20 STRONG



TANGLEWOODS: GOLD RULES OF PLAY

Version 1.0

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Contents:

This rulebook, 5 hero cards, 3 bear cards, 44 forest cards (26 minions and 18 fables), 15 item cards, 15 map cards, 1 Merchant Card, 1 Brothers Grimm Card

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Your journey has brought you to a thick and dangerous wood.

Its tracks and trails crisscross the land, twisting and forking and doubling back on themselves. And you're so hungry! If only you could find something to eat.

There's nothing "just right" about it...

You thought you smelled some food – porridge, maybe? – but the growling and snarling in the shadows and thickets sound an awful lot like bears.

Gather your gold and collect your resolve!

It's time to enter the Tanglewoods.

Winning & Losing

To win ***Tanglewoods: Gold***, you must defeat three bear bosses: Baby Bear, Papa Bear, and Mama Bear.

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 freely select a starting side as well. Place it on the table as shown in the Table Diagram on pages 12-13. 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 next to it. Turn your chip – called a **GOLD**

TRACKER in ***Tanglewoods: Gold*** – 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 an Item Deck with their **ORDINARY** (brown) and **UPGRADED** (yellow) 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 fable and minion cards together into a single deck, making sure that all of the **DAYTIME** (✸ icon) and **NIGHTTIME** (☾ icon) sides face the same way. This is the

Forest Deck. Place it on the table as shown with its daytime side face-up.

- **Ready Your Map.** Shuffle the map cards with their daytime (green) and nighttime (purple) sides facing the same way. Place this Map Deck as shown with its daytime side face-up.
- **Bears Abound.** Set the three bear cards in a stack as shown with their enemy sides, rather than their modifier sides, face-up. The order doesn't matter.

4. **Unit Dice.** Gather all 17 unit dice and place these in in your dice pool.

5. **Difficulty Scaling.** Referring to the table in "Difficulty Scaling" on pages 43-45, choose a difficulty level and make that level's adjustments to setup, if any.



