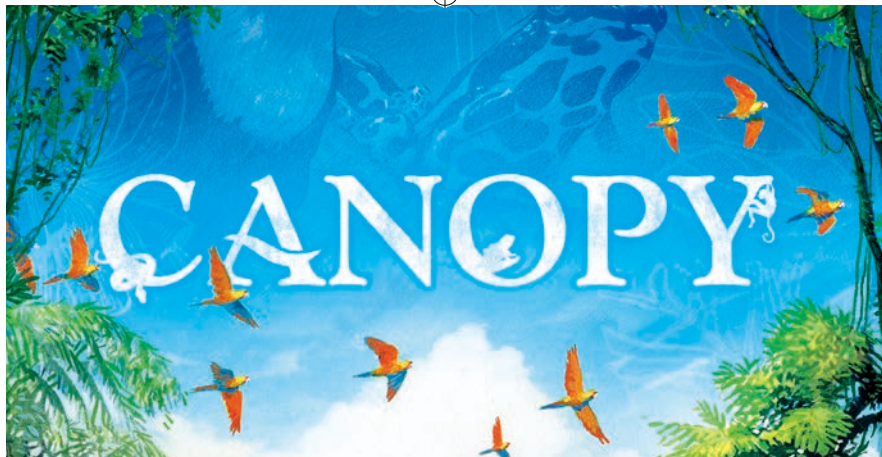




Sunlight glistens on a small pool of water nestled inside the bright red leaves of a bromelia. A poison dart frog leaps from the water and hops along the narrow branches of the tree. The hot Amazonian sun shines down fiercely on the tallest trees, but almost none of that light reaches past the canopy formed by the intertwining leaves. A deep guttural call of a howler monkey pierces the air and magnificently bright toucans flap forth from the foliage. The air buzzes with the fullness of life and activity. Here, everything is alive: pushing, striving, growing towards the sun.

Components

- a) 140 Rainforest Cards
(112 Standard & 28 Advanced)
- b) 21 Seed Cards
- c) 5 Season/Growth Cards
(3 Standard, 2 Variants)
- d) 50 Point Tokens
- e) 3 Tallest Tree Awards
- f) 1 Largest Forest Award
- g) 2 Player Aid Cards
- h) 11 Shifting Season Cards
- i) 10 Wildlife Tokens
- j) 4 Starting Trunk Cards



Game Overview

Canopy is a game for two players in which you compete to grow the most bountiful rainforest. The jungle ecosystem is full of symbiosis; you must grow tall trees, lush jungle plants, and attract the most diverse wildlife. By carefully selecting what grows in your rainforest, you can create the ideal balance of flora and fauna for a thriving ecosystem.

Canopy is played over three Seasons (rounds). Each Season, players take turns selecting cards for their Forest from three New Growth piles. Each time you look at a pile, you may either select it and add those cards to your Forest, or return the pile facedown, adding 1 additional card from the Current Season deck.

Standard 2 Player Setup

1. Place the Season/Growth cards in the center of the play area to form the game board.
2. Place the Point, Wildlife, and Tree Award tokens next to the play area.
3. Shuffle the Seed Deck cards together and place them in a facedown deck next to the Season 2/3 card.
4. Shuffle all the Rainforest cards together. Randomly remove 10 cards and place them back in the game box.
5. Separate the remaining cards into 3 roughly equal piles. Place one pile into each of these spaces:
Current Season, Season 2, Season 3.
6. Deal one card from the Current Season deck into the New Growth 1 pile, two cards into the New Growth 2 pile, and three cards into the New Growth 3 pile.
7. Each player takes a Starting Trunk card.
8. The player who most recently watered a plant is the first player.

IMPORTANT!

Remove all Advanced Rainforest cards (marked with a numbered purple box) for your first game.

2

As the piles grow, you must search for the plants and animals that will benefit your Forest the most. Choose carefully, however, as there are also threats in the form of fire, disease, and drought.

