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# v1

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Game: **WINGSPAN**

Publisher: **Stonemaier Games (2019)**

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# WINGSPAN

## SETUP

Shuffle the **bird cards**, place the deck next to the **bird tray**, then populate the tray with 3 face-up bird cards.

Place all **food** and **egg tokens** in a supply. Toss the **food dice** into the **birdfeeder dice tower**.

Choose which type of **goals** you will play with, and place the **goal board** on the table with that side facing up. For a game with more direct competition, choose the (default) **green** side that has 1st, 2nd, and 3rd place for each goal. For a game with less direct competition, or for new players, choose the **blue** side, which awards 1 point for each targeted item.

Shuffle the **goal tiles** without looking at them and place one (random side up) on each of the 4 blank spaces on the goal board. Return extra goal tiles to the box.

Shuffle the bonus cards and place the deck on the table.

Each player takes 1 **player mat**, 8 **action cubes** of one color, 2 random **bonus cards**, 5 random **bird cards**, and 5 **food tokens** (1 of each type). You may keep your hand of cards private or public.

Keep up to 5 bird cards and discard the others. **For each bird card you keep, you must discard 1 food token.** You will probably want to keep food tokens shown in the upper left of the bird cards you selected.





Choose 1 bonus card to keep, and discard the other. You may look at your bonus cards while selecting which birds to keep (and vice versa).

Randomly select the **first player** and give them the **first player token**.

## TURN STRUCTURE

The game is played over 4 rounds. During each round, players take turns in clockwise order until each player has used all of their available action cubes.

On your turn, **take 1 of 4 actions**, as shown on the left side of your player mat:

-  Play a bird from your hand.
-  Gain food and activate forest bird powers.
-  Lay eggs and activate grassland bird powers.
-  Draw bird cards and activate wetland bird powers.

## 1. PLAY A BIRD FROM YOUR HAND


### 1. PLAY A BIRD AND PAY ANY EGG COST


Select a bird card in hand and place an **action cube** at the top of the column in which you will play the bird. Pay any corresponding **egg cost** by discarding eggs from any birds on your player mat. To play a bird in column 2 or 3, discard 1 egg to the egg supply. In columns 4 or 5, discard 2 eggs.


### 2. PAY THE BIRD'S FOOD COST

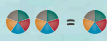

Discard food tokens to the supply (from next to your player mat, not food tokens cached on bird cards).

The 5 types of food are  **INVERTEBRATE**,  **SEED**,  **FISH**,  **FRUIT**, and  **RODENT**.

If a bird's food requirement includes a  **WILD** icon, you can use any of the 5 types of food for it.

The  symbol means a bird does not have a food cost.




The  icon in bird costs and other places means 'or'.

 =  **You may spend any 2 food tokens as if they are any 1 food token.** This exchange cannot be used elsewhere in the game.

## 3. PLACE THE BIRD IN ITS HABITAT

Place the bird card on the leftmost exposed slot in its corresponding habitat and move your action cube to the left side of the **PLAY A BIRD** row.

The 3 habitats are:

 **FOREST**,  **GRASSLAND**, and  **WETLAND**.

## 4. USE A 'WHEN PLAYED' ABILITY

If the bird has a power that reads **WHEN PLAYED**, you may use that power. Other powers (in brown and pink) are not used when the bird is played.

Playing a bird is the only action that does not activate a row of birds.


## 2. GAIN FOOD & ACTIVATE FOREST BIRD POWERS

### 1. GAIN FOOD

Place an action cube in the leftmost exposed slot in the **GAIN FOOD** row on your player mat and gain the amount of food shown from dice you select from the birdfeeder.

For each food that you gain (1 food per die icon):

- Remove a die from the birdfeeder and put it on the table.
- Gain a **food token** matching the icon on the die and place it next to your player mat (these are public information).

You always gain 1 food token per die. With the die face that shows , gain 1 token of either type (not 2 tokens).

### 2. GAIN ADDITIONAL FOOD

If the slot where you placed your action cube shows a card-to-food bonus conversion, *you may* discard at most 1 bird card from your hand to gain an additional food.

If so, you must choose among the dice that are remaining in the birdfeeder.

### 3. ACTIVATE BROWN POWERS


Move your action cube from right to left, activating any brown powers on your forest birds. All powers are optional.

