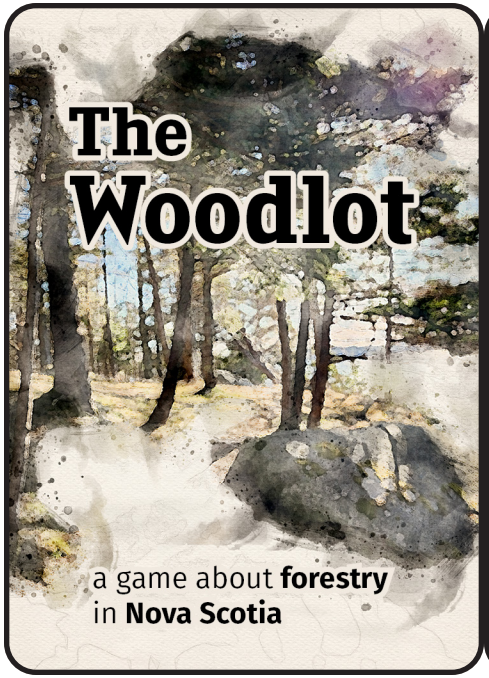

Credits

Forestry Sector Council

Buried Without Ceremony

The Woodlot was created for the **Forestry Sector Council** of Nova Scotia. Learn more about their work to cultivate a sustainable, diverse and growing workforce at **forsec.ca**

Design and art by Avery Alder

Need a copy of the rules?
Visit **forsec.ca/thewoodlot**

Setting Up

Place the **Starting Stand** face up.

Shuffle the remaining **Stands**, then place 11 of them face down around the **Starting Stand** to form a 3x4 grid. Leave some space between the cards.

Your **Work Crew** starts with a **Forest Tech** and an **Equipment Operator**. Give each a token.

Place all the **Strategies** and other **Workers** in **Future Prospects**.

Set up the trackers: **Turn** at 1, **Forest Health** at 7, **Cash Flow** at 0.

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Turn Sequence

There are a total of 8 turns.

Get Ready to Work

Pick up all the **Worker** tokens and return them to their cards.

Place Workers

Place **Workers** one by one. When you place a **Worker**, resolve their effects immediately. A **Stand** can only hold one **Worker** at a time.

Hire More Workers

You can hire additional **Workers** by spending 1 **Cash Flow** each. Add them to your **Operation**.

Turn Sequence

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Triad Approach to Forestry

Costs:

Effect

The first time you **Harvest** a **Stand** each turn, reduce the impact to **Forest Health** by 1.

Divides forests into three zones: protected, ecologically managed, and intensive production.

Forest Health

When You Harvest

Whenever you **Harvest**, decrease **Forest Health** by 2. Decrease it by an additional 1 for every neighbouring **Stand** that **At Risk** (has a shield icon but is not yet **Stewarded**).

Cash Flow

When You Harvest

Whenever you **Harvest**, your **Cash Flow** increases by - .

*You can spend 1 **Cash Flow** to hire a **Worker**. Certain **Strategies** have an additional cost of 2 **Cash Flow**.*

Turn Tracker

How the Game Ends

You lose the game if **Forest Health** ever drops below 1.

Otherwise, the game ends after 8 turns. Go read the **Performance Review** section of the rules!

Beneficial Management Practices

Costs:

Effect

Stands that are **Stewarded** add +1 when **Harvested**.

With the right techniques and incentives, timber harvesting can improve biodiversity and sustainability.

9
8
7
6
5
4
3
2
1

0
1
2
3
4
5
6
7
8

1
2
3
4
5
6
7
8

The game is over.

Conservationist



Steward

When you place this **Worker** on a **Stand** that is **At Risk**, it becomes **Stewarded** (place an additional token on its shield icon to show).

Forest Tech



Survey

Place this **Worker** on a face-down **Stand** to turn it face up.

Forest Tech



Survey

Place this **Worker** on a face-down **Stand** to turn it face up.

Forest Tech



Survey

Place this **Worker** on a face-down **Stand** to turn it face up.

Conservationist



Steward

When you place this **Worker** on a **Stand** that is **At Risk**, it becomes **Stewarded** (place an additional token on its shield icon to show).

Equipment Operator



Harvest

Place this **Worker** on a **Stand** that is **Ready** and is not **At Risk**. Adjust the **Forest Health** and **Cash Flow** trackers as instructed. The **Stand** becomes **Not Ready**.

Equipment Operator



Harvest

Place this **Worker** on a **Stand** that is **Ready** and is not **At Risk**. Adjust the **Forest Health** and **Cash Flow** trackers as instructed. The **Stand** becomes **Not Ready**.

Equipment Operator



Harvest

Place this **Worker** on a **Stand** that is **Ready** and is not **At Risk**. Adjust the **Forest Health** and **Cash Flow** trackers as instructed. The **Stand** becomes **Not Ready**.

