FOREST SHUFFLE
SMOKY MOUNTAINS
APPENDIX

In this appendix, you will find a detailed description of the effects, bonuses, and points of all cards in alphabetical order. 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.

Bald Eagle *(top, 4×, cost: 3; must be placed in a river or on a tree with a river)*

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 does not have to)* be one of the cards that you have just placed there as payment *(if it is a card)*. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card 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 your hand instead.

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

Points: Each Bald Eagle scores either 10 points or 30 points. To score 30 points per Bald Eagle, you must have at least 5 cards in your forest.

__Example:__ You have 2 Bald Eagles and 5 fish; consequently, each Bald Eagle scores 30 points, for a total of 60 points. If you had only 4 fish, each Bald Eagle would score 10 points, for a total of 20 points.

Basswood *(tree, 6×, cost: 1)*

Points: The Basswood scores 2 points for each tree symbol on itself and any cards attached to it. Cards below a universal river attached to the Basswood also count *(if they have the symbol)*.

__Example:__ You have 2 Basswoods, one with and one without a universal river. The Basswood without a universal river has 4 cards showing the symbol attached to it, and the Basswood with a river has 5 cards showing the symbol attached to it. Consequently, your Basswoods score 5×2=10 and 6×2=12 points, respectively, for a total of 22 points.



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Beaver *(left/right, 3×, cost: 1; must be placed at a tree with a river)*

Effect: After you pay the cost, place 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: The Beaver 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 5 cards in your cave; consequently, each Beaver scores 5 points, for a total of 10 points. Note that your cave card will score an additional 5 points on its own.*

Black Bear *(left/right, 4×, cost: 3)*

Effect: Place any card from your hand *(regardless of type)* face down in your forest, on its own, as a universal river; you cannot add that river to a tree. You may not play a card from the clearing instead.

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

Points: Each Black Bear scores either 10 points or 30 points. To score 30 points per Black Bear, there must be 2 cards at the same tree as the Black Bear. *(Consequently, make sure there is a river below that tree to even be able to score 30 points in the first place. Remember, you may not retroactively add a river to a tree via an effect like the Black Bear's.)*

> ***Example:*** *You have one tree with a Black Bear and 2 fish and another tree with a Black Bear and 1 fish. Consequently, the Black Bear at the first tree scores 30 points and the Black Bear at the second tree scores 10 points, for a total of 40 points.*



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Black Gum *(tree, 6×, cost: 1)*

Points: The Black Gum scores 1 point for each *(named and universal)* river in your forest. If you have more than one Black Gum, these points are multiplied accordingly.

> ***Example:*** *You have 2 Black Gums and 3 rivers; consequently, each Black Gum scores 3 points, for a total of 6 points.*

Blue Mistflower *(bottom, 3×, cost: 0)*

Effect: Take 1 card from the clearing *(not deck)* into your hand.

Points: Each Blue Mistflower in your forest scores 2 points.

> ***Example:*** *You have 2 Blue Mistflowers worth a total of 2×2=4 points.*

Bobcat *(left/right, 4×, cost: 3)*

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 with this.

Bonus: After you pay the cost, take 1 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 Bobcat scores either 10 points or 30 points. To score 30 points per Bobcat, you must have at least 5 cards in your forest.

> ***Example:*** *You have 2 Bobcats and 5 birds; consequently, each Bobcat scores 30 Points, for a total of 60 points. If you had only 4 birds, each Bobcat would score 10 points, for a total of 20 points.*

Brook Trout *(bottom, 4×, cost: 2; must be placed in a river)*

Bonus: Place any card from your hand *(regardless of type)* face down in your forest, on its own, as a universal river; you cannot add that river to a tree. You may not play a card from the clearing instead.

Points: The Brook Trout scores 3 points for each river in your forest with no card below it. If you have more than one Brook Trout, these points are multiplied accordingly.

> ***Example:*** *You have 2 Brook Trouts and 5 rivers, 3 of which have no fish. Consequently, each Brook Trout scores 3×3=9 points, for a total of 18 points.*

Brown Water Scorpion *(bottom, 3×, cost: 0; must be placed in a river)*

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 with this.

Points: Each Brown Water Scorpion in your forest scores 2 points.

> ***Example:*** *You have 2 Brown Water Scorpions worth a total of 2×2=4 points.*

Buckeye *(tree, 9×, cost: 1)*

Points: The Buckeye scores 1 point for each tree symbol in your forest, including its own. If you have more than one Buckeye, these points are multiplied accordingly.