End your turn by placing your action cube on the left side of the **GAIN FOOD** row.

#### Managing the birdfeeder

The birdfeeder has a tray to hold the 5 food dice. The dice removed from the birdfeeder when a player gained food remain outside the tray until the birdfeeder is refilled.

If the birdfeeder tray is ever empty, throw all 5 dice back in.

If the dice in the tray all show the same face (including if there is only 1 die) and you are about to gain food from the birdfeeder for any reason, you may first throw all 5 dice back into the birdfeeder ( counts as its own unique face.)

#### Managing food tokens

There is no limit on how many food tokens you can have by your mat or on your birds (some bird cards allow you to cache food tokens on them until the end of the game), nor is there a limit on food tokens in the supply.

If any type of food token is unavailable in the supply, use a temporary substitute.

## 3. LAY EGGS & ACTIVATE GRASSLAND BIRD POWERS

### 1. LAY EGGS

Place an action cube in the leftmost exposed slot in the **LAY EGGS** row on your player mat and lay that number of eggs.

To lay an egg, gain an **egg token** from the supply (color doesn't matter) and place it on a bird card that has space for it. The egg stays there for the rest of the game, unless discarded.

You can lay eggs on any combination of birds (including all on 1 bird), but each bird has an **egg limit** (the egg icons). A bird card can never hold more than this number of eggs.

You may have more capacity to lay eggs (based on your player mat) than you have spaces on your birds. Any excess beyond your egg limit is lost.

### 2. LAY ADDITIONAL EGGS

If the slot where you placed your action cube shows a food-to-egg bonus conversion, *you may* pay at most 1 food token to lay an additional egg.

### 3. ACTIVATE BROWN POWERS

Move your action cube from right to left, activating any brown powers on your grassland birds. All powers are optional. End your turn by placing your action cube on the left side of the **LAY EGGS** row.

#### Managing egg tokens


There is no limit to the egg supply. If no eggs remain in the supply, use a temporary substitute.

#### Types of nests

Each bird has a **nest icon** beneath its score; these can be important for end-of-round goals and bonus cards.

The 4 types of nests are:

 **PLATFORM**,  **BOWL**,  **CAVITY**, and  **GROUND**.

 **STAR** nests are wild; they can match any other nest type for goals, bonus cards, and bird powers.

## 4. DRAW BIRD CARDS & ACTIVATE WETLAND BIRD POWERS

### 1. DRAW BIRD CARDS

Place an action cube in the leftmost exposed slot in the **DRAW CARDS** row on your player mat, and draw the number of cards shown there from either the faceup cards on the bird tray or the bird deck. There is no hand limit.

### 2. DRAW ADDITIONAL CARDS

If the slot where you placed your action cube shows an egg-to-card bonus conversion, *you may* discard at most 1 egg from a bird on your mat to draw an additional card. Remove 1 egg from one of your bird cards and return it to the egg supply.

### 3. ACTIVATE BROWN POWERS

Activate any brown powers on your wetland birds, from right to left. All powers are optional. End your turn by placing your action cube on the left side of the **DRAW CARDS** row.

#### Managing the bird deck

As you draw faceup cards, they are not immediately refilled. Instead, wait until the end of your turn before refilling empty spaces on the bird tray. If the facedown deck is ever emptied during the game, reshuffle all discarded bird cards to form a new deck.

At the end of each round, discard any remaining faceup cards and replenish them with 3 new bird cards. Keep the discard pile faceup.

## END OF THE ROUND

When players have placed all their available action cubes (1 cube per turn), the round is over. At round end:

- Remove all action cubes** from your player mat.
- Score the end-of-round goal** for the round you just completed.
- Discard all faceup bird cards** on the bird tray and replenish them.
- Rotate the first player token clockwise** to the next player.

## SCORING END-OF-ROUND GOALS

The end-of-round goals are based on how many birds or eggs you have in a given habitat or nest type. To indicate the points you score from that goal, each player must place an action cube on the goal board (even if you score 0 points). As a result, you will have 1 fewer action cube to use each round:

**Round 1:** 8 turns per player.

**Round 2:** 7 turns per player.

**Round 3:** 6 turns per player.

**Round 4:** 5 turns per player

#### Green side: majority of the targeted item

At the end of the round, count your quantity of the targeted item. Players compare their results and place their action cubes based on their rank order.

