Tanglewood

by Rick Holzgrafe
3 - 5 players, 90 mins.
Draft Rev 10 - Nov 15, 2022

It's campaign season in Tanglewood! The animals will be electing a new mayor, and you have thrown your hat in the ring. You will visit and re-visit the nine regions of the forest, doing your best to influence the voters in your favor and gaining votes as you go. You will woo the influential Rabbit, Bear, and Fox factions, and benefit from their contributions and support. At the end of the campaign, the player with the most votes will be Mayor of Tanglewood Forest!

Components

1 Forest Board
250 Markers (cubes) in 5 player colors
55 Tangle cards
  (9 Starter, 45 Regular,
   1 "Opinion Poll")

45 Secret Ballot cards
4 Fox Benefit Tiles
1 Start Player Marker

Setup

Give each player the markers in their color and a player mat. Each player puts 5 markers in the circle on their player mat, 1 at the bottom of each track of their player mat, 1 at the bottom of each Faction Track on the Forest Board, 1 at "5" on the score track, and 2 on each of the nine regions; the rest are in their supply.
3 players: Also place 2 markers from one of the unused colors on each region.

Shuffle the Secret Ballot deck and deal 2 to each player. Keep your Secret Ballot cards in your hand, but the number that you have is public knowledge.

Shuffle the Starter Tangle deck (9 cards marked with a yellow "S"), and place one face-up on each region. Shuffle the main Tangle deck. Deal 10 face-down into a reserve deck, and set it aside. The remainder form the draw deck. Insert the Opinion Poll card roughly in the middle of the draw deck, and set it on the board.

Choose a start player. Initial turn order goes clockwise from the start player.

Play

A round is each player taking one turn, in turn order.

On Your Turn

- **Move 2+ markers from your supply into your circle**
  or
- **Place 1+ marker**

Actions in Detail

Move 2+ markers to your circle

Move markers from your supply to your circle. You may move as many markers as are shown on your ⊛ track on your player mat. Your supply is considered unlimited.

If you take this action when you have fewer markers in your circle than you are entitled to place (as shown on your 🔨 track), you may also take 1 step on the Faction track of your choice.

Place 1+ marker

You may only place markers that are taken from your circle, unless a Tangle or Track step says otherwise. If you have no markers in your circle, you may not take this action and you must take the Move Markers action instead.

Choose any region, and add your markers to that region. This becomes the active region for your turn. You may place any number of markers from 1 up to the number shown on your 🔨 track. Take the Tangle card from the active region, resolve it (see **Resolving a Tangle** below), then discard the Tangle.

Finally, draw a new Tangle from the deck to replace the discarded one.

> **Important**: When you draw the **Opinion Poll** card, set it aside and draw again. Finish this round and the next (equal turns), then score the Forest Board (see **Scoring** below). Then resume play with turn order reversed: that is, the formerly last player takes the First Player marker and takes the first turn after scoring (and thus gets two turns in a row, with scoring between them). Thereafter play continues in counter-clockwise order.

Resolving a Tangle

Each Tangle specifies one of the three Faction tracks, or all three. Move your marker one step up one track, either the track shown or your choice if all three are shown. Immediately receive the benefit of that step (if you can). If you are already at the end of the track, instead draw 1 Secret Ballot into your hand.

Next resolve the Tangle's effect. When you resolve a tangle, you must perform its effect in full. You may skip any part of the effect only if it is not possible to perform. For example, if the effect is to place an extra marker and gain 2 Secret Ballots, but you have no extra marker left in your circle, you may still gain the ballots.

3-player game: The markers from the unused color are included when calculating standings (see **Scoring** below), but no benefits are given to the dummy player. These markers may be moved or removed as usual by Tangle effects.

End of Game

Play continues until the draw deck of Tangles is exhausted. This triggers end-of-game. When this happens, replace the draw deck with the 10-card reserve deck. Finish the current round, and one more round (equal turns). Then proceed to final scoring.

After final scoring, the candidate with the most votes wins. There are no tie-breakers; in the event of a tie, you will have to run an entirely new campaign!

Scoring

Scoring occurs twice: in mid-game after the Opinion Poll card is drawn, and again at the end of the game.

Before scoring, each player secretly chooses 2 Secret Ballots to play from their hand. When all have chosen, reveal them simultaneously. Then place 3 workers from your supply (not your circle) into the region shown on each of your 2 chosen ballots.

