

FOREST SHUFFLE

DARTMOOR

APPENDIX

Including  expansion.

In this appendix, you will find a detailed description of the effects, bonuses, and points of all cards in alphabetical order. The  expansion cards are marked with the  symbol. After the name, in parentheses, each card states where it is placed (*tree, shrub, moor, left/right, top, bottom*), how many copies of it there are, and how much it costs to play. If no effects or bonuses are listed below the name, then that card has none.

Adder (*bottom, 3×, cost: 1*)

Points: The Adder scores 1 point for each  card and 1 point for each  card in your forest, including itself. If you have more than one Adder, these points are multiplied accordingly.

Example: You have 2 Adders, 1 other amphibian, and 3 mice; consequently, each Adder scores $2+1+3=6$ points, for a total of 12 points.

Adder's Tongue (*bottom, 4×, cost: 0*)

Effect: Draw a card from the deck (*not clearing*) into your hand.

Points: Each Adder's Tongue in your forest scores 3 points.

Example: You have 3 Adder's Tongues worth a total of $3\times 3=9$ points.

Alcathoe Bat (*left/right, 4×, cost: 1*)

Effect: After you pay the cost, put 2 cards from the clearing into your cave, one of which may (*but does not have to*) be the card that you have just placed there as payment. You cannot put cards from the deck or from your hand into your cave instead.

Points: Each  card in your forest scores 5 points if your forest contains at least 3 different of the six* bat species: Alcathoe Bat, Brandt's Bat, Common Noctule, Daubenton's Bat, Serotine Bat, and Whiskered Bat*. If there are less than 3 bat species in your forest, your bats score no points.

*: The expansion adds another bat species, Whiskered Bat; the base game comes with 5 different bat species.

Example: You have 2 Alcathoe Bats, 1 Brandt's Bat, and 1 Common Noctule; consequently, each bat scores 5 points, for a total of 20 points.

Ash (tree, 6×, cost: 2)

Effect: Draw a card from the deck (not clearing) into your hand.

Bonus: After you pay the cost, take a card from the clearing (not deck) into your hand, which may (but does not have to) be one of the cards that you have just placed there as payment.

Points: The Ash scores 1 point for each  tree symbol and 1 point for each  card in your forest. If a card has both symbols, that card contributes 2 points towards the Ash's score. If you have more than one Ash, these points are multiplied accordingly.

Example: You have 2 Ash trees, 5 cards with a  symbol, and 3 plants; consequently, each Ash scores $5+3=8$ points, for a total of 16 points.

Bank Vole (, bottom, 3×, cost: 1)

Bonus: After you pay the cost, put 2 cards from the clearing into your cave, one of which may (but does not have to) be the card that you have just placed there as payment. You cannot put cards from the deck or from your hand into your cave instead.

Points: Each Bank Vole in your forest scores 3 points.

Example: You have 2 Bank Voles worth a total of $2 \times 3 = 6$ points.

Barn Owl (top, 4×, cost: 2)

Effect: To carry out the effect, you must have at least one bat in your forest when you play the Barn Owl. If you do, take another turn after you complete this one, again choosing between actions A (Drawing) and B (Playing). It does not matter if you have more than one bat in your forest—you get at most one additional turn per Barn Owl you play.

Points: The Barn Owl scores 3 points for each  card in your forest. If you have more than one Barn Owl, these points are multiplied accordingly.

Example: You have 2 Barn Owls and 3 bats; consequently, each Barn Owl scores $3 \times 3 = 9$ points, for a total of 18 points.

Beautiful Demoiselle (top, 4×, cost: 0)

Points: Dragonflies of different species form a set: You score 0, 5, 10, 15, 30, and 50* points for having 1, 2, 3, 4, 5, and 6* dragonflies in your forest, respectively. Each card can only be part of one set.

*: The expansion adds another Dragonfly species, Golden-Ringed Dragonfly.

Example: You have a total of 5 dragonflies forming 2 sets: The first set comprises three dragonflies (Beautiful Demoiselle, Keeled Skimmer, Small Red Damselfly) worth 10 points; the second set comprises two dragonflies (Beautiful Demoiselle, Keeled Skimmer) worth 5 points. In total, your dragonflies score 15 points.



Beaver (bottom, 3x, cost: 2)

Effect: After you pay the cost, put all  cards from the clearing into your cave, including cards which you have just placed there as payment, (if they are trees). You may not leave any trees in the clearing. If there are none, you cannot place any into your cave. You cannot put cards from your hand into your cave instead.

Points: Each Beaver in your forest scores a number of points equal to the number of cards in your cave, regardless of how those cards got there. If you have more than one Beaver, these points are multiplied accordingly.

Example: You have 2 Beavers and 12 cards in your cave; consequently, each Beaver scores 12 points, for a total of 24 points. Note that your cave card will score an additional 12 points on its own.

Black Alder (tree, 6x, cost: 2)

Bonus: Take another turn after you complete this one, again choosing between actions A (Drawing) and B (Playing).

Points: Each Black Alder in your forest scores 5 points.

Example: You have 2 Black Alders worth a total of $2 \times 5 = 10$ points.

Black-Tailed Godwit (top, 4x, cost: 1)

Effect: You must place the Black-Tailed Godwit in a moor; you may not place it anywhere else.

Bonus: Play any card from your hand (regardless of type) face down in your forest, as a universal moor. You may not play a card from the clearing instead.

Points: If your forest has the most moors or is tied for most, each Black-Tailed Godwit in your forest will score 10 points. If you have more than one Black-Tailed Godwit, these points are multiplied accordingly. But if any other forest has more moors than yours, your Black-Tailed Godwits will score no points.

Example: You have 2 Black-Tailed Godwits and 6 moors; the other forests have 4 and 6 moors, respectively—so your forest is tied for most moors. Consequently, each of your Black-Tailed Godwits scores 10 points, for a total of 20 points.