> ***Example:*** *You have 2 Buckeye trees and 5 other cards with a symbol; consequently, each Buckeye scores 2+5=7 points, for a total of 14 points.*

Caddisfly *(top, 4×, cost: 0; must be placed in a river or on a tree with a river)*

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 with this.

Points: Each Caddisfly in your forest scores 2 points.

> ***Example:*** *You have 2 Caddisflies worth a total of 2×2=4 points.*

Chestnut-Sided Warbler *(left/right, 4×, cost: 1)*

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

Points: Each Chestnut-Sided Warbler in your forest scores 5 points.

Example: *You have 2 Chestnut-Sided Warblers worth a total of 2×5=10 points.*

Common Box Turtle *(bottom, 3×, cost: 0)*

Points: Each Common Box Turtle in your forest scores 5 points.

Example: *You have 2 Common Box Turtles worth a total of 2×5=10 points.*

Coyote *(left/right, 4×, cost: 3)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

Bonus: After you pay the cost, take 1 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 Coyote scores either 10 points or 30 points. To score 30 points per Coyote, you must have at least 6 cards in your forest, including any Coyotes.

Example: *You have 2 Coyotes and 4 other pawed animals; consequently, each Coyote scores 30 Points, for a total of 60 points. If you had only 3 other pawed animals, each Coyote would score 10 points, for a total of 20 points.*

Creek *(river, 3×, cost: 2)*

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

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

Example: *You have 2 Creeks and 3 fish; consequently, each Creek scores 3 points, for a total of 6 points.*

Eastern Chipmunk *(bottom, 4×, cost: 0)*

Points: Squirrels of different species form a set: You score 5, 10, 20, or 40 points for having 1, 2, 3, or 4 different squirrels in your forest, respectively. Each of the four species is located on a different half of the card *(top, bottom, left, or right)* and can only be part of one set.

Example: *You have a total of 5 squirrels forming 2 sets: The first set comprises three squirrels (Eastern Chipmunk, Flying Squirrel, Gray Squirrel) worth 20 points total; the second set comprises two squirrels (Eastern Chipmunk, Flying Squirrel) worth 10 points total. As a result, your squirrels score 30 points.*



Eastern Hellbender *(bottom, 3×, cost: 1; must be placed in a river)*

Effect: Draw two cards from the deck. Then put one of them into your cave and add the other one to your hand. You cannot take cards from the clearing with this, and you cannot put both cards into your cave or add both cards to your hand. You can still fully use this effect even if you already have 9 cards in hand; that is, draw 2 cards, put one in the cave, and keep one.

Points: The Eastern Hellbender scores 2 points for each *(named and universal)* river in your forest. If you have more than one Eastern Hellbender, these points are multiplied accordingly.

Example: *You have 2 Eastern Hellbenders and 3 rivers; consequently, each Eastern Hellbender scores 3×2=6 points, for a total of 12 points.*

Elk *(left/right, 5×, cost: 3)*

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 does not have to)* be one of the cards that you have just placed there as payment *(if it is a card)*. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card 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 your hand instead.

Points: Each Elk scores either 10 points or 30 points. To score 30 points per Elk, you must have at least 5 different types in your forest.

Example: *You have 2 Elks and 5 different tree types; consequently, each Elk scores 30 points, for a total of 60 points. If you had only 4 different tree types, each Elk would score 10 points, for a total of 20 points.*

Flying Squirrel *(top, 4×, cost: 0)*

Points: Squirrels of different species form a set: You score 5, 10, 20, or 40 points for having 1, 2, 3, or 4 different squirrels in your forest, respectively. Each of the four species is located on a different half of the card *(top, bottom, left, or right)* and can only be part of one set.

Example: *You have a total of 5 squirrels forming 2 sets: The first set comprises three squirrels (Flying Squirrel, Eastern Chipmunk, Gray Squirrel) worth 20 points total; the second set comprises two squirrels (Flying Squirrel, Eastern Chipmunk) worth 10 points total. As a result, your squirrels score 30 points.*



Fraser Fir *(tree, 6×, 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 with this.

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

Example: *You have 2 Fraser Firs and 3 other trees; consequently, each Fraser Fir scores 2+3=5 points, for a total of 10 points.*

Gray Fox *(left/right, 3×, cost: 2)*

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

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

Example: *You have 2 Gray Foxes and 3 other pawed animals; consequently, each Gray Fox scores 2+3=5 points, for a total of 10 points.*

Gray Squirrel *(right, 4×, cost 0)*

Points: Squirrels of different species form a set: You score 5, 10, 20, or 40 points for having 1, 2, 3, or 4 different squirrels in your forest, respectively. Each of the four species is located on a different half of the card *(top, bottom, left, or right)* and can only be part of one set.

