





FOREST SHUFFLE

APPENDIX

Including  Expansion



The following provides detailed explanations of the **effects, bonuses, and point values** of all **cards** in **alphabetic order**. The  expansion cards are marked with the  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 (*Alpine expansion, 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 in your forest, these points are multiplied accordingly.

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

Alpine Newt (*Alpine expansion, bottom, 3×, cost: 1*)

Bonus: Place a  card and/or a  card from your hand into your forest at no cost, without using the effect and bonus of that card.

Points: The Alpine Newt scores 2 points for each  card in your forest. If you have more than one Alpine Newt in your forest, 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 (*base game, left/right, 3×, cost: 1*)

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

* : Savi's Pipistrelle comes with the expansion.

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.

Bearded Vulture (*Alpine expansion, top, 3×, cost: 1*)

Effect: After you pay for the Bearded Vulture, place 0, 1, or 2 cards from the clearing under your cave card.

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

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

Bechstein's Bat (base game, left/right, 3×, cost: 1)

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

* : Savi's Pipistrelle comes with the expansion.

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 (base game, tree, 10×, cost: 1)

Effect: Draw a card from the deck.

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 (base game, left/right, 5×, cost: 1)

Effect: Draw a card from the deck.

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 (base game, tree, 10×, cost: 0)

Effect: Draw a card from the deck.

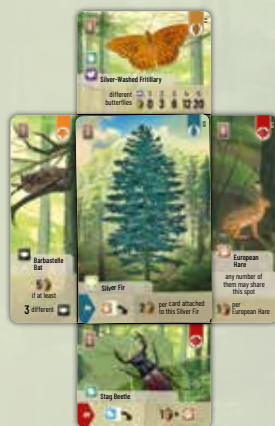
Points: Each Birch in your forest scores 1 point.

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

Black Trumpet (Alpine expansion, bottom, 2×, cost: 2)

Permanent effect: From now on, whenever you play a  card in your forest, you may draw a card from the deck, after you pay for the  card but before you carry out its effect and bonus. If you have both Black Trumpets, you may draw up to two cards when playing a  card.

Points: The Black Trumpet scores no points.





Blackberries (base game, bottom, 3×, cost: 0)

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

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

Blueberry (Alpine expansion, bottom, 2×, cost: 1)

Effect: Place a  card from your hand into your forest at no cost, without using the effect and bonus of that card.

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

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

Brown Bear (base game, left/right, 3×, cost: 3)

Effect: Remove all cards from the clearing and place them under your cave card, including the cards with which you paid for the Brown Bear.

Bonus: Draw a card from the deck 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 under your cave card 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 under your cave. At the end of the game, these cards will score 11 points.


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

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

* : Savi's Pipistrelle comes with the expansion.

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 (base game, 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 (base game, top, 4x, cost: 0)

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

* 🦋: The expansion adds another butterfly species, Phoebus Apollo; the base game comes with 5 different butterfly species.

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 (Alpine expansion, left/right, 4x, cost: 1)

Effect: Place a 🌱 card from your hand into your forest at no cost, without using the effect and bonus of that card.

Points: The Capercaillie scores 1 point for each 🌱 card in your forest. If you have more than one Capercaillie in your forest, 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.

Chaffinch (base game, top, 4x, cost: 1)

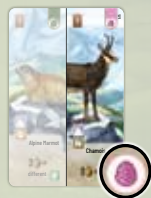
Points: Each Chaffinch in your forest atop a Beech scores 5 points. Chaffinches atop a different tree species score no points.

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 (Alpine expansion, left/right, 3x, 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 $4 \times 3 = 12$ points.



Chanterelle (base game, bottom, 2x, cost: 2)

Permanent effect: From your next turn on, whenever you play a 🍄 card, you may draw a card from the deck, after you pay for the 🍄 card but before you carry out its effect and bonus. If you have both Chanterelles, you may draw up to two cards when playing a 🍄 card.

Points: The Chanterelle scores no points.

Common Raven (Alpine expansion, above, 2×, cost: 1)

Effect: Draw a card from the deck.

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

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

Common Toad (base game, 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.

Douglas Fir (base game, 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 $3 \times 5 = 15$ points.

Edelweiss (Alpine expansion, bottom, 2×, cost: 1)

Effect: Draw a card from the deck.

Bonus: Draw a card from the deck.

Points: Each Edelweiss in your forest scores 3 points.