Regional Forester



Manage

Place this **Worker** on a **Strategy** card, along with any additional costs, to immediately unlock the **Strategy** for your **Work Crew**.

Regional Forester



Manage

Place this **Worker** on a **Strategy** card, along with any additional costs, to immediately unlock the **Strategy** for your **Work Crew**.

Silviculturist



Thinning

Place this **Worker** on a **Stand** to make it **Ready**, and then increase **Forest Health** by 1.

Silviculturist



Thinning

Place this **Worker** on a **Stand** to make it **Ready**, and then increase **Forest Health** by 1.

Treat Hemlock Woolly Adelgid

Costs: $ $



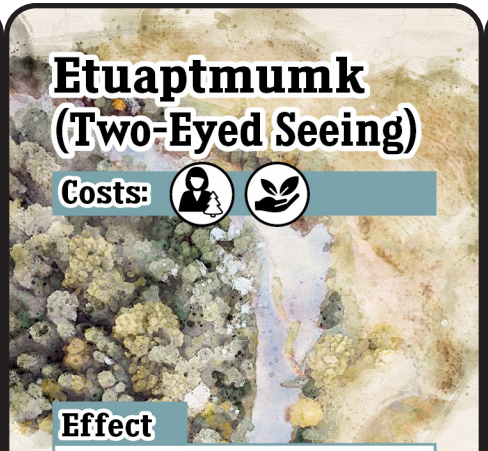
Effect

The **Hemlock Woolly Adelgid** is now **Treated**.

You can slow the spread of HWA by treating trees with pesticides or releasing predatory beetles.

Etuaptmumk (Two-Eyed Seeing)

Costs:



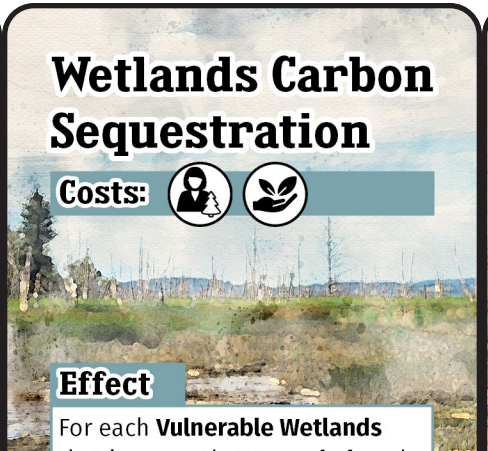
Effect

Increase **Forest Health** by 1 whenever you **Steward** a **Stand**.

Coined by Elder Albert Marshall, it means seeing the world through Western and Indigenous ways of knowing.

Wetlands Carbon Sequestration

Costs:



Effect

For each **Vulnerable Wetlands** that is currently **Stewarded**, and whenever you **Steward** another, increase **Forest Health** by 2.

When healthy, wetlands store huge amounts of carbon.

Upgraded Equipment

Costs: $ $



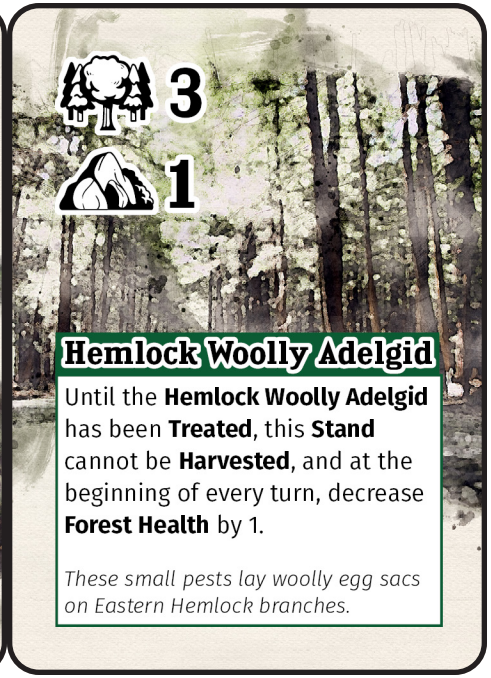
Effect

Reduce by 1 whenever you **Harvest** a **Stand**.









The Starting Stand










3
1


3
2


2
1


2
2
Treed Wetlands
if this Stand is still At Risk, Harvesting a neighbouring Stand decreases Forest Health by an additional 1.


3
2
Canada Lynx
This Stand and neighbouring Stands can only be Harvested if the Canada Lynx is Stewarded.


2
2
Blanding's Turtle
When you Steward this Stand, increase Forest Health by 1.


3
1
Chimney Swift
This Stand can only be Harvested in the final two turns of the game (if it is Stewarded).


3
1
Mainland Moose
This Stand can only be Harvested if you've unlocked Etuaptmumk and/or Beneficial Management Practices (and it is Stewarded).