



CANOPY EVERGREEN

  
1-4 10+ 20
MIN/i

 TIM EISNER
 VINCENT DUTRAIT

 WEIRD
CITY
GAMES

CANOPY EVERGREEN

Rain falls through the heavy branches of the towering 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 tall trees!

HOW TO PLAY VIDEO!

Skip the rulebook by watching our How to Play video. Scan the QR code or visit www.weirdcitygames.com/canopyevergreen/howtoplay



24 Canopy sections



4 Forest Maps



8 Point markers



45 Trunk sections



1 Seed deck token



15 Wildlife tokens



32 Roots sections
(2 pieces each)



1 Wildlife mat



8 Tallest Tree awards



45 Wildlife cards



4 100 Point tokens



5 Growth Cone tiles



86 Rainforest cards



4 Food markers



4 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'Neil, 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, Thank you to all the gamers who demoed it at conventions and game meetups!

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OVERVIEW

Canopy Evergreen is a game for 1-4 players in which you compete to grow the most bountiful forest. Canopy 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, it will grow giving more opportunity to the other players.

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!

BEFORE YOU START

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

While you will need to disconnect the Trunk and Canopy sections from trees you've built at the end of each game, the Roots will stay assembled from game to game.



PLAYER SETUP

1. Each player takes a Forest Board.
2. Each player takes a Food token and places it on the 1 space of the Food track.
3. Each player takes a 1-point token and places it on the 3 space of the 1's Point track.
4. Each player takes a 10-point token and places it on the 0 space of their 10's point track.
5. Each player places 1 Roots section onto any clearing (marked with a tree icon). If this is your first game, place it in the top left corner.
6. Each player takes 1 set of 11 Ecosystem tiles with the same color back. Flip them over to the leaf side and randomize them. Place them randomly into the circles on the paths on the Forest board face-up.
7. Find the 5 starting Wildlife cards (marked with a Star icon) and randomly deal 1 to each player. Each player takes the token that matches their starting Wildlife. (Fox, Bear, Skunk, Cougar, Bumble Bee)



The two Ecosystem tokens are advanced and should not be used in the first game.





GROWTH CONE SETUP - 2 PLAYER

16B. Place 3 Growth Cones in a line next to the Season deck, in the center of the play area.

16B. Deal 1 card from the Season deck onto the leftmost Growth Cone, 2 cards onto the center Growth Cone, and 3 cards onto the rightmost Growth Cone.



GAMEPLAY

During your turn, you will have the option to gain 1 wildlife by spending food, then you will select cards from 1 Growth Cone to add to your forest.

TURN OVERVIEW

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

1.) ATTRACT WILDLIFE

At the start of your turn, you may spend Food to attract 1 Wildlife to your forest. If you do, adjust the position of your Food token by the cost of the Wildlife (shown in the top right corner).

Then place the Wildlife into your Forest. If it is an active Wildlife, take the matching animal token.

The Wildlife mat will always have 3 Wildlife cards. If there is an empty space (usually from attracting a Wildlife), immediately fill it with a new card from the top of the deck.

EXAMPLE 1: ATTRACTING WILDLIFE



At the start of her turn, Marta wants to attract a Wildlife. She only has 3 Food, so must choose between the Mountain Beaver and the Bald Eagle. She chooses the Bald Eagle which has a Food cost of 2, so reduces her available Food 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.

2) 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.

2-player Game

From left to right, 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

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.



2) SELECT A GROWTH PILE (CONTINUED)

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.

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

IF YOU KEEP THE PILE

Place all of the card(s) in the selected pile face-up in your Forest (the tableau in front of you). Then add 1 card from the Season Deck (facedown, without looking at it) to refill the emptied Growth Cone.

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 card(s) 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).

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 and end your turn.

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 Cat Tail Moss, and she decides to pass on this pile to see what is in the later piles. She returns the Cat Tail Moss facedown onto Growth Cone 1 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. She also passes on this pile, and puts both cards back facedown, and places the top card from the Season deck facedown on top.
3. Marta looks at the 3 cards on the Growth Cone between her and Amy. 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.
4. Joaquin will start his turn by looking at the pile to his left.



3. 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, wildlife, weather, 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 CARDS

Add these to your Forest by placing them 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 immediately 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(s) to your Forest. When you gain the card, take the indicated section(s), then discard the card. If you cannot play the sections, or do not wish to, 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.

ROOTS/TRUNK



Roots/Trunk can be used to start a new Tree by placing a Roots section in **any open space marked with a tree** on your Forest board, or to add a Trunk section to an existing Roots or Trunk in your Forest to make that Tree taller.



ANATOMY OF A FOREST CARD

Labels in orange denote non-gameplay information.

The diagram shows a card for 'SALAL' (Gaultheria shallon). It features a card icon of pink flowers, a name, a tree level indicator (1 2 3 4 5+), a scientific name, an amount in set indicator (1 3 5 9 13), a player count (13), and flavor text at the bottom: 'They can live for hundreds of years by spreading their rhizomes.' Labels in orange point to the Card Icon, Name, Tree Level, Scientific Name, Amount in Set, Player Count, and Flavor Text.

