20 STRONG



TANGLEWOODS: WHITE RULES OF PLAY

Version 1.0

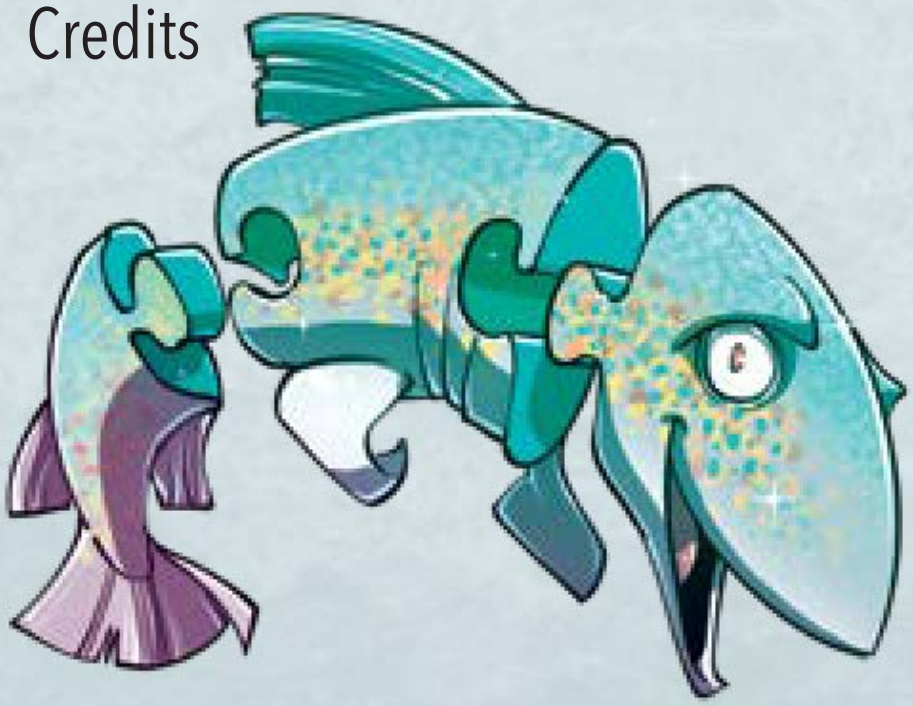


Contents:

This rulebook, 5 hero cards, 1 Evil Stepmother Boss Card, 6 castle boss cards, 49 conflict cards, 20 item cards, 1 Day/Night Card, 1 Merchant Card, 1 Reference Card

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The Evil Stepmother has banished you to a grim forest, where you must make your way carefully among grasping roots and deep shadows.

You'll need to reach her castle to defeat her, but it won't be easy, especially since you'll need to balance the power you'll gain while in the forest against the powers she'll amass the longer you delay.

Summon your courage and choose a path! It's time to enter the Tanglewoods.

Winning & Losing

To win ***Tanglewoods: White***, you must traverse the forest and then defeat the Evil Stepmother in her castle.

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 and select either of its sides to begin the game face-up. Place it on the table where shown. 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: White*** – 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 on pages 12-13 and described below.

   - **Stock the Shop.** Shuffle the item cards into a deck with their **ordinary** (light purple) and **upgraded** (dark 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 it.

   - **Prepare the Hunt.** Shuffle the fable and enemy cards together into a single deck, making sure that all of them have their faces (which show effect text) and backs (which show a single large icon) aligned the same way. This is the **Hunt Deck**. Place it face-down on the table as shown.

- **Cultivate the Forest.** Deal out the **FOREST**, a three by four grid of cards from the Hunt Deck, as shown, face-down, without looking at their faces.
- **Set Your Strategy Area.** Draw cards from the Hunt Deck equal to your hero's starting Strategy , placing them face-up on the table as shown. These cards comprise your **STRATEGY AREA**.
- **Check the Skies.** Place the Day/Night Card on the table as shown, with the day side face-up.
- **Stock the Castle.** Place the Evil Stepmother card as shown with the "Castle Keep" side up. Shuffle the castle boss cards and place three of them next to the Evil Stepmother, as shown, with their "Castle" sides up, without looking

at their faces. Return the rest of the bosses to the box.