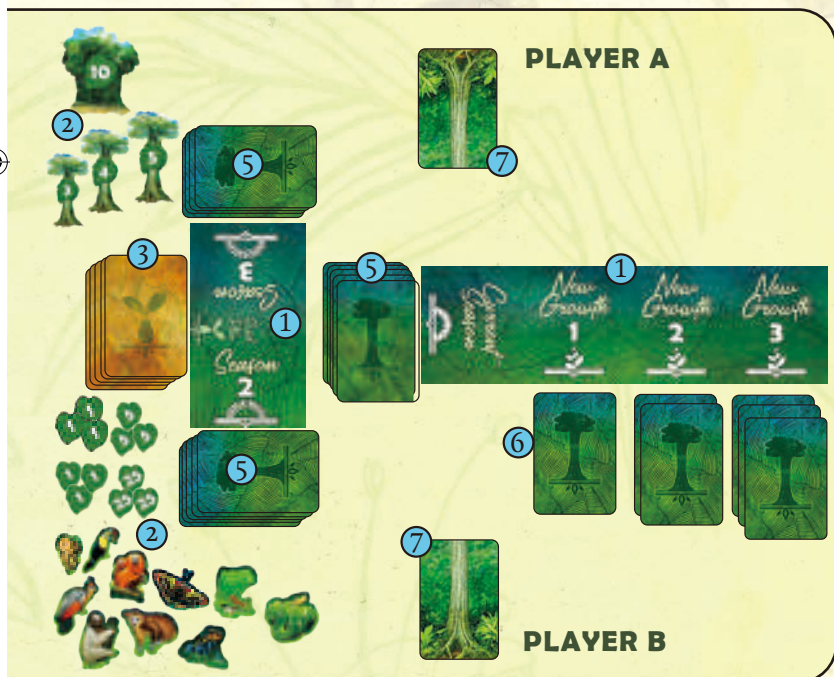
Winning the Game

At the end of each Season, players will score points for collecting sets of plants, completing trees, and growing the tallest tree. By growing a forest with a healthy balance of plants, trees, and wildlife, you will score more points.

At the end of the 3rd Season, the player with the most points wins.

How to Play video

Skip the rulebook and learn to play Canopy by watching a short video. Scan the QR code below or visit: weirdcitygames.com/canopy



Once you are familiar with the game, you can add these cards using the Advanced Variant setup rules. Rules for solo and 3-4 player are in the glossary.

Gameplay

On each turn, look at the first New Growth pile and choose between two options: keep the card(s) for your forest or pass on the pile and proceed to the next New Growth pile.

If you keep the pile:

Place all of the card(s) in the selected pile faceup in your Forest (the tableau in front of you). Then add one card from the current Season Deck (facedown, without looking at it) to refill the emptied New Growth pile.

If you pass on the pile:

Return all of the card(s) in it to that pile's space and add a card to it from the current Season Deck (facedown, without looking at it). Then proceed to the next New Growth pile and repeat this process (either keeping or passing it).

If you pass on all three piles:

Draw the top card from the current Season Deck and add it to your Forest (you may not decline to take that card).

There is no way to return to a pile after passing it. Once you have passed a pile, you cannot take those card(s) this turn.

Adding Cards to your Forest

The cards represent different plants, wildlife, and trees with a variety of effects. Most cards count for points at the end of the Season, others have in-Season effects, and some have immediate effects that will be resolved as soon as they are added to your Forest (marked with a lightning bolt icon in the bottom left corner).



When you keep a pile, you must add all of the cards to your Forest. Cards from a pile may be added to your Forest in any order.



Turn Example

1. Maria goes first and looks at the card in the New Growth 1 pile without revealing it to her opponent.

It is a Monstera and she decides to pass this pile to see what is in the later piles. She returns the Monstera facedown into New Growth 1 and places the top card from the Current Season deck facedown on top of it.

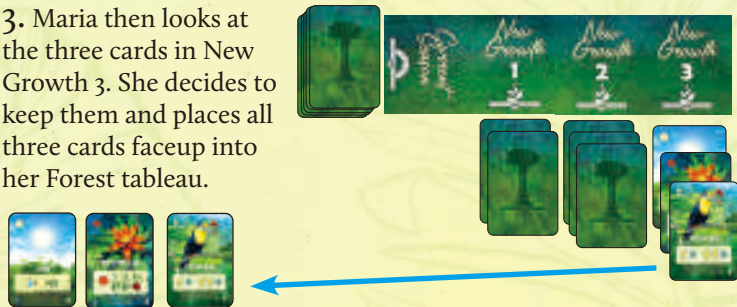


2. Maria then looks at both cards from New Growth 2 (Poison Dart Frog and Rain) without revealing them to her opponent.

She decides to pass on the pile and returns both cards to New Growth 2 facedown, and places the top card from the Current Season deck facedown on top of New Growth 2.



3. Maria then looks at the three cards in New Growth 3. She decides to keep them and places all three cards faceup into her Forest tableau.



4. Maria then places the top card from the Current Season deck onto New Growth 3. Her turn is finished. Otto, her opponent, will start his turn by looking at the two cards in New Growth 1.