CANOPY



Canopies are played on top of a Roots 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.



NURSE LOG



These special cards allow you to either start a new tree by placing 1 Roots section, or add 2 Trunks to 1 existing tree in your forest.



COMPLETING TREES

SCORING 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 Roots sections in the tree. (Note that even though roots are made of 2 tokens, they count as single section for scoring).

After gaining points, check to see if you unlocked any Ecosystem tokens.

EXAMPLE 3: POINT TRACKS

The Forest mat 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 1 point token would move above 9, return it to 0 and move your 10 point tracker up to the next space.

Joaquin gains 4 points and moves their 1 point token from 8 up to 9, then loops back down to 0, and advance their 10 point token from 20 to 30. Then, they move their 1 point token up two more spaces ending on 2.



EXAMPLE 4: ADDING NEW CARDS TO YOUR FOR-



1. Laya keeps a pile containing a Roots/Trunk, a 2-point Canopy, a Heatwave, and a Huckleberry.
2. Laya places the Heatwave into their Forest first, and chooses to discard their Rain card with 2 icons. 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 Roots/Trunk card, and places a Roots onto their board. Then, they discard the Roots/Trunk card.
5. Finally, Laya plays the Canopy card, finishing their new tree. It is a "2x point" Canopy card so they score 4 points for their completed tree. Then, they discard the Canopy card.
6. By completing that tree, they unlock a Salal token, since the two trees connected to it by a trail are complete and have different heights. Now they have a set of three Salal to score at the end of the Season.

ECOSYSTEM TOKENS

GAINING ECOSYSTEM TOKENS

By growing trees of different heights you can create a healthy ecosystem that promotes the growth of specific plants and weather patterns. When you complete a tree, check and see what bonus you receive:

- If 2 trees connected by a path are completed and are different heights, immediately gain the Ecosystem token between them. Place it in your plant or weather area. You keep it for the remainder of the game.
- If the connected trees are the same height, flip the token over, and gain 1 point instead.

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 a Ecosystem token to have any effect.

EXAMPLE 5: ECOSYSTEM TOKENS



1. 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. In this scenario, Jel already has a Huckleberry card when they gain the token. Since they have an even number of Huckleberry icons, they gain 3 food.

EXAMPLE 5B: 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 will not compete for the most Sun and Rain. However, if she gains a single Weather card, both her tokens will count (since the scoring condition counts both of them).



2. In this scenario, Christie also has the foraging Rough-Skinned Newt. 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 1 of the face up Wildlife cards from the Wildlife board to your forest by paying its food cost. There are 3 types of Wildlife in the game: Active Wildlife, Foraging, and Points.

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



ACTIVE WILDLIFE

These animals have an ability that can be used once per Season. Active Wildlife cards may be activated at any time on your turn, including on the turn they are gained. When gained, take the matching Wildlife token. When the Wildlife is activated, flip it to the black-and-white side.



FORAGING WILDLIFE

These animals 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 will gain points based on how well you met the Foraging Wildlife's condition.

Example: Christie has 4 Huckleberry icons (2 from bonus tiles and 2 from cards), so she gains 3 points from her Black Bear at the end of the season.



POINT WILDLIFE

These animals gain you 2 points at the **end** of the game.

WILDLIFE SCORING

In addition to any scoring from abilities, Wildlife may also score points at the end of the game.

WILDLIFE SETS

You will gain points at the end of the game for collecting 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 symbiotic and mutualistic wildlife, you can create a thriving ecosystem. At the end of the game, you will gain points based on the number of wildlife in your longest Wildlife chain.



ANATOMY OF A WILDLIFE CARD

Labels in orange denote non-gameplay information.



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. Passing on the final available pile is no longer an option.

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

END OF SEASON STEPS

All players follow these steps, advancing their point markers each time they score. Actions and scoring are resolved starting with the player who took the last Growth Cone Pile and continuing clockwise.

1. SEED CONES

For each Seed Cone card, draw 2 cards from the Seed deck. You may choose 1 non-threat card from those drawn and add it to your Forest for each Seed Cone card. Discard any remaining cards.



2. THREATS

If you have 2 Fire cards at the end of the round, you discard 2 Plant cards of your choice. However, if you have 3 or more Fire cards, the fire spreads, and instead 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 = 3/4/5 Points). Place the award onto that Tree; it cannot win the Tallest Tree award in future Seasons.



In case of a tie between players, all players gain a 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. PLANTS AND WEATHER

Score points for any Plant or Weather cards + 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, all tied players split the points evenly (rounded down). If 2 or more players tie for the most, they split all 7 points and no second place points are awarded.



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

6. CLEANUP

After scoring, discard all cards except Wildlife. Flip all Wildlife tokens to their color side. *Ecosystem tokens stay in your Forest from season to season. Point Wildlife (with silver leaves), Wildlife sets, and Habitat 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 all of the Rainforest cards (including any in the Seed deck) together to form a new Season deck.

