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WINGSPAN

ASIA

A COMPETITIVE BIRD-COLLECTION, ENGINE-BUILDING GAME

Designed by Elizabeth Hargrave

Illustrated by Natalia Rojas and Ana María Martínez Jaramillo

In this third expansion to Wingspan, we welcome new species to our habitats by exploring the vibrant, intriguing, and magnificent birds of Asia. These birds were chosen from the over 2,800 species that live in Asia.

This is a stand-alone game for 1 player (solo mode; see separate Automa rulebook) or 2 players (Duet mode; see red boxes throughout this rulebook). In case this is your first experience with Wingspan, everything you need to know is in this rulebook. A new Flock mode is also included to expand the base game of Wingspan up to 6 or 7 players (see blue boxes throughout this rulebook), and these new bird and bonus cards can be combined with the base game and/or previous expansions.

COMPONENTS

Rulebook and Appendix

90 bird cards



14 bonus cards (3 repeated from base game with updated lists)



1 Duet map and Flock round-end goal board (double sided)



1 Flock turn-order dial (double sided)



6 Duet end-of-round goal tiles



30 Duet tokens (15 per player)



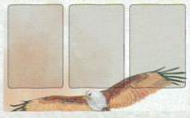
5 food dice



1 birdfeeder board



1 bird tray



2 player mats (double sided)



16 action cubes (8 in each color)



30 egg miniatures



81 food tokens



1 reference tile (double sided)



1 scorepad



1 first-player token



2 swift-start guides for Duet mode (2 players)



SETUP

Global Components

1. **Bird cards.** Shuffle the bird cards into a deck. Place it next to the bird tray, then populate the tray with 3 face-up bird cards.
2. **Supply.** Place all food tokens and egg miniatures in the supply. These are accessible to all players.
3. **Birdfeeder.** Roll the food dice onto the birdfeeder board.
4. **Bonus cards.** Shuffle the bonus cards into a deck and place it on the table.
5. **Goal tiles.** Shuffle the goal tiles without looking at them (they're double-sided). Place 1 goal tile (either side; see page 15) on each of the 4 blank spaces on the goal board. Return extra goal tiles to the box.

Duet Mode (2 Players)

The Asia Expansion includes a new Duet mode for exactly 2 players. It includes all other setup steps as shown on this page, but the following replaces step 5 (Goal Tiles):

5. **Duet map and 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 extra goal tiles to the box.
6. **Duet tokens.** 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.

Player Setup

A. Each player receives:
- 1 player mat (use the inside section of the mat as shown in these images; the exterior section is only used when playing with the Oceania Expansion)
- 8 action cubes of one color
- 2 random bonus cards
- 5 random bird cards
- 5 food tokens (1 of each type: )

You may keep your hand of cards private or public.

B. You have 10 resources: 5 cards and 5 food. You must discard 5 of them and keep 5 (any combination). You will probably want to keep food tokens shown in the upper left of the bird cards you selected. *For example, you might keep 2 bird cards and 3 food, or you might keep 4 bird cards and 1 food.* If playing with Oceania and nectar, also gain 1 nectar token.

C. 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).

D. Randomly select the first player and give them the first-player token.

Note: If you are using the Swift Start guide, your cards and food are pre-selected by the guide.



The setup shown is for the new Duet mode. A standard game would have the goal mat from the original game at (5), and no Duet tokens placed on the player mats.

You may combine these bird cards and bonus cards with the Wingspan core game and other expansions (and vice versa); the Wingspan Asia cards have (A) in the bottom right corner to differentiate them. If you already know how to play Wingspan, there are no new rules to learn in this expansion unless you're playing in Duet or Flock mode (the instructions for which are found in red and blue boxes); there are some new bird powers described in the Appendix.

Flock Mode (6-7 Players)

This expansion enables 6- and 7-player games (Flock mode) when combined with the base game. Plan for a Flock mode game to last about 2 hours on your first try—longer if there are inexperienced players in your group.

Overview

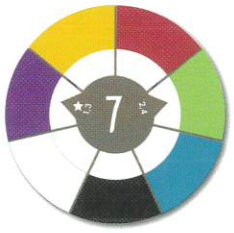
Flock mode requires **2 simultaneous active players** to speed up gameplay. You are still competing as individuals, just as you do in the base game. You will be assigned to a group that has its own bird tray and birdfeeder, and you will only use that group's resources throughout the game. You will interact across groups in other ways, though: 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 at the same table (3+3 for a 6-player game or 3+4 for a 7-player game). These groups remain fixed for the entire game.

Replace all Global Components setup steps with the following:

1. **Turn-order dial.** Place the turn-order dial in the middle of the table. The dial has two pieces; make sure that both pieces have the correct side facing up (6 or 7 players). Distribute the player action cubes to players around the table in exactly the same order as the colors on the dial (players may want to sit accordingly if they have a favorite color).
2. **Bird cards.** 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 face-up bird cards.
3. **Supply.** Place all food tokens and egg miniatures in the supply. These are accessible to all players.
4. **Birdfeeders.** Each group has their own birdfeeder populated with 5 dice.
   a. **If playing with the Oceania Expansion,** each group uses 2 nectar dice and 3 regular food dice.
5. **Bonus cards.** Shuffle all available bonus cards (except the Historian; see page 16) into a single deck and place it on the table for both groups to share.
6. **Goal tiles.** Use one set of goal tiles for the entire table (use standard goal tiles, not the Duet goal tiles with red corners). Shuffle the goal tiles without looking at them (they're double-sided). Place 1 goal tile (random side up) on each of the 4 blank spaces on the new Flock mode goal board (on the back side of the Duet map). Return extra goal tiles to the box.



Player Setup

Proceed with all standard player setup steps as described on page 2. Then rotate the turn-order dial so the star points to the player with the first-player token (purple in this 7-player example).

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.



OVERVIEW

Wingspan is played over 4 rounds. During each round, players take turns—proceeding clockwise—until each player has used all of their available action cubes.

