

Start Game **1** Place a **Habitat Card** in center of game area **2** Shuffle all **Tree Cards** & place in **Draw Pile**. **3** Each player draws **3 Tree Cards**. **4** Select first player & take turns.

TREE COMBAT

INITIATE

Trees can only attack when first planted.

Only understory trees can be attacked.

Only players with at least 2 trees on their side of the habitat can be attacked.

Tree Combat is always optional.

COMPARE

Sun Strength (Yellow leaf)
no trees in canopy

Shade Strength (Green Leaf)
at least 1 tree in canopy

Litter Pile

(Shared)



Draw Pile

(Shared)

When Draw Pile empty,
shuffle Litter Pile to
create new Draw Pile.

Habitat



Temperature Value
use when planting trees

Water Value
Use when planting trees

Preferred Trees
gain +3 to growth
strength during
tree combat

Seedling Stage Party