



CANOPY EVERGREEN

Rain falls through the heavy branches of the evergreen trees and trickles down onto the forest floor. A red fox darts from the underbrush in search of an early meal. The summer sun emerges as the clouds part and a light mist fills the woods. The temperate rainforests of the Pacific Northwest are filled with dense foliage, diverse wildlife, and towering trees.

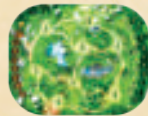
HOW TO PLAY VIDEO!

Skip the rulebook and learn the game by watching our How to Play Video.

Scan the QR code or visit weirdcitygames.com/canopyevergreen/howtoplay



25 Canopy sections



4 Forest maps



4 – 1-point markers
4 – 10-point markers



45 Trunk sections



1 Seed deck token



15 Wildlife tokens



35 Root sections
(2 pieces each)



1 Wildlife mat



8 Tallest Tree awards



45 Wildlife cards



4 100-point tokens



5 Growth Cone tiles



87 Forest cards



4 Food markers



5 Player Aid cards



44 Ecosystem tokens



8 Advanced Ecosystem tokens



10 Shifting Seasons cards

Game Design: Tim Eisner

Illustration and Graphic Design: Vincent Dutrait

Lead Developer and additional Graphic Design: Ben Eisner

Production Manager: Amber O'Neill

Kickstarter Page and Video: Amber O'Neill, Co O'Neill, Ben Eisner

Development: Amber O'Neill, Tekela Fisher, Mike Deich

Playtesting: Evan Halbert, Ryan Mauk, Chase Van Epps, Ryan Spangler, Mohammad Ali, Arthur Smid, Michael Grifka, Sasha Jelten, Adam Michaud, Zoey, Kenneth Wilson, Keith Eisner and all the awesome gamers who played Canopy: Evergreen with us at conventions!

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Proofreading: Adam Keim, Mary Bushey, Brian Foster, Bill Owens, Monica Barker, Jordan Vetter, Arpine Babloyan, Brett Aulabaugh, Talitha D. May, Gary Huber, Stephanie Noack, Lisa Ashbaugh, Megan Downing, Dave Menci, Ashdon Tooley, Sam Lavin, Mark Siew, Jeanne Andreoli, Michelle Benitez, Dustin Jepperson, Rachel Bishop, Alaena A, Charles Roy, Sherry, Kristen Mun-Van Noy, Garrett Ward, M Acumen, Robert Prior, Brendan Weiskotten, Ciara Southgate, Dan Shirer, Whitney Mayo, Michael Battista, Bryan Goodwin, Joe Mason, Tphan300, Mckenna Wright, Sidian Arts, Koen Bekkering, Tim Ehrlich, Merle Hughes

OVERVIEW

Canopy Evergreen is a game for 1-4 players, in which you compete to grow the most bountiful forest. Canopy Evergreen is played over 3 Seasons. Each Season, you'll take turns selecting cards for your forest from 3 Growth Cone piles. Each time you look at a pile, you may either keep it and add those cards to your forest, or return the pile facedown, adding 1 additional card to it.

As the piles grow, you must search for the plants, weather and trees that will benefit your forest the most. Choose carefully however, as there are also threats in the form of wildfires, diseases and heatwaves.

Score points each Season by completing tall trees, gathering sets of plants and weather, and attracting families of diverse wildlife. By growing a forest with a mutualistic balance of plants, trees, and wildlife, you will score more points. At the end of the 3rd Season, the player with the most points wins!

PLAYER SETUP

1. Each player places a forest map in front of them.
2. Each player takes a food marker and places it on the "1" space of the food track.
3. Each player takes a 1-point marker and places it on the "3" space of the 1's point track.
4. Each player takes a 10-point marker and places it on the "0" space of their 10's point track.
5. Each player chooses a set of 11 ecosystem tokens (all with same color back) and places them randomly into the circles on the paths of their forest map faceup.

The two wildlife ecosystem tokens are only used in the advanced mode. See solo and advanced variant rulesheet for details.
6. Each player places 1 Root section onto any open space marked with a tree icon.



BEFORE YOU START

Each Root section is comprised of 2 punchboard pieces. Before your first play, assemble the Root by slotting the flat side of the taller piece onto the rounded piece.



The Root sections will **stay assembled** between games. The Trunk and Canopy sections from trees you've built will need to be disconnected at the end of each game.

We've included extras! At most (in rare situations) you'll need 24 Canopies, 32 Roots, and 44 Trunks, but since these pieces are unique shapes, we've included a few extras of each on the sheet to account for any mishaps during punch out and play.