Turn Structure

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

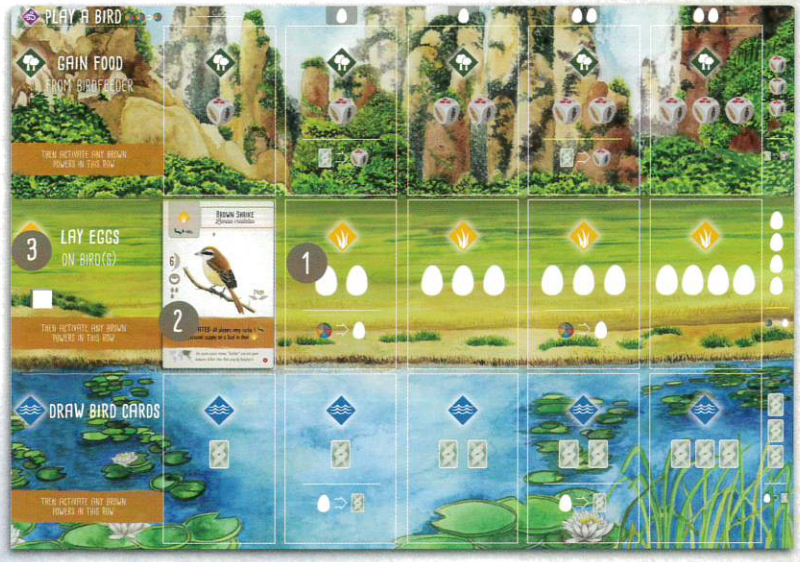
- Play a bird from your hand (page 6)
- Gain food and activate forest bird powers (page 7)
- Lay eggs and activate grassland bird powers (page 8)
- Draw bird cards and activate wetland bird powers (page 9)

DESIGNER'S NOTE: *Your first few turns will be very simple as you work to attract some birds to your wildlife preserves. You may even select the same action multiple times, which is absolutely allowed!*

To play a bird from your hand onto a habitat, place an action cube on the PLAY A BIRD spot above the column where you will play the bird. **The "play a bird" row is one of the four major actions of the game, even though it's much narrower than the other three.** Pay the bird's food and egg cost, then place the bird on your mat, triggering that bird's white "When Played" power (if any).

The Gain Food, Lay Eggs, and Draw Bird Cards actions follow the same 3-step process (numbers noted on player mat image, below):

1. Choose a habitat on your player mat and place an action cube on the **leftmost exposed** slot in that row. Gain the benefit of that slot.
2. Move your action cube from **right to left,** activating any birds with a brown "When Activated" power in that row. Using each power is optional.
3. When the action cube reaches the far left, leave it there (the number of cubes here may impact teal "Round End" powers). Your turn is over.



IMPORTANT: *The eggs at the tops of columns 2-5 are the cost of playing a bird (see page 6). You do not pay eggs when gaining benefits from the three habitats.*

Round Structure

When all players have placed all of their action cubes, the round is over. Follow these steps in order:

1. **Use round-end bird powers** for birds on your player mat.
2. **Score the end-of-round goal.**
3. **If Round 4 is over, use game-end powers and then count final scores.** Otherwise, continue to step 4.
4. **Remove all action cubes from your player mat.**
5. **Discard and replace all cards in the bird tray.**
6. **Pass the first player token clockwise** to the next player.

Use 1 of your action cubes to mark your score on the end-of-round goal. As a result, you will have 1 fewer action cube to use each round:

- Round one: 8 turns per player
- Round two: 7 turns per player
- Round three: 6 turns per player
- Round four: 5 turns per player

DESIGNER'S NOTE: *Players have fewer actions as the game progresses, but the bird powers create powerful combinations as birds accumulate in each row of the player mats.*

Duet Mode

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.

Flock Mode

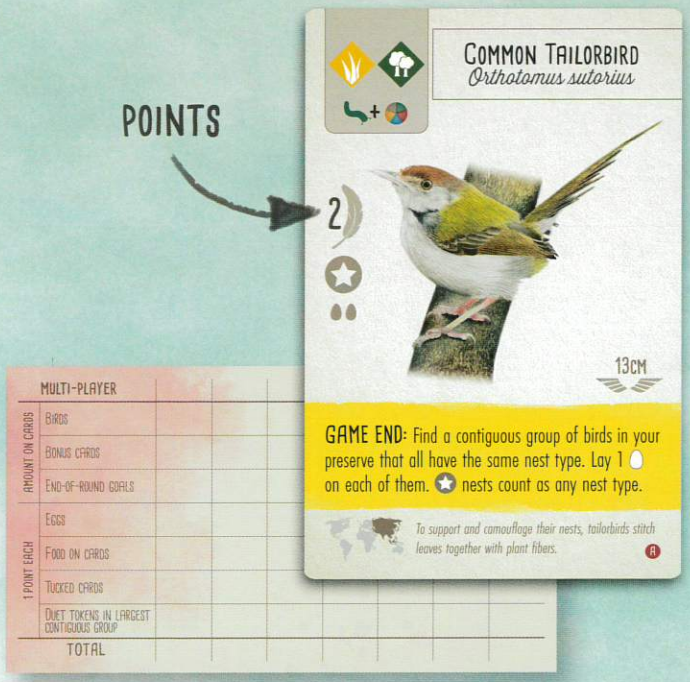
After passing the first player token to the left, move the turn-order dial so that the star points to the new first player.

Game End and Scoring

The game ends at the conclusion of Round 4. After activating yellow "Game End" powers, use the scorepad to add together the following:

- Points for each face-up bird card on your player mat (printed on the cards)
- Points for each bonus card (printed on the cards)
- Points for end-of-round goals (shown on the goal board)
- Points for nectar (if playing with the Oceania Expansion)
- 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. In the case of a tie, the player with the most unused food tokens wins. If players are still tied, they share the victory.



This is a detailed rulebook, but you can learn the entire game by using the Swift-Start cards and guides. We recommend using these guides for your first game in Duet mode.



TIP: *When selecting bird cards, think about how they will help you get more cards or food early in the game. "When Activated" (brown) powers can be especially helpful!*

Duet Mode Swift-Start Guides and Cards

The easiest way to learn Wingspan is by following the Swift-Start guides. Distribute 1 guide to each player, with the first player getting the Player A guide. Proceed with all setup steps in this rulebook as normal, **except** for selecting birds and food tokens. Instead, the guides will instruct which cards and food each player starts with. This Swift-Start learning process uses the 6 Swift-Start cards **marked with red corners.**

These player guides explain the 4 main actions to both players by walking them through their first few turns.

After learning the game, shuffle the various Swift-Start cards into their respective decks. They're marked on the corners in case you'd like to pull them out to teach new players using this system.

The base game of Wingspan also includes a Swift-Start guide and 10 cards (with gray corners) to aid with teaching the game to larger groups.



THE FOUR ACTIONS

Each turn, you will take one action. This section describes each action in more detail.

