**Setup**:

**Starter Habitat Tile** – 1 to each player.

**Habitat Tiles** (**HT**) - 20 per player, plus 3. 2 Players: 43 (or

remove 42). 3 Players: 63 (or remove 22). 4 Players: 83

(or remove 2). **Wildlife Scoring Cards** – 1 per wildlife (5)

All **Wildlife Tokens** (**WT**) in the Cloth Bag.

All **Nature Tokens** (**NT**). 4 **HT & WT pairs** for pool.

**Turns**:

**1.** **Select a Habitat Tile (HT) & Wildlife Token (WT)**.

If overpopulation (4 same WT), replace (always).

If 3 same WT, may replace those 3 (only once).

May spent NT (unlimited) to:

a. Take any HT & any WT;

b. Replace any number of WT.

**2.** **Place HT & WT in your environment**.

May (chose/must) return WT to bag.

WT on Keystone Tile earns one NT.

**3.** **Replace missing HT & WT in pool**.

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**Scoring**: Game ends when no face-down HT are in stacks

(20 turns per player).

* **Wildlife Scoring Cards** (5).
* **Each largest, continuous HT terrain type** (5) for

mountains, forests, prairies, wetland, & rivers.

* **Largest HT bonuses** (5).

2-Player = 2 pts or 1 if tied.

3/4-Player = 3 for 1st, 1 for 2nd largest (none if tied for

2nd). If 2 tie for 1st, then 2 each and none for 2nd.

If 3/4 tie for 1st, then 1 each for 1st and none for 2nd.

* **1 point per unused NT**. Most NT breaks ties.

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