- **Ready Your Reference.** Keep the Reference Card handy, placing it on the table as shown.

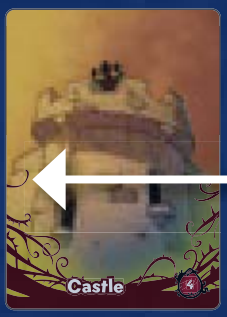
4. **How Long 'Til Dusk?** If you wish, you may flip the Day/Night Card to night. If you do, add +1 to a stat of your choice.
5. **Unit Dice.** Gather all 17 unit dice and place these in your dice pool as shown.
6. **Difficulty Scaling.** Referring to the table in "Difficulty Scaling" on pages 38-40, choose a difficulty level and make that level's adjustments to setup, if any.



Hero Cards

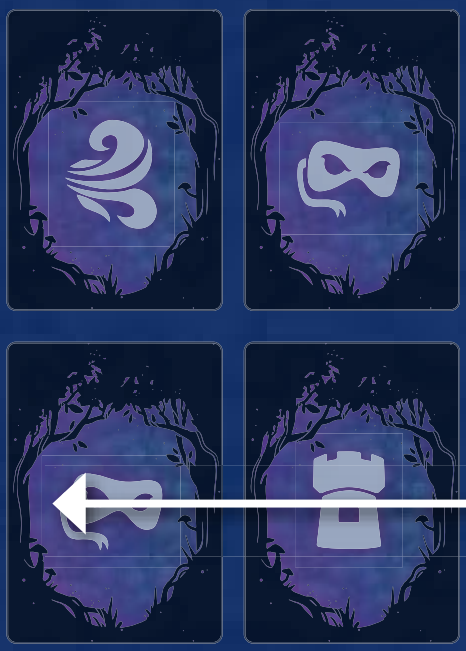

Name
Flip Trigger
Ability
"Hi, I'm Shawn!"
After flipping Toil & Trouble to Shawn, +2 ♥.
At any time, you may pay 6 gold to flip.
Shawn
4
1
2
Starting Health
Starting Strategy
Starting Recovery

Table Diagram

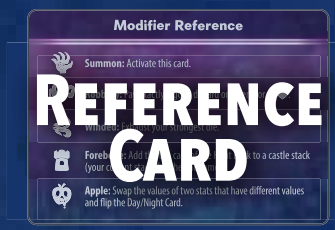




















Castle Boss Cards



Castle Keep Card



Banished Dice



Forest



Merchant Card (placed atop the Item Deck)



Item Discard



Day/Night Card



Inventory



Exhausted Dice

Round Structure

Each round in ***Tanglewoods: White*** has the Activation and Engagement parts you are probably familiar with from other ***20 Strong*** decks. Each step of these two parts is described in the sections that follow.

PREPARE THE DAY PHASE

The 12-card forest grid represents the wooded environment you must navigate on your way to the Evil Stepmother's castle.

To Prepare the Day at the beginning of a round's Activation, do the following.

1. **Replenish the Forest.** If there are any empty spaces in the grid, draw new cards from the Hunt Deck to refill them. Refill from top to bottom, left to right. Don't flip them face-up, and don't look at their faces as you place them.

2. **PRESS ONWARD.** In ***Tanglewoods: White***, the placement of your health die at any given time represents your location in the forest. When you press onward in the first round of a new game, simply place your health die onto the bottom-left forest card. You've entered the woods! In subsequent rounds, when you press onward, move your health die from its previous location by one space in the grid to an adjacent forest card. Adjacency in this game counts only orthogonally, not diagonally.

RESOLVE ICONS PHASE

After you press onward, flip the card you've just landed on face-up, activating it and carrying out (or waiting to carry out) its effects as instructed.

Tanglewoods: White has five new effects, called **MODIFIERS**. There are five modifiers:

Apple, Forebode, Robbery, Summon, and Winded. Each has a distinct effect, shown on page 43.