OPTION 1. PLAY A BIRD FROM YOUR HAND

Before choosing to play a bird from your hand, consider its habitat, food requirements, and egg cost. Each bird has habitat and food requirements, shown in the upper left-hand corner of the card. Additionally, there may be an egg cost shown at the top of the column in which you're playing the bird (there is no egg cost for the first column). If you cannot afford to pay the full cost, you cannot play the bird.



WHEN YOU CHOOSE TO PLAY A BIRD, DO THE FOLLOWING:

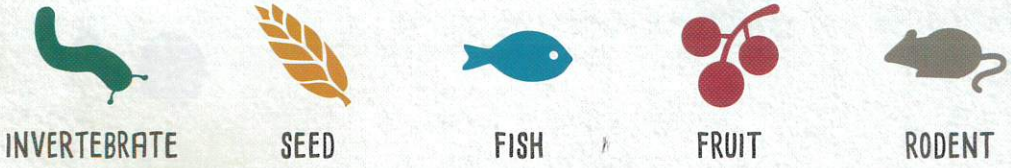
1. **Select a bird card in your hand that you want to play,** and decide on the habitat where you will play it. The three habitats are:

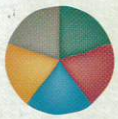


If multiple habitat symbols are shown on the bird card, you can choose which habitat (row) to place it in. Your player mat limits you to a maximum of 5 birds in each habitat.

2. **Place an action cube at the top of the column in which you will play the bird, and pay the egg cost shown there.** You will always play a bird into the leftmost open spot in the chosen row. Your first bird in each row does not have an egg cost. To play a bird in column 2 or 3, you must discard 1 egg to the egg supply. In columns 4 or 5, you must discard 2 eggs.

3. **Pay the bird's food cost.** Discard food tokens to the supply (these tokens must be from next to your player mat, not food tokens cached on bird cards, a concept that will be explained later). The 5 types of food are:





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



NO FOOD: A crossed-out circle means a bird does not have a food cost.



OR: This icon in bird costs and elsewhere in Wingspan means "or" (e.g., pay 1 fish or 1 fruit).



When playing birds, you may spend any 2 food tokens as if they are any 1 food token. For example, if you need 1 fish, you could use any other 2 food tokens instead. This exchange cannot be used during other parts of the game.

4. **Place the bird and move your action cube to the left side of the "PLAY A BIRD" row.**

5. **If the bird has a white "When Played" power, you may use that power.** Other powers are not used when the bird is played. Playing a bird is the only action that does not activate a row of birds. *In Duet mode, place a duet token on the map (see page 10).*

DESIGNER'S NOTE: *These food types are very generalized. For example, the symbol for invertebrates is a caterpillar, but some invertebrate-eaters specialize in flying or swimming insects instead or even shellfish.*

OPTION 2. GAIN FOOD AND ACTIVATE FOREST BIRD POWERS

Food is primarily used to play bird cards. Your options for which food to gain are shown on the dice in the birdfeeder, which will repeatedly get depleted and refilled throughout the game.

WHEN YOU CHOOSE TO GAIN FOOD, DO THE FOLLOWING:

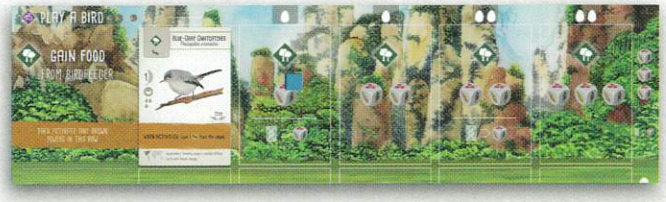
1. **Place an action cube in the leftmost exposed slot in the "GAIN FOOD" row on your player mat and select that number of dice from the birdfeeder.**

   For each die that you select:
   - Remove the die from the birdfeeder and put it on the table.
   - Gain 1 food token matching the icon on the die and place it next to your player mat. Your food tokens 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. **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.** This is optional. When you gain this extra food, you must choose among the dice that are remaining in the birdfeeder.

3. **Activate any "When Activated" (brown) powers on your forest birds, from right to left.** All powers are optional. End your turn by placing your action cube on the left side of the "GAIN FOOD" row.



Example: Gain 1 food token from a die, then you may discard 1 bird card to gain another food token from a die. Next, you may activate the power on the bird card.

POWER



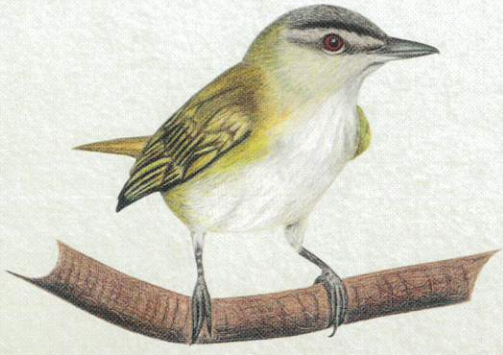
MANAGING THE BIRDFEEDER

The birdfeeder board holds the available food dice (up to 5). The dice removed from the birdfeeder when a player gained food will remain outside the birdfeeder until it is refilled.

If the birdfeeder is ever empty, roll all 5 dice again. If the dice in the birdfeeder 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 roll all 5 dice again. (counts as its own unique face.)

MANAGING FOOD TOKENS

There is no limit to 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 to food tokens in the supply. In the unlikely event that any type of food token is unavailable in the supply, use a temporary substitute.



OPTION 3. LAY EGGS AND ACTIVATE GRASSLAND BIRD POWERS

Eggs are part of the cost of playing bird cards in columns 2–5. Also, each egg on the bird cards on your player mat is worth 1 point at the end of the game.

WHEN YOU CHOOSE TO LAY EGGS, DO THE FOLLOWING:

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

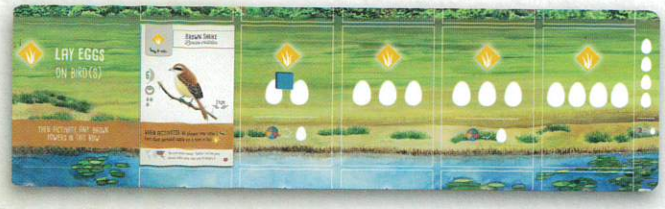
   To lay an egg, gain an egg token from the supply (color doesn't matter) and place it on a bird card that has space for it, according to its egg limit. The egg will stay there for the rest of the game, unless discarded.

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



It is possible that you will 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. **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.** This is optional.



Example: Lay 2 eggs, then you may pay 1 food to lay another egg. Next, you may activate the power on the bird card.