If players tie, place both cubes on the tied place, and do not award the next place. At game end, add the points for that place and the next place(s), then divide by the number of players who tied and round down (4th place scores 0 points).

You must have at least 1 of the targeted items to score points for a goal.

If you finish in 4th or 5th place, you must still place an action cube on the goal board in the space marked 0.

#### Blue side: 1 point per targeted item

At the end of the round, count your quantity of the targeted item. Score 1 point per item, with a maximum of 5 points. Use an action cube to mark your score on the goal. If you do not have any of that item, you must still place an action cube on the goal board in the space marked 0.

## BIRD POWERS


Powers on bird cards fall into 3 categories and are always optional.


### WHEN ACTIVATED (BROWN)

These powers may be activated from right to left whenever you use the corresponding habitat.

**Cache** refers to putting a food token on a bird (the bird is saving the food for later). You cannot spend that food token; instead, it's worth 1 VP at end of game. If you run out of food tokens, you can cache cards instead (use discarded cards).

The **wingspan** of each bird is used for comparison for some bird abilities.

 indicates that the bird is a **predator**.

 This indicates that the bird's power involves tucking other bird cards under it to represent the creation of a flock. Each of these tucked cards are worth 1 VP at end of game.

### ONCE BETWEEN TURNS (PINK)



These powers may be triggered on opponents' turns. You can only use a pink power once between each of your own turns (if an opponent triggers it). We recommend telling other players what the power is, and what activates it. Players should help each other notice when a bird with a pink power should be activated.

## WHEN PLAYED (WHITE)

These powers may be activated only when a bird is played (never again after you play the bird).

### GAME END AND SCORING

The game ends at the conclusion of round 4. Use the scorepad to add together the following:

- Points for each **faceup bird card on your player mat** (printed on the cards next to the  icon).
- Points for each **bonus card** (printed on the cards next to the  icon).
- Points for **end-of-round goals** (shown on goal board).
- 1 point for each:
  - **egg** on a bird card.
  - **food token cached** on a bird card.
  - **card tucked under** a bird card.

**The player who has the most points wins.** On a tie, the player with the most unused food tokens wins. If players are still tied, they share the victory.

## EUROPEAN EXPANSION

### SETUP

Shuffle the expansion bird cards and the bonus cards into their respective decks. Mix in the additional eggs, food, and end-of-round goals with their respective tokens.

When setting up, place the reference tile near the goal mat. The green side of the goal mat is recommended with this expansion.

### NEW BIRD POWERS

Birds with an \* in the cost have an alternative cost noted in text on the card.

Several bonus cards from the original game now include these terms from new birds:

**Cartographer:** Birds with geography terms in their names (Eurasian, European, Corsican, Moor).

**Anatomist:** Birds with body parts in their names (back, leg, toe).

**Photographer:** Birds with colors in their names (coal, grey, honey).

### ROUND END (TEAL)

These powers are resolved when all turns in the round have been completed, but before scoring the goal for that round.

Resolve them in **player order**, starting with the player who went first for the round. If you have more than 1 bird with round end powers, resolve your birds' powers in any order. Round end powers do *not* activate pink powers.

## OCEANIA EXPANSION

### SETUP

Shuffle together the bird decks you want to use; you may play with all expansions mixed in, or mix and match any combination of 2 decks. Mix the bonus cards and end-of-round goals in with the others.

When setting up, replace all 5 food dice from the base game with the 5 new dice, and replace all player mats from the base game with the new ones. The new player mats can be used without other elements of the *Oceania Expansion* if you prefer them.

Place the reference tile near the goal board.

Add the **nectar tokens** to the food supply. Each player selects 5 starting cards/food from their 5 dealt cards and 5 standard food (not including nectar) as normal. Then, **all players gain 1 nectar.**

If a card refers to **adjacent** birds, it's referring to orthogonal adjacency (birds immediately to the left, right, above or below).

### EXTRA END OF ROUND STEP


**At the end of each round:**

1. Use *round end* bird powers, if playing with the *European Expansion*.
2. **Discard any unused nectar.**
3. Score end-of-round goal.
4. Remove all action cubes.
5. Discard and replace all cards in the bird tray.
6. If round 4 is over, use *game end* powers. Otherwise, pass first-player token clockwise.


