISLAND

SETTING	DEFAULT
Dalkey Island	On
Latitude	42
Longitude	5
Tower door faces (compass degrees)	215
Pier at Boat Harbour	On
Pier length (m)	77
Reef follows Simple Tides	On
Reef set deeper by (m)	0
Reef heads version	0
Swell inside the reefs (percent of the least near land)	33
White water over the reef heads	On
Snow footsteps	On
Snow footsteps volume (percent)	100

DALKEY ISLAND LARCH WOOD

SETTING	DEFAULT
Larch wood	On
How thick (percent)	100
Season shown	By the calendar
Trees cast shadows	On
Full trees within (m)	70
Seen out to (m)	3000

DALKEY ISLAND WINTER

SETTING	DEFAULT
Snow (By the weather · Snow now · Never)	By the weather
Colder than the Climate mod by (C)	10
Days above freezing before it melts	3
Snow falls instead of cold rain	On

TAMARACK LIGHTHOUSES

SETTING	DEFAULT
Lighthouses	On
Lantern kind (Lamp · Fire)	Lamp
Light 1 main door faces (compass degrees)	115
Lighthouse for sale	On
Lighthouse price in gold	600
Light 2 (a second light, off; never for sale)	Off
Light 2 east (m) · north (m) · main door faces	−62 · 182 · 140

TAMARACK CAMP

SETTING	DEFAULT
Lumber camp on Tamarack Island	On
Store price multiplier	1.25
Tent for sale	On
Tent price in gold	75

TAMARACK PORT

SETTING	DEFAULT
Tamarack is a real port	On
Tamarack listed in the trade books	On
Lumber made a day · Logs made a day	40 · 24
Each supply used a day	8
Lumber · Logs in stock at the start	60 · 40
Each supply in stock at the start	−20
Days caught up at most	8

TAMARACK TRADE OFFICE (ITS OWN LEDGER, WHEN THE PORT IS OFF)

SETTING	DEFAULT
Chart for sale at the trade office	On
Chart price in Aestrin Crowns	250
Trade office trading	On
Lumber stock at most · made a day · at the start	40 · 40 · 30
Lumber price when the stock is low · full (times its value)	0.68 · 0.50
Logs stock at most · made a day · at the start	24 · 24 · 16
Logs price when the stock is low · full (times its value)	0.62 · 0.50
Crates of each supply the office wants · the camp uses a day	8 · 8
Pay over the best Aestrin price (times)	1.5
Pay falls as the store fills (share)	0.5
Days of trade caught up at most	8
Lumber and logs bought back at (share of the office price)	0.6
Layers of goods in the yard	2

TRICORN · FIREPLACES · DOCKS · WINDOWS

SETTING	DEFAULT
Tricorns on the Tamarack people	On
Uniforms on the Tamarack people	On
Logs a fireplace holds	12
Game hours a log burns	4
Hold moored boats until our docks stand	On
Window glass	old ankh



CHAPTER THE FOURTEENTH

Of Saves, and Things Good to Know

§ 1. What is Kept in your Save

- The houses you buy: Dalkey Lighthouse (save number 1252) and the wall tent (1254). Each has its own place in the game's table of saved things, so a bought house stays bought, and what you leave in it is kept.
- The items: the tent chest (32753) and the Tamarack map (32758), each with its own number.
- The port: Tamarack's port number and its stock, in the save's mod notes.
- The tent's place: where it is pitched and which way its door looks, or that it is packed.
- The weather book: the rain you saw near the islands.

> BEFORE YOU REMOVE THE MOD
>
> A save that holds a Tamarack map or a tent chest will not load in a game without this mod, because the game cannot find those items. Before you take the mod out, sell or drop those things and save again, or keep a copy of your save.

§ 2. Things Kept Safe

- The game sinks a far island below the horizon with distance. The things kept in our buildings rise and sink with them, and are put away safely while you are more than 600 m off. They are put back once the building stands and you are near, so nothing falls into the sea.

