```python
import pygame
import config  # Assuming you have a config module for colors

# Initialize Pygame
pygame.init()

# Set up the screen
screen = pygame.display.set_mode((800, 600))

def draw_tree(x_offset, y_offset):
    # Draw the trunk
    pygame.draw.rect(screen, config.BARK_BROWN, [60 + x_offset, 400 +
    y_offset, 30, 45])
    # Draw the leaves (first layer)
    pygame.draw.polygon(screen, config.FOREST_GREEN, [[150 + x_offset, 400
    + y_offset], [75 + x_offset, 250 + y_offset], [0 + x_offset, 400 +
    y_offset]])
    # Draw the leaves (second layer)
    pygame.draw.polygon(screen, config.FOREST_GREEN, [[140 + x_offset, 350
    + y_offset], [75 + x_offset, 230 + y_offset], [10 + x_offset, 350 +
    y_offset]])

# Main loop
running = True
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

    # Clear the screen
    screen.fill((255, 255, 255))  # Fill with white background

    # Draw trees at different locations
    draw_tree(0, 0)          # Draw the first tree at the original position
    draw_tree(200, 0)        # Draw the second tree 200 pixels to the right
    draw_tree(-100, 0)       # Draw the third tree 100 pixels to the left

    # Update the display
    pygame.display.flip()

# Quit Pygame
pygame.quit()
```