

# WINGSPAN REFERENCE CARD

**This side** is a reference to help experienced players teach or lead a game of Wingspan.

The **other side** is an aid for new players. **Tuck the card** under your player mat with the "On your turn" instructions visible on the left. As needed, pull out and read the right-hand side or keep it covered by your player mat.

## SETUP

1. Choose which expansion(s) to use. Mix in the expansion bird cards, bonus cards, and goal tiles.
2. Shuffle the **bird cards** and **bonus cards**. Set up **3 face-up bird cards**, the face-down decks, and discard areas.
3. Set up the **food token** and **egg** supplies.
4. Set up the **birdfeeder** with 5 standard or nectar dice.
5. Set up the **goal board** with 4 random goal tiles:
  - Green side = direct competition = default
  - Blue side = indirect competition = good for new players
  - [Europe] Green side is recommended.
6. Choose a version of the player mat for all players to use.
  - [Oceania] Use the player mat with nectar.
  - [Any game] The Oceania version offers more exchange options, including "reset" actions for the bird feeder (Forest row) and bird tray (Wetland row).
7. Give each player:
  - Player mat
  - 8 action cubes
  - 5 random bird cards
  - 5 food tokens (1 of each standard food type)
  - 2 random bonus cards

## STARTING THE GAME

Each player:

1. Look at their bird cards and bonus cards.
2. Keep a combined total of 5 bird cards and/or food tokens and discards the rest. (The more of one you keep, the less of the other. For example, you might keep 2 birds and 3 food, 3 birds and 2 food, etc.)
3. Choose 1 bonus card and discard the other.
4. [Oceania] Gain 1 nectar.

Randomly select the first player and give them the first player token. Play proceeds clockwise.

## ORIENTATION

**"You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves."** (Wingspan rules, page 1)

On your player mat, you'll see four rows on your player mat, which correspond to the four main actions you can take during the game.

Except for the top row ("play a bird"), each row is a different habitat: forest, grassland, and wetland. Over the course of the game, you'll play birds in these spaces, filling them from left to right. Each habitat focuses on a key aspect of the growth of your preserves. The more birds you have in each habitat, the more powerful your actions become.

In addition to the bird cards in your hand, you'll accumulate and spend two types of resources: Food tokens and eggs.

Your 8 action cubes are used to keep track of your turns.

At the end of the game, you'll get points for all of the birds on your mat, as well as a mix of other things that can be added to your player board (eggs, cached food tokens, and tucked cards). In addition, you'll get points for reaching two kinds of goals: The round goals are shared by all players. A different goal will be scored at the end of each round. Your bonus cards are just for you, scored at the end of the game.

**If you have questions about a particular card, ask! The printed rules contain explanations for every bird power and bonus card.**

## NECTAR REMINDERS [OCEANIA]

*When teaching, read aloud the Nectar introduction on page 2 of the Oceania rulebook.*

Replace the 5 standard dice with the 5 nectar dice.

**Nectar can be spent as a "wild" food when:**

- Playing a bird
- Using an "any food" bird power"
- Using an upgrade action

However, nectar does not count as wild for bird powers that refer to a specific food type.

**When spending Nectar, place it on the "Spent Nectar" space in the row where it was spent.** But:

- If spending "any 2 food tokens" in place of nectar for a bird's food cost, no nectar token is used.
- Nectar cannot be traded away in the 2-for-1 conversion.

## ACTION CUBES

### ON YOUR TURN

Take one of these 4 actions. After completing your turn, move the action cube to the far left end of the chosen row, then replenish any cards taken from the 3 face-up bird cards.

#### PLAY A BIRD

1. Pick the habitat where you want to play the bird (must match one of the bird's habitats).
2. Place your **action cube** above the column where you will play the bird (the *leftmost exposed space* in its habitat).
3. Pay the **egg cost** shown above the column.
4. Pay the bird's **food cost**. (You can always spend any 2 food tokens in place of 1 of a type you don't have.)
5. Play the bird. If the bird has a "When played" ability, you may activate it (optional).

#### GAIN FOOD, LAY EGGS, OR DRAW BIRD CARDS

Gain resources & activate birds in that habitat.

1. Place an **action cube** in the leftmost exposed space in the chosen row.
2. **Gain** the number of food tokens, eggs, or cards indicated on that space (see instructions below). If shown in that space, you may make an optional exchange for an extra food token, egg, or card.
3. **Activate** any brown ("When activated") powers on the birds in that row, from right to left (moving the action cube to keep track). Bird powers are always optional.

**GAINING FOOD:** Remove a die from the bird-feeder and gain the food type shown on the die.

- If all dice in the bird feeder show the same face (including only 1 die) and you are about to gain food, you may re-roll all of the dice.
- Any time the bird feeder is empty, the dice are re-rolled immediately.

**LAYING EGGS:** Take eggs from the supply and distribute them between any of your birds, but only up to the egg limit shown on each bird.

**DRAWING A CARD:** To draw a card, either

- choose from the 3 face-up cards, or
- draw from the deck.

## END OF ROUND

The round ends when all action cubes have been used. Then:

- [Europe] Use "round end" powers in player order. Do not trigger pink powers.
- [Oceania] Discard any unused nectar in your personal supply.
- Remove all action cubes from your mat.
- Use one cube to mark your score for the end-of-round goal.
- Discard the 3 face-up cards and replenish them from the deck.
- Rotate the first player token clockwise.
- [Oceania] Last round: Use "game end" powers.

## SCORING

After 4 rounds and any "game end" powers, your score is the total of:

<b>Birds:</b> The value of all face-up birds on your player mat.
<b>Bonus cards:</b> Points from your bonus cards, based on the conditions you've met.
<b>End-of-round goals:</b> Points as indicated on the goal board.
1 point per <b>egg</b> on your bird cards
1 point per <b>cached food token</b> on your bird cards
1 point per <b>tucked card</b> under your bird cards
[Oceania] For each of the 3 habitats: 5 points for the player with the most <b>spent nectar</b> and 2 points for the player with the second most. <i>Tie:</i> Divide available points and round down.

## REMINDERS

### FOOD TYPES

Fish  
Fruit  
Invertebrate  
Rodent  
Seed  
Nectar [Oceania]

### FOOD-RELATED SYMBOLS

Wild  
No food cost  
"+" means AND  
"/" means OR

### NEST TYPES

Bowl  
Cavity  
Ground  
Platform  
Star = wild  
(unusual nest type)

**WINGSPAN:** \* = flightless bird; functions as wild [Oceania]

### BIRD POWERS

**Once between turns** (pink powers): Activate when the triggering event occurs during someone else's turn. Once activated, this power cannot be used again until your next turn has passed.

**Cache:** Place a food token on the bird ("the bird is saving the food for later"). This cannot be spent.

**Tuck:** Tuck another bird card under it face-down ("to represent the creation of a flock").

**Roll "dice not in birdfeeder":** Roll dice outside of the birdfeeder and keep them there. (Note: This can never happen with all 5 dice because dice are always re-rolled if the birdfeeder is empty.)

FOREST

GRASSLAND

WETLAND