

# 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

## 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