At the end of the game, complete the end-of-round steps, then activate any *game end* bird powers.

### NECTAR






**Nectar is a wild food** and substitutes for any of the 5 other food types when playing a bird, discarding  for a bird's ability, or upgrading an action.

Some birds have nectar as a food cost. The normal rule that you can spend 2 food tokens as if they are any 1 food token also applies to nectar.



The  symbol includes nectar. If you find that this makes the *Chihuahuan Raven* and *Common Raven* in the base game too powerful, remove those birds from the deck while playing with the *Oceania Expansion*.

Any nectar remaining in your personal food supply at the end of the round is discarded (back to the supply, not to one of the *spent nectar* spaces). This rule only applies to unspent nectar in your personal food supply. Do not discard the nectar on your *spent nectar* spaces or cached on your birds.

When spending nectar, put it onto the *spent nectar* space for that habitat. You can put nectar onto your mat when:

- You spend nectar as part of a bird's food cost (nectar costs paid with an  =  are not placed on the *spent nectar* space; the nectar never enters your supply).
- You spend nectar on a bird ability that has the  icon (if the bird ability lists a specific food, you must use that food. Nectar is not wild for bird abilities).
- You spend nectar to pay for one of the action upgrades printed on your player mat.

You must put it on the same row where you spent it: when playing a bird, put it in the row where you played the bird. Otherwise, put it in the row that you activated that turn.

You may not trade away nectar in the  =  conversion. Nectar is already wild.

At game end, count who has the most nectar tokens in the *spent nectar* space of each habitat. Award points as shown on the player mat. In each habitat, the player with the most nectar receives 5 points, and the player with the second-most nectar receives 2 points.

As with the end-of-round goals, you must have at least 1 nectar token in a habitat to qualify for the nectar points for that habitat. If 2 or more players are tied, add the points and divide them evenly, rounded down.

### NEW PLAYER MAT ACTION: RESET

In columns 2 and 4 of the new player mat, there is a new option in the forest and wetland rows.



**Forest:** You may discard any 1 food to reset the birdfeeder.



**Wetland:** You may discard any 1 food to reset the bird tray.

Use the actions on each space in the order they are printed: reset if you are going to, then take food or cards.

### GAME END POWERS

Some birds have yellow powers that activate only once, at the end of the game. Activate these powers after completing all end-of-round steps. If you have more than one bird with a *game end* power, you may activate them in any order. These birds do not trigger birds with pink *once between turns* powers.

### FLIGHTLESS BIRDS

**Flightless birds** have a ✂ symbol for their wingspan. For any bird power or bonus card that contains a condition on wingspan, **flightless birds function as wild cards**, so they always satisfy conditions on wingspan in a predator's power, and they can be treated as having any value for bonus cards that give points for birds with wingspans in ascending or descending order.

### BONUS CARDS

**Mechanical engineer:** This card is looking for sets of the 4 nest types among all of your birds. The order and location of the nests do not matter. Each star nest can be substituted for 1 nest of any type in 1 set.

**Site selection expert:** This card grants points for each column that contains more than 1 nest of some type. A column is worth 0, 1, or 3 points, according to whether it has 0, 2, or 3 matching nests in that column, respectively. Different columns may (but need not) score using different nest types.

Star nests are wild. A single star nest counts only once; it cannot be used to match 2 different kinds of nests in the same column.

**Forest, grassland, and wetland data analyst:** These cards each grant points for a long enough sequence, in the corresponding habitat, of consecutive birds with wingspans in ascending or descending order. The sequence need not consist of all birds in the habitat, and need not start or end with the first or last bird in the habitat. A sequence may include 2 or more birds with the same wingspan.

Three bonus cards in the base game look for words in the names of birds. This expansion adds these terms:

**Photographer:** Crimson, orange, pink, rufous, silver, sulphur, tawny. Honey *does not* count as a color word.

**Cartographer:** Australasian, Australian, mallee, New Holland, North, Pacific, plains, sea, scrub, South Anatomist: back, ear, foot, head, mouth, wattle.

## TURN STRUCTURE

During each round, players take turns in clockwise order until each player has used all of their available action cubes. On your turn, **take 1 of 4 actions**:

### 1. PLAY A BIRD FROM YOUR HAND

#### 1. PLAY A BIRD AND PAY ANY EGG COST

Select a bird card in hand and place an **action cube** at the top of the column in which you will play the bird. Pay any corresponding **egg cost** by discarding eggs from any birds on your player mat.