After resolving the Secret Ballots, score the board. Each region, when scored, awards votes to players according to standing. Ties are unfriendly: e.g. if 3 out of 4

players are tied for most markers in a region, each of the three scores the 3rd place votes; the remaining player therefore scores nothing.

After completing mid-game scoring, you may keep up to 2 Secret Ballots in hand, but must discard the rest. If you have fewer than 2 Secrets Ballots at this point, draw from the deck until you have exactly 2 in hand.

See **Scoring Examples** on the next page.

Scoring Examples

At end of game, and at mid-game after the Opinion Poll card is revealed, all regions are scored for all players.

Scoring a Region: Determine who has the most, second-most, and third-most workers present in the region. (This is called the *standing*.) Votes are awarded for most-to-least according to the schedule shown on the region.

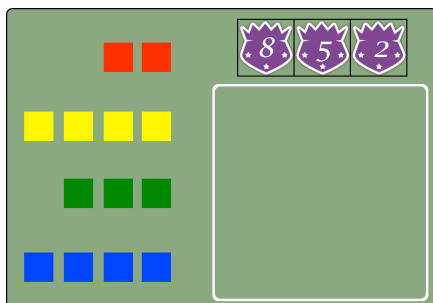**Ties are unfriendly**. Tied players are regarded as tied for the *lowest* standing, and each tied player receives votes for that position. See examples below.

Examples
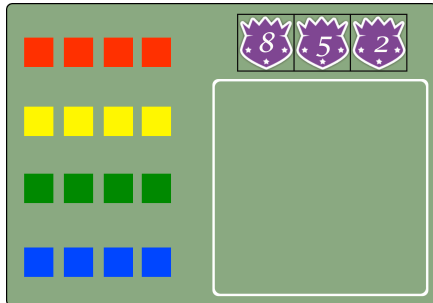
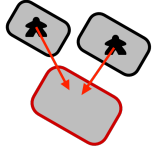All players are tied for fourth place; no players receive votes.
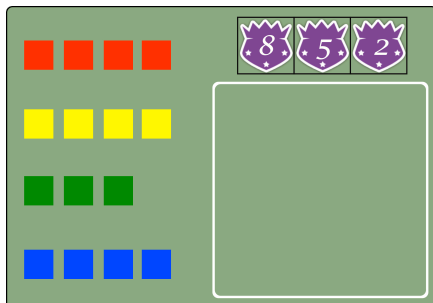
Red, Green and Yellow are tied for 3rd place; each receives 2 votes. Green is in 4th place and receives no votes.
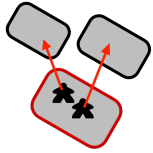
Blue and Yellow are tied for 2nd and each receives 5 votes. Green is in 3rd place and receives 2 votes. Red is in 4th place and receives no votes.

Almanac of Tangles

Gather - Take ANY 2 workers, one from each of two other regions, and move them to the active region.

Scatter - Take ANY 2 workers from the active region, and move them to two other and different regions.

Double Placement - Add a second worker to the active region, and immediately score 2 votes. (If you do not have 2 workers in your circle, you may still claim the 2 votes.)
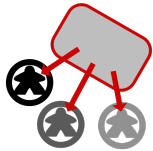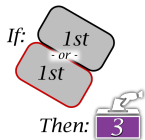
Evict - Remove 1 worker for each opponent from the active region, and return them to their owners' circles.

**2 Ballots** - Gain 2 Secret Ballot cards.

Regional Ballots - Gain 1, 2, or 3 Secret Ballot cards, if you are 1st, 2nd, or 3rd in the active region.
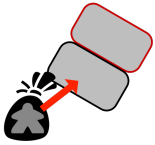
Area Ballots - If you are 1st in the active region or in any orthogonally-adjacent region, gain 3 Secret Ballot cards.

Move Adjacent - Move any 2 workers between the active region and any 1 adjacent region. They may move in the same or different directions.
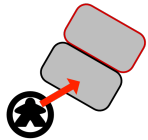
Place Adjacent - Place 1 worker from your circle into any adjacent region.

Place Adjacent - Place 1 worker from your supply into any adjacent region.

Export 2 - Move any 2 workers from the active region into any other region.

Draw - Draw workers from your supply into your circle, at your current draw level 🔦.

Starter Tangles

Place +1 - Place one more marker from your circle into the active region.

Score 1 - Immediately score 1 vote.

Draw 1 - After placing the marker from your circle, move 1 marker from your supply into your circle.