



RULES OF PLAY

Version 1.0

Table Diagram



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 her safe from harm.

RISKS AND REWARDS ABOUND as you journey across 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.

Credits

PUBLISHERS: Adam Carlson & Josh Carlson
GAME DESIGN & DEVELOPMENT: Josh Carlson, Logan Giannini, Ryan Howard, & Salem Scott
ILLUSTRATION: Manny Trembly
CREATIVE WRITING: Logan Giannini
GRAPHIC DESIGN: Moriah Gorman, Melonie Lavelly, Bree Lindsoe, & Chelzee Lemm-Thompson
RULEBOOK: Jeff Tidball

CHIP THEORY GAMES
 3500 Holly Lane N, Suite 65, Plymouth, MN 55447
 chiptheorygames.com
 ©2024 All Rights Reserved Chip Theory Games

Hero Cards



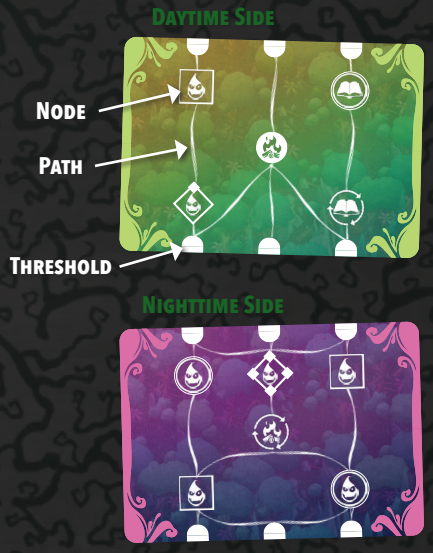
Minion/Fable Cards



Item Cards



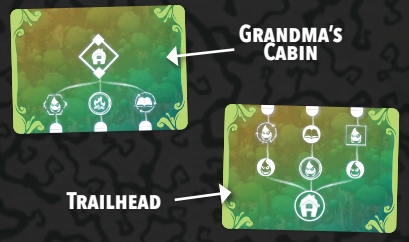
Forest Cards



Contents

- This rule sheet
- 5 hero cards
- 1 Big Bad Wolf card
- 5 wolf pack cards
- 40 minion/fable cards
- 15 item cards
- 15 forest cards
- 1 trailhead card
- 1 Grandma's Cabin card
- 1 Merchant card
- 1 reference/handicap card

Grandma's Cabin & Trailhead



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

- PREPARE THE DECKS.** Lay out the various decks as shown in the table diagram.
 - **STOCK THE SHOP.** Shuffle the item cards into a deck with their **ORDINARY** (red) and **UPGRADED** (purple) 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 ten 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.
 - **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 minion/fable cards with their **MINION** (showing three stats) and **FABLE** (only text) sides facing the same direction. Place them on the table as shown with their minion sides face-up.
 - **READY YOUR REFERENCE.** Keep the reference card handy, placing it on the table as shown.

- 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 where shown. Return the rest of the Hero cards to the box.
- STATS.** Set your Strategy 🎲 and Recovery ⬇️ dice to the values on your Hero card and place them next to it. Set your Health ♥ die to the value shown and put it on the trailhead card, on top of the house icon; it is used to show your current location as you travel through the forest.
- GOLD.** Turn your chip – called a **GOLD TRACKER** in *Tanglewoods: Red* – to its numerical side, then set it to 20 minus the sum of your three starting stats.
- SCOUT.** Deal out cards from the top of the minion/fable deck into the **SCOUTING LINE**, a horizontal line of single cards as shown in the table setup diagram, until the number of minions you can see – including the one on top of the deck – is equal to your Strategy 🎲.
- UNIT DICE.** Separate out one unit die of each color (yellow, green, blue, purple and red) and place these in a **BANISHED** area as shown, unless your hero instructs otherwise. Put the rest in your dice pool, also as shown.