7. Find the 5 starting wildlife cards (marked with a ☆) and randomly deal one to each player. Each player takes the token that matches their starting wildlife (Fox, Bear, Skunk, Cougar, Bumble Bee).



GAME SETUP

8. Set up the Growth Cones based on player count:

a. 1 & 2 player: See the instructions on page 5.

b. 3 & 4 player: Place 1 Growth Cone between each of the players (3 Growth Cones with 3 players, and 4 Growth Cones with 4 players). Then, place 1 Growth Cone in the center of the play area.

9. Place the wildlife mat to one side of the play area.
10. Shuffle the wildlife cards together, including any unused starting wildlife cards, and place them in a facedown deck on the wildlife mat. Deal 3 wildlife cards faceup to the spaces on the wildlife mat.
11. Place the remaining wildlife tokens, Tallest Tree awards, 100-point tokens, and tree sections next to the play area.
12. Some forest cards are marked with a  or  in the bottom right corner. Return any forest cards with a number higher than the player count to the box. All forest cards with no number are used for all player counts. *Remove the Fox Spirit card unless playing solo.*

SEASON SETUP

13. Shuffle the forest cards to form the Season deck. Place the deck in the center of the play area.
14. From the Season deck, deal 4 cards per player facedown to form the Seed deck. Place the pile next to the play area with the Seed deck token on top of it.
15. Deal cards from the Season deck facedown onto the Growth Cones piles based on player count:

♠ **1 & 2 player:** 1 to the first pile, 2 to the second pile, 3 to the third pile.

♣ **3 & 4 player:** 2 to the center pile, 1 to each other pile.

16. The player who most recently watered a plant takes the first turn.



GAMEPLAY

During your turn, you will have the option to gain wildlife by spending food; then you will select cards from one Growth Cone to add to your forest.

TURN OVERVIEW

1. Attract wildlife to your forest.
 2. Look at the Growth Cone piles in order (left to right) and select 1 pile to add to your forest.
 3. Add cards to your forest, grow trees, and collect rewards.
- Optional: Use active wildlife abilities at any time.

ATTRACT WILDLIFE

At the start of your turn, you may spend food to attract any number of wildlife to your forest. If you do, move your food token to reduce your available food by the cost of the wildlife (shown in the top right corner of the wildlife card).

Then, place the wildlife into your forest. If it is an active wildlife (with ability text), take the matching wildlife token.

The wildlife mat will always have 3 wildlife cards. If there are ever any empty spaces, immediately fill them with a new card from the top of the wildlife deck.

ANATOMY OF A WILDLIFE CARD

Labels in blue denote non-gameplay information.

The diagram shows a Black Bear Wildlife Card with the following labels and their corresponding parts:

- Card Icon:** A small black bear icon in the top left corner.
- Name:** The text "BLACK BEAR" in large bold letters, with "Ursus americanus" in smaller text below it.
- Tree Level:** A label pointing to the text "Which layer(s) of the forest the species inhabits." in blue.
- Food Cost:** The number "2" in a yellow circle in the top right corner.
- Scientific Name:** The text "Ursus americanus" in blue.
- Ability/Points:** A label pointing to the text "Their keenest sense, smell, is about 7 times more sensitive than a dog's." in blue.
- Chain Icon:** A small blue icon in the bottom right corner.
- Flavor Text:** The text "Their keenest sense, smell, is about 7 times more sensitive than a dog's." in blue.



EXAMPLE 1: ATTRACTING WILDLIFE



1. At the start of her turn, Marta wants to attract a wildlife. She has 3 food, and chooses the Bald Eagle, which has a food cost of 2.
2. Marta reduces her available food from 3 to 1, and places the Bald Eagle into her forest. She then places the top card from the wildlife deck onto the wildlife mat faceup.

SELECT A GROWTH PILE

On your turn, you will look at the piles of cards on up to 3 Growth Cones and keep 1 pile. The order in which you look at the Growth Cones differs between a 3-4 player game and a 2-player game (see examples to the right).

Starting with your first Growth Cone, pick up all the cards in the pile and look at them, keeping them hidden from other players. You may choose to keep the pile and add all the cards to your forest, or pass on it.

IF YOU KEEP THE PILE

Place all of the cards in the selected pile face up in your forest (the tableau in front of you). Then, add 1 card from the Season deck (face down, without looking at it) to refill the emptied Growth Cone. In the 2-player game, when the pile on the 3rd Growth Cone is taken, refill it with 2 cards.