Hero Cards



Name

Ability

Flip Trigger

Starting Health

Starting Strategy

Starting Recovery

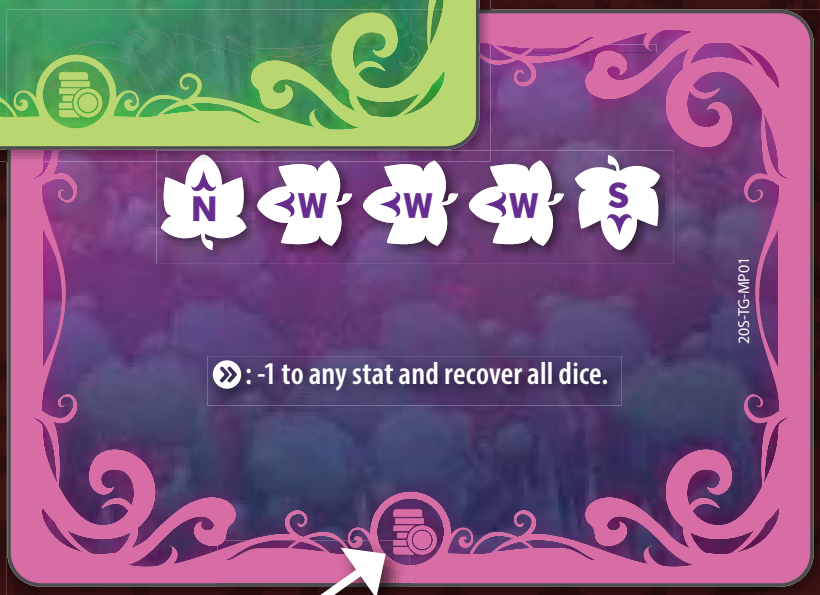
Map Cards

Daytime Side



Directions

Effects



Nighttime Side

Merchant Icon

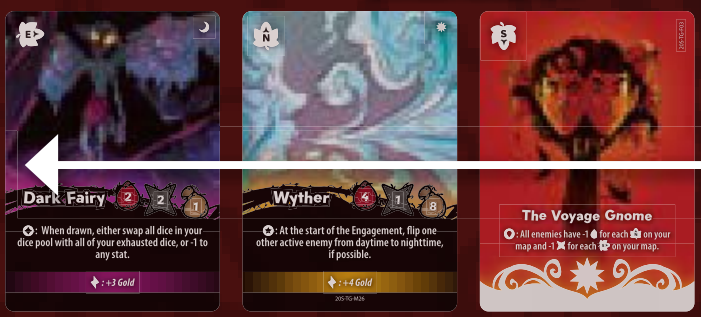
Table Diagram







Tableau



Minions & Fables

Active Area

Stat Dice









Dice Pool



Banished Dice



Three Bears Cards

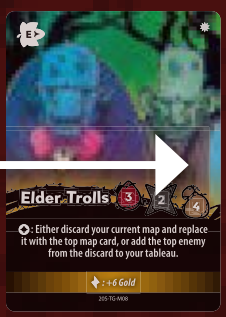


Item Deck



Item Deck Discard

Merchant on Top

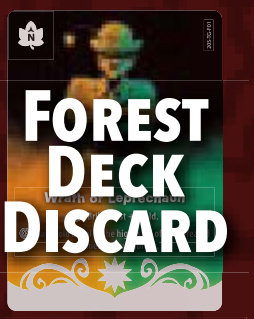




Map Deck Discard



Exhausted Dice



Forest Deck Discard





Inventory

Minions & Fables

Round Structure

Each round in ***Tanglewoods: Gold*** has the Activation and Engagement parts that are common to the core ***20 Strong*** rules. Each step of these two parts is described in the sections that follow.

MAP PHASE

Map cards represent the twisting paths you must navigate to find your way through the forest.

At the start of each Activation, draw a number of map cards from the top of the deck equal to your Strategy . Then, choose one of them to activate and discard the others into the Map Deck discard.

Every map card has two sides – daytime (green) and nighttime (purple) – and three potential pieces of information.

- **Map Directions.** Each map card shows a series of **direction icons** (north , south , east , and west ) you must match to enemies and fables in order to complete the card.
- **Map Effects.** Each map card also has an effect. During  effects arise immediately when selected. Special  effects proceed according to their instructions. After  effects activate during the After Effects step, as in other ***20 Strong*** games.
-  **Merchant Icon.** Some map cards have a merchant icon, indicating that you may visit the merchant at the end of the round.

AMBUSH EFFECTS

Tanglewoods: Gold has a new effect type called **AMBUSH** ✣. It appears on certain map cards, minion cards, and fable cards.

Any time you draw a card with a ✣ effect, you must immediately resolve it. There are two exceptions to this general rule:

- If a ✣ effect causes a new ✣ effect to be revealed, such as requiring a card to be flipped or forcing a new draw, those new effects do *not* activate.
- If a card with a ✣ effect is removed from your hand before it can be resolved, or flipped to conceal its ✣ effect before it can be resolved, the corresponding ✣ effect is *not* activated.

Anytime you draw several cards – such as when you draw several map cards to choose one – you must resolve *all* drawn ✪ effects, even though only one drawn card will remain in play. Multiple ✪ effects drawn at the same time can be resolved in the order of your choice.

If a ✪ effect forces you to add that card to your tableau, adding it satisfies the Forest phase's requirement that you add a drawn card to your tableau. That is, you do not add *another* card beyond the forced one (exception: if *multiple* cards flipped at once have ✪ effects that require adding them to your tableau, you must add all of them).

FOREST PHASE

In the Forest phase of Activation, you must build a **TABLEAU** of cards from the Forest Deck that meet the direction icon requirements of your map card.

To build this tableau, you'll draw, choose, and place cards, one at a time, until you complete your map.

