

Understory

- Tree Combat only is understory.
- No Canopy Trees use sun strength.
- If any Canopy trees use Shade Strength

UNDERSTORY - SLOT 1

Plant a Tree
HERE

UNDERSTORY - SLOT 2

Plant a Tree
HERE

CANOPY

- Grow trees into the Canopy.
Understory must be full before
growing tree into Canopy
- 2 trees in canopy wins habitat.

CANOPY - SLOT 1

CANOPY - SLOT 2

Tree Card Key



3/2 Sol Cost [Plant/Grow]
4-8 Water Range (Blue)
use when planting trees
6-8 Temperature Range (Red)
use when planting trees
8 Sun Strength
use in tree combat
4 Shade Strength
use in tree combat
2 Fire Defence
use for disasters
3 Wind Defence
use for disasters

Sol Laws

3 Sols per turn
1 Sol Minimum
1 Sol to Discard

Mighty Trees Party Game Play Mat (Timber)

Player Turn

Mobilization Phase

Start with 3 Sols

Battle Phase

Plant Trees
Initiate Tree Combat
Grow Trees
Place Weather
Unleash Disaster

Regroup Phase

Draw until 3 cards
are in command