Example: *You have a total of 5 squirrels forming 2 sets: The first set comprises three squirrels (Gray Squirrel, Red Squirrel, Flying Squirrel) worth 20 points total; the second set comprises two squirrels (Gray Squirrel, Red Squirrel) worth 10 points total. As a result, your squirrels score 30 points.*



Great Blue Heron *(top, 4×, cost: 1; must be placed in a river or on a tree with a river)*

Bonus: Play any card from your hand *(regardless of type)* face down in your forest, on its own, as a universal river; you cannot add that river to a tree. You may not play a card from the clearing instead.

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

Example: *You have 2 Great Blue Herons and 3 fish; consequently, each Great Blue Heron scores 3×2=6 points, for a total of 12 points.*

Greenside Darter *(bottom, 4×, cost: 0; must be placed in a river)*

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

Example: *You have 2 Greenside Darters and 3 insects; consequently, each Greenside Darter scores 3×3=9 points, for a total of 18 points.*

Hemlock *(tree, 6×, cost: 2)*

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

Points: Each Hemlock in your forest scores 5 points.

Example: *You have 3 Hemlocks worth a total of 3×5=15 points.*

Hickory *(tree, 6×, cost: 2)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

Bonus: After you pay the cost, take 1 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 Hickory scores 2 points for each card attached to it, including a universal river *(if it has one)* and any cards below that river.

Example: *You have 2 Hickories, one without and one with a universal river. The Hickory without a universal river has 5 cards in its card slots (including two Thermometer Crickets), and the Hickory with a river has 6 cards in its card slots (including the river). Consequently, your Hickories score 5×2=10 and 6×2=12 points, respectively, for a total of 22 points.*



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Imitator Salamander *(bottom, 3×, cost: 1)*

Points: The Imitator Salamander scores 10 points if you have at least 3 different species in your forest, including its own species. If you have less than 3 different species in your forest, your Imitator Salamanders score no points.

Example: *You have 3 different Amphibians: 2 Imitator Salamanders, 1 Wood Frog, and 1 Common Box Turtle; consequently, each Imitator Salamander scores 10 points, for a total of 20 points.*

Largeleaf Pondweed *(bottom, 3×, cost: 0; must be placed in a river)*

Effect: Add 1 card from the clearing 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 card 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 your hand instead.

Points: Each Largeleaf Pondweed in your forest scores 2 points.

Example: *You have 2 Largeleaf Pondweeds worth a total of 2×2=4 points.*

Long-Eared Owl *(top, 5×, cost: 2)*

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

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

Example: *You have 2 Long-Eared Owls and 3 mice; consequently, each Long-Eared Owl scores 3×2=6 points, for a total of 12 points.*

Long-Tailed Weasel *(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 does not have to)* be the card that you have just placed there as payment *(if it is a card)*. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card 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 your hand instead.

Points: The Long-Tailed Weasel scores 10 points if you have at least 3 cards in your forest. If you have less than 3 cards in your forest, your Long-Tailed Weasels score no points.

Example: *You have 2 Long-Tailed Weasels and 3 mice; consequently, each Long-Tailed Weasel scores 10 points, for a total of 20 points.*

Masked Shrew *(left/right, 4×, cost: 0)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

Points: Each Masked Shrew in your forest scores 3 points.

Example: *You have 2 Masked Shrews worth a total of 2×3=6 points.*

Mink *(left/right, 4×, cost: 1; must be placed at a tree with a river)*

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 does not have to)* be the card that you have just placed there as payment (if it is a card). If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card 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 your hand instead.

Points: Each Mink in your forest scores 5 points.

Example: *You have 2 Minks worth a total of 2×5=10 points.*

Peregrine Falcon *(top, 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 does not have to)* be the card that you have just placed there as payment (if it is a card). If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card 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 your hand instead.

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

Example: *You have 2 Peregrine Falcons and 3 other birds; consequently, each Peregrine Falcon scores 2+3=5 points, for a total of 10 points.*

Pileated Woodpecker *(left/right, 4×, cost: 1)*

Effect: Draw two cards from the deck. Then put one of them into your cave and add the other one to your hand. You cannot take cards from the clearing with this, and you cannot put both cards into your cave or add both cards to your hand. You can still fully use this effect even if you already have 9 cards in hand; that is, draw 2 cards, put one in the cave, and keep one.