1. **DRAW & CHOOSE.** Each time you're ready to add another card to the tableau, begin drawing cards from the Forest Deck.
    - Draw cards one at a time from the bottom of the Forest Deck. If you draw a card with an Ambush effect, it must be resolved immediately (see "Ambush Effect" on pages 16-17).
    - After each draw, either place one of the cards you've drawn so far into the

tableau, or continue and draw another card to expand your options.

- You can draw up to a total number of cards equal to your Strategy ■ before you are forced to stop drawing and place one of the cards you've drawn.
- If you would draw a card and the Forest Deck is empty, shuffle the Forest Deck discard to create a new Forest Deck. Do not flip the discard over or change the facing of any of the cards, as the side discarded face-up is the side you are meant to face when you draw them again.

As you continue to draw or choose not to, you'll be balancing the flexibility of increasing the pool of cards you can choose from with the peril that any given card you draw might have a ✪ with an undesired effect.

2. **Place & Check.** Place the card you chose into your tableau. Discard the other cards you drew but did not select, with the drawn side face-up. Then, check to see if the direction icons on the cards of the tableau collectively satisfy the roster of direction icons shown on your map card.

    - If some icons on your map are still missing from your tableau, return to the "Draw & Choose" step to select another card, checking the map icons again after each forest card you add to the tableau.
    - On the other hand, if you check your new card and your map is now complete, finish any immediate action it requires and move on to the Bribery phase. You cannot continue drawing once the map is complete.

As forest cards join your tableau, their ✪ and ◯ effects activate immediately. These may affect how you can continue to build your tableau.

You will often add more cards to your tableau than are needed to satisfy your map. This leads to more difficult engagements than are strictly necessary, but can also grant beneficial rewards!

Some forest cards do not have a direction icon on them. They complicate your encounter (or sometimes, help you!) without any potential to help satisfy your map.

The physical order of the map cards in your tableau doesn't matter. You can arrange and rearrange them as you wish. They do not need to be lined up in the order you drew them, nor arranged in the order shown on your map card.

WILD DIRECTION ICONS



Some forest cards have **WILD** direction icons. A wild icon can be used to satisfy any of the glyphs on your map, and wild icons can be re-assigned as needed over the course of a round (if, for example, your map card changes due to some effect).

Different icons in your tableau can be used to satisfy different directional icons. That is, all of your don't need to stand in for icons of the same direction.

icons are allowed to be assigned sub-optimally. That is, you may choose to assign a as a map direction that the map does not require in order to keep drawing more cards to add to your tableau.

icons never count as one of the four directional icons for the purposes of other effects. This is true even when a icon is currently "standing in" for an icon of the specified type.



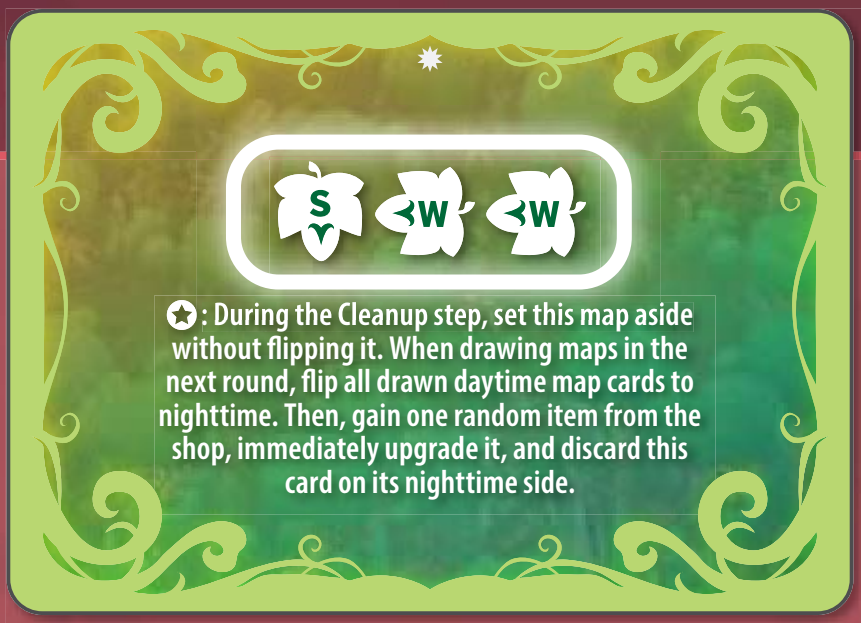
Tableau Example

In this tableau, four forest cards have been drawn, from left to right. Card 1 fulfilled one of the three requirements of the map card. Card 2 was no help because there is no east on the map.

