











FOREST SHUFFLE

APPENDIX

Including  and  Expansion as well as the new and rare cards from the  expansion.



The following provides detailed explanations of the **effects, bonuses, and point values** of all **cards** in **alphabetic order**. The ,  and  expansion cards are marked with the ,  and  symbol. Each entry features, in parenthesis beside the name, where the card is placed in the forest (*tree, left/right, top, bottom*), its frequency in the deck, and the cost to play the card. If an entry does not mention an effect or bonus, then that card does not have one.

Alpine Marmot (, left/right, 4×, cost: 1)

Points: The Alpine Marmot scores 3 points for each different  type in your forest. If you have more than one Alpine Marmot, these points are multiplied accordingly.

Example: You have 2 Alpine Marmots and 3 different plant species in total; consequently, each Alpine Marmot scores $3 \times 3 = 9$ points, for a total of 18 points.

Alpine Newt (, bottom, 3×, cost: 1)



Bonus: Play a  card and/or a  card from your hand into 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 Alpine Newt scores 2 points for each  card in your forest. If you have more than one Alpine Newt, these points are multiplied accordingly.

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

Barbastelle Bat (left/right, 3×, cost: 1)


Points: Each bat in your forest scores 5 points if your forest contains at least 3 different of the 6* bat species: Barbastelle Bat, Bechstein's Bat, Brown Long-Eared Bat, Common Pipistrelle*, Greater Horseshoe Bat, and Savi's Pipistrelle*. If there are less than 3 bat species in your forest, your bats score no points.

* , : The expansions add another two bat species, Common Pipistrelle and Savi's Pipistrelle; the base game comes with 4 different bat species.

Example: You have 2 Barbastelle Bats, 1 Brown Long-Eared Bat, and 1 Greater Horseshoe Bat; consequently, each bat scores 5 points, for a total of 20 points.

Barn Owl (, top, 2x, cost: 2)

Effect: You only get the effect if you have at least one bat in your forest. Take another turn after you complete this one, again choosing between actions A (*Drawing*) and B (*Playing*).

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.




Bearded Vulture (, top, 3x, cost: 1)


Effect: After you pay for the Bearded Vulture, put 2 cards from the clearing into your cave. You cannot put cards from the deck or from your hand into your cave instead.

Points: Each Bearded Vulture scores a number of points equal to the number of cards in your cave. If you have more than one Bearded Vulture, these points are multiplied accordingly.

Example: You have 2 Bearded Vultures and 12 cards in your cave; consequently, each Bearded Vulture scores 12 points, for a total of 24 points. Note that your cave scores an additional 12 points on its own.

Bee Swarm (, left/right, 3x, cost: 1)



Effect: Place all cards from the clearing with the , , or  symbol into your cave - this can include the card with which you paid for the Bee Swarm. You cannot put cards from the deck or from your hand into your cave instead.

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

Example: You have 2 Bee Swarms and 6 plants; consequently, each Bee Swarm scores 6 points, for a total of 12 points.

Bechstein's Bat (left/right, 3x, cost: 1)

Points: Each bat in your forest scores 5 points if your forest contains at least 3 different of the 6* bat species: Barbastelle Bat, Bechstein's Bat, Brown Long-Eared Bat, Common Pipistrelle*, Greater Horseshoe Bat, and Savi's Pipistrelle*. If there are less than 3 bat species in your forest, your bats score no points.

* , : The expansions add another two bat species, Common Pipistrelle and Savi's Pipistrelle; the base game comes with 4 different bat species.

Example: You have 2 Bechstein's Bats, 1 Brown Long-Eared Bat, and 1 Barbastelle Bat; consequently, each bat scores 5 points, for a total of 20 points.

Beech (tree, 10×, cost: 1)

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

Points: Each Beech in your forest scores 5 points if your forest contains at least 4 Beeches. If there are less than 4 Beeches in your forest, your Beeches score no points. Violet Carpenter Bees at Beeches increase the total of Beeches you have (see *Violet Carpenter Bee*). The following table shows the possible point totals for Beeches:

# of Beeches in your forest	1	2	3	4	5	6	7	8	9	10
total points	0	0*	0**	20	25	30	35	40	45	50

*10 points if you placed at least two Violet Carpenter Bees at your Beeches

**15 points if you placed at least one Violet Carpenter Bee at a Beech

Beech Marten (left/right, 5×, cost: 1)

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

Points: The Beech Marten scores 5 points for each fully occupied tree in your forest. If you have more than one Beech Marten, these points are multiplied accordingly. Reminder: a tree is considered fully occupied if there is at least one card on each of its four sides.


Example: You have 2 Beech Martens and 3 fully occupied trees; consequently, each Beech Marten scores 3×5=15 points, for a total of 30 points.



Birch (tree, 10× resp. 11×*, cost: 0)


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

Points: Each Birch in your forest scores 1 point.

*: The expansion adds another birch, Moor Birch, for a total of 11.

Example: You have 3 Birches scoring a total of 3 points.

Black Trumpet (, bottom, 2×, 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 Black Trumpet, draw that many cards. (Remember you may have at most 10 cards in hand.)

Points: The Black Trumpet scores no points.

Blackthorn (🌿, 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 following cards: Sycamore, Great Spotted Woodpecker, Oak, Violet Carpenter Bee, Moss, Parasol Mushroom, Chanterelle, Red Deer, European Fat Dormouse, Beech Marten, Penny Bun, Wood Ant, and Wild Strawberries.

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 Blackthorn, draw that many cards. (Remember you may have at most 10 cards in hand.)

Bonus: Play a 🐦 card from your hand into 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 Blackthorn scores no points.