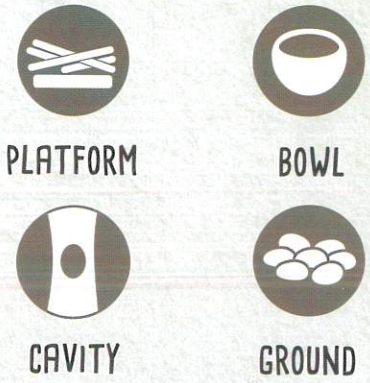
3. **Activate any "When Activated" (brown) powers on your grassland birds, from right to left.** All powers are optional. End your turn by placing your action cube on the left side of the "LAY EGGS" row.

MANAGING EGG TOKENS

There is no limit to the egg supply. In the unlikely event that no eggs remain in the supply, use a temporary substitute.

TYPES OF NESTS

Each bird has a nest icon beneath its score. These nest icons can be important for end-of-round goals and bonus cards. The 4 types of nests are:





Star nests are wild. (These birds build unusual nests that don't fit into the four standard types.) These are powerful, because they can match any other nest type for goals, bonus cards, and bird powers.

DESIGNER'S NOTE: *Egg limits in Wingspan are all proportionate to the number of eggs birds actually lay...but scaled down for the game. The birds represented in the game by cards with a maximum of 6 eggs may actually lay 15 or more eggs in a year!*

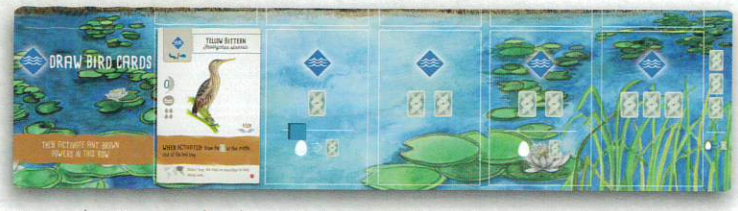
OPTION 4. DRAW BIRD CARDS AND ACTIVATE WETLAND BIRD POWERS

The cards available for you to draw are the 3 face-up cards on the bird tray and the top card of the bird deck.

WHEN YOU CHOOSE TO DRAW CARDS, DO THE FOLLOWING:

1. **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 face-up cards on the bird tray or the bird deck.** There is no limit on how many cards you can have in your hand.

2. **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.** This is optional. Remove 1 egg from one of your bird cards and return it to the egg supply.



Example: Draw 1 bird card, then you may discard 1 egg to draw another card. Next, you may activate the power on the bird card.



3. **Activate any "When Activated" (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.

DESIGNER'S NOTE: *The map at the bottom of each bird card shows in which continents it lives.*

MANAGING THE BIRD DECK

As you draw face-up cards, they are not immediately refilled. Instead, wait until the end of your turn before refilling empty spaces on the bird tray. If the face-down 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 face-up cards and replenish them with 3 new bird cards. The discard pile is kept face-up.

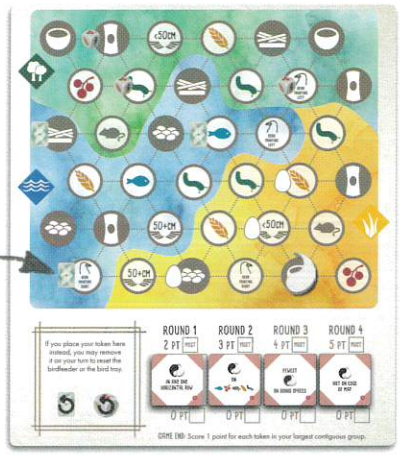
Duet Mode Gameplay

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.



"Matching the bird" means:

- 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.
- Note that 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.



BONUS: 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.

Do I place a token?

- 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 (e.g., "play another bird in this habitat") also count.
- **Remember,** the Duet tokens on each space of your player mat are only there as a reminder to use them, not a requirement for play. For example:
  - » 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.
  - » In the unlikely event that you play more than 15 birds in a game (using all the Duet tokens), use a substitute.

Only one 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.

Example: The Brown Shrike was played above in the grassland habitat of the player mat, so the player may place their Duet token on an unoccupied space in the grassland region with any of the following symbols: invertebrate, rodent, bowl nest, <50 cm, or left-facing beak. In this example the white player placed their Duet token on a bowl nest symbol in the grassland region.

Flock Mode 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.

- To avoid confusion, be sure to wait for **both** active players to finish their turns before moving the turn-order dial. To help with this, active players should announce when they are done with their turns.

Continue until all players have completed their turns.

Special circumstances for 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.

Interactions with the Oceania Expansion

Nectar: All players need access to nectar as a resource. Split the dice from the Oceania Expansion between the two 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.



BIRD POWERS

POWERS ON BIRD CARDS FALL INTO VARIOUS CATEGORIES:

WHEN ACTIVATED (BROWN): These powers may be activated from right to left whenever you use the corresponding habitat.

CACHE: This 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 is worth 1 VP at the end of the game. If you run out of food tokens, you can cache cards instead (use discarded cards).

This indicates that the bird has a predator power.





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

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



The Appendix from the base game and from each expansion contains descriptions of all bird powers.

Bird powers are always optional. For example, if you do not want to spend a card by tucking it under a flocking bird, you do not have to do so.

Round End (Teal):

These powers may be activated at the end of each round (i.e., up to 4 times per bird).

- Resolve them in player order, starting with the player who went first for the round.
- If you have more than one bird with a teal "Round End" power, you may resolve your birds' powers in any order.
- Round end powers do NOT activate "Once Between Turns" (pink) powers.



Game End (Yellow):

These powers activate only once, at the end of the game. Activate these powers after completing all end-of-round steps in round 4. If you have more than one bird with a yellow "Game End" power, you may activate them in any order. These actions do not trigger birds with pink "Once Between Turns" powers.



Flock Mode
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 (see page 11), the second active player still must wait until they have resolved their turn before taking advantage of the other player's power.