#### 2. PAY THE BIRD'S FOOD COST

Discard food tokens to the supply (from next to your player mat, not food tokens cached on bird cards).

The 5 types of food are **INVERTEBRATE**, **SEED**, **FISH**, **FRUIT**, and **RODENT**.

If a bird's food requirement includes a **WILD** icon, you can use any of the 5 types of food for it.

The symbol means a bird does not have a food cost.

The / icon in bird costs and other places means 'or'.

= You may spend any 2 food tokens as if they are any 1 food token.

#### 3. PLACE THE BIRD IN ITS HABITAT

Place the bird card on the leftmost exposed slot in its corresponding habitat and move your action cube to the left side of the **PLAY A BIRD** row.

The 3 habitats are: **FOREST**, **GRASSLAND**, and **WETLAND**.

#### 4. USE A 'WHEN PLAYED' ABILITY

If the bird has a power that reads **WHEN PLAYED**, you may use that power. Playing a bird is the only action that does not activate a row of birds.

### 2. GAIN FOOD & ACTIVATE FOREST BIRD POWERS

#### 1. GAIN FOOD

Place an action cube in the leftmost exposed slot in the **GAIN FOOD** row on your player mat and gain the amount of food shown from dice you select from the birdfeder.

For each food that you gain (1 food per die icon), remove a die from the birdfeder and put it on the table, then gain a **food token** matching the icon on the die.

Dice removed from the birdfeder when a player gains food remain outside the tray until the birdfeder is refilled. If the birdfeder tray is ever empty, throw all 5 dice back in.

If the dice in the tray all show the same face (including if there is only 1 die) and you are about to gain food from the birdfeder for any reason, you may first throw all 5 dice back into the birdfeder ( counts as its own unique face.)

#### 2. GAIN ADDITIONAL FOOD

If the slot where you placed your action cube shows a card-to-food bonus conversion, you *may* discard at most 1 bird card from your hand to gain an additional food. You must choose among the dice that are remaining in the birdfeder.

#### 3. ACTIVATE BROWN POWERS

Move your action cube from right to left, activating any brown powers on your forest birds. End your turn by placing your action cube on the left side of the **GAIN FOOD** row.

### 3. LAY EGGS & ACTIVATE GRASSLAND BIRD POWERS

#### 1. LAY EGGS

Place an action cube in the leftmost exposed slot in the **LAY EGGS** row on your player mat and lay that number of eggs.

To lay an egg, gain an **egg token** from the supply and place it on a bird card that has space for it.

You can lay eggs on any combination of birds (including all on 1 bird), but each bird has an **egg limit** (the egg icons).

#### 2. LAY ADDITIONAL EGGS

If the slot where you placed your action cube shows a food-to-egg bonus conversion, you *may* pay at most 1 food token to lay an additional egg.

#### 3. ACTIVATE BROWN POWERS

Move your action cube from right to left, activating any brown powers on your grassland birds. End your turn by placing your action cube on the left side of the **LAY EGGS** row.

##### Types of nests

Each bird has a **nest icon** beneath its score; these can be important for end-of-round goals and bonus cards.

The 4 types of nests are:

**PLATFORM**, **BOWL**, **CAVITY**, and **GROUND**.

**STAR** nests are wild; they can match any other nest type for goals, bonus cards, and bird powers.

### 4. DRAW BIRD CARDS & ACTIVATE WETLAND BIRD POWERS

#### 1. DRAW BIRD CARDS

Place an action cube in the leftmost exposed slot in the **DRAW CARDS** row on your player mat, and draw the number of cards shown there from either the faceup cards on the bird tray or the bird deck.

#### 2. DRAW ADDITIONAL CARDS

If the slot where you placed your action cube shows an egg-to-card bonus conversion, you *may* discard at most 1 egg from a bird on your mat to draw an additional card.

#### 3. ACTIVATE BROWN POWERS

Activate any brown powers on your wetland birds, from right to left. End your turn by placing your action cube on the left side of the **DRAW CARDS** row.

