

# Junglewood



EVERCADE




# CONTENTS:

- 01 ABOUT BIG EVIL CORP
- 02 INTRODUCTION
- 04 HOW TO PLAY/CONTROLS DIAGRAM
- 05 ENEMIES
- 06 ABILITIES
- 07 FIREFLIES/FLUES AND MUSHROOMS/CONTRAPTIONS

**FLIP FOR  
XENO CRISIS!**

FOR MORE INFORMATION VISIT

**EVERCADE.CO.UK**

 /evercaderetro

 evercaderetro

 @evercaderetro

**BLAZE** | EVERCADE  
ENTERTAINMENT

MADE IN CHINA. DESIGNED IN THE UK. BLAZE ENTERTAINMENT,  
VENTURE HOUSE, LETCHWORTH, SG6 2HW, UK  
FOR MORE INFORMATION VISIT [BLAZERETRO.COM](http://BLAZERETRO.COM)



TANGLEWOOD® copyright 2020 BIG EVIL CORPORATION LTD.  
TANGLEWOOD® is a registered trademark of BIG EVIL CORPORATION LTD

## ABOUT BIG EVIL CORP

Big Evil Corporation is an independent game studio located in Sheffield, England. They specialise in creating brand new games for classic games consoles.

Their debut title, TANGLEWOOD, was a Kickstarter-backed project that was released on Mega Drive cartridge in 2018. Big Evil Corp. is continuing its mission of developing new old games, buying inactive volcanoes to use as evil lairs, and achieving global domination by any force necessary.

BIG  
EVIL  
CORP.



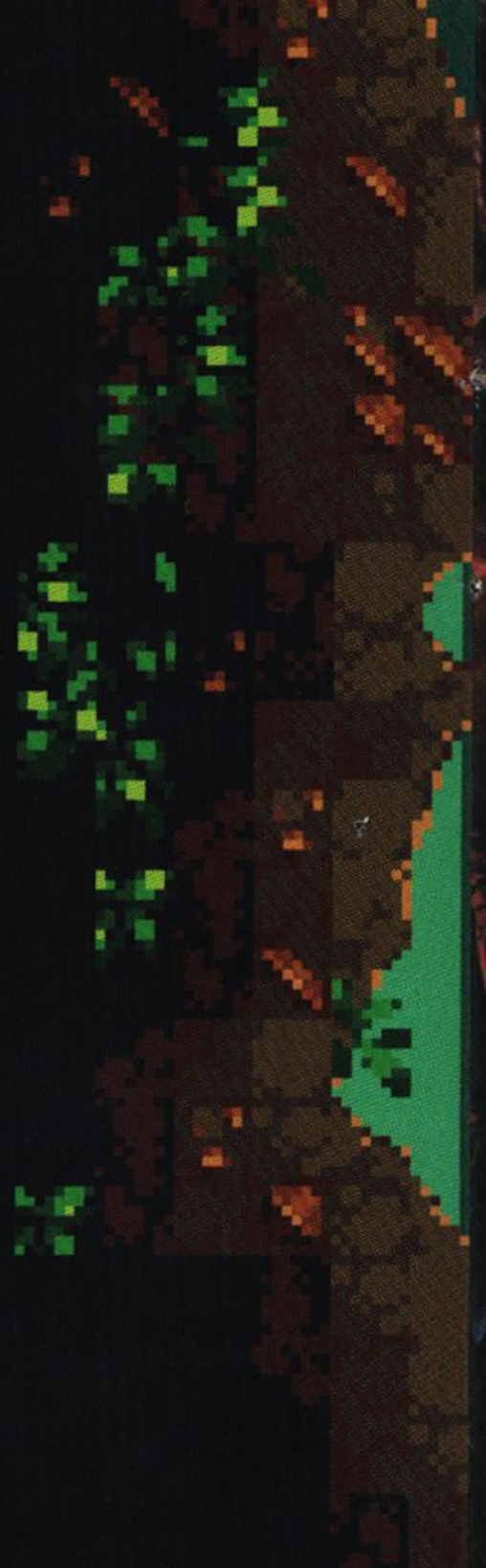
## INTRODUCTION:

TANGLEWOOD is a beautiful place during the day, home to thick green forests, vast landscapes, refreshing water pools, and a whole variety of interesting wildlife, but at night... everything changes.

Help Nymn, a youngling who is lost from home, avoid the night terrors of TANGLEWOOD and make it through to morning. TANGLEWOOD is a dangerous place to be after dark, and Nymn will taste great to the beasts that lurk in the darkness.

The smaller forest dwellers will lend Nymn their abilities in return for helping them. Nymn can fly, stop time, and even take control of his enemies with the right abilities.