In a 2-player game, when the pile on the 3rd Growth Cone is taken, refill it with 2 cards.

IF YOU PASS ON THE PILE

Return all of the cards to that pile's space and add a card to the pile from the Season deck (face down, without looking at it). Then, proceed to the next Growth Cone and repeat this process (either keeping or passing it).

You may not return to a pile after passing on it: once you have passed a pile, you cannot take those cards this turn. *(Exception: Some wildlife have special abilities that may allow you to break this rule.)*

IF YOU PASS ON ALL 3 PILES

Draw the top card from the Season deck. You may add it to your forest. If you do not wish to keep that card, you may discard it with no effect.

2 Player Game

Start with the pile closest to the Season deck, then the second-closest, and then the pile farthest from the Season deck. In the 2-player game, both players look at the piles in the same order.



3-4 Player Game (3-player game shown)

Start with the pile between you and the player to your left, proceed to the center pile, and then lastly, the pile you share with the player to your right.



EXAMPLE 2: SELECTING A PILE

1. Marta looks at the card on the Growth Cone to her left (without revealing it to her opponents). It is a Rain, and she decides to pass on this pile to see what is in the later piles.

She returns the Rain facedown to the Growth Cone on her left and places the top card from the Season deck facedown on top of it.



2. Marta then looks at both cards on the central Growth Cone. The pile contains a Trillium and a Wildfire, so she decides to pass, and puts both cards back facedown. Marta then places the top card from the Season deck facedown on top of it.



3. Marta looks at the 3 cards on the Growth Cone between her and the player to her right. The pile contains a Sun, a Cat Tail Moss, and a Salal. She decides to keep them and places all three cards faceup into her forest tableau.

Marta then places the top card from the Season deck onto that Growth Cone. Her turn is finished.



ADD CARDS TO YOUR FOREST

When you keep a pile, you must add **all** of the cards to your forest. You choose the order in which to add cards from your chosen pile to your forest.

The cards represent different plants, weather, threats and tree sections with a variety of effects. Most cards only score points at the end of the Season. Some have immediate effects that will be resolved as soon as they are added to your forest (tree cards and those marked with a lightning bolt icon).

PLANT, WEATHER & THREAT CARDS

Add these to your forest by placing them in your tableau beside your forest map, joining any cards of the same type you already have.

IMMEDIATE EFFECT CARDS

Cards with the lightning bolt icon have an immediate effect when they are added to your forest. For instance, Huckleberries grant you food when they are added to your forest, and Heatwave forces you to discard a card from your forest.



TREE CARDS

Tree cards allow you to add the indicated tree section to your forest. When you gain the card, take the indicated section, then discard the card. If you cannot play a tree section, or do not wish to, you may discard the card with no effect. As with all cards, if you gain multiple tree cards at once, you choose the order in which to use them.

ROOT/TRUNK



A Root/Trunk card can be used to start a new tree by placing a Root section in **any open space marked with a tree** on your forest map, or to add a Trunk section to an existing Root or Trunk in your forest to make that tree taller.



ROOT

TRUNK

ANATOMY OF A FOREST CARD

Labels in blue denote non-gameplay information.

Card Icon: Points to the pink flower illustration at the top left.

Name: Points to the word 'SALAL' in large white letters.

Growth Level: Points to the blue text '1 2 3 4 5+' in the center.

Scientific Name: Points to the blue text 'Gaultheria shallon' below the name.

Score: Points to the green circular icons containing the numbers 1, 3, 5, 9, and 13.

Amount in Set: Points to the small pink flower icon in the bottom left corner.

Flavor Text: Points to the blue text at the bottom: 'Salal can live for hundreds of years by spreading their rhizomes.'

Player Count: Points to the small icon of a person in the bottom right corner.

CANOPY



Canopies are played on top of a Root or Trunk section in your forest to finish a tree. Once a Canopy has been added to the top of a tree, it is scored immediately, and no other sections can be added to it.



CANOPY

NURSE LOG



This card allows you to either start a new tree by placing one Root section, or add two Trunks to one unfinished tree in your forest.



ROOT

2 TRUNKS

COMPLETING TREES

When you complete a tree, you immediately gain points based on the height of the tree and the value of the Canopy used to complete it. Trees score the point value of the Canopy multiplied by its height—the number of Canopy, Trunk, and Root sections in the tree. (NOTE: Even though each Root is made of 2 tokens, they count as a single section for scoring).