The player with the fewest total points goes first in the new Season. If players are tied for fewest points, the last of those players to take a card in the previous Season goes first.

GROWTH CONES AND SEED CARDS

Follow the Growth Cone set-up steps on page 1. Then, add 3 facedown cards per player to the Seed deck.

WILDLIFE

Shuffle the face-up Wildlife on the Wildlife board into the Wildlife deck and deal 3 new face-up Wildlife.

END OF THE GAME

At the end of the 3rd Season, after regular scoring, each player will score their Wildlife.

Point Animals: Each scores 2 points.

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

Wildlife Chain: Score for your **longest** Wildlife chain:



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

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

EXAMPLE 4: SCORING



1. After resolving Seed Cones and Threats, Joaquin scores 5 points for their Foraging Wildlife. The Black Bear score 3 points for the 3 Huckleberry icons. Joaquin has to choose how to count their Sun/Rain token. They choose Sun, so the River Otter scores 1 point for the 5 Rain icons.
2. Joaquin has the tallest completed tree so replaces that tree's canopy with a Tallest Tree token and gains 5 points.
3. Joaquin scores 5 points for their Weather: they have 3 sets of Sun and Rain for 3 points and they have the second most sets of Sun and Rain for an extra 2 points.
4. Joaquin scores 11 points for their plants: 9 for their 4 Salal icons, and 4 for their Chanterelles (because they have more Rain than Sun). However, they lose 2 for their single Trillium.
5. Their 2 Cat Tail Ecosystem tokens do not score, because they need at least one card to provide the scoring condition.
6. Since it is the **3rd Season**, Joaquin now scores their Wildlife endgame bonuses:
 - a. Sets: They score 7 points, 5 for their family of 3 Black Bears, and 2 for their pair of Gray Wolves.
 - b. Points: They score 6 points for their three point Wildlife.
 - c. Wildlife Chain: They have a chain of 4 connected Wildlife, so gain 5 points.

FOREST CARD GLOSSARY

TREE CARDS



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



Canopy (5/7/8): Canopies are played on top of Roots and/or Trunk(s) in your Forest to finish a Tree. Once a Canopy has been added to the top of a Tree, no other cards can be added to it. If you do not have any open Roots/Trunks 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 Roots, Trunk and Canopy section of that tree.



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

WEATHER

Rain and Sun (4/6/7 of each): Your rainforest 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 icon. 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 points. The player with the second most sets gains 2 Points.

In case of a tie, all tied players split the points evenly (rounded down). If 2 or more players tie for the most they split all 7 points and no second place points are awarded.

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. *You may discard any card except Wildfire, Disease, or Heatwave.*



Wildfire (3/4/4): If you have 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.



Disease (0/0/3): Disease is only used in a 4 player game. If you have 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): 1 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 icons you have in your forest are worth 5 points.



Salal (5/7/9): Salal score points based on the number gained. You may only have 1 set of Salal each Season.



Salal 1/2/3/4/5+ = Points 1/3/5/9/13

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 of Huckleberry icons, gain 3 Food instead. Immediately adjust your Food token to your new total.



If a Huckleberry card is discarded before the end of Season, lose 2 points.

OTHER

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.



Seed Cone (2/3/4): At the end of the Season, for each Seed Cone card draw 2 cards from the Seed deck. You may choose 1 card from those drawn and add it to your Forest for each Seed Cone card. Discard any remaining cards. Then discard the Seed Cone card.



If you have 2 Seed Cone cards, you will draw 4 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 wildlife 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. Cannot look at the pile if the Fox token is on it.



Foraging: Gain 1 point for each tree in your forest that has at least 1 Roots, 1 Trunk and 1 Canopy.

BANANA SLUG

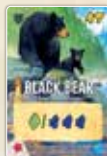
Active: Discard a plant card from your forest to gain 2 Food. You may do this at the start of your turn.



Foraging: 1 point for each Chanterelle or Seed Cone card.

BLACK BEAR

Active: Place on a pile. If another player takes that pile, they lose 1 Food, if able. You gain 2 Food. Another 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 points 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 Threat card (Wildfire, Disease, Heatwave).

GRAY WOLF

Active: Discard a Wildlife card from the market to gain 1 Food and 1 Point. The Wildlife board will refill immediately. You may do this at the start of your turn.



Foraging: 1 point for each 3 Wildlife cards in your Forest.

MOUNTAIN BEAVER

Active: At the end of Season, draw and keep 1 additional card from the Seed deck. If you have the Mountain Beaver and 1 Seed Cone you would draw 3 cards from the Seed deck and keep up to 2.



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. Keep 1 card that has that name, and put the rest back on top of the deck at random.



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

The Olympic Elk does not have Chain icons and does not contribute to creating Wildlife chains.

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, you place the Wildlife token on a pile and gain all rewards from that Wildlife. Return the token to that player facedown after use.



Foraging: 1 point for each 3 rain icons.

ROUGH-SKINNED NEWT

Active: Discard 1 less card than mandated by a single effect. 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 3 cards and distribute them to 3 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.

NORTHERN RAVEN

Active: 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 piles moves.



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