

## 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

Players	Remove Tiles	Habitat Bonus	
	B \ L		
1	42 \ 87	1 <sup>st</sup>	2
2	42 \ 87	1 <sup>st</sup>	2 (1 each if tied)
3	22 \ 67	1 <sup>st</sup> 2 <sup>nd</sup>	2 (1 each if tied) 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