Blackberries (🌿, bottom, 3×, cost: 0)

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

Example: You have 2 Blackberries and 2 other plants; consequently, each Blackberry scores $4 \times 2 = 8$ points, for a total of 16 points.

Blueberry (🌿, bottom, 2×, cost: 1)

Effect: Play a 🌿 card from your hand into 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 🐦 type in your forest. If you have more than one Blueberry, these points are multiplied accordingly.

Example: You have 1 Blueberry and 4 different bird species in total; consequently, the Blueberry scores $4 \times 2 = 8$ points.

Brimstone (🦋, top, 1×, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* 🦋, 🦋: The expansions add another two butterfly species, Phoebus Apollo and Map Butterfly.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Brimstone, Peacock Butterfly, Purple Emperor) scoring 6 points; the second set comprises two butterflies (Peacock Butterfly, Purple Emperor) scoring 3 points. Consequently, you score a total of 9 points for butterflies.



Brown Bear (left/right, 3×, cost: 3)

Effect: After you pay the cost, remove all cards from the clearing and put them into your cave, including the cards with which you paid for the Brown Bear. You cannot put cards from the deck or from your hand into your cave instead.


Bonus: Draw a card from the deck (not clearing) into your hand and take another turn after you complete this one, again choosing between actions A (Drawing) and B (Playing).

Points: The Brown Bear scores no points, but each card in your cave scores 1 point.

Example: There are 8 cards in the clearing when you play the Brown Bear. As payment, you place 3 cards from your hand in the clearing. Then you move the 11 cards from the clearing in your cave. At the end of the game, these cards will score 11 points.


Brown Long-Eared Bat (left/right, 3×, cost: 1)

Points: Each bat in your forest scores 5 points if your forest contains at least 3 different of the 6* bat species: Barbastelle Bat, Bechstein's Bat, Brown Long-Eared Bat, Common Pipistrelle*, Greater Horseshoe Bat, and Savi's Pipistrelle*. If there are less than 3 bat species in your forest, your bats score no points.

* : The expansions add another two bat species, Common Pipistrelle and Savi's Pipistrelle; the base game comes with 4 different bat species.

Example: You have 2 Brown Long-Eared Bats, 1 Bechstein's Bat, and 1 Barbastelle Bat; consequently, each bat scores 5 points, for a total of 20 points.


Bullfinch (top, 4×, cost: 1)

Points: Each  card in your forest scores 2 points. If you have more than one Bullfinch, these points are multiplied accordingly.

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

Camberwell Beauty (top, 4×, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* : The expansions add another three butterfly species, Phoebus Apollo, Map Butterfly and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Camberwell Beauty, Peacock Butterfly, Purple Emperor) scoring 6 points; the second set comprises two butterflies (Camberwell Beauty, Peacock Butterfly) scoring 3 points. Consequently, you score a total of 9 points for butterflies.



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

Effect: Play a 🌿 card from your hand into 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 Capercaillie and 3 plants in total; consequently, each Capercaillie scores 3 points, for a total of 9 points.

Cardinal (👤, top, 1×, cost: 1)

Effect: Draw a number of cards from the deck (not clearing) equal to the current number of 🌲 cards in your forest. You may not draw cards from the clearing instead. (Observe the hand size limit of 10 cards.)

Points: Each Cardinal in your forest scores 5 points.

Example: You have 1 Cardinal scoring a total of 5 points.

Chaffinch (top, 4×, cost: 1)

Points: Each Chaffinch in your forest atop a Beech scores 5 points. Chaffinches atop a different tree species score no points.

Example: You have 3 Chaffinches of which 2 are atop Beeches. Consequently, these 2 Chaffinches score 5 points each, for a total of 10 points.

Chamois (🌲, left/right, 3×, cost: 1)

Points: The Chamois scores 3 points for each card in your forest showing the same tree symbol as the Chamois (🌲 / 🌲 / 🌲), itself included. Note that each Chamois shows a different tree symbol.

Example: You have the depicted Chamois and 3 other cards showing the 🌲 symbol; consequently, this Chamois scores a total of 4×3=12 points.



Chanterelle (bottom, 2× resp. 3×*, 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 Chanterelle, draw that many cards. (Remember you may have at most 10 cards in hand.)

Points: The Chanterelle scores no points.

*👤: The expansion adds another Chanterelle, for a total of 3.

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 following cards: Sycamore, Great Spotted Woodpecker, Oak, Violet Carpenter Bee, Moss, Parasol Mushroom, Chanterelle, Red Deer, European Fat Dormouse, Beech Marten, Penny Bun, Wood Ant, and Wild Strawberries.

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 🐦 card from your hand into 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 Common Hazel scores no points.

Common Pipistrelle (🦇, left/right, 3×, cost: 1)

Points: Each bat in your forest scores 5 points if your forest contains at least 3 different of the 6* bat species: Barbastelle Bat, Bechstein's Bat, Brown Long-Eared Bat, Common Pipistrelle, Greater Horseshoe Bat, and Savi's Pipistrelle*. If there are less than 3 bat species in your forest, your bats score no points.

* 🦇: The expansion adds another bat species, Savi's Pipistrelle; the base game comes with 4 different bat species.

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

Common Raven (🦉, above, 2×, cost: 1)

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

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

Example: You have 2 Common Ravens scoring a total of 10 points.

Common Toad (🐸, bottom, 6×, cost: 0)

Permanent effect: If you play another Common Toad on a later turn, you can place it in the same card slot as this one. At most two Common Toads may share a card slot.

Points: Each Common Toad in your forest that shares a card slot with another Common Toad scores 5 points. A single Common Toad in a card slot scores no points.

Example: You have 3 Common Toads of which 2 share the same card slot. Consequently, these 2 Common Toads score 5 points each, for a total of 10 points.