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

Example: *You have 2 Pileated Woodpeckers and 3 other birds; consequently, each Pileated Woopecker scores 2+3=5 points, for a total of 10 points.*

Raccoon *(left/right, 3×, cost: 0)*

Effect: After you pay for the Raccoon, put any number of your remaining cards in hand under your cave card and draw an equal number of cards from the deck. You may opt not to place any cards under the cave. You may not put cards from the clearing into your cave with this or draw the replacement cards from the clearing.

Points: The Raccoon scores no points.

Red Squirrel *(left, 4×, cost: 0)*

Points: Squirrels of different species form a set: You score 5, 10, 20, or 40 points for having 1, 2, 3, or 4 different squirrels in your forest, respectively. Each of the four species is located on a different half of the card *(top, bottom, left, or right)* and can only be part of one set.

Example: *You have a total of 5 squirrels forming 2 sets: The first set comprises three squirrels (Red Squirrel, Gray Squirrel, Flying Squirrel) worth 20 points total; the second set comprises two squirrels (Red Squirrel, Gray Squirrel) worth 10 points total. As a result, your squirrels score 30 points.*



River Bend *(river, 3×, cost: 2)*

Permanent effect: From now on, whenever you play a card, after paying its cost but before using its effect and bonus, draw 1 card from the deck *(not clearing)*. If you have more than one River Bend, draw that many cards. *(Remember you may have at most 10 cards in hand.)*

Points: The River Bend scores no points.

River Otter *(left/right, 3×, cost: 2; must be placed at a tree with a river)*

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

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

Example: *You have 2 River Otters and 3 fish, 2 insects, and 2 amphibians; consequently, each River Otter scores (3+2+2)×2=14 points, for a total of 28 points.*

Rock Vole *(left/right, 5×, 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 does not have to)* be the card that you have just placed there as payment *(if it is a card)*. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card 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 your hand instead.

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

Example: *You have 2 Rock Voles, 3 other mice, and 3 insects; consequently, each Rock Vole scores 2+3+3=8 points, for a total of 16 points.*

Rockcap Fern *(top, 3×, cost: 1)*

Bonus: After you pay the cost, take 1 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 Rockcap Fern scores 1 point for each card in your forest, including itself. If you have more than one Rockcap Fern, these points are multiplied accordingly.

Example: *You have 2 Rockcap Ferns and 3 other plants; consequently, each Rockcap Fern scores 2+3=5 points, for a total of 10 points.*

Ruby-Throated Hummingbird *(top, 4×, cost: 0)*

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

Example: *You have 2 Ruby-Throated Hummingbirds, 3 plants, and 5 trees; consequently, each Ruby-Throated Hummingbird scores 3+5=8 points, for a total of 16 points.*

Scarlet Tanager *(top, 4×, cost: 0)*

Effect: Take 1 card from the clearing *(not deck)* into your hand.

Points: Each Scarlet Tanager in your forest scores 2 points.

Example: *You have 2 Scarlet Tanagers worth a total of 2×2=4 points.*

Short-Tailed Shrew *(left/right, 4×, cost: 1)*

Effect: Draw two cards from the deck. Then put one of them into your cave and add the other one to your hand. You cannot take cards from the clearing with this, and you cannot put both cards into your cave or add both cards to your hand. You can still fully use this effect even if you already have 9 cards in hand; that is, draw 2 cards, put one in the cave, and keep one.

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 with this.

Points: Each Short-Tailed Shrew in your forest scores 5 points.

Example: *You have 2 Short-Tailed Shrews worth a total of 2×5=10 points.*

Silver Maple *(tree, 9×, cost: 1)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

Points: The Silver Maple scores 5 points if your forest contains at least 3 Silver Maples. If there are less than 3 Silver Maples in your forest, your Silver Maples score no points.

The following table shows the possible point totals for Silver Maples:

# Silver Maples in your forest	1	2	3	4	5	6	7	8	9
total points	0	0	15	20	25	30	35	40	45

Six-Spotted Tiger Beetle *(bottom, 3×, cost: 1)*

Effect: Draw two cards from the deck. Then put one of them into your cave and add the other one to your hand. You cannot take cards from the clearing with this, and you cannot put both cards into your cave or add both cards to your hand. You can still fully use this effect even if you already have 9 cards in hand; that is, draw 2 cards, put one in the cave, and keep one.