After gaining points, check to see if you unlocked any ecosystem tokens (pg. 11).



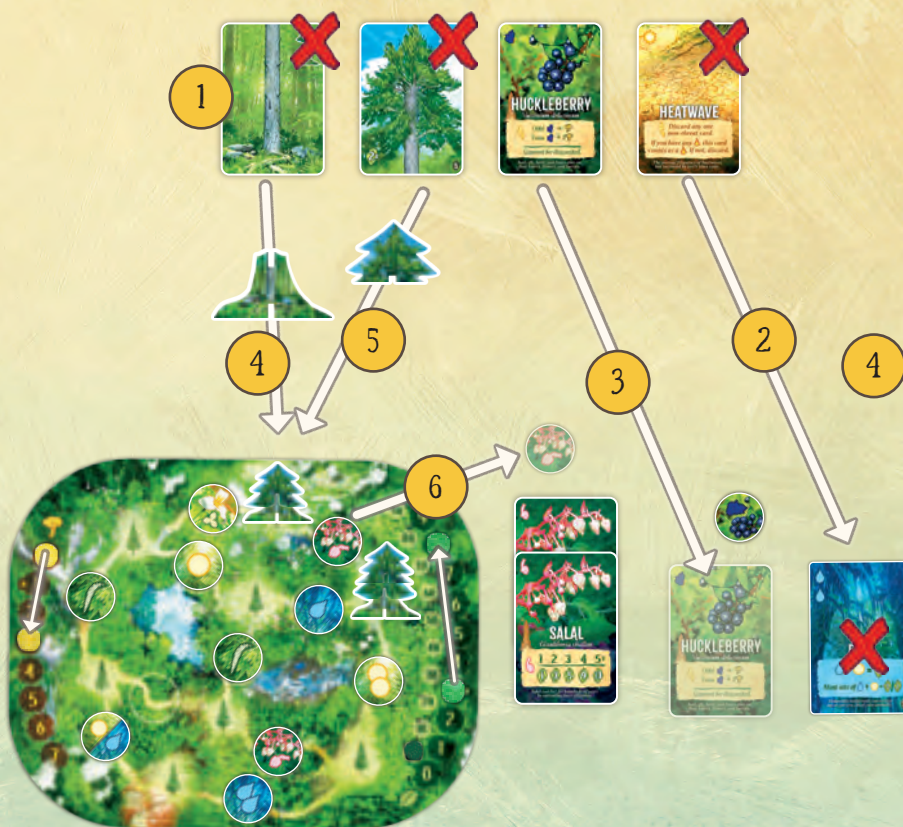
POINT TRACKS

The forest map has 1-point and 10-point tracks to record your score. When you gain points, you will advance the 1-point track that many spaces. When the 1-point marker would move above 9, return it to 0 and move your 10-point tracker up to the next space.

For example, Jon has 28 points. He gains 4 points and moves his 1-point marker from 8 up to 9, then loops back down to 0, and advances his 10-point marker from 20 to 30. Then, he moves his 1-point marker up two more spaces ending on 2.



EXAMPLE 3: ADDING NEW CARDS TO YOUR FOREST



1. Laya keeps a pile containing a Root/Trunk, a 2-point Canopy, a Huckleberry, and a Heatwave.
2. Laya places the Heatwave into their forest first, and chooses to discard their Rain card. Then, since they do not have a Wildfire in their tableau, they discard the Heatwave.
3. Laya then places the Huckleberry card into their forest. Since they already have a Huckleberry ecosystem token, they have an even number of Huckleberry icons and immediately gain 3 food.
4. Laya chooses to start a new tree with the Root/Trunk card, and places a Root section onto their board. Then, they discard the Root/Trunk card.
5. Finally, Laya plays the Canopy card, and places a Canopy section the Root they just played. It is a "2x" Canopy card so they score 4 points for their completed tree (2 points for each section). Then, they discard the Canopy card.
6. They now have two completed trees connected by a single trail. Since at least one of the trees has 3 or more sections they unlock the Salal ecosystem token. They add the Salal ecosystem token to their Salal cards creating a bigger set.

ECOSYSTEM TOKENS

GAINING ECOSYSTEM TOKENS

By growing mature trees, you can create a healthy ecosystem that promotes the growth of specific plants and influences weather patterns. When you complete a tree, check and see if you have unlocked an ecosystem token:

- If 2 trees connected by a single path are completed and at least one of them is 3 sections or taller, immediately gain the ecosystem token between them. Place it in your forest tableau. Keep it for the remainder of the game.
- If both of the completed trees have only a Root and a Canopy, discard the token, returning it to the game box.