Card 3 did not satisfy the map, but its wild icon made future draws more flexible (because the wild can fill either south or west).







Card 4 completes the tableau if you choose to assign the wild as a west map icon.





BRIBERY PHASE



After you have built a tableau that satisfies your map, you may reduce the danger it represents in the Bribery phase of Activation by bribing enemies in your tableau to leave you alone.

Most enemies have a Bribe stat. To bribe them, pay that much gold from your gold tracker, flip the enemy to its nighttime side, and discard it to the Forest Deck discard pile. It leaves the active area.

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 to Engagement's Strategy phase.

ENGAGEMENT: STRATEGY PHASE

In the Strategy phase, you use the dice in your pool to battle the active enemies until you overcome them or lose the game.

The steps of this phase – Commit Dice, Roll Dice, and Apply Dice – work as explained in the core ***20 Strong*** rules, and you can repeat the phase's steps a number of times equal to your Strategy ■, also in accordance with ***20 Strong's*** core rules. Refer to the ***20 Strong*** General Rules of Play (pp. 12-14) if you need a refresher.

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 – work just like they do in the ***20 Strong*** General Rules of Play (pp. 15-16) with three exceptions.

- There are a few additional Cleanup instructions for certain cards (see below).
- ***Tanglewoods: Gold*** has no Gain Item Rewards step.
- After Cleanup, there is a new step called Visit the Merchant. This step is optional but can only be taken if the completed map

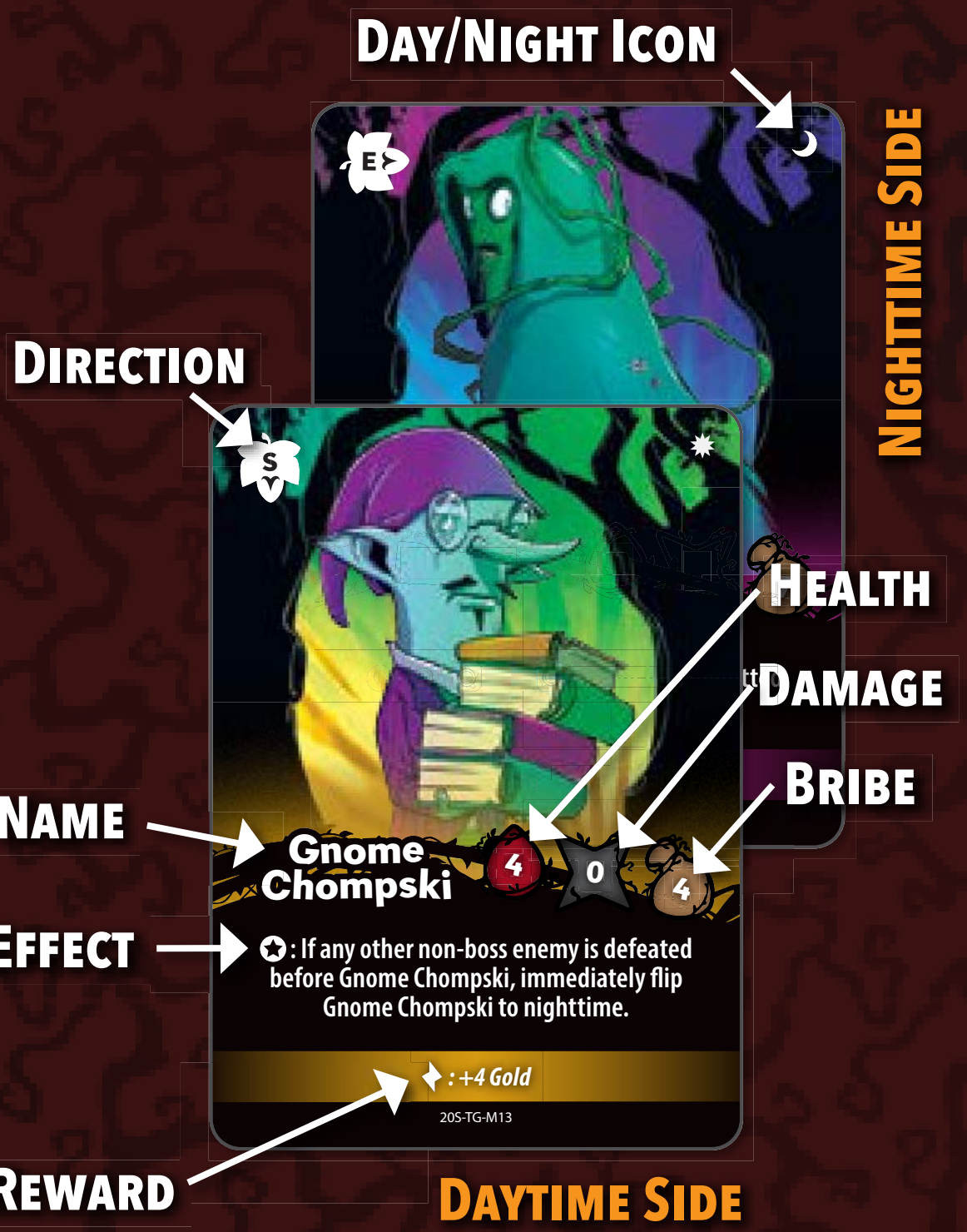
card had a icon on it. Otherwise, skip this step.

