

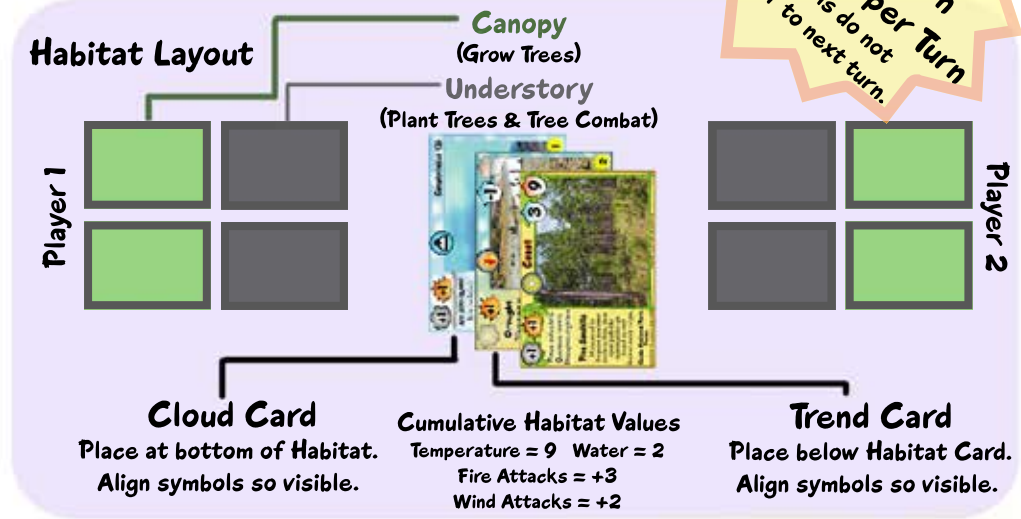


Party Game -Timber Stage-

2-6 Players / 15-30 Minutes

Sol Laws
3 Sols per Turn
1 Sol Minimum per Turn
Unused Sols do not carry over to next turn.

Winning!
First player to have 2 Canopy Trees wins a Habitat.
First player to capture 2 Habitats wins the game.

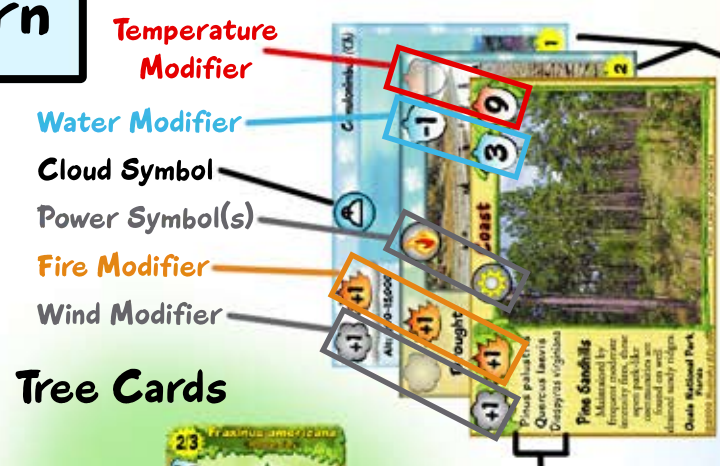


Player Turn

- (Phase 1) Mobilization**
Start with 3 Sols
- (Phase 2) Battle**
Plant Trees
Initiate Tree Combat
Grow Trees
Discard Trees
Place Weather
Unleash Disaster
- The Battle Phase can continue for as long as you have Sols. You must spend at least 1 Sol.
- (Phase 3) Regroup**
Draw until 3 Cards are in your Command.

Placing Weather Cards

1. Pay the Sol cost.
2. Place the Weather Card face up under the Habitat Card. New weather replaces old weather of same type.
3. When water or temperature is changed any trees that can't live in the Habitat are discarded.
4. Weather Cards stay until another card of the same type is played or the Habitat is won.



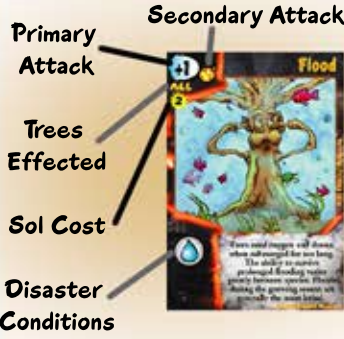
Unleashing Disasters

1. Confirm at least one Disaster condition is present.
2. Pay the Sol cost.
3. The Primary Attack happens first.
4. Then the Secondary Attack.
5. Discard the Disaster. (unless there is a Lingering effect)

Tree Cards



Disaster Cards



Disaster Attack Types

Wind & Fire 	The base strength is inside of the symbol. Add all modifiers from the habitat to the base strength to determine the total attack strength. All effected trees with a defense strength less than the total attack strength are destroyed.
Water & Temp 	Add the water or temperature change in the symbol to the current value of the habitat. All effected trees with a range that does not include the modified value are destroyed.
Fate 	Fate attack symbols vary, but the term fate attack is always identified in the disaster description. Drop the disaster card for each tree effected. If heads, the tree is destroyed.
Other	The effects of all other disasters are described in the description area of the disaster card.

Next Player

Other Stuff: Weather+Disaster+Tree Cards are shuffled together to make the Draw Pile. All cards are discarded to the same Litter Pile. Cards may be discarded from a players Command for one Sol each. Weather cards in a habitat cannot be discarded only replaced by new weather.
For More Info, Videos & Playmats go to: <http://mightytrees.weebly.com/timber-party-game.html>