Blanket Bog (moor, 3x, cost: 2)

Effect/Points: The Blanket Bog does not score any points by itself, but it doubles the points of all  cards placed below it.

Example: Below your Blanket Bog, you have an Adder's Tongue worth 3 points and a Greater Butterfly Orchid worth 15 points. When scoring those plants, you will get 36 points ($= 2 \times 3 + 2 \times 15$); the Blanket Bog will score no points.

Blue Ground Beetle (bottom, 4x, cost: 1)

Effect: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Blue Ground Beetle scores 1 point for each card in your forest that is below a tree, shrub, or moor, including itself. If you have more than one Blue Ground Beetle, these points are multiplied accordingly.

Example: You have 2 Blue Ground Beetles and 5 other cards below a tree, shrub, or moor; consequently, each Blue Ground Beetle scores 7 points, for a total of 14 points.

Blueberry (bottom, 4×, cost: 1)

Effect: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Blueberry scores 2 points for each different  species in your forest. If you have more than one Blueberry, these points are multiplied accordingly.

Example: You have 2 Blueberries and 4 different bird species; consequently, each Blueberry scores $4 \times 2 = 8$ points, for a total of 16 points.

Bog Asphodel (bottom, 3×, cost: 1)

Effect: You must place the Bog Asphodel in a moor; you may not place it anywhere else.

Bonus: Place a  or  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Bog Asphodel scores 1 point for each  card in your forest, including universal moors. If you have more than one Bog Asphodel, these points are multiplied accordingly.

Example: You have 2 Bog Asphodels and 6 moors; consequently, each Bog Asphodel scores 6 points, for a total of 12 points.

Brandt's Bat (left/right, 4×, cost: 1)

Effect: Reveal and put 2 cards from the deck into your cave, one after the other. If you draw the first or second winter card, place it aside and draw a replacement card from the deck; if you draw the third winter card, the game ends immediately, i.e., do not replace that winter card and do not put any more cards into your cave. You cannot put cards from the clearing or from your hand into your cave instead.

Points: Each  card in your forest scores 5 points if your forest contains at least 3 different of the six* bat species: Alcathoe Bat, Brandt's Bat, Common Noctule, Daubenton's Bat, Serotine Bat, and Whiskered Bat*. If there are less than 3 bat species in your forest, your bats score no points.

*: The expansion adds another bat species, Whiskered Bat; the base game comes with 5 different bat species.

Example: You have 2 Brandt's Bat, 1 Common Noctule, and 1 Daubenton's Bat; consequently, each bat scores 5 points, for a total of 20 points.

Buzzard (top, 4×, cost: 2)

Effect: Draw a number of cards from the deck equal to the number of  cards in your forest. You may not draw cards from the clearing instead. (Remember you may have at most 10 cards in hand.)

Points: The Buzzard scores 2 points for each  card in your forest. If you have more than one Buzzard, these points are multiplied accordingly.

Example: You have 2 Buzzards and 3 mice; consequently, each Buzzard scores $3 \times 2 = 6$ points, for a total of 12 points.

Capercaillie (left/right, 4×, cost: 1)

Effect: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Capercaillie scores 1 point for each  card in your forest. If you have more than one Capercaillie, these points are multiplied accordingly.

Example: You have 3 Capercaillies and 3 plants; consequently, each Capercaillie scores 3 points, for a total of 3x3=9 points.

Common Hazel (shrub, 4×, cost: 2)

Shrubs provide slots for one card on each of their four sides like trees, but they are not trees and do not show a tree symbol. They therefore do not interact with the Sessile Oak.

Permanent effect: From now on, whenever you play a  card, after paying its cost but before using its effect and bonus, you draw a card from the deck (not clearing) into your hand. If you have more than one Common Hazel, draw that many cards. (Remember you may have at most 10 cards in hand.)

Bonus: Play a  from your hand in your forest at no cost, without using the effect and bonus of that card. This will trigger the permanent effect of the Common Hazel. You may not play a card from the clearing instead.

Points: The Common Hazel scores no points.

Common Lizard (bottom, 3×, cost: 2)

Bonus: After you pay the cost, take a card from the clearing (not deck) into your hand, which may (but does not have to) be one of the cards that you have just placed there as payment.

Points: Each Common Lizard in your forest scores either 5 or 15 points. To score 15 points per Common Lizard, you must have at least 3 different  species in your forest, including the Common Lizard. If you have more than one Common Lizard, these points are multiplied accordingly.

Example: You have 3 different amphibians: 2 Common Lizards, 2 Warty Newts, and 1 Adder; consequently, each Common Lizard scores 15 points, for a total of 30 points.

Common Moorhen (top, 4×, cost: 1)

Effect: You must place the Common Moorhen in a moor; you may not place it anywhere else.

Points: The Common Moorhen scores 2 points for each  card in your forest. If you have more than one Common Moorhen, these points are multiplied accordingly.

Example: You have 2 Common Moorhens and 3 dragonflies; consequently, each Common Moorhen scores 3x2=6 points, for a total of 12 points.

Common Noctule (left/right, 4×, cost: 1)

Effect: After you pay the cost, take a  card from the clearing (not deck) and play it in your forest at no cost, without using the effect and bonus of that card. You may (but do not have to) take the card that you have just placed there as payment, if it is a . Skip the effect if there is no such card in the clearing. You may not play a card from hand instead.

Points: Each  card in your forest scores 5 points if your forest contains at least 3 different of the six* bat species: Alcathoe Bat, Brandt's Bat, Common Noctule, Daubenton's Bat, Serotine Bat, and Whiskered Bat*. If there are less than 3 bat species in your forest, your bats score no points.

*: The expansion adds another bat species, Whiskered Bat; the base game comes with 5 different bat species.

Example: You have 2 Common Noctules, 1 Daubenton's Bat, and 1 Serotine Bat; consequently, each bat scores 5 points, for a total of 20 points.