Some powers involve choosing from a set of cards or dice in turn order (e.g., the Ruby-throated Hummingbird from the base game). For these powers:

- 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 THE ROUND

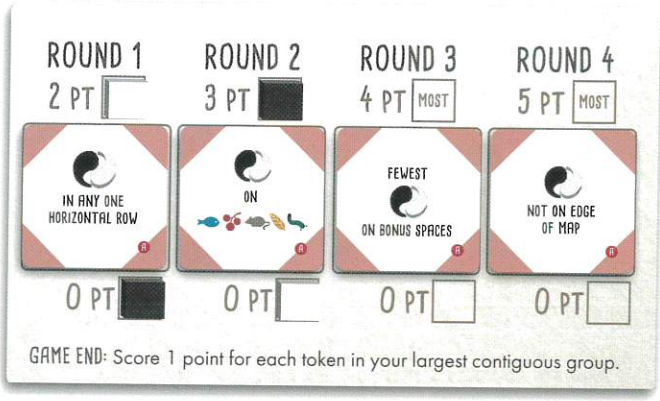
When players have placed all their available action cubes (1 cube per turn), the round is over. At round end:

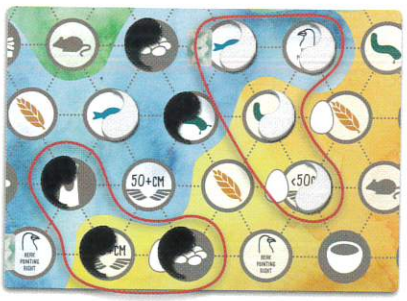
1. **Use round-end bird powers** for birds on your player mat.
2. **Score the end-of-round goal** for the round you just completed.
3. **If Round 4 is over, use game-end powers and then count final scores.** Otherwise, continue to step 4.
4. **Remove all action cubes from your player mat.**
5. **Discard and replace all cards in the bird tray.**
6. **Pass the first player token clockwise** to the next player.

DUET MODE END OF ROUND

At the end of the round, players will each place a player cube to score, as in the base game (page 15). 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.





Example: In the board snippet to the left, the white player receives 4 points and the black player receives 3 points.

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 considered 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 (e.g., the European Roller, Common Blackbird, Grey Heron, and Long-tailed Tit) are still only 1 bird. Place only 1 token for them.

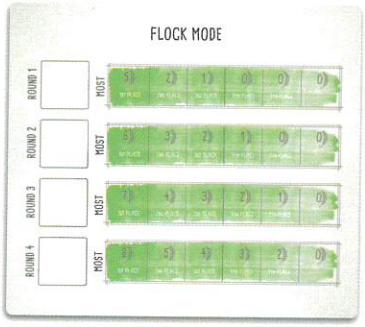
OCEANIA:

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.

FLOCK MODE END OF ROUND

When scoring end-of-round goals, ties are friendly: *For example, 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.

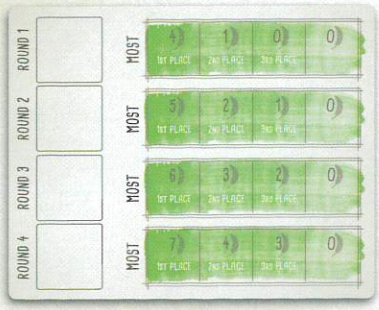


Scoring End-of-Round Goals (Original Rules for Base Game)

The base game includes a double-sided goal mat and a set of goal tiles. 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). The board has 2 sides, each using a different scoring method. Green is the default, but we recommend the blue side for new players.

Green: Majority of the Targeted Item

This method uses the side of the goal board that has spaces for first, second, and third place.



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).

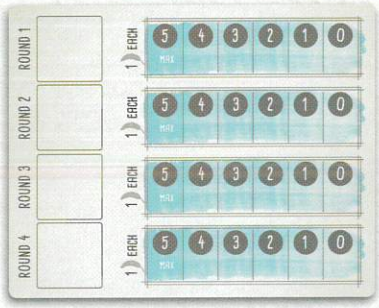
For example, when using the goal that scores 5, 2, or 1 points, if two players tie for 1st place, each gets 3 points (5 + 2 divided by 2 players, rounded down). Do not award 2nd place to another player.

You must have at least 1 of the targeted items to score points for a goal. For example, you must have at least 1 grassland bird to score points for the "most birds in the grassland habitat" 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: One Point per Targeted Item

This method uses the side of the goal board that has rankings 5-4-3-2-1-0 next to the space for each goal.



At the end of the round, count your quantity of the targeted item. Score 1 point per item, up to 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.**

For Game-End Scoring, see page 5.
For details on each goal, see Appendix.

BONUS CARDS

As described in Setup, each player starts the game with 1 bonus card (selected from 2 random cards). There are also several birds in the deck that allow you to gain additional bonus cards. The Photographer, Cartographer, and Anatomist bonus cards are also available in the core Wingspan game; you can discard the originals, as the new versions have more detailed descriptions.

At the end of the game, score the bonus cards you have in your hand. See the Appendix for more information about scoring each type of bonus card.

OTHER NOTES

Historian Bonus Card: If you mix this expansion with the base game, you'll probably want to leave out the base game's Historian card: There are no birds named after people in this expansion.

There is a growing movement to change English common bird names that are based on people's names—the birds that would qualify for the Historian card. The collectors, explorers, funders, and friends memorialized in birds' common names are almost always North Americans and Europeans, no matter where the birds are from. Worse, some of those people had unsavory histories in addition to (or as part of) their ornithological exploits. As I was putting this expansion together, I wasn't excited about many of my options for birds named after people. I decided not to force them to be included just to make the distribution of cards work for the Historian card. —Elizabeth Hargrave.

Wingspans: Wingspan measurements are not as widely used in Asia as they are in North America and Europe, and we could not find reported wingspans for many birds. (Instead, many Asian ornithologists measure a single wing.) Where necessary, we've done our best to extrapolate a wingspan from available data.

CREDITS

- Bird information comes from Birds of the World (birdsoftheworld.org), *The Encyclopedia of Birds* by Paula Hammond and Per Christiansen, and other sources.
- Prints of the birds and other illustrations can be found at Redandbluedesigns.com.
- Typeface *Cardenio Modern* designed by Nils Cordes, nilscordes.com.
- Wingspan Asia also features a birdfeeder and an Oceania player mat illustration by Beth Sobel and a bird illustration by Catalina Martinez.

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WINGSPAN

ASIA-AUTOMA RULES

Designed by David Studley with Issy Waldrom

Introduction

When you don't have the time, option, or desire to get a gaming group together, don't worry—we have you covered. The following rules allow for you to play Wingspan against an artificial opponent, called the Automa.

DESIGNER'S NOTE: *Our artificial opponent got its name from the Italian word for "automaton", chosen because the first one we made was for the game Viticulture, which is set in Italy.*

The Automa

You should familiarize yourself with the multiplayer rules before reading the Automa rules. When playing against the Automa, you will always follow the multiplayer rules. The Automa, however, does not play by the rules.

- Automa will not get a player mat or a starting hand of birds and food.
- Automa will gather birds, eggs, and sometimes food, but they are only used for scoring.
- Automa does not need to 'pay' anything for the actions she takes.
- For anything you do that involves other players, Automa only participates as defined in this rulebook.