## END OF THE ROUND

When players have placed all their available action cubes (1 cube per turn), the round is over. At round end:

1. **Remove all action cubes** from your player mat.
2. **Score the end-of-round goal** for the round you just completed.
3. **Discard all faceup bird cards** on the bird tray and replenish them.
4. **Rotate the first player token clockwise** to the next player.

## SCORING END-OF-ROUND GOALS

The end-of-round goals are based on how many birds or eggs you have in a given habitat or nest type. To indicate the points you score from that goal, each player must place an action cube on the goal board (even if you score 0 points). As a result, you will have 1 fewer action cube to use each round.

## TURN STRUCTURE

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The symbol means a bird does not have a food cost.

The / icon in bird costs and other places means 'or'.

= You may spend any 2 food tokens as if they are any 1 food token.

#### 3. PLACE THE BIRD IN ITS HABITAT

Place the bird card on the leftmost exposed slot in its corresponding habitat and move your action cube to the left side of the **PLAY A BIRD** row.

The 3 habitats are: **FOREST**, **GRASSLAND**, and **WETLAND**.

#### 4. USE A 'WHEN PLAYED' ABILITY

If the bird has a power that reads **WHEN PLAYED**, you may use that power. Playing a bird is the only action that does not activate a row of birds.

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For each food that you gain (1 food per die icon), remove a die from the birdfeder and put it on the table, then gain a **food token** matching the icon on the die.

Dice removed from the birdfeder when a player gains food remain outside the tray until the birdfeder is refilled. If the birdfeder tray is ever empty, throw all 5 dice back in.

If the dice in the tray all show the same face (including if there is only 1 die) and you are about to gain food from the birdfeder for any reason, you may first throw all 5 dice back into the birdfeder ( counts as its own unique face.)

#### 2. GAIN ADDITIONAL FOOD

If the slot where you placed your action cube shows a card-to-food bonus conversion, you *may* discard at most 1 bird card from your hand to gain an additional food. You must choose among the dice that are remaining in the birdfeder.

#### 3. ACTIVATE BROWN POWERS

Move your action cube from right to left, activating any brown powers on your forest birds. End your turn by placing your action cube on the left side of the **GAIN FOOD** row.

### 3. LAY EGGS & ACTIVATE GRASSLAND BIRD POWERS

#### 1. LAY EGGS

Place an action cube in the leftmost exposed slot in the **LAY EGGS** row on your player mat and lay that number of eggs.

To lay an egg, gain an **egg token** from the supply and place it on a bird card that has space for it.

You can lay eggs on any combination of birds (including all on 1 bird), but each bird has an **egg limit** (the egg icons).

#### 2. LAY ADDITIONAL EGGS

If the slot where you placed your action cube shows a food-to-egg bonus conversion, you *may* pay at most 1 food token to lay an additional egg.

#### 3. ACTIVATE BROWN POWERS

Move your action cube from right to left, activating any brown powers on your grassland birds. End your turn by placing your action cube on the left side of the **LAY EGGS** row.

##### Types of nests

Each bird has a **nest icon** beneath its score; these can be important for end-of-round goals and bonus cards.

The 4 types of nests are:

**PLATFORM**, **BOWL**, **CAVITY**, and **GROUND**.

**STAR** nests are wild; they can match any other nest type for goals, bonus cards, and bird powers.

### 4. DRAW BIRD CARDS & ACTIVATE WETLAND BIRD POWERS

#### 1. DRAW BIRD CARDS

Place an action cube in the leftmost exposed slot in the **DRAW CARDS** row on your player mat, and draw the number of cards shown there from either the faceup cards on the bird tray or the bird deck.

#### 2. DRAW ADDITIONAL CARDS

If the slot where you placed your action cube shows an egg-to-card bonus conversion, you *may* discard at most 1 egg from a bird on your mat to draw an additional card.

#### 3. ACTIVATE BROWN POWERS

Activate any brown powers on your wetland birds, from right to left. End your turn by placing your action cube on the left side of the **DRAW CARDS** row.

## END OF THE ROUND

When players have placed all their available action cubes (1 cube per turn), the round is over. At round end:

1. **Remove all action cubes** from your player mat.
2. **Score the end-of-round goal** for the round you just completed.
3. **Discard all faceup bird cards** on the bird tray and replenish them.
4. **Rotate the first player token clockwise** to the next player.