10 🐸

Crane Fly ( left/right, 3×, cost: 1)



Effect: Play any number of bats from your hand into your forest at no cost. You may not play cards from the clearing instead.

Bonus: After you pay the cost, take all bats that are in the clearing into your hand.

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

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

Cuckoo (, top, 1×, cost: 1)

Effect: You can only play the Cuckoo if there is already another bird atop the  or  on which it is placed. With the Cuckoo, there are a total of two cards atop this tree.

Points: Each Cuckoo in your forest scores 7 points.

Example: You have 1 Cuckoo scoring a total of 7 points.

Digitalis (, bottom, 4×, cost: 0)

Points: You score points for different plants: you score 1, 3, 6, 10, or 15 points for having 1, 2, 3, 4, or 5 different plants in your forest, respectively. If you have more than one Digitalis, these points are multiplied accordingly.

Example: You have 2 Digitalis and 4 different plant species in total; consequently, each Digitalis scores 10 points, for a total of 20 points.

Douglas Fir (tree, 7×, cost: 2)

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

Points: Each Douglas Fir in your forest scores 5 points.

Example: You have 3 Douglas Firs scoring a total of 3×5=15 points.

Edelweiss (, bottom, 2×, cost: 1)

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


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


Points: Each Edelweiss in your forest scores 3 points.

Example: You have 2 Edelweiss scoring a total of 6 points.

Elderberry (, 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 following cards: Sycamore, Great Spotted Woodpecker, Oak, Violet Carpenter Bee, Moss, Parasol Mushroom, Chanterelle, Red Deer, European Fat Dormouse, Beech Marten, Penny Bun, Wood Ant, and Wild Strawberries.

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  card from your hand into 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 Elderberry scores no points.

Elk (, left/right, 1×, cost: 3)

Bonus: Take another turn after you complete this one, again choosing between actions A (Drawing) and B (Playing). On your next turn, draw a card from the deck (not clearing) into your hand.

Points: The Elk scores 2 points for each tree sapling in your forest and for each card in your forest showing one of the tree symbols on the Elk (, , itself included.

Example: You have 1 Elk, 4 tree saplings and 5 other cards showing the  or  symbol; consequently, the Elk scores $4 \times 2 = 8$ and $6 \times 2 = 12$ points, for a total of 20 points.


Eurasian Jay (top, 4×, cost: 1)

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


Points: Each Eurasian Jay in your forest scores 3 points.

Example: You have 3 Eurasian Jays scoring a total of $3 \times 3 = 9$ points.

European Badger (left/right, 4× resp. 5×*, cost: 1)

Bonus: Play a  card from your hand into 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 European Badger in your forest scores 2 points.

*: The expansion adds another European Badger, for a total of 5.

Example: You have 2 European Badgers scoring a total of $2 \times 2 = 4$ points.

European Bison (🌳, left/right, 3× resp. 4×*, cost: 3)

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

Points: The European Bison scores 2 points for each card in your forest showing one of the tree symbols on the European Bison (🌳, 🌳), itself included. If you have more than one European Bison these points are multiplied accordingly.

*🌳: The expansion adds another European Bison, for a total of 4.

Example: You have 2 European Bison and 5 other cards showing the 🌳 or 🌳 symbol; consequently, each European Bison scores $7 \times 2 = 14$ points, for a total of 28 points.

European Fat Dormouse (left/right, 4×, cost: 1)

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

Example: You have a tree with a European Fat Dormouse and a bat, and another one with a European Fat Dormouse and a Roe Deer; consequently, the first European Fat Dormouse scores 15 points, the other scores no points.



European Hare (left/right, 11×, cost: 0)

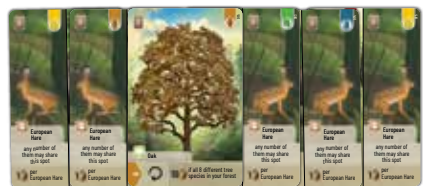
Permanent effect: If you play another European Hare on a later turn, you can place it in the same card slot as this one. Any number of European Hares may share a card slot. (If you play a European Hare via the 🐾 effect, you may place it at a spot already containing one or more European Hares.)

Points: Each European Hare in your forest scores a number of points equal to the total number of Hares* in your forest. The following table shows the possible point totals for Hares:


# of Hares 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	...

*🐾: The Mountain Hares from the expansion and the base game European Hares are scored together (see Mountain Hare).

Example: You have 5 European Hares, all sharing the slots to the left and right of an Oak: 2 on the left, 3 on the right; consequently, each European Hare scores 5 points, for a total of $5 \times 5 = 25$ points.



European Larch (, tree, 7×, cost: 1)

Bonus: Play a  card from your hand into 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 European Larch in your forest scores 3 points.

Example: You have 3 European Larches scoring a total of $3 \times 3 = 9$ points.

Eurasian Magpie (, top, 3×, 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.

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 Eurasian Magpie in your forest scores 3 point.

Example: You have 2 Eurasian Magpies scoring a total of 6 points.

European Polecat (, left/right, 3×, cost: 2)


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

Points: Each European Polecat in your forest that is **alone** on a tree or shrub scores 10 points. If there are cards at the top, bottom, left or right of this tree or shrub, the European Polecat scores no points.

Example: You have 2 European Polecats of which 1 is alone on a tree. Consequently, only 1 European Polecat scores points, for a total of 10 points.

European Wildcat (, left/right, 3×, 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: The European Wildcat scores 1 point for each  card in your forest, including itself. If you have more than one European Wildcat, these points are multiplied accordingly.

Example: You have 2 European Wildcats and 6 other Woodland Edge cards; consequently, each European Wildcat scores 8 points, for a total of 16 points.

Fallow Deer (*left/right, 4×, cost: 2*)

Bonus: Draw two cards from the deck.

