

## SETUP

### BOARD


- 3 Terrain tokens to each of the 5 spots on the central draft board
- Agree on player board side (island for advance play)
- Deal 5 cards to market

### PLAYER

- Advanced: Deal 2, keep 1 white card (scoring objective if unlocked)

## TURN STRUCTURE

Take these 3 actions in any order:

- Must draft a set of 3 terrain tokens from the central board
  - Then place them on your player board or stack legally:  
 never stack over animal cubes
  - Then refill central board
- May take 1 card from the central market and load it with cubes
  - Limit of 4 incomplete cards (marked at top of player boards)
  - Then refill card market
- May move a cube from an animal card (lowest to highest) to a qualified terrain token. This action can be repeated.
  - Empty cards set to side of player board, freeing a slot above
  - Limit 1 cube per terrain

## END GAME (AFTER 5<sup>TH</sup> ROUND)

- A player has 2 or fewer empty player board spaces  
OR
- Central board cannot be refilled with terrain tokens
  
- Buildings score on TOP adjacent terrain types
- Rivers score on shortest route of the single longest river
- Tiebreaker: most animal cubes on terrain