Using this Rulebook

This rulebook includes a complete set of the original Automa rules for the base game along with new rules for the Asia Expansion. If you do not have the base game, some of the material mentioned here will not be relevant to you, most notably the original end-of-round goals.

Anytime you play Wingspan against Automa, you will either use the original end-of-round goal tiles and mat from the base game or the Duet end-of round goal tiles and Duet map for Duet mode.

Rules specific to the original end-of-round goals are in green boxes and rules specific to Duet mode are in red boxes.

Components

Current round tracker card



Duet map tracker card



10 Automa cards



Automasian Alliance Automa card (for use with Duet mode)



2 Automa-only bonus cards



3 Automa summary cards

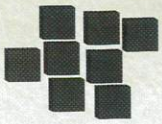


Setup

Automa needs a small area on your table for her things. Place the current round tracker card in the center of that area flipped and oriented to show 'Round 1' in the banner at the top.

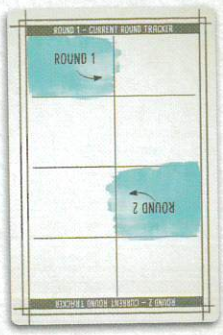
Duet mode

Place the Duet map tracker card immediately to its right, also with 'Round 1' at the top.





DESIGNER'S NOTE: *The current round tracker card is provided to help you remember the correct section to examine on the Automa card.*







Duet mode only

Shuffle the 10 Automa cards, along with at most 1 special Automa card, and place them face-down to the right of the tracker card(s). This is the Automa deck.

Duet mode

For Duet mode the Automasian Alliance card should be included in the Automa deck. Do not use the goal tile on edge of map/ not on edge of map.

Give Automa action cubes of an unused color.

Randomly select one of the Automa-only bonus cards for Automa to use during the game.

Alternatively, Automa can use any of the bonus cards that show (X% of cards) at the bottom of the card. Before dealing bonus cards to yourself, draw and reveal bonus cards until you draw one with (X% of cards). Give that bonus card to Automa to use during the game and reshuffle the bonus deck before continuing with setup. Note: For Pellet Dissector she takes birds that can cache food.

Choose your difficulty level as described in Difficulty Levels (see page 6).

Original end-of-round

For the end-of-round goal tile for Round 1, place the corresponding end-of-round goal scoring card beside the goal mat, with 'Round 1' facing up (see Scoring End-of-Round Goals on page 5).

You always take the first turn of each round and Automa always takes the last.

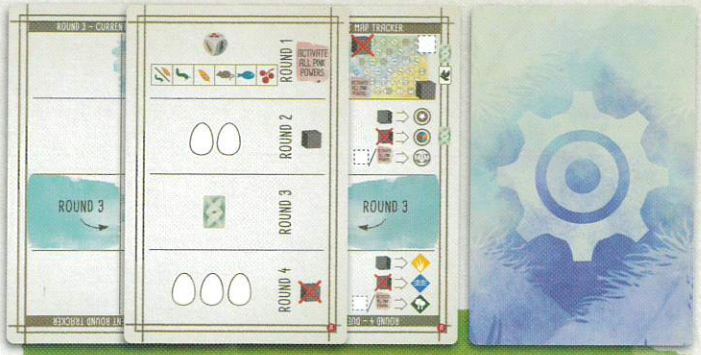
Automa Cards

Each Automa card is divided into 4 sections, one for each of the rounds. Only the section for the current round will be used. The other round sections are ignored.

Each section contains one or more icons (described in the next section) representing the action or actions Automa will take during her turn.

The Automa's Turn

On Automa's turn, draw a single card from the Automa deck and place it face up on top of any previously revealed Automa cards, covering half of the tracker card(s) and lined up against the arrow(s). The arrow points to the section you will use for the current round. Compare each icon in that section to the rules on this page and resolve the action. The other three sections are ignored.



In this Duet mode example it is round 3. Automa will perform the 'Draw Cards' action and then use the icons in the right column to determine where she will place a Duet token on the Duet map.

Automa Actions

DESIGNER'S NOTE: *The first two actions described below, Draw Cards and Play a Bird, have Automa take a bird card and discard other bird cards. Each action, however, uses a different method of selection.*

Draw Cards: Discard ALL 3 face-up cards from the bird tray. Draw 1 card from the face-down bird deck and place it face-down in Automa's supply. Face-down birds are worth 3, 4, or 5 points at the end of the game based on the difficulty level you chose (4 points for normal difficulty).

Duet Mode

Any time Automa takes this action, she will place a Duet token on the Duet map (see Place a Duet Token on page 6).

Play a Bird: From the 3 face-up cards on the bird tray, pick up ALL that meet the requirement of Automa's bonus card. Of these cards, Automa will keep 1 card with the highest point value. If there are multiple cards with the same highest point value, it makes no difference which one the Automa keeps. Place it face-up in Automa´s supply and discard the rest. Face-up birds are worth their stated point value at the end of the game.

For example, if Automa´s bonus card is Cartographer, which awards points for birds with geography terms in their names, she would pick up all bird cards that featured these names, place the one with the highest point value face-up in her supply, and discard the rest.

If NO birds meet the requirement, draw 1 face-down bird card and place it face-down in Automa's supply. Face-down birds are worth 3, 4, or 5 points at the end of the game based on the difficulty level you chose (4 points for normal difficulty).

Duet Mode

Any time Automa takes this action, she will place a Duet token on the Duet map (see Place a Duet Token on page 6).

DESIGNER'S NOTE: *Don't be concerned that Automa collects birds and eggs faster than you can. Automa's eggs compete against the eggs, tucked cards, and cached food that you will gather. Similarly, Automa's birds need to account for the additional points you will score from bonus cards.*

Lay Eggs: For each egg icon in the section for the current round, give the Automa 1 egg token from the supply.

Gain Food: If all dice in the birdfeeder show the same face, remove the remaining dice and toss all 5 dice into the top of the birdfeeder to refill it.

Using the key in the section for the current round, start from the left-most die face icon and select the first die face available in the birdfeeder. Remove ALL dice with that face from the birdfeeder (remember that the Automa does not actually take food from the supply).

Activate Pink Powers: Activate ALL pink powers of bird cards on your player mat (the Automa does nothing).

Original End-of-Round

Place End-of-Round Cube: Place 1 of Automa's action cubes on the current round's goal tile of the goal board.

Remove End-of-Round Cube: Remove 1 of Automa's action cubes from the current round's goal tile and return it to Automa's supply. If there are no cubes on the tile, ignore this action.