ADDITIONAL CLEANUP INSTRUCTIONS

- **Flip Enemies & Fables to Night.** All enemies and fables with their daytime side face-up that remain in the active area at Cleanup are flipped to their nighttime side when they are discarded.
- **Flip the Map to Night.** Finally, if your map card's daytime side was face-up, flip it to its nighttime side as you discard it.



Minion Cards



Fable Cards


Direction
Name
N
205-TG-F05
Undiscovered Plum Tree
: +1 to any stat. Then, discard the top five cards of the forest deck, flipping all daytime cards discarded to nighttime.
Effect(s)
Daytime Side
e Map
ee ready dice or discard your
e it with the top map card on
ttime side.
Nighttime Side

Day and Night

Many cards in ***Tanglewoods: Gold*** have daytime and nighttime faces.

All of these cards begin the game with their daytime side face-up. However, through the course of play, many will flip to their nighttime sides. This makes the game progressively harder.

Different cards can be in different daytime or nighttime states without issue. That is to say, just because some card or effect may instruct you to place or flip one forest card to daytime or nighttime, no other cards are necessarily affected unless you are otherwise instructed.

Importantly, *when you discard a card with daytime and nighttime sides*, don't flip it over unless specifically instructed to do so, such as being bribed, or as with enemies and fables

during Cleanup (see "Additional Cleanup Instructions" on page 29). Rather, leave it with its current side face-up, even though this creates discard piles with different cards faced in different directions. Leave these discards' facings alone even when reshuffling them to form new decks. In this way, daytime will gradually be replaced by nighttime over the course of a game.