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

Example: You have 2 Fallow Deer and 2 other cloven-hoofed animals; consequently, each Fallow Deer scores $4 \times 3 = 12$ points, for a total of 24 points.


Fireflies (bottom, 4× resp. 5×*, cost: 0)

Points: All your Fireflies form a set: you score 0, 10, 15, or 20 points for having 1, 2, 3, or 4 Fireflies in your forest.


*: The expansion adds another Firefly, Say's Firefly, for a total of 5. If you have 5 Fireflies in your forest, you still score a total of 20 points.

Example: You have 3 Fireflies scoring a total of 15 points.

Fire Salamander (bottom, 3× resp. 4×*, cost: 1)


Bonus: Play a  card from your hand into 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: All your Fire Salamanders form a set: you score 5, 15, or 25 points for having 1, 2, or 3 Fire Salamanders in your forest, respectively.

*: The expansion adds another Fire Salamander, for a total of 4. If you have 4 Fire Salamanders in your forest, you still score a total of 25 points.

Example: You have 3 Fire Salamanders scoring a total of 25 points.

Fly Agaric (bottom, 2×, 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 Fly Agaric, draw that many cards. (*Remember you may have at most 10 cards in hand.*)

Points: The Fly Agaric scores no points.


Genet (, left/right, 1×, cost: 1)


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

Points: Each Genet in your forest scores 5 points.

Example: You have 1 Genet scoring a total of 5 points.

Gentian (, bottom, 3×, cost: 0)

Effect: Play a  card from your hand into 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 Gentian scores 3 points for each  card in your forest. If you have more than one Gentian, these points are multiplied accordingly.

Example: You have 2 Gentians and 4 Butterflies in total; consequently, each Gentian scores $4 \times 3 = 12$ points, for a total of 24 points.

Gnat (left/right, 3× resp. 4×*, cost: 0)

Effect: Play any number of bats from your hand into your forest at no cost. You may not play a card from the clearing instead. If you have one or more Common Hazels in your forest, you must first play your bats before drawing cards for them via Common Hazel.

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

* 🦋: The expansion adds another Gnat, for a total of 4.

Example: You have 2 Gnats and 4 bats; consequently, each Gnat scores $4 \times 1 = 4$ points, for a total of 8 points.

Golden Eagle (🦅, above, 3×, cost: 1)

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

Example: You have 2 Golden Eagles as well as 5 pawed animals and 3 amphibians; consequently, each Golden Eagle scores 8 points, for a total of 16 points.

Goshawk (🦅, top, 4×, cost: 2)

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

Example: You have 2 Goshawks and 2 other birds; consequently, each Goshawk scores $4 \times 3 = 12$ points, for a total of 24 points.

Great Green Bush-Cricket (🦗, bottom, 3×, cost: 1)

Effect: Play a 🦋 card from your hand into 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 Great Green Bush-Cricket scores 1 point for each 🦗 card in your forest, including itself. If you have more than one Great Green Bush-Cricket, these points are multiplied accordingly.

Example: You have 2 Great Green Bush-Crickets and 4 other insects; consequently, each Great Green Bush-Cricket scores 6 points, for a total of 12 points.

Greater Horseshoe Bat (left/right, 3×, cost: 1)

Points: Each bat in your forest scores 5 points if your forest contains at least 3 different of the 6* bat species: Barbastelle Bat, Bechstein's Bat, Brown Long-Eared Bat, Common Pipistrelle*, Greater Horseshoe Bat, and Savi's Pipistrelle*. If there are less than 3 bat species in your forest, your bats score no points.

* 🦋, 🦋: The expansions add another two bat species, Common Pipistrelle and Savi's Pipistrelle; the base game comes with 4 different bat species.

Example: You have 2 Greater Horseshoe Bats, 1 Brown Long-Eared Bat, and 1 Barbastelle Bat; consequently, each bat scores 5 points, for a total of 20 points.

Great Spotted Woodpecker (top, 4×, cost: 1)

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

Points: Each Great Spotted Woodpecker in your forest scores 10 points if your forest contains the most trees (or is tied for most), including any tree saplings. Violet Carpenter Bees in your forest increase the total of trees in it (see *Violet Carpenter Bee*). If you have more than one Great Spotted Woodpecker, these points are multiplied accordingly. But if any other forest contains more trees than yours, your Great Spotted Woodpeckers score no points.

Example: You have 2 Great Spotted Woodpeckers and 10 trees in your forest; the other forests contain 9 and 10 trees, respectively. Consequently, your forest is tied for most trees, so each Great Spotted Woodpecker in it scores 10 points, for a total of 20 points.

Hedgehog (bottom, 3×, cost: 1)

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

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

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

Horse Chestnut (tree, 11×, cost: 1)

Points: All your Horse Chestnuts form a set: you score 1, 4, 9, 16, 25, or 36 points for having exactly 1, 2, 3, 4, 5, or 6 Horse Chestnuts; if you have 7 or more Horse Chestnuts, you score 49 points. Violet Carpenter Bees at Horse Chestnuts increase the total of Horse Chestnuts you have (see *Violet Carpenter Bee*).

Example: You have 3 Horse Chestnuts scoring a total of 9 points.



Large Tortoiseshell (top, 4×, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* 🦋, 🦋, 🦋: The expansions add another three butterfly species, Phoebus Apollo, Map Butterfly and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Large Tortoiseshell, Peacock Butterfly, Purple Emperor) scoring 6 points; the second set comprises two butterflies (Large Tortoiseshell, Peacock Butterfly) scoring 3 points. Consequently, you score a total of 9 points for butterflies.