Your Turn

Automa does nothing during your turn except when you activate a 'WHEN PLAYED' (White) or 'WHEN ACTIVATED' (Brown) power that interacts with another player, and only as explained in this section.

Automa's Cache

Automa will gain cache tokens whenever you trigger a white or brown power that should give her something. Food tokens are used to represent these for her; the type of food token has no significance.

When you trigger a white or brown power, if Automa is supposed to gain something, the following happens: If she must pay something to participate, give her **one** token for each thing she will gain. Otherwise, give her **two** tokens for each thing.

Example 1. *WHEN PLAYED:*
All players lay 2 . You lay 2 additional —Automa gains 4 cache tokens.



Example 2. *WHEN ACTIVATED:*
Each player may discard 1 to draw 1 from the deck— Automa gains 1 cache token.



Anything you give to Automa as a part of these powers is returned to the supply; she only gains the cache tokens, as described above.

Example 3. *WHEN ACTIVATED:*
Give 1 from your hand to another player. If you do, draw 2—Discard the . Automa gains 2 cache tokens



Automa always fulfills any condition required to gain from your triggered power.

Example 4. *WHEN ACTIVATED:*
Draw 1 from the deck and add it to your hand. All other players draw 1 from the deck and keep it if the bird has or in its food cost— Automa gains 2 cache tokens.



DESIGNER'S NOTE: *Automa's Cache is designed to have you consider how some bird powers might benefit your opponent. The Automa's Hoard variant (see page 8) provides an alternative and more detailed system for valuing those interactive powers. The impact of both systems is subtle; that is by design. The effect will only be truly felt in games where you use birds that allow Automa to gain things from your actions. We hope we've made the rules simple enough that you won't mind.*

Interactive Bird Powers on Your Turn

The following rules address how Automa reacts when you activate a power that involves another player:

- **Check if another player has something-**To check if Automa has something, the number of icons on Automa's current card represents how many she has.
  Note: This means that she never has anything on your first turn of each round, as she hasn't drawn an Automa card yet.
  - » Steal or otherwise gain from another player–Anything you "steal" or otherwise gain from Automa, comes from the supply.
- **Another player gains or may gain-**When another player gains or may gain something, Automa gains cache tokens instead, as described in Automa's Cache. She always gains as many tokens as possible.
  Note: This is true for other action words (cache, draw, tuck) that give another player something.
- **Use a power of another player's bird-**When you use a power of another player's bird, use any power of that type from amongst the 3 face-up cards in the bird tray.
- **Use another player's bonus cards-**When you play a bird with a power that allows you to use another player's bonus card, draw two bonus cards and place them face-up in the supply.
  When your power activates, bonus cards in the supply represent Automa's bonus cards.

End of the Round

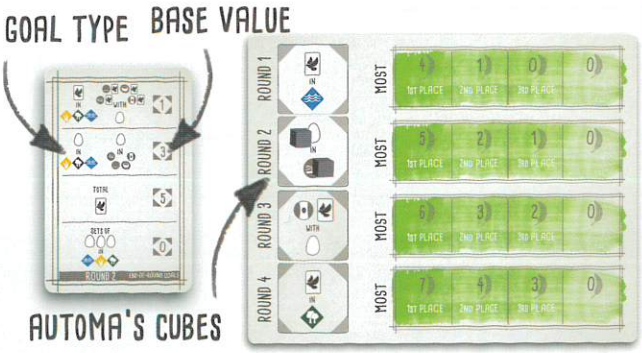
Duet Mode

Scoring Duet End-of-Round Goals-Duet end-of-round goals are scored as in the multiplayer Duet rules.

Original End-of-Round

Scoring End-of-Round Goals-Automa's quantity of the targeted item for end-of-round goal scoring is calculated using a base value (shown on the end-of-round goal scoring card) plus any cubes on the current round's goal tile. The base value represents the lowest quantity of the targeted item that Automa will have.

Using the end-of-round goal scoring card for the current round, match the current round's goal tile to the symbols on the card to find the base value. To this value, add the number of action cubes Automa has on this goal tile (if any). As with you, Automa's quantity must be greater than 0 to score points for the goal. Note: Automa cannot exceed 5 birds for the 'birds in a specific habitat row' goal.



Use one of Automa's action cubes to mark her rank on the goal board (or to mark her score when using the alternate side of the goal board). Return any action cubes on the goal tile to Automa's supply.

Place End-of-Round Goal Scoring Card-Place the end-of-round goal scoring card for the next round beside the goal tile for the next round.

If you just completed goal scoring for round 4, skip to **End of the Game.**

Adjust the Automa Deck

Flip the current round tracker card so the next round shows in the banner at the top, and its arrow is pointing to the right.

Duet Mode

Do the same for the Duet map tracker card, placing it immediately to its right of the current round tracker card.

Remove (and return to the box) the Automa card that specifies 'Remove after round' for the round you just completed. Reshuffle the Automa deck and place it beside the tracker card(s).

End of the Game

Game-End Scoring

Before calculating her final score, Automa gains 1 egg for every 5, 4, or 3 cache (or hoard) tokens she returns to the supply, based upon the difficulty level you chose (Eaglet/Eagle/Eagle-eyed Eagle).

To calculate her final score, Automa gets:

- Points printed on each of her face-up bird cards.
- 3, 4, or 5 points for each of her face-down bird cards, depending on the difficulty level you chose (Eaglet/Eagle/Eagle-eyed Eagle).
- 1 point for each egg she collected.

Duet Mode

- Points from the Duet map end-of-round goals as shown on the Duet map board, including points for her largest contiguous group of Duet tokens.

Original End-of-Round

- Points from the end-of-round goals as shown on the goal board.

Note: Automa doesn't gain points from her bonus card.

In the event of a tie, Automa wins if she has more remaining tokens than you have remaining food tokens.

Difficulty Levels

You can adjust Automa's difficulty to suit your play style by changing the points Automa receives for face-down bird cards and cache (or hoard) tokens.

	Eaglet	Eagle (Normal)	Eagle-Eyed Eagle
Game-end: Automa's Cache (or Hoard)	1 egg/5 tokens	1 egg/4 tokens	1 egg/3 tokens
Game-end: Face-down bird cards	3 points	4 points	5 points

Place a Duet Token

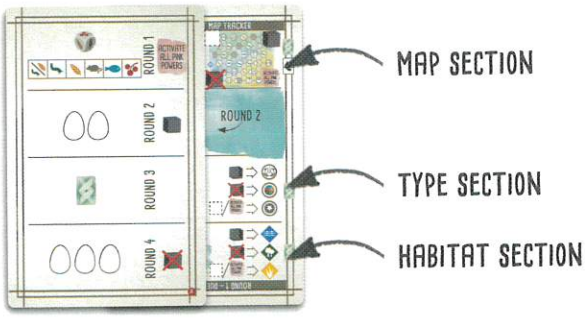
When Automa takes the 'Draw Cards' or 'Play a Bird' action, she will place a Duet token on the Duet map. She ignores all restrictions regarding the bird card that was played and instead uses the icons along the right column of her Automa card along with the rules below.

