#### - Forest:

Each forest is divided into 20 forestry stations, each of them between 1 and 10 hectares. Thus a forest can range from 20 to 200 hectares depending on the stations surface area. It's almost like every station is a small forest itself as the management is done at station level and not for the forest as whole.

This station system allows a regular working cycle, thus avoiding waiting dozens of years for the first wood harvest. Every season you can cut, prune ...

A forest station is defined by its location (inclination, orientation...), its soil (components, depth  $\dots$ ), tree species, game available.

#### - Tree species :

They are of two main types, deciduous and evergreen. Here are their main stats :

| Broad leaved | Average height (in metre) |          | Average girth (in metre) |          | Cubic metre price (in euros) |
|--------------|---------------------------|----------|--------------------------|----------|------------------------------|
|              | 10 years                  | 25 years | 10 years                 | 25 years |                              |
| Beech        | 5                         | 12.50    | 0.85                     | 2        | 38                           |
| Oak          | 5                         | 12.50    | 0.5                      | 1.15     | 71                           |
| Hornbeam **  | 8.50                      | 21.50    | 0.6                      | 1.5      | 39                           |
| Ash tree     | 7                         | 17.50    | 0.6                      | 1.5      | 39                           |
| Birch        | 7                         | 17.50    | 0.6                      | 1.5      | 40                           |
| Poplar       | 10.50                     | 26.50    | 0.6                      | 1.5      | 35                           |
| Sweet chesr  | 7.50                      | 19.50    | 0.5                      | 1.3      | 48                           |
| Maple        | 5.50                      | 14       | 0.5                      | 1.15     | 59                           |

| Coniferous  | Average height (in metre) |          | Average girth (in metre) |          | Cubic metre price (in euros) |
|-------------|---------------------------|----------|--------------------------|----------|------------------------------|
|             | 10 years                  | 25 years | 10 years                 | 25 years |                              |
| Pine        | 9.50                      | 24       | 0.85                     | 2        | 28                           |
| Spruce      | 7                         | 17.50    | 0.85                     | 2        | 29                           |
| Fir         | 8.50                      | 21.50    | 0.85                     | 2        | 30                           |
| Douglas-fir | 9.50                      | 24       | 0.85                     | 2        | 28                           |
| Larch       | 7                         | 17.50    | 0.85                     | 2        | 30                           |
| Cypress     | 8                         | 19.50    | 0.6                      | 1.5      | 37                           |

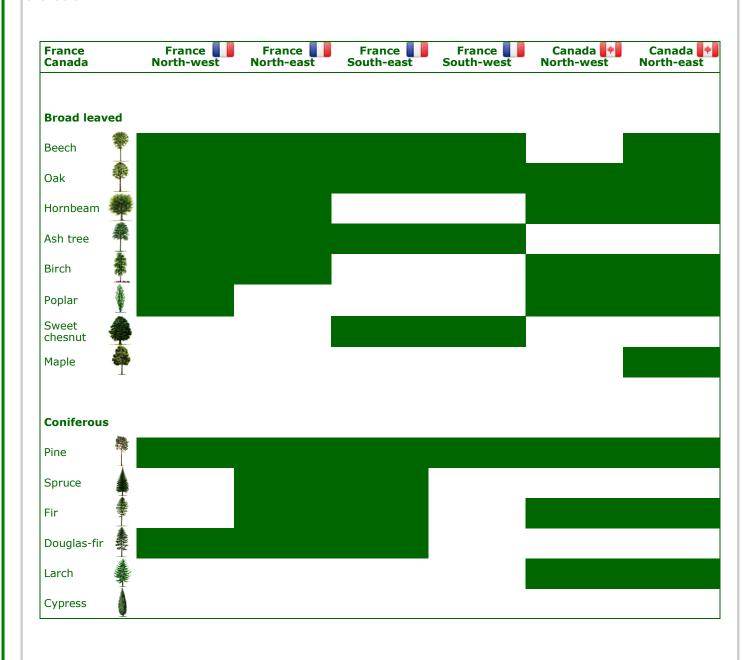
The **height**, it's a given average it can vary with the following:

- -Fertilisers
- -The soil (nutriments, depth, drainage, undergrowth)
- -Nearby streams
- -Thinning performed or not

The **girth** will vary with the thinning. It is recommended to perform 3 thinnings otherwise the tree girth will be lessened.

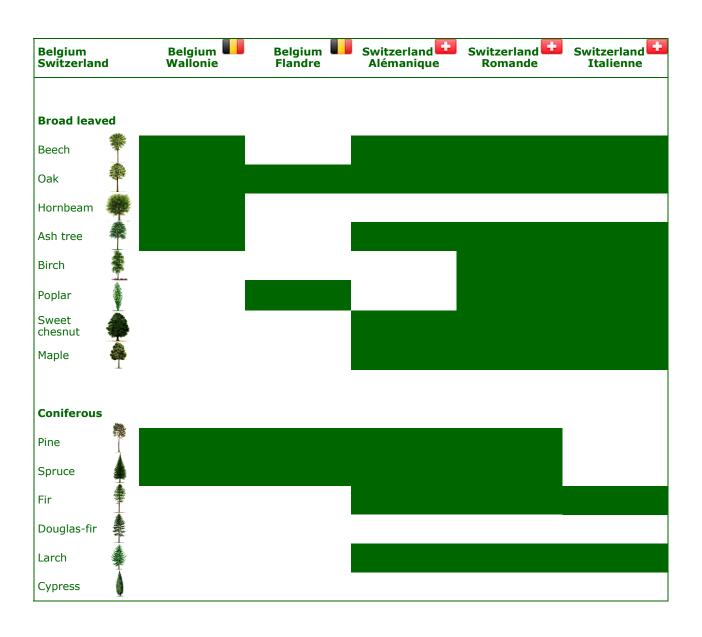
### - Tree species by country:

Several species are available, they will change with the country (server) you play in but also the climate of the area where you decided to start your farm. Thius you wuill be able to plant some tree species but others will not be available.



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