Common Pheasant (left/right, 4×, cost: 1)

Bonus: Play any card from your hand (regardless of type) face down in your forest, as a universal moor. You may not play a card from the clearing instead.

Points: The Common Pheasant scores 1 point for each  card and 1 point for each  card in your forest. If you have more than one Common Pheasant, these points are multiplied accordingly.

Example: You have 2 Common Pheasants, 5 cards with a  symbol, and 3 cards with a  symbol; consequently, each Common Pheasant scores $5+3=8$ points, for a total of 16 points.

Common Tormentil (, bottom, 4×, cost: 1)

Effect: You must place the Common Tormentil in a moor; you may not place it anywhere else.

Bonus: Draw a card from the deck (not clearing) into your hand.

Points: Each Common Tormentil in your forest scores 5 points.

Example: You have 2 Common Tormentils worth a total of $2 \times 5 = 10$ points.

Crab Apple (tree, 6×, cost: 1)

Bonus: After you pay the cost, take a card from the clearing (not deck) into your hand, which may (but does not have to) be the card that you have just placed there as payment.

Points: Each fully occupied Crab Apple in your forest scores 8 points. Crab Apples with at least one side lacking a card score no points.

Example: You have 3 Crab Apples, but only 2 of them are fully occupied; consequently, these 2 Crab Apples score 8 points each, for a total of 16 points. The third Crab Apple, which is not fully occupied, scores nothing.

Cuckoo (top, 4×, cost: 1)

Effect: You must place the Cuckoo atop a  or  card whose top card slot is already occupied by (at least) one other bird; you may not place it anywhere else. You may never place more than one Cuckoo at the same tree or shrub. You may not place the Cuckoo in a moor.

Points: Each Cuckoo in your forest scores 7 points.

Example: You have 2 Cuckoos worth a total of $2 \times 7 = 14$ points.

Curlew (top, 4×, cost: 1)

Effect: You must place the Curlew in a moor; you may not place it anywhere else.

Points: Each Curlew in your forest scores either 3 or 10 points. To score 10 points per Curlew, you must have at least 5 🐛 cards in your forest (which may but do not have to be different). If you have more than one Curlew, these points are multiplied accordingly.

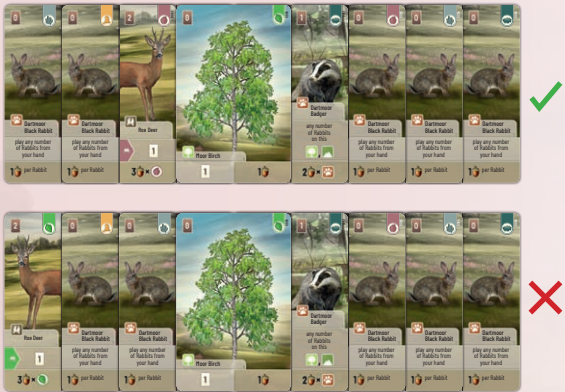
Example: You have 2 Curlews and 5 insects; consequently, Curlew scores 10 points, for a total of 20 points.

Dartmoor Badger (left/right, 5×, cost: 1)

Permanent effect: The Dartmoor Badger changes the placement rules for rabbits at that tree or shrub, allowing you to play rabbits in occupied card slots of that tree; any number of rabbits can share a slot, even with another species. The reverse is not true: Once a card slot is occupied by a rabbit, you may not place another species in that slot, but you may place additional rabbits there.

Points: The Dartmoor Badger scores 2 points for each 🐾 card in your forest, including itself. If you have more than one Dartmoor Badger, these points are multiplied accordingly.

Example: You have 2 Dartmoor Badgers and 3 additional pawed animals; consequently, each Dartmoor Badger scores $5 \times 2 = 10$ points, for a total of 20 points.



Dartmoor Black Rabbit (left/right, 11×, cost: 0)

Effect: Immediately play any number of Dartmoor Black Rabbits from your hand in your forest. Unless you have a tree with a Dartmoor Badger and place those rabbits there, each rabbit requires its own card slot. You may not play cards from the clearing instead.

Points: Each Dartmoor Black Rabbit scores a number of points equal to the total of rabbits in your forest, as shown in the following table:

# of rabbits in your forest	1	2	3	4	5	6	7	8	9	10	11
total points	1	4	9	16	25	36	49	64	81	100	121

Example: You have 5 Dartmoor Black Rabbits; consequently, each Dartmoor Black Rabbit scores 5 points, for a total of $5 \times 5 = 25$ points.

Dartmoor Pony (left/right, 4×, cost: 2)

Bonus: Play any card from your hand (regardless of type) face down in your forest, as a universal moor. You may not play a card from the clearing instead.

Points: Each Dartmoor Pony in your forest scores either 5 or 15 points. To score 15 points per Dartmoor Pony, your forest must have the most moors or be tied for most. If you have more than one Dartmoor Pony, these points are multiplied accordingly.

Example: You have 2 Dartmoor Ponies and 5 moors. No other player has more than 5 moors, so your Dartmoor Ponies score 15 points each, for a total of 30 points.

Dartmoor Sheep (left/right, 6×, cost: 2)

Effect: Draw a card from the deck (not clearing) into your hand.

Points: The Dartmoor Sheep scores 2 points for each  card in your forest, including itself. If you have more than one Dartmoor Sheep, these points are multiplied accordingly.

Example: You have 2 Dartmoor Sheep and 3 other hoofed animals; consequently, each Dartmoor Sheep scores 5×2=10 points, for a total of 20 points.

Dartford Warbler (, top, 3×, cost: 0)

Effect: Add 1  card from the clearing (not deck) to your forest at no cost, without using the effect and bonus of that card. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: Each Dartford Warbler in your forest scores 1 point.

Example: You have 2 Dartford Warblers worth a total of 2 points.

