

## THE FOX SPIRIT SOLO GAME OVERVIEW

This is a solo variant of Canopy: Evergreen that allows you to play against the Fox Spirit, a simulated opponent. The rules follow the basic structure of Canopy: Evergreen with a few exceptions noted below.

### GAMEPLAY

At the start of each Season, the Fox Spirit gains 1 Roots.

- You take the first turn each Season.
- You take your turns as normal, adding cards to your Forest. Whenever you pass a pile, return any Threat cards in that pile faceup.

### FOX SPIRIT TURN

At the start of the Spirit's turn, if it has enough Food, it will gain a new Wildlife if one matches the below criteria. The Fox Spirit will choose which Wildlife to gain in this order:

- Wildlife that extends their Animal Chain.
- Wildlife that matches Wildlife in their Forest.
- Point Wildlife.

Then, the Spirit will select a pile, following these rules:

- It selects the pile with the **most** facedown cards in it. If two piles are tied, it will take the pile with the fewest faceup cards. If there is still a tie, it takes the pile that is furthest to the left.
- The Fox Spirit will treat any pile with a Guardian Wildlife as if it had one less card in it. If the Fox Spirit takes that pile with a Guardian, it will suffer any penalties from the Wildlife.
- Add 1 facedown card to each pile the Spirit passes and refill the taken pile as in standard play.
- Add the cards from the selected pile to the Spirit's Forest.

### SET UP

Follow the standard setup for Canopy with these changes:

- Only the Fox Spirit starts the game with a Roots. They place it in the top left clearing.
- Place all of the Fox Spirits Ecosystem tokens face-down. The Fox Spirit uses only the standard tokens.
- The Fox Spirit always takes the active Red Fox as it's Guardian wildlife.
- Shuffle the Fox Spirit card into the Forest deck.

For an easier game, gain a Roots during setup. For a more difficult game, the Fox Spirit begins the game with one additional Roots.



### TREE PLACEMENT

The Spirit will determine its Tree section placements based on the Trees in both of your Forests, following these rules:

- The Spirit places Trunks and Roots before Canopies.
- The Spirit will choose to place Roots (instead of adding a Trunk) if it has less than 2 unfinished Trees.
- The Spirit will place Roots adjacent to the most trees, prioritizing placing next to completed trees.
- If you have a tree that is taller than any of the Spirit's Trees and hasn't won an award, it will add a new Trunk card to its tallest unfinished tree. Otherwise, it will grow its shortest unfinished tree.
- When the Spirit gains a Canopy card, it will add it to the tallest unfinished tree in its Forest. In case of a tie, it will complete the tree that is adjacent to the most completed trees.

### ECOSYSTEM TILES

The Spirit gains Ecosystem tiles once both adjacent trees are completed, **even if they are the same height**. It will turn them face up and they will count as normal.

## CHOOSING FOR THE FOX SPIRIT

Certain cards, for instance, Threats and Seed Cones, will present the Spirit with choices that you must make for it.

**General Rule:** Always choose the option that will gain the Spirit the most points or lose the Spirit the fewest points. If two options are tied, you choose.

## THREATS AND WILDLIFE RULES

- **Threat Bonus:** At the end of each Season, if the Fox Spirit has more Threats in its Forest than you, it gains 5 points.
- **Wildlife:** Active Wildlife, other than the Red Fox, have no effect for the Spirit. The Spirit gains points from Foraging Wildlife as normal.

## FOX SPIRIT EXAMPLE TURN

1. The Spirit takes the cards from New Growth 3 because it has the most facedown cards.



2. The Spirit adds the cards gained from New Growth 3 to its Forest.



3. It adds the Seed Cone and Salal to its Forest. It discards the Trillium to the Heat Wave card because it is the least valuable card.



## ADVANCED VARIANTS: SHIFTING SEASONS AND WILDLIFE ECOSYSTEM TOKENS

### SHIFTING SEASONS

This mode adds more variety to each season with a special rule. Shuffle the Shifting Seasons cards at the start of the game.



At the start of each Season, reveal 1 Shifting Seasons card. That rule is in effect until the end of the Season. At the end of the Season discard the Shifting Season card.

Solo Shifting Seasons: If playing against the Forest Spirit, they start the game with 10 additional points and are unaffected by the Shifting Seasons.

### WILDLIFE ECOSYSTEM TOKENS

This mode adds more variety to the ecosystem tokens with 2 new tokens that interact with Wildlife.



To play with these tokens, each player randomly removes 2 standard ecosystem tokens and adds the 2 Wildlife ecosystem tokens. These tokens are gained in the same way as standard ecosystem tokens and their special ability can be used once per season.

**Nocturnal:** Flip 1 of your Wildlife tokens from the inactive to the active side. This allows you to use that Wildlife's ability 1 additional time this season.

**Animal Attraction:** Choose 1: Discard and replace all cards from the Wildlife board or gain 1 Food.