Some fable and enemy cards have a new icon, the **Resolve Modifiers**  **icon**. When you activate a card with this icon on it, you must choose the number of modifiers indicated from among those shown on any of the cards adjacent to your current location, or the top card of the Hunt Deck (the card selected remains in place). You cannot select a card you have already selected in the current round, nor can you choose a card from the strategy area. You can choose multiple cards that have the same modifier, in which case you simply resolve its effect more than once.

After resolving a card's , if any, if a card has the Additional Enemies +  icon on it, you must activate either the top card of the Hunt

Deck (flipping it face-up), or any of the cards in the strategy area. Both fables and enemies can be activated this way. Fable effects trigger as described by their timing.

BRIBERY PHASE



After you have dealt with all  and +  icons, you may reduce the round's potential danger by bribing the enemies arrayed against you to depart before the Engagement.

Most enemies have a Bribe stat. To bribe them, pay the indicated amount of gold from your gold tracker and discard the enemy to the Hunt Deck discard.

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, so long as at least one enemy remains activated, proceed to the Engagement. If no cards remain, skip the Engagement; if only fables remain, skip directly to the Cleanup step.

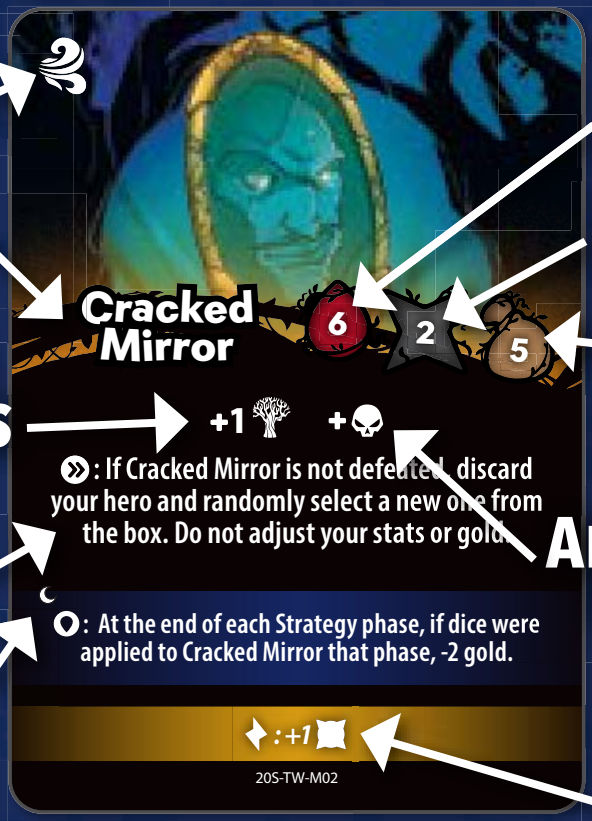
ENGAGEMENT: STRATEGY PHASE

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 just like they do in any other ***20 Strong*** game, and you can repeat the 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.

Enemy Cards

Face



Modifier

Name

Resolve Modifiers Icon

Effect

Night Effect

Health

Damage

Bribe

Additional Enemies

Reward

Backs



Fable Cards

Face



Backs



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 are do in other ***20 Strong*** games (General Rules of Play, pp. 15–16) with three exceptions.

- ***Tanglewoods: White*** has no Gain Item Rewards step.
- During Cleanup, if you defeated at least one minion, you must add the first enemy you defeated to one of the four castle stacks (see "Castle Stacks" on page 22).

- After Cleanup, if any of the enemies you faced (but did not bribe) say to visit the merchant, you do so after Cleanup (see "Visiting the Merchant" on pages 29-30).

CASTLE STACKS

If you defeated at least one enemy during the Engagement, place the first enemy you defeated face-down above one of the four castle cards in a **CASTLE STACK** that corresponds to that castle card during Cleanup. When you defeat the first enemy, you may want to tilt it slightly differently than the rest as a reminder that it was the first defeated.

Cards added to a castle stack are always added to the top of that stack.

Any time you add a card to a castle stack, for any reason, you may choose any of the stacks to place it in, including the castle keep stack.