Daubenton's Bat (left/right, 4×, cost: 1)

Effect: After you pay the cost, take a  card from the clearing (not deck) and play it in your forest at no cost, without using the effect and bonus of that card. You may (but do not have to) take the card that you have just placed there as payment, if it is a . Skip the effect if there is no such card in the clearing. You may not play a card from hand instead.

Points: Each  card in your forest scores 5 points if your forest contains at least 3 different of the six* bat species: Alcatheo Bat, Brandt's Bat, Common Noctule, Daubenton's Bat, Serotine Bat, and Whiskered Bat*. If there are less than 3 bat species in your forest, your bats score no points.

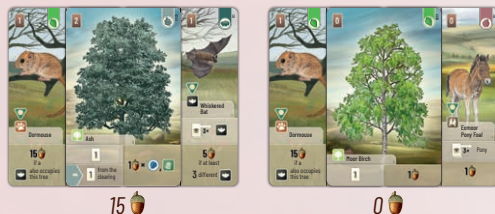
*: The expansion adds another bat species, Whiskered Bat; the base game comes with 5 different bat species.

Example: You have 2 Daubenton's Bats, 1 Serotine Bat, and 1 Alcatheo Bat; consequently, each bat scores 5 points, for a total of 20 points.

Dormouse (♥, left/right, 3x, cost: 1)

Points: Each Dormouse in your forest that is at a tree with a bat (in the opposite card slot) scores 15 points. Dormice at trees without a bat score no points.

Example: You have a tree with a Dormouse and a bat, and another one with a Dormouse and an Exmoor Pony Foal; consequently, the first Dormouse scores 15 points, the other scores no points.



Elderberry (shrub, 4x, cost: 2)

Shrubs provide slots for one card on each of their four sides like trees, but they are not trees and do not show a tree symbol. They therefore do not interact with the Sessile Oak.

Permanent effect: From now on, whenever you play a ♣ card, after paying its cost but before using its effect and bonus, you draw a card from the deck (not clearing) into your hand. If you have more than one Elderberry, draw that many cards. (Remember you may have at most 10 cards in hand.)

Bonus: Play a ♠ from your hand in your forest at no cost, without using the effect and bonus of that card. This will trigger the permanent effect of the Elderberry. You may not play a card from the clearing instead.

Points: The Elderberry scores no points.

Emerald Damselfly (top, 4x, cost: 3)

Points: Dragonflies of different species form a set: You score 0, 5, 10, 15, 30, and 50* points for having 1, 2, 3, 4, 5, and 6* dragonflies in your forest, respectively. Each card can only be part of one set.

*♥: The expansion adds another Dragonfly species, Golden-Ringed Dragonfly.

Example: You have a total of 5 dragonflies forming 2 sets: The first set comprises three dragonflies (Emerald Damselfly, Keeled Skimmer, Small Red Damselfly) worth 10 points; the second set comprises two dragonflies (Emerald Damselfly, Keeled Skimmer) worth 5 points. In total, your dragonflies score 15 points.



Exmoor Pony (♥, left/right, 3x, cost: 2)

Effect: Play any card from your hand (regardless of type) face down in your forest, as a universal moor. You may not play a card from the clearing instead.

Points: The Exmoor Pony scores 10 point for each pony in your forest. If you have more than one Exmoor Pony, these points are multiplied accordingly. The Dartmoor Pony, Exmoor Pony und Exmoor Pony Foal are all considered to be ponies.

Example: You have 2 Exmoor Ponies, 1 Dartmoor Pony and 1 Exmoor Pony Foal; consequently, each Exmoor Pony scores $4 \times 10 = 40$ points, for a total of 80 points.

Exmoor Pony Foal (, left/right, 5×, cost: 0)

Effect: Add 1 Pony (Dartmoor Pony, Exmoor Pony or Exmoor Pony Foal) from the clearing (not deck) to your forest at no cost, without using the effect and bonus of that card. If there is no such card in the clearing, add cards from the deck to the clearing until you either find a Pony or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: Each Exmoor Pony Foal in your forest scores 1 point.

Example: You have 2 Exmoor Pony Foals worth a total of 2 points.

Field Vole (left/right, 8×, cost: 0)

Effect: Draw a card from the deck (not clearing) into your hand.

Points: The Field Vole scores 1 point for each  card in your forest, including itself. If you have more than one Field Vole these points are multiplied accordingly.

Example: You have 2 Field Voles and 4 other mice; consequently, each Field Vole scores $4+2=6$ points, for a total of 12 points.

Fountainhead (moor, 3×, cost: 2)

Permanent effect: From your next turn on, whenever you play another  card (including when you place a card face down as a universal moor), after paying its cost but before using its effect and bonus, you draw a card from the deck (not clearing) into your hand. If you have more than one Fountainhead, draw that many cards. (Remember you may have at most 10 cards in hand.)

Points: The Fountainhead scores no points.

Gnat (left/right, 2×, cost: 0)

Effect: Immediately play any number of  cards from your hand in your forest at no cost, without using the effect and bonus of those cards. You may not play cards from the clearing instead.

Points: The Gnat scores 1 point for each  card in your forest. If you have more than one Gnat, these points are multiplied accordingly.

Example: You have 2 Gnats and 4 bats; consequently, each Gnat scores 4 points, for a total of 8 points.

Goat Willow (tree, 6×, cost: 1)

Bonus: Play any card from your hand (regardless of type) face down in your forest, as a universal moor. You may not play a card from the clearing instead.

Points: The Goat Willow scores 1 point for each  card in your forest (including universal moors). If you have more than one Goat Willow, these points are multiplied accordingly.

Example: You have 2 Goat Willows and 4 moors; consequently, each Goat Willow scores 4 points, for a total of 8 points.

