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PLAY a card (SPECIES or EVENT).

MOVE a SPECIES card (see MOVE or FLIGHT details).

DROP one card into a **DISCARD PILE** and **PICK UP** three new cards.

PASS, and end the turn.

NOTE: EVENT and MOVE actions will often result in cards that are INCOMPATIBLE (i.e. no shared CLIMATES orTERRAINS, and no proper FOODCHAIN connections). If so, the affected player has only their next turn (i.e. next 3 ACTIONS) to react before any of these newly INCOMPATIBLE SPECIES cards are removed. These players may choose actions to play new cards that replenish broken food chains, and/or MOVE affected cards to COMPATIBLE areas on the table. Any cards that cannot be saved after this reaction turn must be placed in the DISCARD pile.

ENDING A GAME: When a player picks up his/her last card from their PICK-UP pile, then that player will finish his/her turn, and their opponent will then also play their one last turn. At that point, the game ends, UNLESS an EVENT card or a MOVE is played resulting in INCOMPATIBLE cards during that last turn—essentially, when this happens, the other player always has the right to react by getting one extra turn. In the end, players will then add up all points

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PASS, and end the turn.

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