USING ECOSYSTEM TOKENS

Ecosystem tokens don't do anything on their own, but count as icons for other cards in your forest. When scoring (or gaining food from a Huckleberry card), count the icons on your ecosystem tokens as part of your set.

You must have at least 1 of the matching cards for an ecosystem token to have any effect.

THE SUN/RAIN TOKEN

This token counts as either a single sun or single rain icon. During each end of round scoring phase, choose which one you'd like to use it as for the current round.



EXAMPLE 4A: ECOSYSTEM TOKENS



1. Scenario A: Jel finishes a tree and gains a Huckleberry ecosystem token, but does not have any Huckleberry cards. They do not gain food, as the token does not have any effect without the matching card.



2. Scenario B: Jel already has a Huckleberry card when they gain the token. Since they have an even number of Huckleberry icons (one from the card and one from the token), they gain 3 food.

EXAMPLE 4B: ECOSYSTEM TOKENS



1. Christie has an ecosystem token with 2 sun icons, and another with 2 rain icons, but no sun or rain cards. If the Season ends, her sun and rain tokens will score no points, and she will not compete for the most sun and rain.

However, if Christie gains a single weather card, both her tokens will count. Weather cards allow you to score either rain or sun tokens, even if the type of weather on the token does not match the type of weather on the card.



2. In this scenario, Christie has the Rough-Skinned Newt in addition to the rain and sun tokens. She will gain 1 point for her sun and rain tokens from the Newt, but will still need a sun or rain card to score the standard weather scoring.

WILDLIFE

At the beginning of each turn, you may attract faceup wildlife cards from the wildlife mat to your forest by paying the food cost. Each wildlife species has 3 different cards: Active, Foraging, and Points.

Unless removed by a card effect such as Disease or Heatwave, wildlife cards stay in your forest for the entire game.



ACTIVE WILDLIFE

These wildlife have a written ability that can be used once per Season. Active wildlife may be activated at any time on your turn, including the turn in which they are gained. When gained, take the matching wildlife token. When the wildlife's ability is used, flip the token to the black-and-white side.



FORAGING WILDLIFE

These wildlife reward you for creating a specific ecosystem. Some want specific plants or weather, and others care about the trees in your forest. At the end of **each** season, you gain points based on how well you met the Foraging wildlife's condition.



POINT WILDLIFE

These wildlife score points at the **end** of the game. They are identified by the silver leaves.

WILDLIFE SCORING

In addition to any scoring shown on the card, wildlife may also score points at the end of the game for sets and chains.

WILDLIFE SETS

You will gain points at the end of the game for multiples of the same species (2 points for a pair or 5 points for a family of 3).

WILDLIFE CHAINS

By populating your forest with mutualistic wildlife, you can create a thriving ecosystem.

Wildlife have two distinct chain icons in the bottom corners of the card. To create a wildlife chain, you must have 2 wildlife with the same chain icon on opposite corners. The more wildlife you connect with matching icons in the corners, the longer your chain becomes.

At the end of the game, you score points based on the number of wildlife in your longest wildlife chain.

The maximum length of a Wildlife Chain is 7. The wildlife on the ends match with each other and the chain is complete!

(Note: The Olympic Elk does not have wildlife chain icons).



EXAMPLE 5: WILDLIFE CHAIN



Marta's Rough-Skinned Newt and Gray Wolf connect with the *rock* icon in their right and left corners respectively. Her Gray Wolf is also connected to the Bald Eagle by the *claw* icon, making her wildlife chain a length of 3. Marta can continue to add to this chain by finding wildlife with *water* in the right corner or *wind* in the left corner.

END OF A SEASON

When the Season deck is empty, the Season is nearing its end. Continue selecting Growth Cone piles without adding cards until a player does not have any available piles at the start of their turn. Passing on the final available pile is no longer an option.

In a 2-player game, all the piles will eventually be taken, at which point the Season ends.

In a 3-4 player game, the Season ends as soon as a player does not have any piles available to them at the start of their turn (i.e. the central pile and their 2 shared piles are all empty). If this happens, the Season ends, and any cards in other Growth Cone piles are discarded.

END OF SEASON STEPS

All players follow these steps at the same time, advancing their point markers each time they score.

The majority of the steps can be completed simultaneously, but, when needed, card effects and scoring are resolved starting with the player who took the last Growth Cone pile and continuing clockwise.

