# Setup

* B=Base game, L=Landmarks
* Remove tiles per chart below
* 4 animals with 4 face-up tiles
* L: Faster 5/6 player variant:
	+ 5 habitat tiles in front of each player
	+ 5 animals (one of each type) paired to the tiles

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| --- | --- | --- |
| Players | RemoveTilesB \ L | Habitat Bonus |
| 1 | 42 \ 87 | 1st 2 |
| 2 | 42 \ 87 | 1st 2 (1 each if tied) |
| 3 | 22 \ 67 | 1st 2 (1 each if tied)2nd 1 (0 each if tied) |
| 4 | 02 \ 47 |
| 5 | n/a \ 27 |
| 6 | n/a \ 07 |

# End Game

* Ends *immediately* when tile market cannot be refilled.
	+ L: you cannot play from your personal supply