

20
STRONG



TANGLEWOODS: RED RULES OF PLAY

VERSION 1.0



Contents:

This rulebook, 5 hero cards, 1 Big Bad Wolf Boss Card, 5 wolf pack cards, 40 enemy/fable cards, 15 item cards, 15 forest cards, 1 Trailhead Card, 1 Grandma's Cabin Card, 1 Merchant Card, 1 Reference Card

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***THE ANCIENT FOREST
IS DARK AND PERILOUS.***

Messages on the wind whisper of danger – the Big Bad Wolf has been seen near Grandma's cabin – and so you must travel the Tanglewoods' labyrinth of roads and tracks to keep Granny safe from harm.

RISKS AND REWARDS ABOUND as you journey for days and nights under leafy canopies. There is gold in your pocket, but never enough, so you must spend it wisely both to ensure safe passage and buy what you need. You remain ever alert for news or tracks of the Big Bad's Wolf Pack. The sooner you begin to defeat them, the easier the final battle when its time comes.

***PUT ON YOUR CLOAK AND PULL UP
YOUR HOOD!*** It's time to enter the Tanglewoods.

Winning & Losing

To win *Tanglewoods: Red*, you must traverse the forest, reach Grandma's Cabin, and defeat the Big Bad Wolf.

As in all games of *20 Strong*, if your Health ♥ is ever reduced below 1, you lose.

Setup

0. **DIZED.** For a quick start use the interactive DIZED Tutorial. It will walk you through the setup and game rules step by step while you play! Simply scan the QR on page 2.
1. **CHOOSE A HERO.** Choose freely among the five hero cards. Some require you to begin on one side of the card or the other, but if the one you choose does not, you may select a side freely as well. Place it on

the table as shown in the Table Diagram on pages 16-17. Return the rest of the hero cards to the box.

2. **STATS & GOLD.** Set your Health ♥, Strategy ■, and Recovery ↓ dice to the values on your hero card and place them near it. Turn your chip – called the **GOLD TRACKER** in *Tanglewoods: Red* – to its numerical side; then set it to 20 minus the sum of your three starting stats.
3. **PREPARE THE PLAY AREA.** Lay out the various cards and decks as shown in the Table Diagram and described below.
 - **STOCK THE SHOP.** Shuffle the item cards into a deck with their **ORDINARY** (orange) and **UPGRADED** (red) sides facing the same direction. Place them on the table as shown with the ordinary

sides face-up. Put the Merchant Card on top of them.

- **CULTIVATE THE FOREST.** Shuffle the forest cards with their **DAYTIME** (green) and **NIGHTTIME** (purple) sides facing the same direction. Return five at random to the box; then place the remaining 10 as a deck on the table as shown, with the daytime sides face-up. Put the Grandma's Cabin Card on top of them. Put the Trailhead Card on the table as shown, leaving space above it for your path. Place your Health ♥ die on top of the house icon; this die is used to show your current location as you travel through the forest.
- **CRY WOLF.** Shuffle the five wolf pack cards with their **WOLF** (illustration) and **POWER-UP** (red background) sides facing the same direction. Place them as

a deck on the table as shown with their wolf sides face-up. Put the Big Bad Wolf Card on top of them.

- **PREPARE THE MINIONS.** Shuffle the enemy/fable cards with their **ENEMY** (showing three stats) and **FABLE** (showing the  icon) sides facing the same direction. Place them on the table as shown with their enemy sides face-up. This is the Minion Deck.
- **READY YOUR REFERENCE.** Keep the Reference Card handy, placing it on the table as shown. The "Brothers Grimm" side is ignored unless using a universal hero without a secondary side.
- **SCOUT.** Deal out cards from the top of the Minion Deck into the **SCOUTING LINE** (see pages 10-11), a horizontal line of single cards as shown, until the number of minions you can see – including the

one on top of the deck – is equal to your Strategy .

4. **UNIT DICE.** Separate out one unit die of each color (, , , , and ) and place these in a **BANISHED** area as shown, unless your hero instructs otherwise. Put the rest in your dice pool, also as shown.
5. **DIFFICULTY SCALING.** Referring to the table in "Difficulty Scaling" (see pages 47-49), choose a difficulty level and make that level's adjustments to setup, if any.





THE SCOUTING LINE

The scouting line reflects the way your Strategy  helps you foresee some of the dangers you will face in the forest.

The number of cards visible in the scouting line should always be equal to your Strategy . This includes both the single cards in the line as well as the top card of the deck.