1. PINE CONES

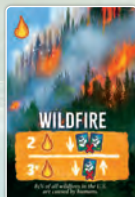
At the end of the Season, for each Pine Cone card, draw 2 cards from the Seed deck. Then, draw 1 additional card for each Wildfire icon in your forest. You may choose up to 1 card from those drawn and add it to your forest for each Pine Cone card. Discard any remaining cards. Then discard all Pine Cones.

If you draw a Pine Cone from the Seed deck and choose to keep it, it has no effect.

2. THREATS

If you have 2 Wildfire cards at the end of the round, discard 2 plant cards of your choice. However, if you have 3 or more Wildfire cards, the fire spreads, and each player discards 1 plant card of their choice from their forest.

Disease works the same way, except players must discard wildlife cards instead of plant cards.



3. FORAGING WILDLIFE

Gain points based on the scoring condition of each Foraging wildlife you have in your forest.



4. TALLEST TREE

The player with the tallest completed tree gains a Tallest Tree award and gains points based on the Season (1st/2nd/3rd Season = 3/4/5 points). Replace the Canopy section of that tree with the Tallest Tree award; it cannot win the Tallest Tree award in future Seasons.

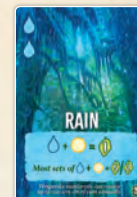


In case of a tie between players, all tied players gain one Tallest Tree award and the points are divided by the number of tallest trees (rounded down).

Trees that were completed in previous Seasons but did not win the Tallest Tree award can win it in later Seasons.

5. WEATHER

Score 1 point for each set of sun + rain icons on weather cards and ecosystem tokens you have in your forest.



The player with the most sets of sun + rain icons gains 5 points. The player with the second most sets gains 2 points.

In case of a tie for first, all tied players split all 7 points evenly (rounded down) and no second place points are awarded. If tied for second most, all tied players gain 1 point.

6. PLANTS & MUSHROOMS

Score points for any plant sets (cards + ecosystem tokens) and mushroom cards you have in your forest.



Reminder: Ecosystem tokens only score if they are referenced on a card.

7. CLEANUP

After scoring, discard all cards except wildlife. Flip all wildlife tokens to their full color side.

Ecosystem tokens stay in your forest from Season to Season. Point wildlife (with silver leaves), wildlife sets, and wildlife chains are only scored at the end of the game.

A NEW SEASON

If it is the end of Season 1 or 2, set up for the next Season by shuffling the faceup wildlife cards on the wildlife mat into the wildlife deck, and dealing 3 new faceup wildlife cards.

Prepare the Season deck and Growth Cones by collecting all the forest cards, shuffling them, and dealing 4 per player to the Seed deck. Deal cards from the Season deck facedown onto the Growth Cones based on player count:

♠ **1 & 2 player:** 1 to the first pile, 2 to the second pile, 3 to the third pile.

♠ **3 & 4 player:** 2 to the center pile, 1 to each other pile.

The player with the fewest total points goes first in the new Season.

END OF GAME

At the end of the Season 3, after regular scoring, each player scores their wildlife.

Point Wildlife: Each scores the points shown.

Wildlife Sets: Pairs of the same wildlife score 2 points and a family of 3 scores 5 points.

Wildlife Chain: Score for your *longest* chain:

Cards in Chain	1	2	3	4	5	6	7
Points	0	1	3	5	8	12	17

Food: Each 2 food scores 1 point.

The player with the most points wins! In case of a tie, the player with the most wildlife wins!



EXAMPLE 5: ROUND 3 SCORING



- Joaquin scores 6 points for their Foraging wildlife.
 - The Black Bear scores 3 points for the 3 Huckleberry icons (on 2 cards and 1 ecosystem token).
 - The Bald Eagle scores 3 points for Joaquin's 3 trees with a Root, a Trunk, and a Canopy.
- Joaquin has the tallest completed tree, so they replace that tree's Canopy with a Tallest Tree token and gain 5 points.
- Joaquin scores 5 points for their weather: Joaquin has to choose whether their sun/rain token will count as a sun or a rain. They choose sun giving them 3 sets of sun and rain for 3 points, and they have the second largest set of sun and rain icons for an extra 2 points.
- Joaquin scores 11 points for their plants/mushrooms: 9 for their 4 Salal, and 4 for 2 Chanterelles (because they have more rain than sun). However, they lose 2 points for their single Trillium.
- Their 2 Cat Tail Moss ecosystem tokens do not score, because they need a Cat Tail Moss card to provide the scoring condition.
- It is the **3rd Season**, so players score wildlife endgame bonuses:
 - Sets: Joaquin scores 7 points: 5 points for their family of 3 Black Bears and 2 points for their pair of Gray Wolves.
 - Points: They score 6 points for their Point wildlife cards.
 - Wildlife Chain: They have a chain of 4 connected wildlife, so they gain 5 points.