- A teleport (such as NANDCommand's *tpto coords* 42 5) drops you at a fixed height. If it leaves you under the islands' ground, you are lifted back onto it.
- Boats moored at our docks are held still until the docks have been built after a load (F1 'Hold moored boats until our docks stand').
- The chain stood at 41.40 N, 3 E in earlier test versions. A boat left tied there in an old save is let go after loading, afloat where it lies, so you can fetch it.

§ 3. Good to Know

- Do not change F1's Latitude and Longitude on a save with things kept on the islands. The chain moves, and what is kept moves with it.
- The reef is meant to be dangerous. Learn the passages on Plates III and IV before trying them at high water or by night.
- Lumber is cheapest when the camp's stock is full. Come with food, water and stores to sell, and leave with lumber.
- The free inn's bunks and the cook's stew mean a captain need never go hungry at the camp.
- The islands are large and their wood is thick. If your game runs slowly there, F1's larch settings 'How thick', 'Trees cast shadows' and 'Full trees within' trade looks for speed.

THE APPENDIX

Of Credits and Licences

the Makers of the Mod, its Models and this Book

TAMARACK ISLAND & DALKEY REEF

DIXIECAPT

Designed by Dixiecapt, made with the help of Claude (AI). M.I.D.N play-tested the islands through November 2026. Thank you, M.I.D.N.

§ 1. Of the Ground, Models, Pictures and Sounds

WHAT	AUTHOR	LICENCE	HOW IT IS USED
Tamarack's ground	Geological Survey Ireland, 25 cm surface model of Dalkey Island (2021)	CC BY 4.0	Thinned to a 2 m grid, the buildings taken out, a sea floor added, colours made from its shape, turned 120 degrees, a channel cut deeper along the pier. Contains Irish Public Sector Data (Geological Survey Ireland) licensed under a Creative Commons Attribution 4.0 International (CC BY 4.0) licence.
The tricorn hats on the camp's people	Aartee, "Tricorn hat lowpoly" (Sketchfab)	CC BY 4.0	Fitted and recoloured in code
The lieutenant's coats (scenery in the store)	Filip (filip.hans.nyberg), "Free Pirate Coat" (Sketchfab)	CC BY 4.0	Recoloured as a naval lieutenant's coat, fitted and hung
Snow footsteps	SSPsurvival, "Footsteps in the snow" (Pixabay)	Pixabay Content License	Cut into 26 single steps, built into the mod

WHAT	AUTHOR	LICENCE	HOW IT IS USED
The Aestrin flag	Dixiecapt	With the mod	Dixiecapt's own flag, its torn edge mended
Larches, reef, cairns, buildings, signs, charts	Made for the mod	With the mod	Built in code; the needle pictures drawn for it

Much of what you see is the game's own: its people, lanterns, moorings, bark, stone, stoves, flags and sounds. None of it is shipped with the mod. It is read from your own copy of Sailwind while the game runs, and belongs to Raw Lion Workshop.

§ 2. About this Mod

Mod	Tamarack Island & Dalkey Reef 0.22.11 (beta)
Needs	BepInExPack, Better Stoves 1.0.20 or later
Works with	Martello Towers (Dangerous Waters V2), Merchant Landholdings, Vittles, Simple Tides, Climate, Better Storms, Economy Overhaul
Author	Dixiecapt, with the help of Claude (AI)
Licence	MIT License, (c) 2026 Dixiecapt - the mod's code. The ground, models and sounds above keep their own licences.
Play-testing	M.I.D.N
Bug reports	In the mod's own post on the Sailwind modding Discord, or message Dixiecapt on Discord

§ 3. Of the Charts in this Book

Every chart in this book is drawn from the mod's own island files: the 2 m height grid, the reef's ground and heads, and the sea marks and buildings as the mod places them. The game's islands on Plate I come from

Dixiecapt's island chart. Soundings are in fathoms below the still sea, and distances follow the game's rule of 9 km to a degree.

§ 4. Of the Types

This book is set in Immortal, (c) Graham Meade & Apostrophic Labs, the face Sailwind itself uses. Its italic, and the few signs Immortal lacks, are from IM Fell English by Igino Marini, under the SIL Open Font License 1.1.

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