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 with this.

Points: Each Six-Spotted Tiger Beetle in your forest scores 5 points.

Example: *You have 2 Six-Spotted Tiger Beetles worth a total of 2×5=10 points.*

Skipper Caterpillar *(bottom, 4×, cost: 1)*

Points: The Skipper Caterpillar scores 10 points if your forest contains at least 3 different insect species, including its own species. If there are less than 3 different insect species in your forest, your Skipper Caterpillars score no points.

Example: *You have 2 Skipper Caterpillars and a total of 3 different insect species. Consequently, each Skipper Caterpillar scores 10 points, for a total of 20 points.*

Smallmouth Bass *(bottom, 5×, cost: 1; must be placed in a river)*

Points: The Smallmouth Bass scores 3 points for each different species in your forest, including its own species. If you have more than one Smallmouth Bass, these points are multiplied accordingly.

Example: *You have 2 Smallmouth Bass and 3 other fish species; consequently, each Smallmouth Bass scores 4×3=12 points, for a total of 24 points.*

Solomons Seal *(bottom, 3×, cost: 1)*

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

Example: *You have 2 Solomons Seals and 2 amphibians; consequently, each Solomons Seal scores 2×6=12 points, for a total of 24 points.*

Spotted Skunk *(left/right, 3×, cost: 2)*

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

Points: The Spotted Skunk scores 10 points if it is **the only species** at this tree. If there is at least one other card at the top, bottom, left, or right of this tree, except a river, the Spotted Skunk scores no points.

Example: *You have 2 Spotted Skunks on trees with a river; one of those trees also has a White-Footed Mouse attached to it. Consequently, only 1 Spotted Skunk scores points, for a total of 10 points.*



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Synchronous Firefly *(left/right, 4×, cost: 0)*

Points: The Synchronous Firefly scores 3 points per Synchronous Firefly in your forest. The following table shows the possible point totals for Synchronous Fireflies:

# Synchronous Fireflies in your forest	1	2	3	4
total points	3	12	27	48

Thermometer Cricket *(top, 7×, cost: 0)*

Permanent effect: If you play another Thermometer Cricket on a later turn, you can place it in the same card slot as this one. Any number of Thermometer Crickets may share the same card slot. *(Even if you play a Thermometer Cricket via the effect, you may place it in a spot containing one or more Thermometer Crickets.)* The first Thermometer Cricket, however, must always be placed according to the normal rules, i.e., a card slot must be available for it. If the slot at the top is already occupied by a different species *(e.g., a bird)*, no Thermometer Cricket may be placed there.

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

Example: *You have 2 Thermometer Crickets and 3 other insects; consequently, each Thermometer Cricket scores 2+3=5 points, for a total of 10 points.*

Tufted Titmouse *(top, 3×, cost: 2)*

Permanent effect: From now on, whenever you play a card, after paying its cost but before using its effect and bonus, draw 1 card from the deck *(not clearing)*. If you have more than one Tufted Titmouse, draw that many cards. *(Remember you may have at most 10 cards in hand.)*

Points: The Tufted Titmouse scores no points.

Turkey *(left/right, 4×, cost: 1)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

Points: The Turkey scores 2 points for each tree symbol in your forest matching and including its own (/ / /). Note that each Turkey has a different tree symbol.



Example: *You have the depicted Turkey and 4 other cards with the symbol; consequently, that Turkey scores 5×2=10 points.*

Virgin's Bower *(left/right, 4×, 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 with this.

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

Example: *You have 2 Virgin's Bowers and 3 birds; consequently, each Virgin's Bower scores 3×2=6 points, for a total of 12 points.*

Virginia Opossum *(top, 5×, cost: 1)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

Points: The Virginia Opossum scores 2 points for each different tree type symbol on its tree and any cards attached to it, including itself. Cards below a universal river attached to that tree also count *(if they have a different symbol)*.

Example: *You have 2 Virginia Opossums, one at a tree with and one at a tree without a universal river. There are 4 cards on the tree without the universal river, including the Virginia Opossum, and 5 cards on the tree with the universal river, including the Virginia Opossum. On both trees, each card shows a different tree symbol, so there are 5 different tree symbols on the first tree and 6 different tree symbols on the second tree. Consequently, your Virginia Opossums score 5×2=10 and 6×2=12 points, respectively, for a total of 22 points.*





Water-Starwort *(top, 4×, cost: 1; must be placed in a river)*

Effect: You may not place the Water-Starwort on a tree, not even if there is a universal river below it.