Any time cards are taken from the line (usually to activate them for an encounter), they're taken from the left end of the line. If more cards must be activated than there are cards in the line, they're drawn directly from the deck until the need is filled. Cards taken from the scouting line are not immediately replenished.

When several cards must be drawn from the scouting line at the same time, the line is not refilled until all of those cards have been drawn. Only after all necessary cards have been drawn do you refill the line by sliding cards to the left and filling the empty spaces behind them until the line again reflects your Strategy ■ stat.

Any time your Strategy ■ increases, immediately add more cards to the line from the deck. Make no changes if your Strategy ■ decreases – you already know what those cards are, so there's no sense restacking them onto the deck.

Hero Cards

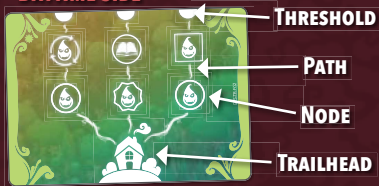






Grandma's Cabin & Trailhead

DAYTIME SIDE



NIGHTTIME SIDE

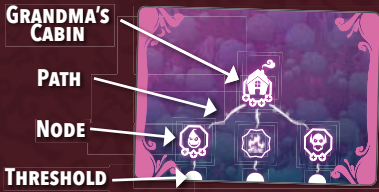


Table Diagram



DICE POOL

HEALTH DIE



FOREST CARDS



ACTIVE AREA



STRATEGY & RECOVERY DICE



INVENTORY



**BIG BAD WOLF
ON TOP**



**MERCHANT
ON TOP**



**BANISHED
DICE**

**EXHAUSTED
DICE**



**GRANDMA'S
CABIN ON TOP**



Traversing the Forest

As you play *Tanglewoods: Red*, you'll journey through a series of forest cards, proceeding from **NODE** to node, always following the lines that connect them, and using your Health  die to mark your current location. You can only move forward through the forest (up the cards), never backward (down the cards).

Every node comprises a **NODE TYPE** and **NODE OUTLINE**, both of which give you crucial information about what happens there.

- A node's type tells you what kind of encounter it represents: an **ENEMY**, **WOLF PACK**, **FABLE**, or **CAMPFIRE**. Each node's icon is shown and explained on the Reference Card and later in these rules (see "Travel Phase" on pages 25-32).

- A node's outline modifies the way you interact with it. You might be **WEARY**, the node might be **BLIGHTED**, you might face a **MOB**, there could be a **TOLL**, or you might have a **TRAP** to deal with. The different node outlines are shown and explained on the Reference Card.

Observe the effects of a new node's outline before you begin to resolve its type. For example, when you enter a node with a trap outline, you must roll a .

If the  misses, the forest card flips and you might find yourself on a new node type with a different outline (the latter of which you must then also resolve before moving on to resolve the node's effect).

Day and Night

Each forest card shows its daytime or nighttime face independently of the other forest cards in your path, and independently of the other forest cards you've already traversed.

It will nearly always be the case that some forest cards are in daytime while others are in nighttime – that's simply the nature of the Tanglewoods.

If you are ever instructed to flip the forest card you currently occupy, pick up your Health die, flip the card, and then place your die back on the node in the same place as your previous node. Remember you must resolve the outline and type of your new node when this happens.

Forest Cards

DAYTIME SIDE

NODE

PATH

THRESHOLD

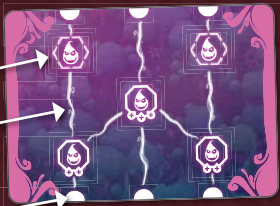


NIGHTTIME SIDE

NODE

PATH

THRESHOLD



Enemy/Fable Cards

ENEMY SIDE



FABLE SIDE

Round Structure

Each round in *Tanglewoods: Red* has the Activation and Engagement parts as explained in the **20 Strong** core rules. That said, depending on what kind of node you're on and what happens during Activation, you will sometimes skip the round's entire Engagement.

Activation consists of an Exploration phase, Travel phase, and Bribery phase. Each of these steps is described in detail in the sections that follow.

EXPLORATION PHASE

The Exploration phase is optional in each round. The first step of the Exploration phase is **EXPLORING**. This allows you to place new forest cards in your **PATH** before you move

onto them. Not only does this give you information about what's coming up, it also allows the possibility to place new forest cards with the daytime side face up. A forest card's daytime side is less dangerous than its nighttime side.