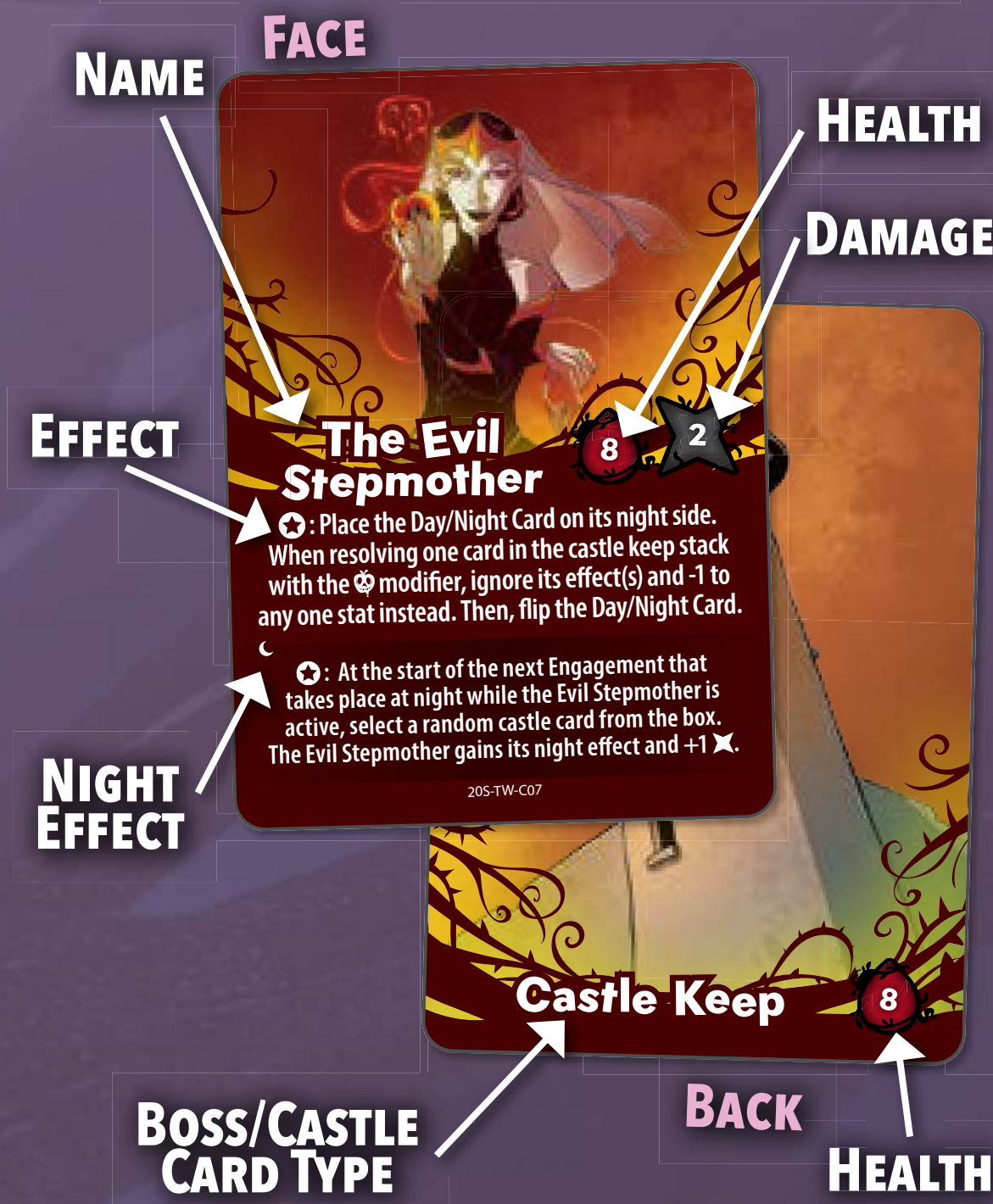
You can review the contents of any castle stack at any time but cannot reorder its cards.