## SCORING END-OF-ROUND GOALS

The end-of-round goals are based on how many birds or eggs you have in a given habitat or nest type. To indicate the points you score from that goal, each player must place an action cube on the goal board (even if you score 0 points). As a result, you will have 1 fewer action cube to use each round.

# WINGSPAN

## DUET MODE (2 PLAYERS)

### SETUP

Instead of setting up the base game's goal tiles, use the **duet map** and **duet end-of-round goal tiles**. The goals are double-sided and marked with red corners. Choose 4 at random and put them in the 4 slots below the duet map; return the rest to the box.

Place 1 **duet token** in your player color on each of the 15 bird slots on your player mat. You will place a duet token on the duet map each time you play a bird.

At the end of each round, pass the first player token to the player who came in second on the end-of-round goal. If the players tied, then pass it to the other player.

### GAMEPLAY

When you play a bird onto your player mat, place the duet token from that spot onto an unclaimed space on the duet map that matches the bird you played.

The space must be in the region of the duet map that corresponds to the habitat where you played the bird.

The symbol on the space must correspond to the bird you played:

- To use a nest space, the bird must have that nest symbol (star nests are wild and can match any nest symbol on the duet map).
- To use a food space, you must have spent that food. If you use the 2-for-1 food rule to play a bird, treat it as if you converted those two foods into the food you needed for the bird. Thus, you can use a space for the required food, not the 2 foods you spent to get that required food.
- The 50+ cm and <50 cm spaces correspond to the bird's wingspan.

It is not enough for a bird to have the correct habitat or food on the card; you must have played the bird in that habitat and used that food when playing the bird.

Place a token on the map whenever you play a bird. This will usually occur through taking the **PLAY A BIRD** action, but bird powers that allow you to play a bird also count.

The duet tokens on each space of your player mat are only there as a reminder to use them, not a requirement for play. Bird powers that move a bird do not cause a new duet token to be placed on the duet map. Some birds in other expansions allow you to play a bird on top of another bird. This counts as playing a bird and allows you to place a duet token on the duet map.

If you play more than 15 birds in a game (using all the duet tokens), use a substitute.

**Only 1 player can use each space.**

If you cannot place a duet token in a matching space or do not wish to, you may place your duet token in the reset space on the lower left of the board instead. On a later turn, at any time *on your turn*, you may remove that duet token to reset the bird tray or the birdfeeder.

Some spaces on the Duet map have **bonuses**. If the space that you use has an egg, card, or food die on it, you gain the item shown.

### END OF ROUND

At the end of the round, players will each place a player cube to score, as in the base game. Points are only awarded to the player who contributes the most to each end-of-round goal:

- The player who comes first on the goal places a cube in the space marked above the goal tile and gets the points marked there.
- The player who comes second on the goal places their cube below the tile and gets zero points.
- The player who comes second on the goal also gets the first player token for the next round.
- Ties are friendly: Both players get the points. In the case of a tie, the first player token goes to the player who did not have it this round.

At the end of the game, find your largest contiguous group of duet tokens on the duet map. Score 1 point for each duet token in your largest contiguous group. Two spaces are contiguous if they are connected by a line on the duet map.

### INTERACTIONS WITH OTHER EXPANSIONS

#### Europe

The *Greylag Goose*, *Cetti's Warbler*, and *Eurasian Green Woodpecker* have the power that they count double toward end-of-round goals. You may place 2 duet tokens when you play them. The tokens must go on different spaces (one or both can go on the reset space).

Birds that are placed sideways are still only 1 bird. Place only 1 token for them.

#### Oceania

If you spend nectar as a wild, you may treat it as the food you spent it as. If you spent it as nectar (for a bird that requires a nectar), you may treat it as any food on the duet map.

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## FLOCK MODE (6-7 PLAYERS)

Flock mode requires 2 simultaneous active players to speed up gameplay. You are still competing as individuals as you do in the base game, but you are assigned to a group that has its own bird tray and birdfeeder, and you only use that group's resources during the game. The whole table shares end-of-round goals, pink *once between turns* powers, and any bird powers that affect other players.

### SETUP

Split the players into 2 groups (3+3 for a 6-player game or 3+4 for a 7-player game). These groups remain fixed for the game.

Place the **turn order dial** in the middle of the table with its 2 pieces with the correct side faceup (6 or 7 players). Distribute the player action cubes to players around the table in the same order as the colors on the dial (players may want to sit accordingly if they have a favorite color).