Item Cards

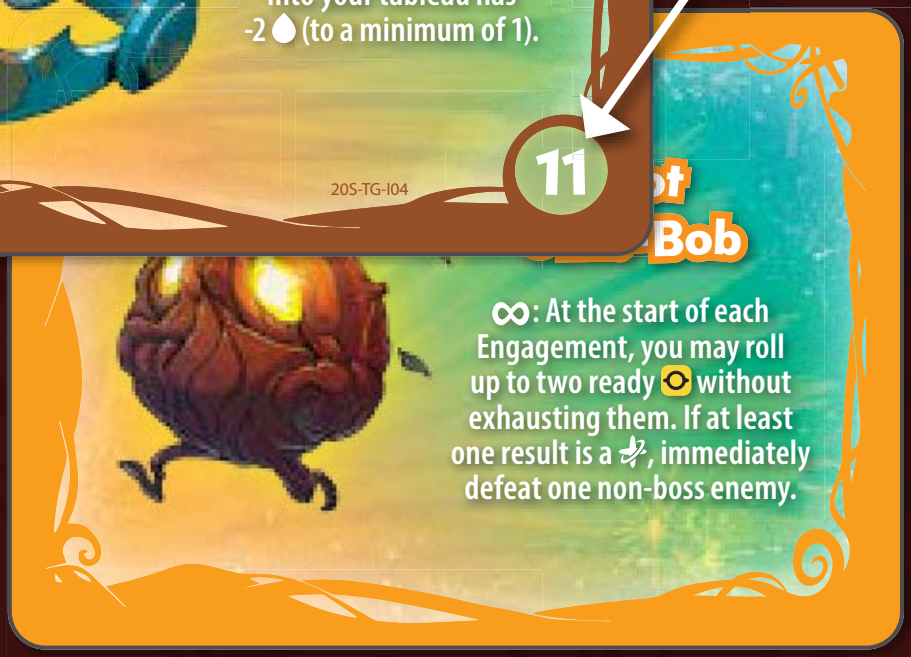
Ordinary Side



Name

Effect

Cost



Upgraded Side

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 the bottom three item cards from the Item Deck. Set them out with their ordinary (brown) 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 Item Deck discard into a new deck.

2. **Pay Gold.** You may spend gold on any of the five merchant actions shown on the Merchant Card. You may perform the same merchant action as many times as you wish and can afford per visit (exception: you can only Buy three times, for obvious reasons), 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 Deck discard pile.

Gold

Gold is a resource in ***Tanglewoods: Gold*** 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 – spending 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 an effect says you must "lose" or "subtract" gold, this is not optional unless otherwise stated. If you don't have the amount specified, reduce your gold to zero, losing as much as you can.
- Gold is not a stat. Your store of gold can't be modified by effects that increase or decrease stats.

ITEM LIMIT

As in the ***20 Strong*** General Rules of Play, your Strategy  limits the number of items you can have at once.

The Bears

The bosses in ***Tanglewood: Gold*** are the three bears, a looming trio of enemies you must defeat before they defeat you.

The three bear cards begin the game in a separate stack. Before they can be defeated, they must be drawn out – that is, shuffled into the Forest Deck – using the Bait merchant action. Once in the Forest Deck, they enter play as normal for forest cards.

The bears are considered bosses, but Engagements where they are active are resolved as normal Engagements. That is, they do not use the endgame rules (there is no endgame, per se, in ***Tanglewoods: Gold***).

When you defeat a bear, flip its card over and place it near your hero. It provides both a positive and negative modifier for the rest of