Castle Boss Cards



Evil Stepmother Boss Card



Day/Night Card

Day Side



Night Side

Day and Night

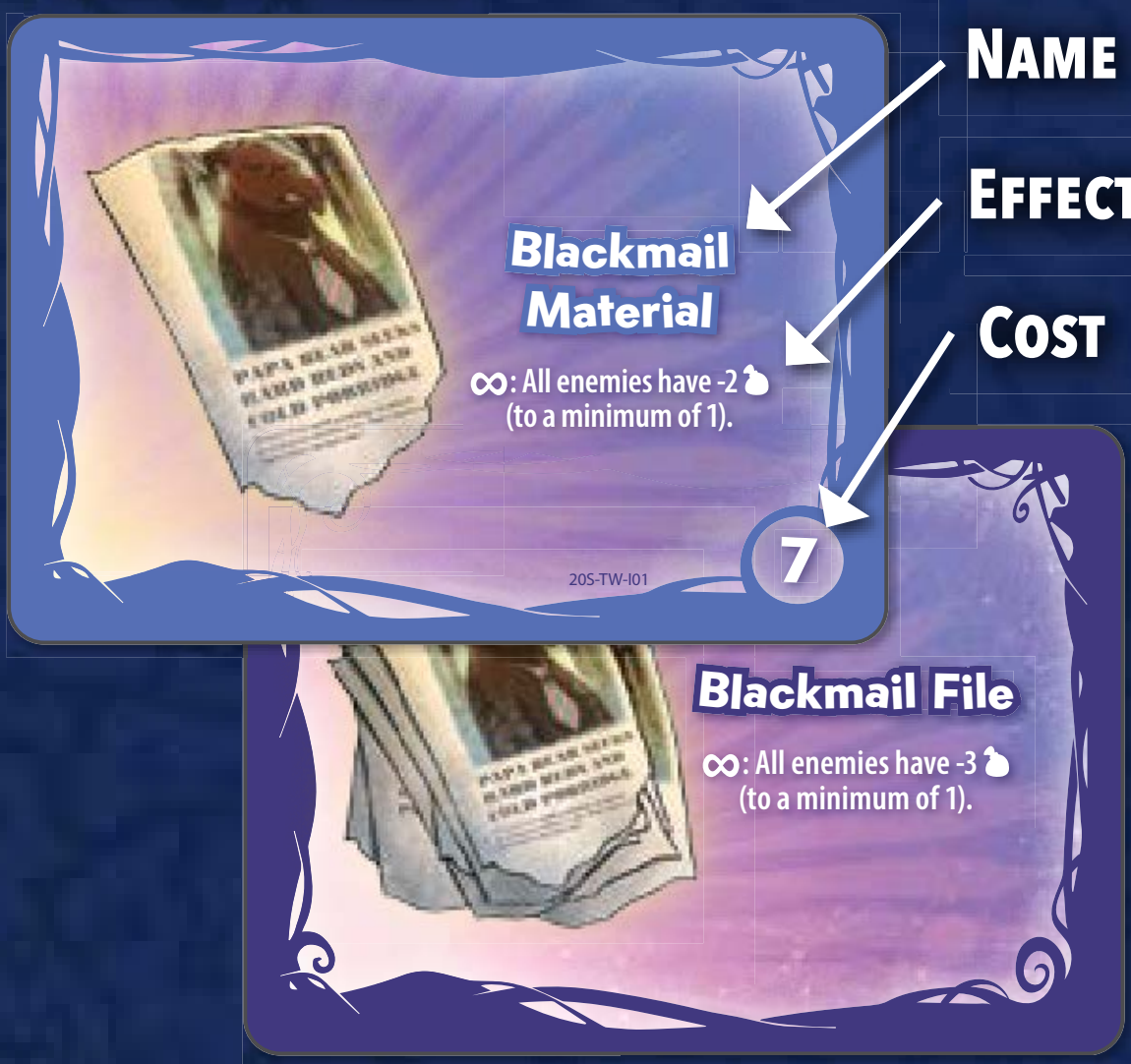
In ***Tanglewoods: White***, a single status card indicates whether it is currently **DAY** or **NIGHT** based on which of these sides of the Day/Night Card is currently face-up.