Use tricks, traps, and the powers of the forest to help Nymn shake off his predators and survive another night.









## HOW TO PLAY:

Nymn is a nimble creature, lightweight and fast to react to danger. He is strong for his size, and can push or roll big objects (such as boulders or crates) to help him reach high places, or to squash an unsuspecting beast!

If the object is small enough, Nymn can also roll it towards him.

## CONTROLS DIAGRAM:





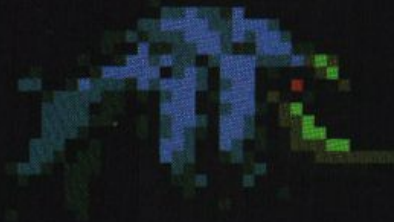
## ENEMIES:

TANGLEWOOD is a calm and tranquil place by day, but as the many suns begin to set, Nymn needs to tread carefully. Some night-time creatures appear safe at first but will turn on you, whilst others can smell you from across the forest and will hunt you down.



### Scirus

A fast and curious critter that will turn on you if cornered, the Scirus appears harmless at first sight. Be careful not to back it into a corner, else it will turn on you and give chase. If it hisses, it's too late!



### Hogg

It's not very clever, but it's certainly very sharp! The Hogg is a fast, unforgiving creature that will charge at you to impale you with its horns. Keep out of its way! It's possible to trick the Hogg into getting stuck in a wall which will buy you some time.



### Djakk

Djakks are some of the larger, more difficult to evade monsters of TANGLEWOOD. These animals were used as hunting pets in the days of old, but their masters are long gone, leaving these hungry beasts to fend for themselves. Djakks can track you by smell, but may lose you if move out of its line of sight.



### Elder

These near 1000 year old Djakks remained in their cages when their masters disappeared, and have been slowly starving to death. If you release one from its cage, expect it to be hungrier, faster, and more desperate to get hold of your tasty flesh than its younger siblings. Its sense of smell is more refined, so don't expect to lose it.



## ABILITIES:

Nymn is not alone in his quest. Some of the smaller creatures of the forest also need help getting home.

### Introducing the Fuzzl!

A tiny ball of fluff that's lost from its nest. Nobody knows where they came from, what they eat, or what they're thinking. Fuzzls harness powerful abilities, which they can share with Nymn if he helps them back to their nests. Roll a Fuzzl home, then use the A button to take its ability. If your ability runs out, you can return to the Fuzzl and press A to take it again.



#### Yellow Ability - Gliding:

A yellow Fuzzl will grant Nymn the ability to glide. Jump up then hold B to glide over large gaps, or to catch the wind and fly upwards.



#### Green Ability - Time Control:

A green Fuzzl will enable Nymn to slow down time, giving him the edge over his fast predators, or time to think in a tricky situation. Hold down B to slow time, and release to return to normal speed.



#### Blue Ability - Beast Taming:

A blue Fuzzl will help Nymn control the mind of a beast! Monsters will stop giving chase, allowing Nymn to saddle up and ride them. Walk up to the monster and tap the B button to mount it. Use the directional buttons to move, the C button to jump, or the B button to dismount. Be careful - when the ability runs out, the beast will regain consciousness!



## Fireflies:

The forest is scattered with hidden dwellings that are home to the fireflies. Collect them on your adventure, and keep them safe! View the number of fireflies collected by pressing the START button.

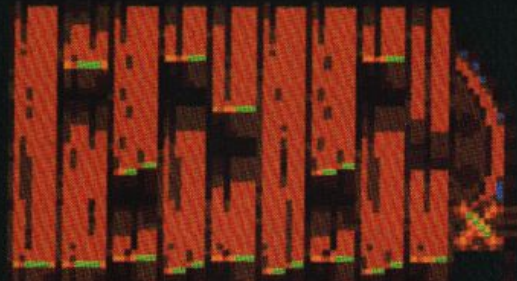


4/8  
13/168



## Flues and Mushrooms:

Getting high up into the trees is sometimes harder than it looks. Keep a lookout for flues – holes in the ground that will fling you up high, and mushrooms – they're bouncy!



## Contraptions:

Old traps, a remenant of an advanced but now extinct species can be used to reach new areas, trap a Djakk, or to avoid trouble. Some equipment requires a Fuzzl to power it, and a button to be pressed.



# XENOCRISIS

The cover art for Xenocrisis on Evercade features a central figure, a man in a green military helmet and armor, shouting and pointing forward. He is holding a large, glowing blue and yellow energy weapon. Behind him, a woman in a blue beret and uniform looks on with a determined expression. The background is dark and filled with the silhouettes of other soldiers and the faint glow of a battlefield. The overall tone is gritty and action-oriented.

EVERCADE