

Promo Card Rules

1. Shuffle all promo cards and give each player one Promo Card face down.
2. All Promo Cards are one time use, once played it is placed with the unused Promo Cards. Therefore Ambidextrous, Early Sunset, Broken Handle, Swing Low, Swing High and It's all in the Wrist is one turn only.
3. Promo Cards can be played any time that is appropriate.
4. You can play a Promo Card after the game ends. For example you can play Wood Collector after the game ends.
5. Variant: Deal equal number of Promo Cards to each player. Therefore each player gets two or three Promo Cards instead of one.

FAQ:

1. **Is Broken Handle used on the player playing the card or an opponent?**
Answer: Broken Handle is used on an opponent during their turn.
2. **How does Back at You work?**
Answer: Eliza plays Ambidextrous on Zach. Zach plays Back at You. Therefore Eliza's next turn she must use her non dominant hand.

Broken Handle!

Your Axe is broken, you have to strike the Tree while holding the back of the Axe and hit the Tree with the front of the Axe (do not use the handle at all!)

Dull Axe!

Play on another player, that player loses their turn.

Wood Collector

When you play this card, randomly take one Bark from each player. Warning, if a player has no Bark you must take a Core from that player.

Inspector

Play this on any other player, you discover imperfections in their Bark. All of that player's dark brown Bark are worth one less point during final scoring.

Strike it Rich!

Play this card on your own turn, you score double points for anything you knock off this turn (even center Cores!)

Early Sunset

Play this card on another player's turn, that player must close their eyes and hit the Tree with the Axe.

Adrenaline!

Take an extra turn (4 hits instead of 2)

Swing High!

Force another player to hit the Core furthest from the Trunk that contains at least one Bark.

Trader

Trade one Bark piece with another player.

You Didn't See That!

After knocking off one or more Cores, replace one Core on the top of the Tree.

Swing Low!

Force another player to hit the Core closest to the Trunk that holds at least one Bark.

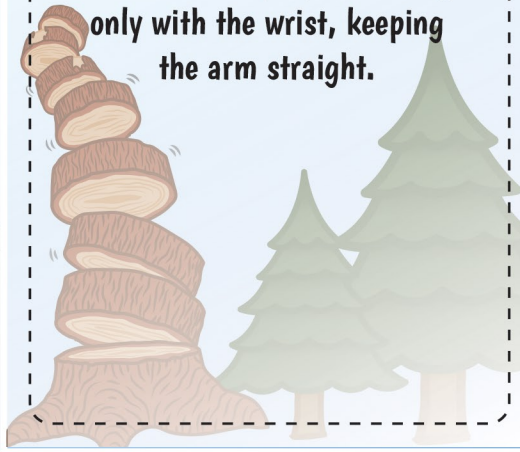
Ambidextrous

Force another player to swing with the nondominant hand.



It's all in the Wrist!

Force another player to swing only with the wrist, keeping the arm straight.



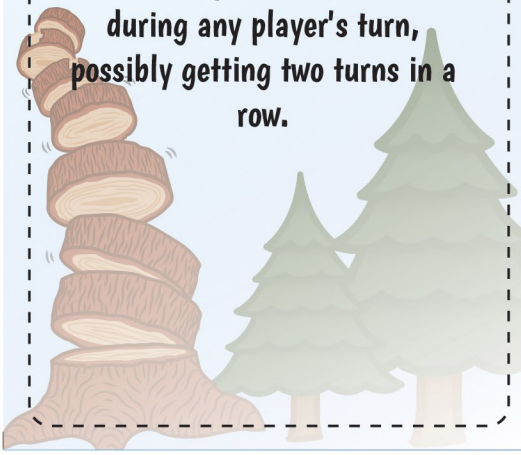
Back at you!

Reverses card effect onto the opponent who played it on you.



Reverse Order!

Permanently reverse turn order during any player's turn, possibly getting two turns in a row.



Balanced Chop!

Force opponent to hit the opposite side of the tree with the second hit.