Linden (tree, 9×, cost: 1)

Points: Each Linden Tree in your forest scores 1 point. If your forest contains the most Linden Trees (or is tied for most), your Linden Trees score 3 points each instead. Violet Carpenter Bees at Linden Trees increase the number of Linden Trees you have (see *Violet Carpenter Bee*).

Example: You have 3 Linden Trees and no one has more Lindens than you; consequently, each Linden Tree scores 3 points, for a total of 9 points.

Lynx (left/right, 6×, cost: 1)

Points: Each Lynx in your forest scores 10 points if your forest contains at least 1 Roe Deer. If you have more than one Lynx, these points are multiplied accordingly. But if there is no Roe Deer in your forest, your Lynxes score no points.

Example: You have 3 Lynxes and 1 Roe Deer; consequently, each Lynx scores 10 points, for a total of 30 points.

Map Butterfly (🦋, top, 4×, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

*🦋, 🦋: The expansion adds another two butterfly species, Phoebus Apollo and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Map Butterfly, Peacock Butterfly, Purple Emperor) scoring 6 points; the second set comprises two butterflies (Map Butterfly, Peacock Butterfly) scoring 3 points. Consequently, you score a total of 9 points for butterflies.



Marsh Cinquefoil (🌿, bottom, 1×, cost: 1)

Points: You score points for the number of trees in your forest. If you have 0-5 trees, you score 15 points, if you have 6-10 trees you score 7 points and if you have 11 or more trees you score 3 points.

Example: You have 7 trees in your forest; consequently, the Marsh Cinquefoil scores 7 points.

Mistletoe (🌲, top, 1×, cost: 1)

Effect: Flip the tree, on which you placed the Mistletoe, to the back, so that it shows a tree sapling. It counts as a tree sapling for the rest of the game. After that play a 🌲 card from your hand into 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 Mistletoe scores 1 point for each 🌲 card in your forest.

Example: You have 1 Mistletoe and 4 plants; consequently, the Mistletoe scores a total of 4 points.

Mole (bottom, 2x, cost: 2)

Effect: If you have a Parasol Mushroom and/or Fly Agaric in your forest when playing the Mole, carry out the effect of those mushrooms first. (*If by doing so you draw the 3rd winter card, the game ends immediately.*) Only then carry out the effect of the Mole by playing any number of additional cards from hand as follows:

1. Decide which of your current cards in hand you want to play via the effect of the Mole.
2. Pay the combined printed cost of all cards that you want to play and place them in your forest, according to the normal rules. Keep track of which cards you pay with matching tree symbols (*for the bonus of those cards*).
3. Then carry out the effects and bonuses of the played cards, one after the other, in an order of your choice. For each card, proceed as follows: If you have mushrooms that trigger on playing that card, carry out their permanent effects first. Afterward, first carry out the effect of the played card and then its bonus, if any. If at any point during this you draw the 3rd winter card, the game ends immediately.
4. New cards that you get from the effects and bonuses of the played cards are irrelevant for the Mole: you may not play them via the Mole nor may you use them to pay for the played cards.
5. If you gain any additional turns from the effects and bonuses of the played cards, keep track of how many you gain and take them one after the other, after you complete this turn.

Special case: Even if you play the second Mole via the first, carry out the effects of the second Mole when it is its turn in the order of played cards. Cards played via the second Mole will be carried out before any cards played via the first Mole that are yet to be carried out. When carrying out the second Mole, you can play and use cards drawn from effects of the cards played via the first Mole. After you finish carrying out the cards played via the second Mole, carry on with the remaining cards played via the first Mole.

Points: The Mole scores no points.

Moss (bottom, 3x, cost: 0)

Points: Each Moss in your forest scores 10 points if your forest contains at least 10 trees, including any tree saplings. Violet Carpenter Bees in your forest increase the total of trees in it (*see Violet Carpenter Bee*). If you have more than one Moss, these points are multiplied accordingly. But if there are less than 10 trees in your forest, your Mosses score no points.

Example: You have 2 Mosses, 9 trees, and 1 tree sapling in your forest; consequently, each Moss scores 10 points, for a total of 20 points.

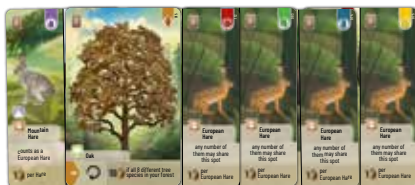
Mountain Hare (🐰, left/right, 3×, cost: 0)

Effect: The Mountain Hare counts as a European Hare (*as far as scoring is concerned*), but it does not share its spot at a tree with any other card.

Points: Mountain Hares and European Hares are scored together. Each Hare in your forest scores a number of points equal to the total number of Hares in your forest. The following table shows the possible point totals for Hares:

# of Hares 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: All your European Hares share the spot to the left of an Oak tree. In addition to the 4 European Hares, you also have a Mountain Hare. Consequently, each Hare is worth 5 points, for a total of $5 \times 5 = 25$ points.



Nightingale (🦉, top, 3×, cost: 1)

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

Points: Each Nightingale in your forest atop a shrub scores 5 points. Nightingales atop a tree score no points.

Example: You have 2 Nightingales of which 1 is atop a shrub. Consequently, only 1 Nightingale scores points, for a total of 5 points.

Oak (tree, 7×, cost: 2)

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

Points: Each Oak in your forest scores 10 points if your forest contains (*at least*) 8 different tree species: Beech, Birch, Douglas Fir, European Larch*, Horse Chestnut, Linden Tree, Oak, Silver Fir, Stone Pine, Sycamore and/or Palm Tree*. If you have more than one Oak, these points are multiplied accordingly. But if you have 7 or fewer tree species in your forest, your Oaks score no points.

* 🐰, 🌴: European Larch, Stone Pine and Palm Tree come with the expansions.