Traversing the Forest

As you play *Tanglewoods: Red*, you'll journey through a series of forest cards, proceeding between their **NODES**, 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: a **MINION**, **WOLF**, **FABLE**, or **CAMPFIRE**. Each node's icon is shown on the

reference card.

- 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 on the reference card. Some nodes do not have an outline. They are encountered without any of these modifiers.

Observe the effects of a new node's outline before you begin to resolve its type. For example, if you have entered a mob node, you need to be aware of that before you activate enemy minions, because the mob node changes how many must be activated.

Round Structure

Each round in *Tanglewoods: Red* has the Activation and Engagement parts you are probably familiar with from other *20 Strong* decks.

Round Flow

- **Activation**
 - ~ Exploration*
 - ~ Travel
 - ~ Bribery
- **Engagement****
 - ~ Strategy Phase
 - ~ Resolve Phase

* Optional Step
 ** Sometimes Skipped

That said, depending on what kind of node you're at and what happens during Activation, you will sometimes skip the round's entire Engagement portion.

Each of these steps is described in detail in the sections that follow.

EXPLORATION

EXPLORING is a way you can 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 allows the possibility to place new forest cards with the daytime side face up. (Perhaps unsurprisingly, a forest card's daytime side is less dangerous than its nighttime side.)

Exploring is optional in each of the game's rounds. As you begin a new round you can explore or not; it's up to you.

To explore, choose one, two, or three ready ☐ and/or 🎲 from your active area. 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 of the path. Exhaust the die.
- **HIT** 🎲. Draw a forest card from the bottom of the deck, leave its daytime side face up, and add it to the end of the path. Exhaust the die.
- **CRIT** 🎲. Add a daytime card as on 🎲, but also add one gold to your tally. Exhaust the die.

If you're called on to draw and place a forest card but have none because the deck has been depleted, you're nearly to the final battle! See, "When the Forest Runs Out."

At the end of an Exploration step, no matter how many dice you rolled, you may visit the Merchant (see "Visiting the Merchant") before moving on to the Travel step.

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.

That is to say, just because some card or effect may instruct you to place or flip one forest card on or to daytime or nighttime, no other forest cards are necessarily affected, unless you are otherwise instructed.

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.

TRAVEL

After you explore or choose not to, and after you visit the Merchant if you are entitled to and do so, you must **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 kind of node you have arrived at. Each is described below.

If your movement brings you to one of the three upper **THRESHOLDS** at the top of the card (these are not considered nodes), 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 contiguous lines from that threshold pair to the next node of your choice.

MINION

Minions are enemies you must face, bribe, or otherwise deal with before continuing on your journey.



When you arrive at a minion node, immediately add one or more minions to the active area. By default, add one minion to the active area. However, if you are facing a mob, activate an additional minion for each chevron on the node outline.

Activate minions from the left end of the scouting line until you've added as many as the node requires. If the node needs more minions than you've scouted, draw them directly from the deck without the benefit of previewing the enemies you must face.

Next, proceed to the Bribery step.

WOLF

Wolves 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 minions (count the chevrons in the node outline) to the active area. Take these minions from the scouting line as if this were a minion node.

Next, proceed to the Bribery step.

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

FABLES

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/fable 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 a minion/fable discard pile with the minion side face up. However, some instruct you to set them somewhere else, usually to track an ongoing or delayed effect (e.g., "Calling All Wolves").

For avoidance of doubt, fable cards that you are instructed to place "next to your hero" (e.g., "Call to Arms") do not count as items, even though "next to your hero" is also where items are placed.

Unless a fable adds cards to the active area that need to be removed during a Cleanup step, skip the Engagement part of turns spent at fable nodes. If a card is added to the active area in this way, resolve an engagement against it normally.

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.

- **STRATEGY.** Add 1 to your Strategy ■ stat. (And don't forget to immediately reveal another minion in the scouting line.)
- **RECOVERY.** Add 1 to your Recovery ↓ stat.
- **HEALTH.** Add 2 to your Health ♥ stat.

