

Start Game **1** Place a **Habitat Card** in center of game area **2** Shuffle all **Tree, Weather, & Disaster Cards** & place in **Draw Pile**. **3** Each player draws **3 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

Weather

New weather replaces old.

Disasters

Confirm that the disaster condition is met.

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 sun, shade, fire,
& wind strengths.

Fire Modifier
Use during fire disasters

Wind Modifier
Use during wind disasters

Type of cloud

Cumulonimbus Incus (Ci)

Trend

Mountain

Timber Stage Party