FOREST CARD GLOSSARY

(x/y/z) shows card quantity for 2/3/4 players

TREE CARDS



Root/Trunk (7/10/12): When you gain this card, take 1 of the corresponding tree sections, then discard the card. A Root/Trunk can be used to start a new tree by placing a Root section on your forest map, or to add a Trunk section to an unfinished tree in your forest to make that tree taller. Root sections may be placed in any open space on your tree board.



Canopy (5/7/8): Canopies are played on top of a Root or Trunk in your forest to finish a tree. Once a Canopy has been added to the top of a tree, no other sections can be added to it. If you do not have any open Root or Trunk

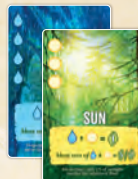
sections in your forest when you gain a Canopy, it is discarded. You may choose to discard a Canopy if you do not wish to complete an open tree. When placed, immediately score the points based on the value of the Canopy for each Root, Trunk, and Canopy section of that tree.



Nurse Logs (1/2/3): Choose one: immediately start a new tree by placing a Root section, or add 2 Trunk sections to a single unfinished tree in your forest.

WEATHER

Rain and Sun (4/6/7 of each): Your forest is healthiest when you have a proper balance of rain and sun. Each rain and sun card has between 2 and 4 of the corresponding icons. At the end of the Season, you will score 1 point for each set of rain and sun icons.



The player with the most sets of sun + rain icons gains 5 additional points. The player with the second most sets gains 2 points.

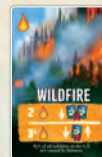
If two or more players tie for the most, they split all 7 points and no second place points are awarded. If two or more players tie for 2nd, they each gain 1 point.

THREATS

Heatwave (1/2/2): When you gain a Heatwave, you must immediately discard 1 other non-threat card from your forest. Then, if you have no Wildfire cards, discard the Heatwave card.

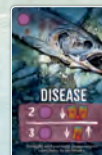


Wildfire (3/4/4): If you have exactly 2 Wildfire cards at the end of the Season, choose and discard 2 plant cards. If you have 3 or more Wildfire cards, the fire spreads, and you and all other players choose and discard 1 plant card from your forests. If you have 1 Wildfire card, it has no effect.



You may discard Trillium, Cat Tail Moss, Chanterelle, or Salal to Wildfire. Huckleberry may not be discarded.

Disease (0/0/3): Disease is only used in a 4 player game. If you have exactly 2 Disease cards at the end of the Season, choose and discard 2 wildlife cards from your forest. If you have 3 Disease cards, the sickness spreads, and you and all other players choose and discard 1 wildlife card from your forests. **Place discarded wildlife on the bottom of the wildlife deck.**



PLANTS

Trillium (4/6/7): A single Trillium is worth -2 points, 2 are worth 4 points, and 3 or more are worth 8 points. You may only have 1 set of Trilliums in your forest each Season.



Cat Tail Moss (4/6/7): Each 2 Cat Tail Moss you have in your forest are worth 5 points. You may have multiple sets.



Huckleberry (5/7/9): When you gain a Huckleberry, if you have an odd number of Huckleberry icons in your forest, you immediately gain 1 food. If you have an even number, gain 3 food instead. Once gained, Huckleberry cards may not be discarded until Cleanup at the end of the Season. *You cannot have more than 7 food at a time. If your food marker is at 7, any extra you would gain is lost.*



Salal (5/7/9): Salal scores points based on the number gained, starting at 1 point and ending at 13 points for 5 or more. You may only have 1 set of Salal in your forest each Season.



Chanterelle (2/3/4): Immediately gain 2 food. At the end of the Season, if you have more rain icons than sun icons, gain 2 points. Each Chanterelle scores this bonus. *Mushrooms are not technically plants, but we include them here for ease of rules.*



SPECIAL

Pine Cone (2/3/4): At the end of the Season, for each Pine Cone card, draw 2 cards from the Seed deck. Then, draw 1 additional card for each Wildfire icon in your forest (including Heatwaves).