Golden-Ringed Dragonfly (🦋, top, 4x, cost: 0)

Points: Dragonflies of different species form a set. You score 0, 5, 10, 15, 30, and 50* points for having 1, 2, 3, 4, 5, and 6* dragonflies in your forest, respectively. Each card can only be part of one set.

*🦋: The expansion adds another Dragonfly species, Golden-Ringed Dragonfly.

Example: You have a total of 5 dragonflies forming 2 sets: The first set comprises three dragonflies (Golden-Ringed Dragonfly, Beautiful Demoiselle, Small Red Damselfly) worth 10 points; the second set comprises two dragonflies (Golden-Ringed Dragonfly, Beautiful Demoiselle) worth 5 points. In total, your dragonflies score 15 points.



Gorse (🌱, shrub, 4x, cost: 2)

Shrubs provide slots for one card on each of their four sides like trees, but they are not trees and do not show a tree symbol. They therefore do not interact with the Sessile Oak.

Permanent effect: From now on, whenever you play a 🌱 card, after paying its cost, you draw a card from the deck (not clearing) into your hand. If you have more than one Gorse, draw that many cards. (Remember you may have at most 10 cards in hand.)

Bonus: Play a 🌱 from your hand in your forest at no cost but before using its effect and bonus, without using the effect and bonus of that card. This will trigger the permanent effect of the Gorse. You may not play a card from the clearing instead.

Points: The Gorse scores no points.

Grass Snake (bottom, 3x, cost: 1)

Effect: You must place the Grass Snake in a moor; you may not place it anywhere else.

Bonus: Play a 🐍 card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: Each Grass Snake in your forest scores 5 points.

Example: You have 2 Grass Snakes worth a total of $2 \times 5 = 10$ points.

Greater Butterfly Orchid (bottom, 3x, cost: 1)

Bonus: Play a 🌱 card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: Each Greater Butterfly Orchid in your forest scores either 3 or 15 points. To score 15 points per Greater Butterfly Orchid, you must have at least 5 different 🌱 species in your forest, including the Greater Butterfly Orchid. If you have more than one Greater Butterfly Orchid, these points are multiplied accordingly.

Example: You have 2 Greater Butterfly Orchids and a total of 5 different plant species; consequently, each Greater Butterfly Orchid scores 15 points, for a total of 30 points.

Greater Wood-Rush (♣, bottom, 3×, cost: 1)

Effect: After you pay the cost, add 1  card from the clearing to your forest at no cost, without using the effect and bonus of that card. It may (*but doesn't have to*) be the card that you have just placed there as payment if it is a . If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: Each Greater Wood-Rush in your forest scores 3 points.

Example: You have 2 Greater Wood-Rush worth a total of $2 \times 3 = 6$ points.

Grey Heron (top, 4×, cost: 1)

Effect: You must place the Grey Heron in a moor; you may not place it anywhere else.

Points: Each Grey Heron in your forest scores 8 points.

Example: You have 2 Grey Herons worth a total of $2 \times 8 = 16$ points.

Grey Wagtail (♣, top, 3×, cost: 1)

Effect: You must place the Grey Wagtail in a moor; you may not place it anywhere else.

Bonus: After you pay the cost, take a card from the clearing (*not deck*) into your hand, which may (*but does not have to*) be the card that you have just placed there as payment.

Points: The Grey Wagtail scores 1 point for each ♣ card in your forest, including itself. If you have more than one Grey Wagtail, these points are multiplied accordingly.

Example: You have 2 Grey Wagtails and 4 other Exmoor cards; consequently, each Grey Wagtail scores $2 + 4 = 6$ points, for a total of 12 points.

Harvest Mouse (♣, top, 3×, cost: 1)

Points: The Harvest Mouse scores 1 point for each  card in your forest. If you have more than one Harvest Mouse, these points are multiplied accordingly.

Example: You have 2 Harvest Mice and 4 bird cards; consequently, each Harvest Mouse scores 4 points, for a total of 8 points.

Heather (bottom, 4×, cost: 0)

Points: The Heather scores 1 point for each  card in your forest. If you have more than one Heather, these points are multiplied accordingly.

Example: You have 2 Heathers and 3 insects; consequently, each Heather scores 3 points, for a total of 6 points.

High Coastal Heath (♣, moor, 3×, cost: 2)

Effect/Points: The High Coastal Heath does not score any points by itself, but it doubles the points of all  cards placed atop it.

Example: Atop your High Coastal Heath, you have a Grey Wagtail worth 3 points and a Peregrine Falcon worth 6 points. When scoring those birds, you will get 18 points ($= 2 \times 3 + 2 \times 6$); the High Coastal Heath will score no points.

Holly (♥, shrub, 4×, cost: 2)

Shrubs provide slots for one card on each of their four sides like trees, but they are not trees and do not show a tree symbol. They therefore do not interact with the Sessile Oak.

Permanent effect: From now on, whenever you play a ♠ card, after paying its cost but before using its effect and bonus, you draw a card from the deck (not clearing) into your hand. If you have more than one Holly, draw that many cards. (Remember you may have at most 10 cards in hand.)

Bonus: Play a ♠ from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead. This will trigger the permanent effect of the Holly.

Points: The Holly scores no points.

Keeled Skimmer (top, 4×, cost: 0)

Points: Dragonflies of different species form a set: You score 0, 5, 10, 15, 30, and 50* points for having 1, 2, 3, 4, 5, and 6* dragonflies in your forest, respectively. Each card can only be part of one set.

*♥: The expansion adds another Dragonfly species, Golden-Ringed Dragonfly.

Example: You have a total of 5 dragonflies forming 2 sets: The first set comprises three dragonflies (Keeled Skimmer, Beautiful Demoiselle, Small Red Damselfly) worth 10 points; the second set comprises two dragonflies (Keeled Skimmer, Beautiful Demoiselle) worth 5 points. In total, your dragonflies score 15 points.