To explore, choose one, two, or three ready  and/or  from your dice pool. Then, roll them one at a time, in whatever order you wish. For each result (and before rolling the next die, if any remain), do the following.

- **MISS** . Draw a forest card from the bottom of the deck, turn its nighttime side face-up, and add it to the end (top) of the path. Exhaust the die.
- **BASIC HIT** . Draw a forest card from the bottom of the deck, leave its daytime side face-up, and add it to the end (top) of the path. Exhaust the die.

- **CRIT** . Follow the instructions for a  result. Then, gain 1 gold.

If you're called on to draw and place a forest card but the deck has been depleted, you're nearly to the final battle! See "When the Forest Runs Out" on pages 42-43.

After exploring, you get to visit the merchant (see "Visiting the Merchant" on pages 37-38) before moving on to the Travel phase.

TRAVEL PHASE

In the Travel phase, naturally, you **TRAVEL** through the forest.

To travel, move your Health  die along one of the lines to the next node. As a reminder, you can only ever move forward (up the card), never backward (down the card). What happens next depends on what type of node

you have arrived at. Each is described below. Remember to observe the effects of the node's outline before resolving its type.

If your movement brings you to one of the three upper **THRESHOLDS** at the top of the card (these are not considered nodes) and there is no other card in the path above your current card, draw a new card from the bottom of the Forest Deck, turn it to its nighttime side, and match its lower thresholds to the upper thresholds on the card you've just passed through. Then, continue traversing one of the lines from that threshold pair to the next node of your choice.

MINION

Minion nodes represent non-boss enemies you must face, bribe, or otherwise deal with before continuing on your journey.



When you arrive at a minion node, add one or more enemies to the active area. By default, add one enemy to the active area. However, if you are facing a mob (one of the node outline types), activate an additional enemy for each  on the node outline.

Activate enemies from the left end of the scouting line until you've added as many as the node requires. If the node needs more enemies than you've scouted, draw them directly from the deck without the benefit of previewing the enemies you must face. See "The Scouting Line" on pages 10-11 for further details.

Next, proceed to the Bribery phase.

WOLF PACK

The members of the wolf pack are the potent henchmen of the Big



Bad Wolf. For the purposes of game effects, they are considered boss enemies. However, unlike most bosses, wolves do not trigger ***Tanglewoods: Red's*** endgame and are resolved like normal engagements.

When you arrive at a wolf node, add one wolf card from the bottom of its deck to the active area. If you are facing a mob, also add the appropriate number of enemies (count the  in the node outline) to the active area. Take these enemies from the scouting line as if this were a minion node.

Next, proceed to the Bribery phase.

It's possible to defeat all five wolves and still have wolf nodes you can visit. If you travel to a wolf node and there are no more wolves to defeat, skip that node and move to the next node connected to it.

Wolf Pack

WOLF SIDE

NAME

Prowl

HEALTH

DAMAGE

EFFECT

○: Prowl has +1 ✖ for each item in your inventory.

◆: +1 to any stat.

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REWARD

NAME

Matted Fur

The enemy with the highest ♦ has +3 ♦ and +1 ✖.

For a moment, Red pitied her foe, his fur tangled and clotted and full of burrs. Then, she remembered that he was trying to eat her, and the feeling passed.

ENDGAME
RULE OR
RESTRICTION

FLAVOR
TEXT

POWER-UP SIDE

FABLE

Fables are the special locations, events, equipment, and opportunities that tend to arise in fairy tales.



When you arrive at a fable node, draw the bottom card from the Minion Deck, turn it to the fable side, and follow its instructions (to be clear, drawing fables does *not* affect the scouting line).

Most fable cards are resolved immediately and discarded to the Minion Deck discard pile with the enemy side face up. However, some instruct you to set them somewhere else, usually to track an ongoing or delayed effect.

Note that fable cards that you are instructed to place "next to your hero" do not count as items. Fable cards are not considered to be in

your active area unless specifically stated.

If, after resolving the fable card, there are any enemies in the active area, proceed to the Bribery phase. Otherwise, unless instructed otherwise, skip the Bribery phase and the entire Engagement (including the Recover Dice step).

CAMPFIRE

Sweet respite! Campfires offer you the opportunity to recover and build your capabilities.



When you arrive at a campfire node, choose one of these three options.

- **HEALTH.** Increase your Health ♥ stat by 1.
- **STRATEGY.** Increase your Strategy ♠ stat by 1 (and don't forget to immediately reveal another minion in the scouting line).

- **RECOVERY.** Increase your Recovery ↓ stat by 1.