Example: You have 2 Oaks and 6 other tree species, consequently, your Oaks score no points. If you had one more tree species, your Oaks would score $2 \times 10 = 20$ points.

Palm Tree (🌴, tree, 1×, cost: 1)

Bonus: Play a 🐦 card from your hand into 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 Palm Tree scores 1 point for each 🐦 card in your forest.

Example: You have 1 Palm Tree and 4 birds; consequently, the Palm Tree scores a total of 4 points.


Parasol Mushroom (bottom, 2x, cost: 2)

Permanent effect: From your next turn on, whenever you play a card below a tree, 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 Parasol Mushroom, draw that many cards. (Remember you may have at most 10 cards in hand.) When you play the second Parasol Mushroom, however, you only draw one card—for the first Parasol Mushroom.

Points: The Parasol Mushroom scores no points.

Peacock Butterfly (top, 4x, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* : The expansions add another three butterfly species, Phoebus Apollo, Map Butterfly and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Peacock Butterfly, Purple Emperor, Camberwell Beauty) scoring 6 points; the second set comprises two butterflies (Peacock Butterfly, Purple Emperor) scoring 3 points. Consequently, you score a total of 9 points for butterflies.



Penny Bun (bottom, 2x, cost: 2)

Permanent effect: From your next turn on, whenever you play a card atop a tree, 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 Penny Bun, draw that many cards. (Remember you may have at most 10 cards in hand.)

Points: The Penny Bun scores no points.

Phoebus Apollo (, top, 4x, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* : The expansion adds another two butterfly species, Map Butterfly and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Peacock Butterfly, Phoebus Apollo, Purple Emperor) scoring 6 points; the second set comprises two butterflies (Peacock Butterfly, Phoebus Apollo) scoring 3 points. Consequently, you score a total of 9 points for butterflies.



Pond Turtle (bottom, 2×, cost: 2)




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

Points: Each Pond Turtle in your forest scores 5 points.

Example: You have 2 Pond Turtles scoring a total of $2 \times 5 = 10$ points.

Purple Emperor (top, 4×, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* , , : The expansions add another three butterfly species, Phoebus Apollo, Map Butterfly and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Purple Emperor, Peacock Butterfly, Camberwell Beauty) scoring 6 points; the second set comprises two butterflies (Purple Emperor, Peacock Butterfly) scoring 3 points. Consequently, you score a total of 9 points for butterflies.




Raccoon (left/right, 4×, cost: 1)




Effect: After you pay for the Raccoon, put any number of your remaining cards in hand into your cave and draw the according number of cards from the deck. You may opt not to put any cards in the cave. However, you may not put cards from the clearing into the cave instead, and you cannot draw cards from the clearing instead.

Points: The Raccoon scores no points, but each card in your cave scores 1 point.

Example: You have 8 cards in hand when you play the Raccoon. After you pay for it, you put 5 of the remaining 6 cards in your hand in your cave. At the end of the game, these cards will score 5 points.

Red Deer (left/right, 5×, cost: 2)

Bonus: Play a  card from your hand into 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 Deer scores 1 point for each  card and each  card in your forest. If you have more than one Red Deer, these points are multiplied accordingly. (Note that tree saplings also show the  symbol, thus increasing the value of the Red Deer.)

Example: You have 2 Red Deer, 7 trees, and 4 plants; consequently, each Red Deer scores $7 + 4 = 11$ points, for a total of 22 points.

Red Fox (left/right, 5× resp. 6×*, cost: 2)

Effect: Draw a number of cards from the deck (not clearing) equal to the current number of Hares in your forest. (Observe the hand size limit of 10 cards.)**

Points: The Red Fox scores 2 points for each Hare in your forest. If you have more than one Red Fox, these points are multiplied accordingly. (There are 11 European Hares in the game.)**

* : The expansion adds another fox, Arctic Fox, for a total of 6.

** : The Mountain Hares are included.

Example: You have 2 Red Foxes and 3 Hares; consequently, each Red Fox scores $3 \times 2 = 6$ points, for a total of 12 points.

Red Panda  left/right, 1×, cost: 1)

Effect: Shuffle all discarded cards and put 10 of them face down on top of the draw pile. Cards lying in the clearing are not shuffled.

Points: Each Red Panda in your forest scores 2 points.

Example: You have 1 Red Panda scoring a total of 2 points.


Red Squirrel (top, 4×, cost: 0)

Points: Each Red Squirrel in your forest atop an Oak scores 5 points. Red Squirrels atop a different tree species score no points.

Example: You have 3 Red Squirrels of which 2 are atop Oaks. Consequently, these 2 Red Squirrels score 5 points each, for a total of 10 points.

Robin  top, 1×, cost: 1)






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


Points: The Robin scores 1 point for each  card in your forest.

Example: You have 1 Robin and 4 insects; consequently, the Robin scores a total of 4 points.

Roe Deer (left/right, 5×, cost: 2)

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

Points: The Roe Deer scores 3 points for each card in your forest showing the same tree symbol as the Roe Deer ( /  /  /  / ), itself included. Note that each Roe Deer shows a different tree symbol.

Example: You have the depicted Roe Deer and 4 other cards showing the  symbol; consequently, this Roe Deer scores a total of $5 \times 3 = 15$ points.



Sable  left/right, 1×, cost: 1)

Points: The Sable scores 3 point for each  card in your forest.

Example: You have 1 Sable and 4 pawed animals; consequently, each Sable scores $4 \times 3 = 12$ points.

Savi's Pipistrelle (🦇, left/right, 3x, cost: 1)

Points: Each bat in your forest scores 5 points if your forest contains at least 3 different of the 6* bat species: Barbastelle Bat, Bechstein's Bat, Brown Long-Eared Bat, Common Pipistrelle*, Greater Horseshoe Bat, and Savi's Pipistrelle. If there are less than 3 bat species in your forest, your bats score no points.

