

Understory

- Tree Combat only in 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

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
- Discard/Remove cards

Regroup Phase

Draw until 3 cards
are in command