

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