Points: The Water-Starwort scores 1 point for each *(named and universal)* river and card in your forest. If you have more than one Water-Starwort, these points are multiplied accordingly.

Example: *You have 2 Water-Starworts, 5 rivers, and 3 fish; consequently, each Water-Starwort scores 5+3=8 points, for a total of 16 points.*

Waterfall *(river, 3×, cost: 2)*

Permanent effect: Up to 4 fish can be placed below the Waterfall but no other species.

Bonus: After you pay the cost, add 1 fish card from the clearing to your forest at no cost, without using the effect and bonus of that card. It may *(but does not have to)* be one of the cards that you have just placed there as payment *(if it is a fish card)*. If there is no such card in the clearing, add cards from the deck to the clearing until you either find 1 card with the fish 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.

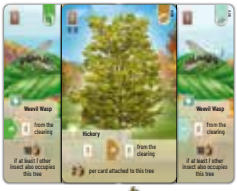
Points: The Waterfall scores no points.

Weevil Wasp *(left/right, 5×, cost: 1)*

Bonus: After you pay the cost, take 1 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 Weevil Wasp scores 10 points if it is attached to a tree with at least one other insect card; this could also be another Weevil Wasp. Weevil Wasps at trees without another insect card score no points.

__Example:__ You have 3 Weevil Wasps, but only 2 of them are at a tree with at least one other insect; consequently, these 2 Weevil Wasps score 10 points each, for a total of 20 points. The third Weevil Wasp scores nothing.



20



0

White-Footed Mouse *(left/right, 4×, cost: 1)*

Effect: For each mouse card in your forest, put 1 card from the clearing into your cave, one after the other. If there are not enough cards in the clearing, you only place as many cards under your cave as there are cards in the clearing. You may not put cards from the deck or from your hand into your cave instead.

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

__Example:__ You have 2 White-Footed Mice and 3 other mice; consequently, each White-Footed Mouse scores 2+3=5 points, for a total of 10 points.

White-Tailed Deer *(left/right, 4×, cost: 2)*

Bonus: Play a deer 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 with this.

Points: The White-Tailed Deer scores 2 point for each deer card in your forest. If you have more than one White-Tailed Deer, these points are multiplied accordingly.

__Example:__ You have 2 White-Tailed Deers and 3 trees; consequently, each White-Tailed Deer scores 3×2=6 points, for a total of 12 points.

Wintergreen *(bottom, 3×, cost: 1)*

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

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

Example: *You have 2 Wintergreens and 3 squirrels; consequently, each Wintergreen scores 3×3=9 points, for a total of 18 points.*

Wood Frog *(bottom, 3×, cost: 1)*

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

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

Example: *You have 2 Wood Frogs and 3 trees; consequently, each Wood Frog scores 3 points, for a total of 6 points.*

Wood Thrush *(top, 3×, cost: 2)*

Permanent effect: From now on, whenever you play a card, after paying its cost but before using its effect and bonus, draw 1 card from the deck *(not clearing)*. If you have more than one Wood Thrush, draw that many cards. *(Remember you may have at most 10 cards in hand.)*

Points: The Wood Thrush scores no points.

Yellow-Bellied Sapsucker *(left/right, 4×, 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 with this.

Points: Each Yellow-Bellied Sapsucker in your forest scores 2 points.

Example: *You have 2 Yellow-Bellied Sapsuckers worth a total of 2×2=4 points.*

Yellow Birch *(tree, 8×, cost: 0)*

Effect: Draw 1 card from the deck *(not clearing)* into your hand.

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

Example: *You have 2 Yellow Birches worth a total of 2 points.*

Yellow Bullhead *(bottom, 3×, cost: 1; must be placed in a river)*

Permanent effect: From now on, whenever you play a *(named or universal)* river, draw 1 card from the deck *(not clearing)*; if you play a named river, draw the card after you pay the cost but before you carry out its bonus. If you have more than one Yellow Bullhead, draw that many cards. *(Remember you may have at most 10 cards in hand.)*

Points: The Yellow Bullhead scores no points.

Yellow Perch *(bottom, 4×, cost: 0; must be placed in a river)*

Effect: Add 1 card from the clearing 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 card 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 your hand instead.

Points: Each Yellow Perch in your forest scores 2 points.

Example: *You have 2 Yellow Perches worth a total of 2×2=4 points.*

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