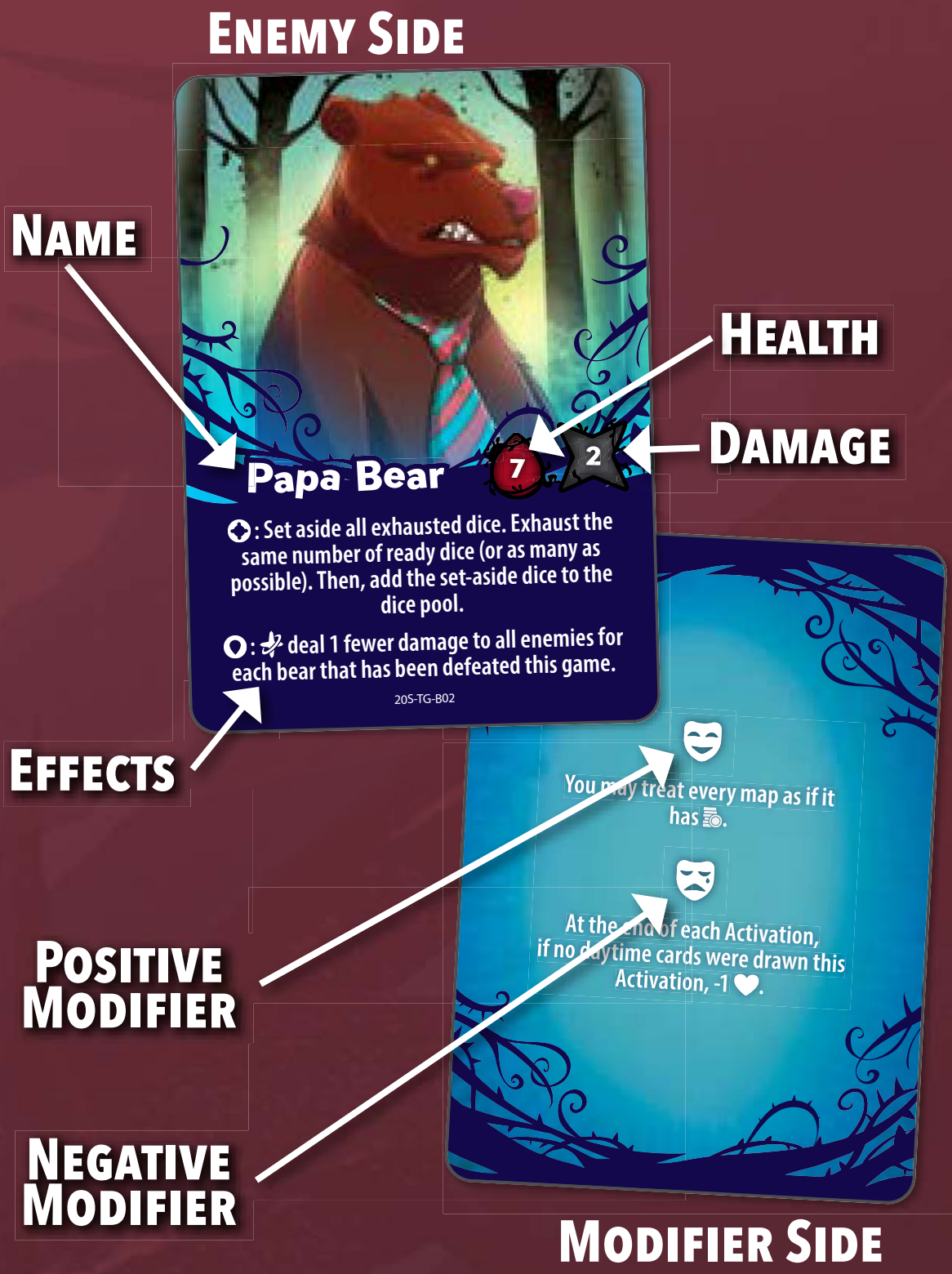
the game. Flipped bear cards are not items; they do not count against your item limit.

Undefeated bears are discarded as normal, but do not flip to nighttime during Cleanup, as they have no nighttime side.

If you defeat the third bear, you win the game immediately!

