RABBIT ENCOUNTER

Roll die the indicated number of times to try to capture a Baby Rabbit. 1) If you roll a or a rabbit successfully evades - swap it with a card two adjacent spaces away and keep face up. Remain where you are. 2) If you do not roll a or a you have successfully caught a rabbit! Place rabbit in front of you. Replace with the top card of the deck and do not reveal it.

RIVALS

If Mountain Lion is in the same column or row as Coyote, Mountain Lion loses one turn.

RIVER DIVE

Bald Eagle may move 2 spaces this turn.

SAFELY DISTRACTED

When revealed, Mountain Lion moves backward one space instead of forward this turn. *Remains active: Red Fox is safe from Mountain Lion when on this card.*

SLIDE

Slide all cards in this column one space forward (in direction of arrow). All tokens/cards move with sliding cards.

SMARTS

Swap any two cards on the Forest Floor.

STEAL

Swap one of your caught rabbits with this card. The Baby Rabbit card remains face-up on the Forest Floor. Discard Raccoon.

THAT'S MY CARCASS!

Remains active: Carrion's ability has no effect.

TUNNELS

You may move diagonally.

WHAT'S THAT SMELL?

Move Mountain Lion forward 2 spaces instead of 1 this turn.

YIKES!

Move to an adjacent card and do not reveal it.

DEVOUR

FOREST FLOOR 1 PLAYER
OUTFOXED 2 PLAYER

SYMBOLS

REFERENCE CARD

IMMEDIATE

ON YOUR NEXT TURN

SWAP

DO NOT SWAP

REVEAL

KEEP FACE-UP

SOLO MODE ONLY:

WATER
End movement immediately. Do not swap.

LEAVES
End movement immediately. Do not swap. Discard.

HOLES
End movement immediately. Do not swap.

SNOW
End movement immediately. Do not swap. Discard.

DIURNAL

NOCTURNAL

NON-WINTER

CARD SYMBOL MEANINGS

A FAVOR FOR A FELLOW FOX
Jump to any card on the Forest Floor and reveal it.

ALL EYES
Place this card in front of you. It remains active. Once per Rabbit Encounter, you may reroll the die.

ANNOY
Move 1 space instead of 2. Reveal the card you land on.

BLOCK
Cannot be moved onto or through.

CHASE (1 OR 2)
Move 1 or 2 spaces and reveal the card you land on.

CHASED
Jump to any corner card and do not reveal it.

CLEANUP
Place this card in front of you. It remains active. When a Scat card is revealed, you may swap it with the top card of the deck. Do not reveal the new card.

DROPPED PREY
Discard this card. Replace with the top card of the deck and reveal it.

GONE FISHIN'
Roll the evasion die once. If you do not roll a or a lose a turn.

INTERFERENCE
Crow cannot move next turn but may peek and swap as normal.

KABOOM!!
Discard this card and do not replace it.

LEAP 1
Swap this card with an adjacent card.

LEAP 2
Same as Leap 1, but two cards away.

LOW VISIBILITY
Crow player cannot peek or swap cards next turn, but may move as normal.

MORTAL DANGER
Next time you end movement on this card, you lose.

NIGHTTIME
Do not reveal the next card you land on.

OPEN FIELDS
You may move an additional space. This card is always active.

OUCH
Return to the card you began this movement on and do not reveal it.

PEEK 1
Peek at an adjacent card.

PEEK ALL
Peek at all adjacent cards.