* 🦇: The expansion adds another bat species, Common Pipistrelle; the base game comes with 4 different bat species.

Example: You have 2 Savi's Pipistrelle, 1 Bechstein's Bat, and 1 Barbastelle Bat; consequently, each bat scores 5 points, for a total of 20 points.

Silver Fir (🌲, 6x resp. 7x*, cost: 2)

Effect*: When the 3rd winter card is revealed and the 0 Christmas Tree is in your forest, you may **once** shuffle the winter card back among the remaining cards of the draw pile. When the 3rd winter card is revealed again, the game ends immediately.

Bonus: Play a 🐾 card from your hand into 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 Silver Fir scores 2 points for each card in its card slots. Normally, a Silver Fir scores a maximum of 8 points unless there are multiple Common Toads and/or European Hares sharing one of its card slots—these additional cards also increase the value by 2 points each.


* 🌲: The expansion adds another fir, 0 Christmas Tree, with a new effect, for a total of 7.

Example: You have 2 Silver Firs, one with 5 and another with 3 cards in its card slots; consequently, your Silver Firs score 5x2=10 points and 3x2=6 points, respectively, for a total of 16 points.



Silver-Washed Fritillary (top, 4×, cost: 0)

Points: Butterflies of different species form a set: you score 0, 3, 6, 12, 20, 35, 55 or 80* points for having 1, 2, 3, 4, 5, 6, 7 or 8* different butterflies in your forest, respectively. Each card can only be part of one set.

* : The expansions add another three butterfly species, Phoebus Apollo, Map Butterfly and Brimstone.

Example: You have a total of 5 butterflies forming 2 sets. The first set comprises three butterflies (Silver-Washed Fritillary, Peacock Butterfly, Purple Emperor) scoring 6 points; the second set comprises two butterflies (Silver-Washed Fritillary, Peacock Butterfly) scoring 3 points. Consequently, you score a total of 9 points for butterflies.




Squeaker (left/right, 4× resp. 7×*, cost: 0)


Points: Each Squeaker in your forest scores 1 point.

* : The expansion adds 3 new squeakers, for a total of 7.

Example: You have 2 Squeakers scoring a total of 2 points.

Stag Beetle (bottom, 2×, cost: 2)

Bonus: Play a  card from your hand into 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 Stag Beetle scores 1 point for each  card in your forest. If you have more than one Stag Beetle, these points are multiplied accordingly.

Example: You have 2 Stag Beetles and 7  cards; consequently, each Stag Beetle scores 7 points, for a total of 14 points.

Steinbock (, left/right, 3×, cost: 3)


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

Points: Each Steinbock in your forest scores 10 points.

Example: You have 2 Steinbocks scoring a total of 20 points.

Stinging Nettle (, bottom, 3×, cost: 0)

Permanent effect: From now on any number of butterflies (of any species) can share a spot on the tree or shrub this Stinging Nettle is attached to. The first butterfly must be placed on this tree or shrub according to the regular rules, i.e. a card spot must be available for it. If the spot at the top is already occupied by another card (e.g. a bird), no butterflies can be played here despite the Stinging Nettle.

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

Example: You have 2 Stinging Nettles and 6 butterflies; consequently, each Stinging Nettle scores $2 \times 6 = 12$ points, for a total of 24 points.

Stone Pine (, tree, 7×, cost: 2)


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

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

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

Example: You have 3 Stone Pines and 4 other Alpine cards; consequently, each Stone Pine scores 7 points, for a total of 21 points.

Sycamore (tree, 6×, cost: 2)

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

Example: You have 2 Sycamores, 7 other trees, and 1 tree sapling; consequently, each Sycamore scores 10 points, for a total of 20 points.

Tawny Owl (top, 4×, cost: 2)

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


Bonus: Draw two cards from the deck (not clearing) into your hand.

Points: Each Tawny Owl in your forest scores 5 points.

Example: You have 2 Tawny Owls scoring a total of $2 \times 5 = 10$ points.

Tree Ferns (bottom, 3×, cost: 1)

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

Points: The Tree Ferns scores 6 points for each  card in your forest. If you have more than one Tree Ferns, these points are multiplied accordingly.

Example: You have 2 Tree Ferns and 3 amphibians; consequently, each Tree Ferns scores $3 \times 6 = 18$ points, for a total of 36 points.


Tree Frog (bottom, 3×, cost: 0)

Points: The Tree Frog scores 5 points for each Gnat in your forest. If you have more than one Tree Frog, these points are multiplied accordingly.

Example: You have 2 Tree Frogs and 2 Gnats; consequently, each Tree Frog scores $2 \times 5 = 10$ points, for a total of 20 points.

Troll (, left/right, 1×, cost: 1)

Effect: Draw 1 card from each other player's hand, starting with the player to your left, and place it in the clearing.

Points: The Troll scores 1 point for each  card in your forest.

Example: You have 1 Troll and 7 trees; consequently, the Troll scores a total of 7 points.

Turkey Oak (🌳, tree, 1×, cost: 1)

The symbol of the Turkey Oak equals the tree symbol of the Oak from the base game.

Points: The Turkey Oak scores 1 point for each 🌳 card in your forest.

Example: You have 1 Turkey Oak and 4 cloven-hoofed animals; consequently, the Turkey Oak scores a total of 4 points.