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

Eurasian Jay (base game, 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 (base game, left/right, 4×, cost: 1)

Bonus: Place a 🐾 card from your hand into your forest at no cost, without using the effect and bonus of that card.

Points: Each European Badger in your forest scores 2 points.

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

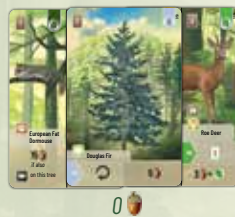


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European Fat Dormouse (base game, left/right, 4×, cost: 1)

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 (base game, left/right, 11×, cost: 0)

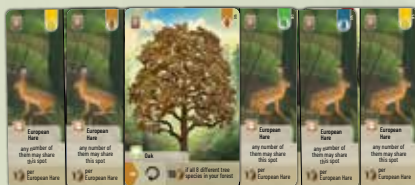
Permanent Effect: If you play another European Hare on a later turn, you can place it in the same card slot as this one. Any number of European Hares may share a card slot. (If you play a European Hare via the effect, you may place it at a spot already containing one or more European Hares.)

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 5×5=25 points.



European Larch (Alpine expansion, tree, 7×, cost:1)

Bonus: Place a [alpine] card from your hand into your forest at no cost, without using the effect and bonus of that card.

Points: Each European Larch in your forest scores 3 points.

Example: You have 3 European Larches scoring a total of 3×3=9 points.

Fallow Deer (base game, 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 the Fallow Deer. If you have more than one Fallow Deer in your forest, these points are multiplied accordingly.


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

Fireflies (base game, bottom, 4×, 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.

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




Fire Salamander (base game, bottom, 3×, cost: 1)

Bonus: Place a  card from your hand into your forest at no cost, without using the effect and bonus of that card.

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.


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


Fly Agaric (base game, bottom, 2×, cost: 2)

Permanent effect: From your next turn on, whenever you play a  card, you may draw a card from the deck, after you pay for the  card but before you carry out its effect and bonus. If you have both Fly Agarics, you may draw up to two cards when playing a  card.

Points: The Fly Agaric scores no points.

Gentian (Alpine expansion, bottom, 3×, cost: 0)


Effect: Place a  card from your hand into your forest at no cost, without using the effect and bonus of that card.

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

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

Gnat (base game, left/right, 3×, cost: 0)

Effect: Place any number of bats from your hand into your forest at no cost.

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

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

Golden Eagle (Alpine expansion, above, 3×, cost: 1)

Points: The Golden Eagle scores 1 point for each [paw] card and 1 point for each [amphibian] card in your forest. If you have more than one Golden Eagle in your forest, 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 (base game, top, 4×, cost: 2)

Points: The Goshawk scores 3 points for each 🦅 card in your forest, including the Goshawk. 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.

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

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

* 🦇: Savi's Pipistrelle comes with the expansion.

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 (base game, top, 4×, cost: 1)

Effect: Draw a card from the deck.

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 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 (base game, bottom, 3×, cost: 1)

Bonus: Draw a card from the deck.

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 (base game, 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 (base game, top, 4x, cost: 0)

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

* 🦋: The expansion adds another butterfly species, Phoebus Apollo; the base game comes with 5 different butterfly species.

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 (base game, tree, 9x, 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 (base game, left/right, 6x, cost: 1)

Points: Each Lynx in your forest scores 10 points if your forest contains at least 1 Roe Deer. 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.

Mole (base game, bottom, 2x, cost: 2)

Effect: After you play the Mole, you may play any number of additional cards from your 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. Finally, carry out the effects and bonuses of the played cards, in the order they entered play.
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 (base game, bottom, 3×, 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 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.

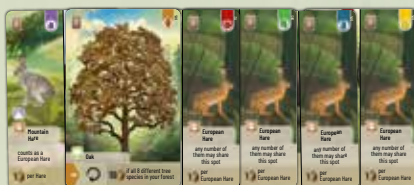
Mountain Hare (Alpine expansion, left/right, 3×, cost: 0)

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 5×5=25 points.



Oak (base game, 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*, and/or Sycamore. If you have 7 or fewer tree species in your forest, your Oaks score no points.

*  European Larch and Stone Pine come with the expansion.

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 2×10=20 points.