Skip the Bribery phase and the entire Engagement (including the Recover Dice step) for turns spent at campfire nodes.

BRIBERY PHASE

If your Travel phase ends with any enemy cards in the active area, you have the opportunity to bribe them with gold instead of being forced to engage them.



Each non-boss enemy has a Bribe stat. To bribe an enemy, pay this much gold from your gold tracker. Then, discard that enemy to the appropriate discard pile.

Bribed enemies confer no rewards, nor have they been “defeated” for any rule that

references defeat. They have simply been removed as obstacles to your progress.

If there are any enemies remaining in the active area after you have finished bribing, proceed to the Engagement part of your turn, starting with the Strategy phase as normal. Otherwise if there are no enemies remaining, proceed directly to the Cleanup step of the Resolve phase.

ENGAGEMENT: STRATEGY PHASE

In the Strategy phase, you use the dice in your pool to battle active enemies.

The steps of this phase – Commit Dice, Roll Dice, and Apply Dice – work as in the **20 Strong** core rules. You can repeat this phase's steps a number of times equal to

your Strategy ■, also as in the **20 Strong** core rules. Refer to the **20 Strong** General Rules of Play (pp. 12-14) if you need a refresher.

Once you are finished with the Strategy phase, continue to the Resolve phase.

ENGAGEMENT: RESOLVE PHASE

In the Resolve phase, you realize the consequences of the Strategy phase.

The steps of this phase – Suffer Damage, After Effects, Exhaust Dice, Recover Dice, Gain Item Rewards, and Cleanup – are just like they are in the **20 Strong** General Rules of Play (pp. 15-16), with the exception that there is no Gain Item Rewards step.

NOTES ABOUT CLEANUP

Many non-battle nodes resolve by sending you to the Cleanup step. These types of nodes generally don't bring many – or even *any* – cards or dice to your active area. Since the only thing that happens in your Cleanup step is to move both defeated and undefeated cards in your active area to the relevant discard pile(s), this is basically just a reminder to clear the active area after encountering those nodes but before moving on to the next round.



Item Cards

ORDINARY SIDE



NAME

EFFECT

COST

UPGRADED SIDE



NAME

EFFECT

Visiting the Merchant

The merchant provides the opportunity to pay gold for items that may help you on your travels.

Each time you visit the merchant, do the following.

1. **STOCK THE SHOP.** Reveal one, two, or three item cards, according to the number of dice you rolled while exploring. Take them from the bottom of the Item Deck. Set them out with their ordinary (orange) sides face up. These become the **SHOP**, and can be individually purchased with the **BUY** merchant action. If the Item Deck is ever empty when you would draw an item, reshuffle the discarded items into a new deck.

2. **PAY GOLD.** You may pay gold on any of the four merchant actions shown on the Merchant Card. You may do the same merchant action as many times as you wish and can afford per visit (exception: you can only Buy as many times as there are available items), and you may perform the merchant actions in any order. To perform a merchant action, simply pay the listed cost, which is deducted from the running total on your tracker. You can only choose options you can afford. You may also choose not to take any merchant actions.
3. **TIDY UP.** Once you are done taking merchant actions, discard any shop items you didn't purchase to the item discard pile.

Gold

Gold is a resource in *Tanglewoods: Red* that's tracked with your **20 Strong** chip.

Generally, gold is spent to bribe enemies and buy from the merchant, and gained by defeating enemies. Using gold is straightforward – paying gold reduces your total, gaining it increases your total – but there are a few necessary clarifications and additional rules.

- Your stockpile of gold can never exceed 20.
- You can never reduce your total below zero.
- If an effect or opportunity requires you to **PAY** some amount of gold and you don't have enough, you neither spend any gold nor receive the effect or opportunity. If, however, you are required to lose gold,

you must lose the amount stated or, if you cannot, as much as possible.

- Gold is not a stat. Your store of gold can't be modified by effects that increase or decrease stats.

Discarding & Reshuffling Summary

Tanglewoods: Red has many different decks, and each one behaves a little differently.

This section summarizes the rules for how each deck's discard pile behaves, and what happens if you need to draw from a given deck but it has been exhausted.