Lake Fly (left/right, 3×, cost: 0)

Effect: Play a ♠ card from your hand in your forest at no cost and use its effect. You may not play a card from the clearing instead. (This effect explicitly allows you to use the effect of that bat.)

Points: The Lakefly scores 1 point for each ♠ card in your forest. If you have more than one Lake Fly, these points are multiplied accordingly.

Example: You have 2 Lake Flies and 4 bats; consequently, each Lake Fly scores 4 points, for a total of 8 points.

Lowland Heath (moor, 3×, cost: 2)

Bonus: Play a ♠ card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Lowland Heath scores 2 points for each ♠ card in your forest. If you have more than one Lowland Heath, these points are multiplied accordingly.

Example: You have 2 Lowland Heaths and 3 amphibians; consequently, each Lowland Heath scores 3×2=6 points, for a total of 12 points.

Meadow Pipit (top, 4×, cost: 1)

Points: Its value depends on the number of different ♠ species in your forest: If you have just the Meadow Pipit, each will score 1 point. If you have at least 2, 4, or 6 different bird species, including the Meadow Pipit, each Meadow Pipit will score 3, 6, or 10 points, respectively. If you have more than one Meadow Pipit, these points are multiplied accordingly.

Example: You have 2 Meadow Pipits and a total of 4 different bird species (Grey Heron, Nuthatch, Treecreeper, and Meadow Pipit); consequently, each Meadow Pipit scores 6 points, for a total of 12 points.

Meadowsweet (bottom, 4×, cost: 1)

Bonus: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: Each Meadowsweet in a moor scores 5 points; Meadowsweets at a tree or shrub score no points.

Example: You have 3 Meadowsweets, but only 2 of them are in a moor; consequently, these 2 Meadowsweets score 5 points each, for a total of 10 points. The third Meadowsweet, which is not in a moor, scores nothing.

Moor Birch (tree, 6×, cost: 0)

Effect: Draw a card from the deck (not clearing) into your hand.

Points: Each Moor Birch in your forest scores 1 point.

Example: You have 3 Moor Birches worth a total of 3 points.

Moor Frog (bottom, 3×, cost: 1)

Effect: You must place the Moor Frog in a moor; you may not place it anywhere else.

Bonus: Play any card from your hand (regardless of type) face down in your forest, as a universal moor. You may not play a card from the clearing instead.

Points: Each Moor Frog in your forest scores 8 points if you have at least 5 moors (which may but do not have to be different). If you have more than one Moor Frog, these points are multiplied accordingly. But if you have less than 5 moors in your forest, your Moor Frogs score no points.

Example: You have 2 Moor Frogs and 5 moors; consequently, each Moor Frog scores 8 points, for a total of 16 points.

Mountain Bumblebee (, left/right, 3×, cost: 0)

Effect: Take a  card from the clearing (not deck) and play it in your forest at no cost, without using the effect and bonus of that card. Skip the effect if there is no such card in the clearing. You may not play a card from hand instead.

Points: The Mountain Bumblebee scores 2 points for each  card in your forest. If you have more than one Mountain Bumblebee, these points are multiplied accordingly.

Example: You have 2 Mountain Bumblebees and 2 shrubs; consequently, each Mountain Bumblebee scores $2 \times 2 = 4$ points, for a total of 8 points.

Natterjack Toad (, bottom, 4×, cost: 0)

Effect: Add 1  card from the clearing (not deck) to your forest at no cost, without using the effect and bonus of that card. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: Each Natterjack Toad in your forest scores 1 point.

Example: You have 2 Natterjack Toads worth a total of 2 points.

Nuthatch (left/right, 4×, cost: 2)

Bonus: Take another turn after you complete this one, again choosing between actions A (*Drawing*) and B (*Playing*).

Points: Each Nuthatch in your forest whose tree or shrub is fully occupied scores 10 points. Nuthatches at trees or shrubs with at least one card slot lacking a card score no points.

Example: You have 3 Nuthatches, but only 2 of them are at a fully occupied tree or shrub; consequently, these 2 Nuthatches score 10 points each, for a total of 20 points. The third Nuthatch, whose tree is not fully occupied, scores nothing.

Otter (bottom, 4×, cost: 2)

Effect: Draw a card from the deck (not clearing) into your hand.

Points: The Otter scores 3 points for each  card in your forest. If you have more than one Otter, these points are multiplied accordingly.

Example: You have 2 Otters and 3 amphibians; consequently, each Otter scores $3 \times 3 = 9$ points, for a total of 18 points.

Peregrine Falcon (, top, 3×, cost: 2)

Effect: After you pay the cost, add 1  card from the clearing to your forest at no cost, without using the effect and bonus of that card. It may (*but doesn't have to*) be one of the cards that you have just placed there as payment if it is a . If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 5 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: The Peregrine Falcon scores 1 point for each  card in your forest. If you have more than one Peregrine Falcon, these points are multiplied accordingly.

Example: You have 2 Peregrine Falcons and 4 mouse cards; consequently, each Peregrine Falcon scores 4 points, for a total of 8 points.

Pied Flycatcher (, top, 3×, cost: 1)

Effect: After you pay the cost, add 1  card from the clearing to your forest at no cost, without using the effect and bonus of that card. It may (*but doesn't have to*) be the card that you have just placed there as payment if it is a . If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: Each Pied Flycatcher in your forest scores 4 points.

Example: You have 2 Pied Flycatchers worth a total of $2 \times 4 = 8$ points.

Red Ruby Devons (♥, left/right, 4x, cost: 1)

Effect: Play a 🌿 card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Red Ruby Devons scores 1 point for each 🌿 card in your forest. If you have more than one Red Ruby Devons, these points are multiplied accordingly.

Example: You have 2 Red Ruby Devons and 6 plant cards; consequently, each Red Ruby Devons scores 6 points, for a total of 12 points.

Rhôs Pasture (moor, 3x, cost: 2)

Bonus: Draw a card from the deck (not clearing) into your hand.

