# 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 5th 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