

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