Adding Cards to your Forest (continued)

Trunks and Canopies: Trunks can be used to start a new Tree or added to an existing Trunk in your Forest to make that Tree taller. Canopies are played on top of Trunk(s) in your Forest to finish a Tree. Once a Canopy has been added to the top of a Tree, no other cards can be added to it. If you do not have any open Trunks in your Forest when you gain a Canopy, it is discarded. You may not discard a Canopy if you have an open Trunk.

Wildlife: Animals with text have an ability that can be used once per Season. Wildlife cards may not be activated on the turn they are gained.

Drought: When you add a Drought to your Forest, you must immediately discard one other card from your Forest and then discard the Drought card. You may discard any card except Trunks and Canopies from **scored trees**.

Anatomy of a Card

Card Icon

Represents the card type

Canopy Layer

Shows which layer(s) of the rainforest the species inhabits

Ability/Scoring

Shows card action or scoring requirements

Flavor Text

Fun info about the species shown

Discard Timing

☾ = End of Season
⚡ = Immediately



GAMEPLAY ELEMENTS

THEMATIC INFO

Card Name

Scientific Name

Point Value

- 1 Scored end of Season
- 2 Scored end of Game
- Red flower icon Negative Points

Card Count

(Not including Seed deck)

- 11 Tan = Standard
- 2 Purple = Advanced

End of a Season

When the Current Season deck is empty, continue selecting New Growth piles (without adding cards from the Season deck) until all piles have been taken. Passing on the final available pile is no longer an option.

Once the Current Season deck is empty, any cards whose effect would require drawing from the Current Season deck draw from the next Season deck, or in Season 3, from the 10 removed cards at the start of the game.

End of Season Scoring

Both players follow these steps, gaining point tokens each time they score. The player who took the final New Growth Pile resolves their actions first.

1. Wildlife

Activate any Wildlife effects that can be used at the End of Season.

2. Seeds

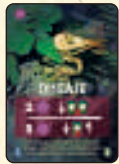
If you have any Seed cards, draw 3 cards from the Seed deck. Draw 1 additional card for each Fire card you have. You may then choose one of these cards to add to your Forest for each Seed card you have. Discard any remaining cards to the bottom of the Seed deck facedown. Then, discard the Seed cards.



If you have 2 Seed cards, you will still only draw 3 cards from the Seed pile, but you may keep up to 2 of those cards instead of 1.

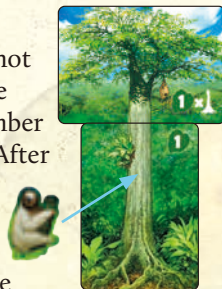
3. Threats

If you have 2 Fire cards at the end of the round, discard 2 Plant cards of your choice. If you have 3 or more Fire cards, the fire spreads, and each player discards one Plant card of their choice from their Forest. Disease functions in the same way but causes you to discard Wildlife cards instead of Plant cards.



4. Trees

Score points for each tree with a Canopy that has not previously been scored. Each Trunk card scores the points shown on it and each Canopy awards a number of points (0-2) for each Trunk that is in that Tree. After scoring points from a Tree, place a Wildlife token onto it to mark it as scored.



The player with the tallest completed tree gains the Tallest Tree award for that Season (Season One/Two/Three = $3/4/5$ Points). Place the award onto that Tree; it cannot win the Tallest Tree award in future Seasons. The Tallest Tree awards count as point tokens with the value shown.



In case of a tie, both players gain points equal to the Tallest Tree award. Place the point tokens gained onto the Canopy to mark it.

Trees that were completed in previous Seasons but did not win the Tallest Tree award can win it in later Seasons.

Incomplete Trees award no points and remain in your Forest until the game ends. Trees that have been scored cannot be affected by cards in subsequent rounds but can win the Tallest Tree award and will be used for the endgame Largest Forest bonus.

5. Plants and Weather

Score points for any Plant or Weather cards you have in your Forest.



6. Cleanup

After scoring, discard all cards except Trees and Wildlife. Wildlife is only scored at the end of the game.

A New Season

If it is the end of Season 1 or 2, set up for the next Season by taking the next Season deck in numerical order and placing it in the Current Season area. From the new Current Season deck, deal one card into the New Growth 1 pile, two cards into the New Growth 2 pile, and three cards into the New Growth 3 pile.

The player with the fewest total points goes first in the new Season.
If players are tied for points, the player who took the last card in the previous Season goes first.

End of Game

At the end of the 3rd Season, after regular scoring, each player will score their Wildlife.

Active Wildlife (with text): Score the points shown.

Mating Pairs (with icons): Award the higher point value if you have the matching Active Wildlife and the lower point value for unmatched Wildlife.

If you have a pair of matching Wildlife, the Active Wildlife will score its listed points, and the Mating Pair will score the higher of the two numbers.