Points: The Rhôs Pasture scores 2 points for each 🐾 card in your forest. If you have more than one Rhôs Pasture, these points are multiplied accordingly.

Example: You have 2 Rhôs Pastures and 3 hoofed animals; consequently, each Rhôs Pasture scores $3 \times 2 = 6$ points, for a total of 12 points.

Ring Cairn (♥, moor, 3x, cost: 2)

Permanent effect: From your next turn on, whenever you play a ♥ card, after paying its cost but before using its effect and bonus, you draw a card from the deck (not clearing) into your hand. If you have more than one Ring Cairn draw that many cards. (Remember you may have at most 10 cards in hand.)

Points: The Ring Cairn scores no points.

Rivulet (moor, 3x, cost: 2)

Points: The Rivulet scores 2 points for each 🦋 tree symbol in your forest. If you have more than one Rivulet, these points are multiplied accordingly.

Example: You have 2 Rivulets and 5 cards with a 🦋 symbol; consequently, each Rivulet scores $5 \times 2 = 10$ points, for a total of 20 points.

Roe Deer (left/right, 5x, cost: 2)

Bonus: Draw a card from the deck (not clearing) into your hand.

Points: The Roe Deer scores 3 points for each tree symbol in your forest matching and including its own (🍎/🌿/🍃/🍇/🦋). Note that each Roe Deer has a different tree symbol.

Example: You have the depicted Roe Deer and 4 other cards with the 🍎 symbol; consequently, that Roe Deer scores $5 \times 3 = 15$ points.



Royal Fern (bottom, 4×, cost: 1)

Bonus: Take another turn after you complete this one, again choosing between actions A (Drawing) and B (Playing).

Points: The Royal Fern scores 2 points for each different 🌿 species in your forest, including itself. If you have more than one Royal Fern in your forest, these points are multiplied accordingly.

Example: You have 2 Royal Ferns and a total of 4 different plants; consequently, each Royal Fern scores $4 \times 2 = 8$ points, for a total of 16 points.

Serotine Bat (left/right, 4×, cost: 1)

Effect: After you pay the cost, take a card from the clearing (not deck) into your hand, which may (but does not have to) be the card that you have just placed there as payment.

Points: Each 🦇 card in your forest scores 5 points if your forest contains at least 3 different of the six* bat species: Alcathe Bat, Brandt's Bat, Common Noctule, Daubenton's Bat, Serotine Bat, and Whiskered Bat*. If there are less than 3 bat species in your forest, your bats score no points.

*🍀: The expansion adds another bat species, Whiskered Bat; the base game comes with 5 different bat species.

Example: You have 2 Serotine Bats, 1 Alcathe Bat, and 1 Brandt's Bat; consequently, each bat scores 5 points, for a total of 20 points.

Sessile Oak (tree, 6×, cost: 1)

Points: The Sessile Oak scores 1 point for each 🌳 card and 1 point for each 🌱 card in your forest, including itself. If you have more than one Sessile Oak in your forest, these points are multiplied accordingly.

Example: You have 2 Sessile Oaks, 3 other trees, and 1 shrub; consequently, each Sessile Oak scores $2 + 3 + 1 = 6$ points, for a total of 12 points.

Shrew (left/right, 5×, cost: 0)

Bonus: For each 🐭 card in your forest, reveal and put 1 card from the deck into your cave, one after the other. If you draw the first or second winter card, place it aside and draw a replacement card from the deck; if you draw the third winter card, the game ends immediately, i.e., do not replace that winter card and do not put any more cards into your cave. You cannot put cards from the clearing or from your hand into your cave instead.

Points: Each Shrew in your forest scores 1 point.

Example: You have 3 Shrews worth a total of 3 points.

Small Red Damselfly (top, 4×, cost: 0)

Points: Dragonflies of different species form a set: You score 0, 5, 10, 15, 30, and 50* points for having 1, 2, 3, 4, 5, and 6* dragonflies in your forest, respectively. Each card can only be part of one set.

*: The expansion adds another Dragonfly species, Golden-Ringed Dragonfly.

Example: You have a total of 5 dragonflies forming 2 sets: The first set comprises three dragonflies (Small Red Damselfly, Emerald Damselfly, Keeled Skimmer) worth 10 points; the second set comprises two dragonflies (Small Red Damselfly, Emerald Damselfly) worth 5 points. In total, your dragonflies score 15 points.



Smooth Snake (, bottom, 3×, cost: 1)

Effect: After you pay the cost, add 1  card from the clearing to your forest at no cost, without using the effect and bonus of that card. It may (*but doesn't have to*) be the card that you have just placed there as payment if it is a . If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: The Smooth Snake scores 1 point for each  tree symbol card in your forest. (*If applicable, including itself.*) If you have more than one Smooth Snake, these points are multiplied accordingly.

Example: You have 2 Smooth Snakes and 5 cards with a  symbol; consequently, each Smooth Snake scores 5 points, for a total of 10 points.

Southern Damselfly (top, 4×, cost: 0)

Points: Dragonflies of different species form a set: You score 0, 5, 10, 15, 30, and 50* points for having 1, 2, 3, 4, 5, and 6* dragonflies in your forest, respectively. Each card can only be part of one set.

*: The expansion adds another Dragonfly species, Golden-Ringed Dragonfly.

Example: You have a total of 5 dragonflies forming 2 sets: The first set comprises three dragonflies (Southern Damselfly, Keeled Skimmer, Small Red Damselfly) worth 10 points; the second set comprises two dragonflies (Southern Damselfly, Keeled Skimmer) worth 5 points. In total, your dragonflies score 15 points.



Sundew (, bottom, 2×, cost: 0)

Effect: You must place the Sundew in a moor; you may not place it anywhere else.

Points: The Sundew scores 1 point for each  card in your forest. If you have more than one Sundew, these points are multiplied accordingly.