Violet Carpenter Bee (🐝, left/right, 4×, cost: 1)

Effect: Whenever the number of trees of a certain species is required, each Violet Carpenter Bee at a tree of that species increases that number by 1. There are only five cards for which the Violet Carpenter Bee is relevant at all:

- **Beech:** Beeches do not score points unless you have at least 4 of them. For instance, 3 Beeches and a Violet Carpenter Bee at one of them count as 4 Beeches. Consequently, the 3 Beeches score 5 points each, for a total of 15 points (*see Beech*). You do not score 5 points for the Violet Carpenter Bee, because it is no Beech.
- **Horse Chestnut:** Horse Chestnuts form a set whose value depends on the total number of Horse Chestnuts in your forest; a Violet Carpenter Bee at a Horse Chestnut increases that value. For instance, 2 Horse Chestnuts and a Violet Carpenter Bee at each of them score 16 points (*because you count 4 Horse Chestnuts*); without the Violet Carpenter Bees, the set would score only 4 points (*see Horse Chestnut*).
- **Linden:** Linden score 3 points each (*instead of 1 point each*) if you have the most; Violet Carpenter Bees can help you with that.

Example: Anna has 3 Linden, Boris has 2 Linden and Caro 2 Linden with 2 Violet Carpenter Bees at them. Caro counts 4 Linden and has therefore the most. Consequently, Anna scores 3 points for Linden, Boris 2 points, and Caro $2 \times 3 = 6$ points. The Violet Carpenter Bees do not score additional points, because they are no Linden, but they have helped Caro score more points for her Linden.

- **Great Spotted Woodpecker** and **Moss:** The values of these cards depend on the total number of trees in your forest; your Violet Carpenter Bees increase that number.

In all other cases, consider this **counter example**: You have 3 Oaks and a Violet Carpenter Bee at one of them, and all eight tree species. When it comes to how many Oaks you have, you would count 4 Oaks; regardless, you score only $3 \times 10 = 30$ points for them (*see Oak*), because the Violet Carpenter Bee is no Oak.

Points: The Violet Carpenter Bee scores no points.

Water Vole (🐹, bottom, 2× resp. 3×*, cost: 2)

Effect: If you have a Parasol Mushroom and/or Fly Agaric in your forest when playing the Water Vole, carry out the effect of those mushrooms first. (If by doing so you draw the 3rd winter card, the game ends *immediately*.) Only then carry out the effect of the Water Vole by playing any number of cards from hand as tree saplings as follows:

1. Place all cards you want to play as tree saplings into your forest.
2. For every tree sapling played this way, draw the top card from the deck and place it in the clearing according to the normal rules. If by doing so you draw the 3rd winter card, the game ends *immediately*.
3. If you have one or more Chanterelles in your forest, carry out their permanent effects for every tree sapling you just played. Cards you receive this way have no further relevance for this Water Vole. If during this you draw the 3rd winter card, the game ends *immediately*.

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

Points: The Water Vole scores no points.

*🐹: The expansion adds another Water Vole, for a total of 3.

White Stork (🦆, left/right, 1×, cost: 1)

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

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

Example: You have 1 White Stork, 4 insects, and 3 amphibians; consequently, the White Stork scores $4+3=7$ points.

Wild Boar (🐷, left/right, 5×, cost: 2)

Points: Each Wild Boar in your forest scores 10 points if your forest contains at least 1 Squeaker. If you have more than one Wild Boar, these points are multiplied accordingly. But if there is no Squeaker in your forest, your Wild Boar score no points.

Example: You have 2 Wild Boar and 1 Squeaker; consequently, each Wild Boar scores 10 points, for a total of 20 points.

Wild Boar (♀) (🐷, left/right, 3×, cost: 2)

Effect: After you pay the cost, put all cards from the clearing into the game box.

Bonus: Play a squeaker from your hand into your forest without paying its cost. You may not play a card from the clearing instead.

Points: The Wild Boar (♀) scores 10 points for each squeaker in your forest. If you have more than one Wild Boar (♀), these points are multiplied accordingly.

Example: You have 2 Wild Boar (♀) and 2 squeakers; consequently, each Wild Boar (♀) scores $2 \times 10 = 20$ points, for a total of 40 points.

Wild Strawberries (bottom, 3×, cost: 0)

Points: Each Wild Strawberries in your forest scores 10 points if your forest contains (at least) 8 different tree species: Beech, Birch, Douglas Fir, European Larch*, Horse Chestnut, Linden Tree, Oak, Silver Fir, Stone Pine*, and/or Sycamore. If you have more than one Wild Strawberry, these points are multiplied accordingly. But if you have 7 or fewer tree species in your forest, your Wild Strawberries score no points.

* : European Larch and Stone Pine come with the expansion.

Example: You have 2 Wild Strawberries and 8 different tree species; consequently, each Wild Strawberry scores 10 points, for a total of 20 points.


Wild Tulip  (bottom, 1×, cost: 0)

Points: Each Wild Tulip in your forest scores 3 points.

Example: You have 1 Wild Tulip scoring a total of 3 points.


Whinchat  (top, 1×, cost: 1)

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


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

Example: You have 1 Whinchat and 4 plants; consequently, the Whinchat scores a total of 4 points.

Wolf (left/right, 4×, cost: 3)

Effect: Draw a number of cards from the deck (not clearing) equal to the current number of  cards in your forest. (Observe the hand size limit of 10 cards.)

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

Points: The Wolf scores 5 points for each  card in your forest. If you have more than one Wolf, these points are multiplied accordingly.

Example: You have 2 Wolves and 3 deer; consequently, each Wolf scores 3×5=15 points, for a total of 30 points.

Wood Ant (bottom, 3×, cost: 1)

Points: The Wood Ant scores 2 points for each card in the bottom card slot of a tree, including itself. If you have more than one Wood Ant, these points are multiplied accordingly.

Example: You have 2 Wood Ants and 5 other cards at the bottom of a tree; consequently, each Wood Ant scores 7×2=14 points, for a total of 28 points.

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