- **WOLF PACK DECK:** When wolf pack cards are defeated, put them in the Wolf Pack Deck discard. This deck is never reshuffled.
- **MINION DECK:** When these cards are discarded for whatever reason (bribed, defeated, or otherwise addressed), place them into the Minion Deck discard, enemy-side up. If the Minion Deck is ever empty (including if you are allowed to see more cards in the scouting line than remain in the deck), immediately reshuffle the discard to form a new deck.
- **ITEM CARDS:** When item cards are discarded for any reason, place them in the Item Deck discard with their ordinary (orange) sides face-up. If you need to draw from this deck but it's empty, reshuffle the discard to form a new deck.

- **FOREST CARDS:** Move the forest cards you've passed through into an out-of-play pile to preserve table space. Just make sure to avoid flipping them because their daytime or nighttime state may be relevant later on. When the forest cards run out, that means the game is nearly over and all you have left to do is reach Grandma's Cabin. There is never a forest card discard, nor are the forest cards ever reshuffled.

When the Forest Runs Out

When you'd normally place another forest card but the deck is gone, place the Grandma's Cabin Card with its current side face-up.

Continue moving as normal. When you reach the Grandma's Cabin node, the endgame begins, and it's time to battle the Big Bad Wolf.

Endgame

The endgame is a battle against the Big Bad Wolf. When you arrive at the Grandma's Cabin node, set up the final battle as follows.

1. **THE WOLF EMERGES.** Put the Big Bad Wolf Card in the active area – or, if you'd like a tougher challenge, the Bigger, Badder Wolf, who is found on the back of the Big Bad Wolf Card.
2. **POWER-UPS.** Take all of the wolf cards remaining in the Wolf Pack Deck and flip them over to their power-up (red) sides. Add these to the active area as well. These are additional rules and restrictions you

must cope with during the final battle. Normally, the Wolf Pack discard is ignored during this boss fight, but if you're facing the Bigger, Badder Wolf, they may return to play, so pay careful attention to the boss's written abilities.

3. **BATTLE!** Fight the Big Bad Wolf over as many endgame rounds as it takes to determine whether you win or lose this game. Carry out this endgame per the **20 Strong** General Rules of Play (pp. 16-17) with the following exceptions.
 - Dice applied to undefeated enemies are not exhausted during the Exhaust Dice step.
 - The conflict continues until all active enemies are defeated.

Big Bad Wolf

REGULAR SIDE

NAME



HEALTH

DAMAGE

EFFECT

DIFFICULTY
UPGRADE
SIDE

NAME



HEALTH

DAMAGE

EFFECT

Universal Heroes

When playing with a non-Tanglewoods universal hero, take note of the Brothers Grimm Card (on the other side of the Reference Card). Any time a game effect would cause your hero to flip, instead replace it with the Brothers Grimm.



Difficulty Scaling

The difficulty table runs from 0 to 10. These 11 levels allow you to make *Tanglewoods: Red* easier or harder.

You must choose your difficulty level during setup; it can't be altered during play.

If you are a beginner to **20 Strong**, try your first game at zero. If you have played **20 Strong** before, try your first game at 5. If you succeed, move up a level until you can beat the game at 10, and if you're finding the game too difficult, feel free to move down a level.

DIFFICULTY LEVEL	EFFECT
---------------------	--------

0	+1 to any two stats and remove one random Wolf Pack card from the game.
---	---

**DIFFICULTY
LEVEL**

EFFECT

- | | |
|---|--|
| 1 | +1 to any two stats. |
| 2 | +1 to any stat and start with 20 gold. |
| 3 | Recover  and  from the banished area and gain one random item. |
| 4 | Start with 20 gold and one random item. |
| 5 | After setup, you may shuffle one scouted enemy back into the deck, replacing it with the new card from the top of the Minion Deck. |

DIFFICULTY LEVEL	EFFECT
-----------------------------	---------------

6	Add one nighttime forest card to your path or banish two 🌟.
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7	Reduce starting gold to 5 and add one nighttime forest card to your path.
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8	-1 to any stat.
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9	-1 to any stat and also choose to apply either the 6, 7, or 8 difficulty modifier.
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10	Flip the Trailhead and Grandma's Cabin Cards to nighttime (they cannot be flipped back).
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Round Flow

1. ACTIVATION

- **Exploration Phase***
 - » Exploring
 - » Visit the Merchant
- **Travel Phase**
- **Bribery Phase**

2. ENGAGEMENT**

- **Strategy Phase (Repeat = Strategy Stat)**
 - » Commit Dice
 - » Roll Dice
 - » Apply Dice
- **Resolve Phase**
 - » Suffer Damage
 - » After Effects
 - » Exhaust Dice
 - » Recover Dice
 - » Cleanup

** Optional*

*** Sometimes Skipped*