Largest Forest

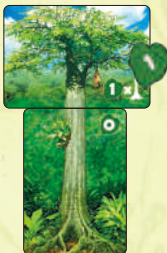
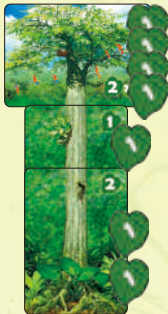
After scoring Wildlife, the Largest Forest bonus is awarded to the player with the most completed Trees. If both players are tied for the Largest Forest, they both gain the bonus.

The player with the most points wins!
In case of a tie, the player with the most Wildlife wins!



End of Season 3 Scoring Example

1. Maria scores 8 points for the Trees she completed this Season. The 1st Tree scores 3 points for the Trunks and 4 points for the Canopy. The 2nd Tree scores just 1 point for the Canopy.



2. Maria scores 8 points from her plants: 2 points for her Bromelia and 6 points for her set of 3 Ferns. Her single Monstera does not score.



3. Maria scores 5 points for her pair of Rain and Sun. Her unmatched Sun does not score.



4. As it is the end of the third Season, Maria now scores her Wildlife. She scores a total of 10 points:

Her Toucan scores 1 point, her Poison Frogs score 7 points (2 for the Active and 5 for the Mating Pair) and her Sloth scores 2 points (as it does not have a match).



5. Otto has a completed tree with 3 Trunks so he gains the Tallest Tree award.

Maria and Otto then compare the number of completed Trees in their Forests. Maria has 5 and Otto has only 4, so Maria wins the Largest Forest award!



Standard Card Glossary

Trunk (18): Each Trunk card has a point value of 0, 1, or 2. These points are awarded at the end of the Season if the Tree is complete. The Trunk card can be used to start a new Tree or added to an existing incomplete Tree to make it taller. You must decide when the card is added to your Forest whether it will be added to a Tree in your Forest or used to start a new Tree.



Canopy (11): Canopies are played on top of Trunk cards. If you do not have any open Trunk cards, the Canopy is discarded. If you do have at least 1 open Trunk, the Canopy must be played and cannot be discarded. Canopies have a Point multiplier of 0, 1, or 2. They award that number of points for each Trunk below them at the end of the Season.



Plants

Fern (13): If you have an odd number of Ferns, they award 2 points each. If you have an even number of Ferns, they award 0 points. Thus, 5 Ferns would be worth 10 points, and 6 Ferns would be worth 0.



Bromelia (11): If you get 3 or more Bromelia, they count as negative 3 points total.



Monstera (11): If you have 3 or more Monstera, you score 8 points. If you have fewer than 3 Monstera, you do not score any points.



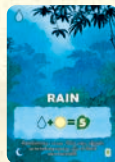
Seeds

Seed (5): At end of Season, if you have any Seed cards, draw 3 cards from the Seed deck. Draw 1 additional card for each Fire card in your Forest. You may then choose up to one of the drawn cards to add to your Forest for each Seed card you have. Discard any remaining cards.



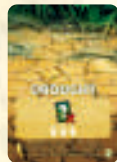
Weather

Rain and Sun (8 of each): Your rainforest is healthiest when you have a proper balance of Rain and Sun. Each matched pair of Rain and Sun is worth 5 points.

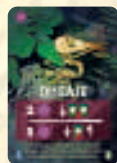


Threats

Drought (3): If you add a Drought to your Forest, you must immediately discard 1 other card of your choice. This is usually a negative but can sometimes be helpful, such as when you discard a Disease or a Fire. After taking effect, the Drought card is discarded.



Disease (6): If you have 2 Disease cards at the end of the Season, choose and discard 2 Wildlife cards. If you have 3 or more Disease cards, the sickness spreads, and both you and your opponent choose and discard 1 Wildlife card from your Forests.



Fire (6): If you have 2 Fire cards at the end of the Season, choose and discard 2 Plant cards. If you have 3 or more Fire cards, the fire spreads, and both you and your opponent choose and discard 1 Plant card from your Forests. If you have 1 Fire card, it has no effect but will still grant you a Seed bonus.



Wildlife (6 Pairs)

There are two types of Wildlife in Canopy: Active Wildlife and Mating Pairs. Most species have one card of each type. Active Wildlife give you points and a powerful ability you can use once per Season. Mating Pairs have 2 possible point values depending on whether or not you have the matching Wildlife.

Unless removed by a card effect such as Disease or Drought, Wildlife stay in play for the entire game and award points only at the end of the game.

Mating Pairs

These Wildlife award the lower point value if unmatched and the higher point value if you have the matching pair. If you have a pair of matching Wildlife, the Active Wildlife will score its listed points, and the Mating Pair will score the higher of the two numbers.