Automa does not gain the bonus if she places a Duet token on a space with a bonus. She never places more than 1 Duet token per turn and will not place more than 15 Duet tokens per game.

Navigate the Duet Map

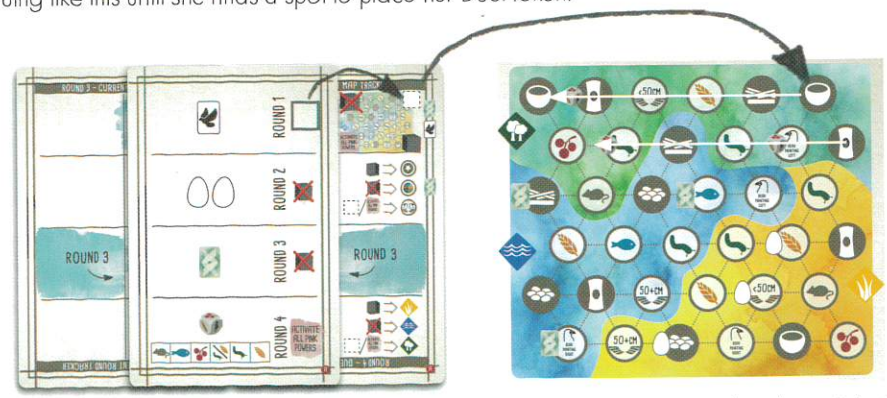
When deciding where to place a Duet token, the icon in the right column of the Automa card that aligns with the map section of the Duet map tracker determines the order to evaluate spaces on the Duet map. This is called **navigating the Duet map.**





Each of the four corners of the Duet map image shown on the Duet map tracker card contains one of the four possible icons (well, one possibility is no icon, but we'll treat that as an icon too).

Starting from the corner of the map indicated, Automa will check each space in that row until reaching the other side of the map. Then, she will return to the side she started from, move to the next row (upwards or downwards, depending on whether she started from the top or bottom row of the map), and check each space in that row, continuing like this until she finds a spot to place her Duet token.



For example, there is no icon at the top of the Automa card. The Duet map tracker shows 'No Icon' in the top right corner, therefore she will look for a valid space starting with the space in the upper right of the Duet map. From there she will look, right to left, along the top row. Then, returning to the rightmost space of the next row down, she will continue looking, right to left, along that row. This continues until she finds a valid space.

After play a bird



After completing the 'Play a Bird' action, Automa will place a Duet token on the Duet map based on the current round goal tile.

Based on the map section of the Duet map tracker, she will **navigate the Duet map** until she finds an available space that improves her progress with the Duet map goal for the current round. Place one of her Duet tokens on that space.

Note: If no space improves her progress, she simply navigates to the first available space, ignoring the goal.

After draw cards



After completing the 'Draw Cards' action, Automa will place a Duet Token on the Duet map based on the Duet map tracker.

Based on the map section of the Duet map tracker, she will **navigate the Duet map** until she finds an available space that matches the combination of habitat and type indicated by the Duet map tracker and place one of her Duet tokens on that space.

To determine the habitat and type, compare the icons along the right column of the Automa card to the Duet map tracker, as follows:

- Compare the icon that aligns with type section of the Duet map tracker to determine the type (nest, food, or other)
- Compare the icon that aligns with the habitat section of the Duet map tracker to determine the habitat (grassland, wetlands, or forest)

Only map spaces with the correct combination of type and habitat are available for her to place a Duet token.

Using the example, the icon that aligns with the type section is  *so, as shown on the Duet map tracker, she must choose a food space. Similarly, the icon that aligns with the habitat section is*  *so she must choose a space in the forest. Therefore, only food spaces in the forest are valid.*

If Automa fails to find a valid available space to place a Duet token, she doesn't place one.

Variant-Automa's Hoard

Automa's Hoard can be played with any combination of expansions. However, its impact is smaller when playing with fewer birds that involve opponents gaining things on your turn.

Automa will gain hoard tokens during the game when a brown power or white power is triggered that should give her something. Food tokens are used to represent these for her; the type of food token has no significance.

Do not use Automa's Cache when using the Automa's Hoard variant.

Your Turn

Brown Powers and White Powers-Automa only participates in brown powers and white powers as described here. For each resource Automa would gain and any resources she would lose in exchange, do the following:

- For each or Automa would gain, give her **1** hoard token from the supply. For each she would lose, return **1** hoard token to the supply.
- For each Automa would gain, give her **2** hoard tokens from the supply. For each she would lose, return **1** hoard token to the supply. *Note: Nectar is a feature of the Oceania Expansion*
- For each Automa would gain, give her **2** hoard tokens from the supply. For each she would lose, return **1** hoard token to the supply.
- For each Automa would gain, give her **3** hoard tokens from the supply. For each she would lose, return **2** hoard tokens to the supply.
- For each Automa would gain, give her **6** hoard tokens from the supply.

When you give something to Automa, it is returned to the supply and she gets hoard tokens instead.

When Automa gets to cache food or tuck a bird, give her 3 hoard tokens from the supply, instead.

Example 5. *When activated: All players may tuck a from their hand and/or cache 1 from their supply—Automa gains 6 tokens (3 for tuck and 3 for cache) and returns 2 tokens (1 for and 1 for).*



If Automa gets to choose the type of resource, she always chooses .

Example 6. *When played: Draw 2 and keep 1. Other players may discard any 2 resources (, ,) to do the same—Automa gains 6 hoard tokens for the and returns 2 hoard tokens for the two .*



Note: Automa will not participate in any power where she would lose more tokens than she would gain.

Example 7. *When activated: All players may discard . Each player that discards an gains 1 from the supply—Automa does nothing because she would gain 1 token for the but return 2 tokens for the .*



The Lesser Frigatebird is from the Oceania Expansion.

Credits

The original rules for Wingspan Automa were designed by David Studley with Morten Monrad Pedersen, Lines J. Hutter, Jan Schröder, and Nick Shaw.

Automa Factory

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