Skip the Engagement part of turns spent at campfire nodes.

BRIBERY

If your Travel step ends with any minion and/or wolf cards in the active area, you have the opportunity to bribe them with gold instead of being forced to engage them.



Each minion (except the wolves) has a Bribe stat. To bribe an enemy, spend 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.

Next, proceed either to the Engagement's Resolve phase, Cleanup step (if every active enemy was bribed or otherwise eliminated from the active area), or to Engagement's Strategy 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 just like they do in any other *20 Strong* game. You can repeat this phase's steps a number of times equal to your Strategy ■, also as with other *20 Strong* games. 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.

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.

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 those 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.)

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 other *20 Strong* games (General Rules of Play, pp. 15–16).

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.

Visiting the Merchant

The Merchant provides the opportunity to spend gold on 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 top of the item deck (directly beneath the Merchant card). Set them out with their ordinary (red) sides face up. These become the **SHOP**, and can be individually purchased with the **BUY** Merchant action. If you run out of cards when stocking the shop, reshuffle the item deck discards into a new deck and continue drawing.

2. **SPEND GOLD.** You may spend gold on any of the five Merchant actions shown on the Merchant card. You may take the same Merchant action as many times as you wish and can afford per visit, and you may take the Merchant actions in any order. Simply pay the listed cost, which is deducted from the running total on your tracker. You may not choose an action you can't afford.
3. **TIDY UP.** Once you are done doing 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. Its use is straightforward – spending gold reduces your total, gaining it increases your total – but there are a few necessary clarifications and additional rules.

- Your stockpile of gold may never exceed 20.
- You may never spend gold to 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.

Purchasing & Upgrading Items

In *Tanglewoods: Red*, items are purchased and upgraded when you visit the Merchant.

When purchased with the **BUY** Merchant action, items join your inventory on their ordinary (red) side. The **FORGE** Merchant action is used to upgrade items already in your inventory from their ordinary side to their upgraded (purple) side.

As in other *20 Strong* games, your Strategy ■ stat limits the number of items you can have at once (General Rules of Play, p. 19).

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/FABLE DECK:** When these cards are discarded for whatever reason (bribed, defeated, or otherwise addressed), place them into the minion/fable discard, minion-side up. If the minion/fable deck is ever exhausted (including if you are allowed to see more cards in the scouting line than remain in the deck), immediately reshuffle the discards 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 (red) 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:** When you pass out of a forest card, keep it on the table. You can move the forest cards you've passed through to an out-of-play pile as you wish 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, the Grandma's Cabin card is placed at the end of the path and the endgame is about to begin. 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, turning its daytime or nighttime face up according to the normal instructions when placing the next forest card.

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. (Place either side face up; both sides are the same.)
2. **POWER-UPS.** Take all of the wolf cards remaining in the wolf 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. (Do nothing with wolf cards in the discard. Dealing with those enemies prior to the endgame has prevented those power-ups from coming into play.)
3. **BATTLE!** Fight the Big Bad Wolf over as many endgame rounds as it takes to determine whether you will win or lose this game. Dice stay applied to enemies from engagement to engagement in the endgame, and you must defeat all enemies in the endgame to win, not just the Big Bad Wolf. (Refer to the General Rules of Play, pp. 16–17, if you need a refresher.)

Difficulty Scaling

The back of the reference card has a handicap table that runs from –5 to +5. These eleven levels allow you to make *Tanglewoods: Red* easier or harder to take it easy or to challenge yourself.

You must choose your handicap level before you begin setup; it can't be altered during play.

Try your first game at zero. If it's too challenging, reduce the difficulty. If you succeed, move up a handicap level until you can beat the game at +5!

RUNNING OUT OF TABLE SPACE

The column of forest cards will grow very tall as you approach the endgame. As you need to make space on your table, move the forest cards behind your current location you to an out-of-the-way stack. However, don't flip any of them as you do, because the total count of daytime and nighttime forest cards is sometimes used to resolve certain encounters.