Parasol Mushroom (base game, bottom, 2×, cost: 2)

Permanent effect: From your next turn on, whenever you place a card below a tree, you may draw a card from the deck, after you pay for the played card but before you carry out its effect and bonus. If you have both Parasol Mushrooms, you may draw up to two cards when placing a card below a tree. (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 (base game, top, 4×, cost: 0)

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

* : The expansion adds another butterfly species, Phoebus Apollo; the base game comes with 5 different butterfly species.

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 (base game, bottom, 2×, cost: 2)

Permanent effect: From your next turn on, whenever you place a card atop a tree, you may draw a card from the deck, after you pay for the played card but before you carry out its effect and bonus. If you have both Penny Buns, you may draw up to two cards when placing a card atop a tree.

Points: The Penny Bun scores no points.

Phoebus Apollo (Alpine expansion, top, 4×, cost: 0)

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

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 (base game, bottom, 2×, cost: 2)


Effect: Draw a card from the deck.

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 (base game, top, 4×, cost: 0)

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

* : The expansion adds another butterfly species, Phoebus Apollo; the base game comes with 5 different butterfly species.

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 (base game, left/right, 4×, cost: 1)




Effect: After you pay for the Raccoon, place any number of your remaining cards in hand under your cave card and draw the according number of cards from the deck. You may opt not to place any cards under the cave.

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

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

Red Deer (base game, left/right, 5×, cost: 2)

Bonus: Place a  card from your hand into your forest at no cost, without using the effect and bonus of that card.

Points: The Red Deer scores 1 point for each  and  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 (base game, left/right, 5×, cost: 2)

Effect: Draw a number of cards from the deck equal to the current number of European Hares in your forest. (Observe the hand size limit of 10 cards.)

Points: The Red Fox scores 2 points for each European 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.)

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






Red Squirrel (base game, 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.

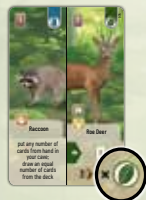
Example: You have 3 Red Squirrels of which 2 are atop Oaks. Consequently, these 2 Red Squirrels score 5 points each, for a total of 10 points.

Roe Deer (base game, left/right, 5×, cost: 2)

Bonus: Draw a card from the deck.

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.




Savi's Pipistrelle (Alpine expansion, left/right, 3×, cost: 1)

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

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 (base game, tree, 6×, cost: 2)

Bonus: Place a  card from your hand into your forest at no cost, without using the effect and bonus of that card.

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.

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



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

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

* 🦋: The expansion adds another butterfly species, Phoebus Apollo; the base game comes with 5 different butterfly species.

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 (base game, left/right, 4×, cost: 0)

Points: Each Squeaker in your forest scores 1 point.

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

Stag Beetle (base game, bottom, 2×, cost: 2)

Bonus: Place a 🐾 card from your hand into your forest at no cost, without using the effect and bonus of that card.

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 (Alpine expansion, 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.

Stone Pine (Alpine expansion, tree, 7×, cost: 2)

Effect: Draw a card from the deck.

Bonus: Draw a card from the deck.

Points: The Stone Pine scores 1 point for each 🌲 card in your forest, including the Stone Pine. If you have more than one Stone Pine in your forest, 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 (base game, tree, 6×, cost: 2)

Points: The Sycamore scores 1 point for each 🌿 card in your forest, including the Sycamore and any tree saplings. If you have more than one Sycamore in your forest, 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 (base game, top, 4×, cost: 2)

Effect: Draw a card from the deck.

Bonus: Draw two cards from the deck (in addition to the card from the effect of the Tawny Owl).

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 (base game, bottom, 3×, cost: 1)

Effect: Draw a card from the deck.

Points: The Tree Ferns scores 6 points for each 🐸 card in your forest. If you have more than one Tree Ferns in your forest, 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 (base game, 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. (There are 3 Gnats in the game.)

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.

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

- **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.

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

Points: Each Wild Boar in your forest scores 10 points if your forest contains at least 1 Squeaker. 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 Strawberries (base game, 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 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 Strawberries scores 10 points, for a total of 20 points.

Wolf (base game, left/right, 4×, cost: 3)

Effect: Draw a number of cards from the deck 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 $3 \times 5 = 15$ points, for a total of 30 points.

Wood Ant (base game, bottom, 3×, cost: 1)

Points: The Wood Ant scores 2 points for each card in the bottom card slot of a tree, including the Wood Ant. 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 $7 \times 2 = 14$ points, for a total of 28 points.