Active Wildlife Abilities

Emerald Tree Boa: Once per Season, you may take one card from a pile that you pass. Return the remaining cards to that pile and continue your turn.

Kinkajou: You may keep 1 extra card when you draw from the Seed pile.

Leafcutter Ants: Once per Season, you may discard 1 card from your Forest.

Poison Dart Frog: Once per Season, you may add 1 card to each Growth pile before your turn. If the Current Season deck is empty, you cannot use this ability.

Sloth: Once per Season, if you pass all Growth piles, instead of drawing 1 card from the Season deck, you will draw 2.

Toucan: Once per Season, you may peek at one pile before your turn.



Working Towards Sustainable Production

Our goal with Canopy was to create the game in as environmentally friendly a manner as possible. As part of this effort, we removed all plastics from inside the box, replacing plastic bags with paper envelopes, and removing the shrinkwrap from the card decks. In addition, all paper components are FSC certified (Forest Stewardship Council). We are also using a portion of the proceeds from Canopy to partner with organizations to plant one tree for each game sold. To find out more about our efforts visit our website: www.weirdcitygames.com/canopy-sustainability.

Advanced Card Variant

Once you are familiar with the standard game, you may add in the Advanced cards to bring more diversity to your rainforests. Advanced cards are marked with a purple card symbol in the bottom right corner.



When adding the cards you have 4 options:

- 1. Plants and Threats Only:** Add in the Advanced Plants and Threats only.
- 2. Wildlife Only:** For this option, before adding in the Advanced Wildlife cards, first remove all of the Standard Wildlife cards from the deck.
- 3. Plants, Threats, and Wildlife:** Add in all of the Advanced cards. When choosing this option, first remove all Standard Wildlife cards from the deck.
- 4. Wildlife Mix:** Add in the Plants and Threats as in version 1, and then create a random or chosen mix of 6 or 7 Wildlife pairs.

Advanced Card Glossary

Plants

Coincap Fungi (2): On your turn, you may discard the Coincap Fungi card and 1 other card from your Forest to draw a card from the Current Season deck. You may play or discard that card.



Lianas (3): Each Lianas card scores 1 point for each completed Tree in your Forest.



Pitcher Plant (2): You may place 1 card you gain from a pile facedown under the Pitcher Plant card. If there is already a card under the Pitcher Plant, place that card into your Forest. At the end of the Season, discard the Pitcher Plant. If there is a facedown card under it, place that card faceup into your Forest for the next Season.



Orchid (3): At the end of the Season, if you have 2 or more Rain cards than Sun cards or 2 or more Sun cards than Rain cards, you must discard the Orchid before scoring.

Threats

Lightning (2): When gained, you choose if both players will draw 2 cards from the Season deck or discard 2 cards (of their choosing) from their Forest. After you resolve that choice, discard Lightning.

Blight (2): During the Threat step at the end of the Season, discard 1 plant from your largest group of plants. If you have two plant groups of the same size, you may choose which card to discard.

Wildlife

Golden Lion Tamarin: If you choose to activate the Golden Lion Tamarin, you must do so at the start of your turn, before looking at any Growth Piles. Discard the cards that you did not add to your Forest.

Goliath Bird Eater: Threats returned to the pile are not revealed to other players. Add one card from the Current Season deck after returning Threats.

Harmonia Mantle: When scoring Plants, you may discard the Harmonia Mantle to add 1 Monstera, 1 Fern, or 1 Bromelia to a group of those plants in your Forest. You must have at least one card of the plant type you add. (2 Active, no Mating Pair)

Hoatzin: At the start of the End of Season phase, you must turn all facedown cards under the Hoatzin faceup and add them to your Forest.

Howler Monkey: When you pass on a pile, you may discard it instead of returning it. If you do, you still add 1 facedown card to that pile's space.



Jaguar: At the end of the each Season, your opponent must discard 1 Wildlife from their Forest at random.



Pygmy Marmoset: Score points at the end of the game equal to the number of completed Trees of different heights in your Forest. (2 Active, no Mating Pair)

Shifting Seasons Variant

This game variant introduces a new rule for each Season of the game. The rules represent environmental or seasonal variations and will add new in-game bonuses or penalties for certain types of cards.

Setup: Shuffle all of the Shifting Seasons cards at the start of the game and place them in a facedown deck next to the play area.



At the start of each Season, reveal 1 Shifting Seasons card. That card's effect will take place for that entire Season, and be replaced by a new one at the start of the next Season.

Shifting Seasons can be played with the 3-4 player variant, but does not work with the Forest Spirit solo variant.

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