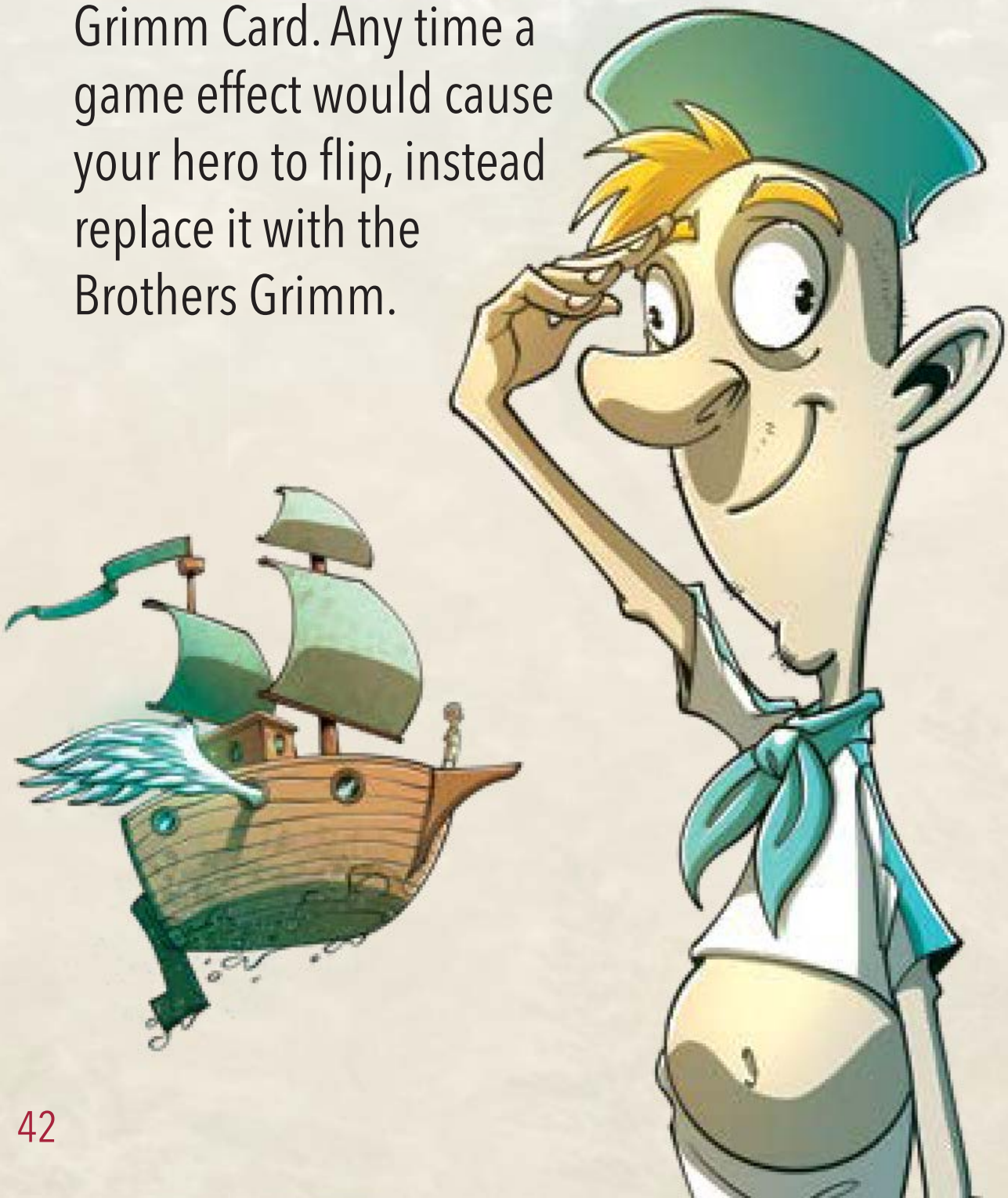


The Three Bears



Universal Heroes

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



Difficulty Scaling

The difficulty table on the following pages runs from 0 to 10. These 11 levels allow you to make ***Tanglewoods: Gold*** easier or harder, to take it easy or to challenge yourself.

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	Choose and defeat one bear of your choice.
1	+1 to two different stats, if able.
2	Gain and upgrade a random item.
3	Start with 20 gold.
4	Increase your ♥ by 1.
5	Look at the top two cards of the Forest Deck. You may put them on the top or bottom in any order.
6	Banish two dice of different colors.

Difficulty Level	Effect
7	-1 to any stat.
8	Start with 0 gold.
9	In the first round of the game, flip all drawn map cards to nighttime when drawing them.
10	Take 20 random forest cards, flip them to nighttime, and shuffle them back into the Forest Deck. In campaign play, do this before adding the campaign enemies.



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Round Flow

1. **Activation**
   - **Map Phase**
   - **Forest Phase**
     - » Draw & Choose
     - » Place & Pick
   - **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
     - » Visit the Merchant (if Map Card has ; optional)