Many enemy and fable cards have effects labeled with the night icon. Effects without an icon are always active, but effects with the icon are only active when the status card shows night.

The Day/Night Card can be flipped multiple times in the same Engagement, but if multiple effects call on you to flip it at the same time, only flip it once.

Item Cards

Ordinary Side



Upgraded Side

Visiting the Merchant

The merchant provides the opportunity to pay gold for items and carry out other actions that may help you on your travels. You only visit the merchant if a card's effect tells you to.

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 (light purple) 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 for any of the five 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 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.
3. **Tidy Up.** Once you are done doing merchant actions, discard any shop items you didn't purchase to the item discard pile.

ITEM LIMIT

As normal, your Strategy stat limits the number of items you can have at once.

Gold

Gold is a resource in ***Tanglewoods: White*** 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

pay 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.



Maintaining the Strategy Area

Any time you activate a card from the strategy area, immediately replace it with the top card of the Hunt Deck.

Whenever your Strategy ■ increases or decreases, immediately draw cards to the strategy area, or discard cards (of your choice) from the strategy area until the number of cards there matches your stat.



Endgame

When you end a round on the top right card of the forest grid, the endgame begins in the following round.

When the endgame begins, flip all four castle cards to their boss side. Then, cycle through the following steps.

1. **Activate a Boss.** Choose one of the remaining bosses to activate. You must choose the Evil Stepmother last.
2. **Set Your Limit.** Count the number of cards in the chosen boss's corresponding castle stack. This is the maximum number of dice you can commit during each Engagement for the duration of the conflict against that boss (this number does not adjust if cards are removed from the castle stack after your limit is set).

3. **Resolve the Castle Stack.** For each card in that castle stack, resolve its modifier (apple, forebode, robbery, summon, or winded) in order, from the top of the stack to the bottom.

4. **Engage!** Proceed to the Engagement, using the standard ***20 Strong*** endgame rules, with the following exceptions.

    - Resolve a Bribery step directly before each Engagement.
    - Ignore  and +  effects on activated enemies. Dice applied to undefeated enemies are not exhausted during the Exhaust Dice step.
    - When committing dice, remember to observe the limit calculated in step 2.
    - The conflict continues until all active enemies are defeated. When the conflict

ends, return to step 1 and activate a new boss, unless you just defeated the Evil Stepmother, in which case you win the game!

- If any card effect adds cards to a castle stack outside of Cleanup, they must be added to a castle stack whose boss has not yet been activated (unless there are no such stacks, in which case the effect is ignored).
- During Cleanup in the endgame, do not add the first defeated enemy of a conflict to a castle stack as you did while moving through the forest.

A Note About Heroes

Some hero effects reference "selecting" a modifier. In the endgame, when you resolve a modifier in a castle stack, this counts as "selecting" it for such an 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: White*** easier or harder, to take it easy or to challenge yourself.

You must choose your difficulty level during setup; it cannot be altered during play.

If you are a beginner to ***20 Strong***, try your first game at 0. 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	Increase two different stats by 1, and draw and upgrade a random item.
1	Draw and upgrade a random item.
2	Start with 20 gold. Flip one column of cards in the forest face-up.
3	Start with 20 gold.
4	Draw a random item.
5	No additional effects.
6	Banish .

Difficulty Level	Effect
7	Banish , one , and one .
8	Banish one die of each color.
9	Banish one die of each color, plus one additional  and .
10	Banish , plus two dice of each other color.

Credits

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Modifier Effects

Icon	Modifier	Effect
	**Apple**	Swap the values of two of your stats that have different values (if possible) and flip the Day/Night Card.
	**Forebode**	Add the top card of the Hunt Deck to a castle stack of your choice (without looking at it), unless you are in the Endgame, in which case it is added to the current castle stack and resolved immediately.
	**Robbery**	Pay 3 gold, –1 ♥, or discard an item from your inventory.
	**Summon**	Activate the card with this modifier on it.
	**Winded**	Exhaust your strongest ready die.

Round Flow

1. **Activation**
    - **Prepare the Day Phase**
    - **Resolve Icons 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
        - » Merchant (if triggered)