Example: You have 2 Sundews and 4 insect cards; consequently, each Sundew scores 4 points, for a total of 8 points.

Tarr Steps (, Moor, 3×, Kosten: 2)

Effekt: After you pay the cost, add 3  cards from the clearing to your forest at no cost, without using the effect and bonus of those cards. It may (*but don't have to*) be the cards that you have just placed there as payment if they are . If there are no such cards in the clearing, add cards from the deck to the clearing until you either find 3 with the  or have drawn 7 cards. If there are still no such cards in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: The Tarr Steps scores no points.

Tor (moor, 3×, cost: 2)

Permanent effect: From now on, whenever you play a  card, after paying its cost but before using its effect and bonus, you draw a card from the deck (*not clearing*) into your hand. If you have more than one Tor, draw that many cards. (*Remember you may have at most 10 cards in hand.*)

Points: The Tor scores no points.

Treecreeper (left/right, 4×, cost: 2)

Effect: Draw a card from the deck (*not clearing*) into your hand.

Points: Each Treecreeper in your forest scores 5 points.

Example: You have 2 Treecreepers worth a total of $2 \times 5 = 10$ points.

Valley Mire (moor, 3×, cost: 2)

Bonus: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Valley Mire scores 2 points for each  card in your forest. If you have more than one Valley Mire, these points are multiplied accordingly.

Example: You have 2 Valley Mires and 3 insects; consequently, each Valley Mire scores $3 \times 2 = 6$ points, for a total of 12 points.

Warrens (moor, 3×, cost: 2)

Bonus: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Warrens score 2 points for each  card in your forest. If you have more than one Warrens card, these points are multiplied accordingly.

Example: You have 2 Warrens and 3 pawed animals; consequently, each Warrens card scores $3 \times 2 = 6$ points, for a total of 12 points.

Warty Newt (bottom, 3x, cost: 1)

Effect: You must place the Warty Newt in a moor; you may not place it anywhere else.

Points: All your Warty Newts form a set: You get 5, 15, and 25 points for having 1, 2, and 3 Warty Newts in your forest, respectively.

Example: You have all 3 Warty Newts worth a total of 25 points.

Water Soldiers (bottom, 4x, cost: 0)

Permanent effect: From now on, any number of dragonflies (of any species) can share a slot atop a tree, shrub, or moor with Water Soldiers. Consequently, in a moor with Water Soldiers, you can have any number of dragonflies and one additional non-dragonfly species at the top. On a tree or bush, the first dragonfly must be placed according to the regular rules; i.e., a card slot must be available for it. If the slot above is already occupied by another card (e.g., a bird), no dragonflies can be placed there, despite the Water Soldiers.

Points: The Water Soldiers score 2 points for each  card in your forest. If you have more than one Water Soldiers card, these points are multiplied accordingly.

Example: You have 2 Water Soldiers and 6 dragonflies; consequently, each Water Soldiers card scores $6 \times 2 = 12$ points, for a total of 24 points.

Waxcap Grassland (, moor, 3x, cost: 2)

Effect: After you pay the cost, add 2  cards from the clearing to your forest at no cost, without using the effect and bonus of those cards. It may (but don't have to) be the cards that you have just placed there as payment if they are . If there are no such cards in the clearing, add cards from the deck to the clearing until you either find 2 with the  or have drawn 5 cards. If there are still no such cards in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: The Waxcap Grassland scores no points.

Wet Woodland (moor, 3x, cost: 2)

Points: The Wet Woodlands scores 2 points for each  card in your forest, including itself and your universal moors. If you have more than one Wet Woodlands card, these points are multiplied accordingly.

Example: You have 2 Wet Woodlands and 3 other moors; consequently, each Wet Woodlands card scores $5 \times 2 = 10$ points, for a total of 20 points.

Wheatear (top, 4×, cost: 1)

Effect: For each  card in your forest (including universal moors), reveal and put 1 card from the deck into your cave, one after the other. If you draw the first or second winter card, place it aside and draw a replacement card from the deck; if you draw the third winter card, the game ends immediately, i.e., do not replace that winter card and do not put any more cards into your cave. You cannot put cards from the clearing or from your hand into your cave instead.

Points: Each Wheatear in a moor scores 5 points; Wheatears at a tree or shrub score no points.

Example: You have 3 Wheatears, but only 2 of them are in a moor; consequently, these 2 Wheatears score 5 points each, for a total of 10 points. The third Wheatear, which is not in a moor, scores nothing.

Whiskered Bat (, left/right, 4×, cost: 1)

Effect: After you pay the cost, add 1  card from the clearing to your forest at no cost, without using the effect and bonus of that card. It may (but doesn't have to) be the card that you have just placed there as payment if it is a . If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 with the  or have drawn 3 cards. If there is still no such card in the clearing, you get nothing from this effect. You may not play a card from hand instead.

Points: Each  card in your forest scores 5 points if your forest contains at least 3 different of the six* bat species: Alcatheo Bat, Brandt's Bat, Common Noctule, Daubenton's Bat, Serotine Bat and Whiskered Bat*. If there are less than 3 bat species in your forest, your bats score no points.

*: The expansion adds another bat species, Whiskered Bat; the base game comes with 5 different bat species.

Example: You have 2 Whiskered Bats, 1 Brandt's Bat, and 1 Common Noctule; consequently, each bat scores 5 points, for a total of 20 points.

Wood Mouse (left/right, 5×, cost: 1)

Bonus: Play a  card from your hand in your forest at no cost, without using the effect and bonus of that card. You may not play a card from the clearing instead.

Points: The Wood Mouse scores 1 point for each  card in your forest, including itself. If you have more than one Wood Mouse in your forest, these points are multiplied accordingly.

Example: You have 2 Wood Mouse cards and 4 other mice; consequently, each Wood Mouse scores $2+4=6$ points, for a total of 12 points.

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