Shuffle the **bird cards** into a deck; you will need to combine bird cards from the base game and/or another expansion to have enough for a 6-7 player game. Split the deck in half, place it next to a bird tray for each group, then populate each tray with 3 faceup bird cards.

Place all **food tokens** and **egg miniatures** in the supply, accessible to all players.

Each group has their own **birdfeeder** populated with 5 dice. If playing with the *Oceania Expansion*, each group uses 2 nectar dice and 3 regular food dice.

Shuffle all available **bonus cards** (except the *Historian*) into a single deck and place it on the table for both groups to share.

Use 1 set of **goal tiles** for the entire table (use standard goal tiles, not the duet goal tiles with red corners). Shuffle the tiles without looking at them and place 1 tile (random side up) on each of the 4 blank spaces on the **flock mode goal board** (on the back side of the duet map). Return the rest to the box.

Proceed with all standard player setup steps. Then rotate the turn order dial so the star points to the player with the first player token.

#### Group notes

Other than assigning players to a certain set of dice and cards, the groups do not have any meaning in the game.

Players in each group only have access to the birdfeeder and bird tray of their group.

If a bird power refers to *any die*, you only have access to your group's dice.

### GAMEPLAY

The 2 players that the turn order dial points to are the active players. They take their turns simultaneously.

When both active players have completed their turns, rotate the turn order dial clockwise. There are now 2 new active players who take their turns.

Continue until all players have completed their turns.

## INTERACTIONS WITH THE OCEANIA EXPANSION

**Nectar:** All players need access to nectar as a resource. Split the dice from the *Oceania Expansion* between the 2 birdfeeders (2 nectar dice and 3 regular dice per birdfeeder).

Score nectar with friendly ties, like the end-of-round goals: more than one player can be in first place, and second place is still awarded to the player(s) who have the next-highest amount of nectar.

**Emu:** Gain all the seed from your group's birdfeeder. When you distribute seed, you may distribute it to anyone at the table.

### 7 PLAYER GAMES

In rounds 2 and 4, everyone has an odd number of turns. This will cause the person to the right of the first player token to have 1 cube left at the end of the round when everyone else has finished their turns. They take 1 last turn alone at this point.

The 2 players on the edges of the 4 player group will be active players on the same turn for half of their turns, which might cause issues if they are both interacting with the dice or the bird tray. On these turns, the active players should resolve their turns one after the other, instead of simultaneously.

**Rounds 1 and 3:** The star points to the first active player (marked 1,3 on dial)

**Rounds 2 and 4:** The non-star is the first active player (marked 2,4 on dial)

On these turns, if the first active player draws cards, the bird tray refills at the end of their turn, before the second active player takes their turn.

## POWERS THAT INTERACT WITH OTHER PLAYERS

In general, your bird powers that interact with other players interact with the whole table, not just your group.

#### 'Once between turns' (pink) powers

Your pink powers never activate while you are the active player, even though another player is taking a turn at the same time. They reset each time you become an active player. Any active player at the table can trigger your pink power, not just players in your group.

#### 'All players' and 'other players' powers

If you activate a power that gives things to *all players* or *other players*, it affects all players at the table, including the other active player. However, the other active player is only affected after finishing their turn. They cannot use any resources gained from your power on their turn.

In a 7 player game, on the occasional turns when the 2 active players must take sequential turns, the second active player still must wait until they have resolved their turn before taking advantage of the other player's power.

When a power involves choosing from a set of cards or dice in turn order, each group chooses from a separate set of cards or dice. Within the group that did not activate the power, turn order starts with the active player after they have finished their own turn. However, that player still only gains the resources that *all players* get. In a 7 player game, if there is no active player in your group when this type of power is activated, treat the player in your group who will be first player next as the first player.

#### 'Another player' powers

If you activate a power that has you choose a single other player, you can choose anyone at the table.

If a power refers to a player on your left or right, use whoever is on your left or right (regardless of which group they're in).

### END OF ROUND

When scoring end-of-round goals, ties are friendly (eg, if 2 players are tied for first place, they both get full points, and second place is still available).

Pass the first player token to the left. Move the turn order dial so that the star points to this player. This indicates the 2 starting players for the next round.

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