You may choose up to 1 card from those drawn and add it to your forest for each Pine Cone card. Discard any remaining cards.

If you have 2 Pine Cone cards and 1 Wildfire, you will draw 5 cards from the Seed deck, and you may keep up to 2 of those cards.



WILDLIFE GLOSSARY

STARTING WILDLIFE

Bear, Fox, Skunk, Cougar, Bumble Bee: When the pile they are on is chosen by any player, the token returns to the player who has that wildlife card. It cannot be used again until the next Season. Only one wildlife token may be placed on a pile.

BALD EAGLE

Active: Look at any 3 piles and choose to keep all of the cards from 1. Do not add cards to piles you don't keep. You cannot look at a pile that the Fox token is on.

Foraging: Gain 1 point for each tree in your forest that has at least 1 Root, 1 Trunk, and 1 Canopy. You also gain points from taller trees.



BANANA SLUG

Active: Discard a plant card from your forest to gain 2 food. You may do this at the start of your turn.

Foraging: 1 point for each Chanterelle card.



BLACK BEAR

Active: Place on a pile. If another player takes that pile, they lose 1 food if able, and you gain 2 food. A player may take the pile even if they have no food.

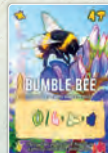
Foraging: 3 Points for each set of 3 Huckleberry icons.



BUMBLE BEE

Active: Place on a pile. If another player keeps that pile, you may discard 1 food to take a card of your choice from it. If you do, they gain 2 food.

Foraging: 1 point for each set of Salal + Trillium + Huckleberry icons.



COHO SALMON

Active: After passing on pile 3, you may keep pile 1 or 2 instead of drawing from the deck. Make sure to add a card to pile 1 and 2 before keeping them.

Foraging: 1 point for each 3 sun icons.



COUGAR

Active: Place on a pile with 2 or more cards. If another player keeps this pile, they discard 1 card from it at random, and you gain 1 point.

Foraging: 1 point for each Wildfire and Heatwave you have.



GRAY WOLF

Active: Discard a wildlife card from the wildlife mat to gain 1 food and 1 Point. You may do this at the start of your turn. Discarded wildlife are placed on the bottom of the wildlife deck.

Foraging: 1 point for each 3 wildlife cards in your forest.



MOUNTAIN BEAVER

Active: When you draw from the Seed deck, you may keep 1 additional card for each Pine Cone you have. You must have a Pine Cone for this ability to activate.

Foraging: 1 point for each 3 plant cards (Trillium, Salal, Cat Tail Moss, Huckleberry). This only counts plant cards, not plant icons on ecosystem tokens.



OLYMPIC ELK

Active: Name a card and draw 6 cards from the Season deck. (If there are fewer than 6 cards, draw them all). If any of the drawn cards have that name, keep 1 of them. Put the rest back on top of the deck in a random order.

Foraging: 1 point for each 2 Roots in your forest.

The Olympic Elk does not have Chain icons and does not contribute to creating a wildlife chain.



RED FOX

Active: Place on a pile. Other players must decide whether to keep this pile without looking at it. If another player keeps it, you gain 1 food.

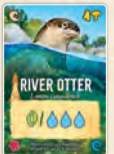
Foraging: 3 points for each set of 3 Salal icons.



RIVER OTTER

Active: Use the active ability of 1 wildlife that an opponent has already used this Season. If used on a starting wildlife, place the wildlife token on a pile with the Otter token. You gain all rewards from that wildlife. Return the token to its player face down after use.

Foraging: 1 point for each 3 rain icons.



ROUGH-SKINNED NEWT

Active: Discard 1 less card than mandated by a threat card. You may use this ability once during the Season or at the end of the Season.

Foraging: 1 point for each set of 2 sun and 2 rain icons.



SPOTTED OWL

Active: At the start of your turn, draw and look at 2 cards and distribute them to 2 different piles.

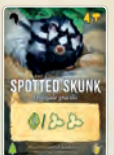
Foraging: 1 point for each 2 Canopies in your forest.



SPOTTED SKUNK

Active: Place on a pile. If another player keeps this pile, they lose 2 points and you gain 1 food.

Foraging: 2 points for each 2 Trillium icons.



COMMON RAVEN

Active: At the start of your turn, look at any pile. You may exchange its location with any other pile. You cannot look at a pile the Fox token is on, but you may exchange with it. If there is a starting wildlife token on either pile, it moves when the pile moves.

Foraging: 3 points for each set of 3 Cat Tail Moss icons.

