WINGSPAN

APPENDIX

Table of contents

Quick Reference 2
Appendix 3
- End-of-Round Goals 3
- Bonus Cards 4
- Bird Powers 6
  - Food-Gaining Powers 6
  - Egg-Laying Powers 8
  - Card-Drawing Powers 9
  - Flocking Powers 10
  - Hunting and Fishing Powers 11
  - Other Powers 12

QUICK REFERENCE

Setup

Global Setup

1. **Bird Cards:** Shuffle the deck of bird cards and populate the bird tray with 3 face-up cards.
2. **Supply:** Place food and egg tokens in the supply.
3. **Birdfeeder:** Toss food dice into birdfeeder.
4. **Goal Board:** Lay out the goal board, desired side up.
5. **Goal Tiles:** Lay 4 random goal tiles on the goal board.
6. **Bonus Cards:** Shuffle the bonus cards. Place the deck on the table.

Player Setup

1. Give each player a player mat, 8 action cubes of one color, 2 random bonus cards, 5 bird cards, and 1 of each food token type.
2. Discard 1 food token per bird card you wish to keep. Discard the remaining bird cards.
3. Choose and discard 1 bonus card.
4. Choose a first player and give them the first-player token.

Round Overview

Starting with the first player and proceeding clockwise, choose a habitat on your player mat (all habitats are always available) and places an action cube on the leftmost exposed slot in that row to take 1 of the following 4 actions:

1. Play One Bird

A. Select 1 bird card from your hand to play.
B. Discard the number of eggs from bird cards equal to the number of ⬯ shown in the column where you want to/will place the bird.
C. Discard the shown food tokens (if ⊘, then there is no food cost). Wild (◕) means you may use any food. You may spend any 2 food tokens to use them as any 1 food token.
D. Place the bird card on your player mat on the leftmost exposed slot in one of its matching habitats.
E. If the bird has a "when played" power, activate it (for that bird only).

2. Gain Food

A. Gain a number of food tokens equal to the number of 🍇 shown on your leftmost exposed forest slot by removing the food dice from the birdfeeder and gaining the matching food tokens (🌾 means you may take either one).
B. If the leftmost exposed forest slot shows ▥⇒🍇, you may discard 1 bird card from your hand to remove one additional die and take its corresponding food.
C. Activate any brown forest bird powers you wish, right to left.

3. Lay Eggs

A. Gain a number of eggs equal to the number of ⬯ shown on your leftmost exposed grassland slot. Place them on bird cards (up to the birds' egg limits; any excess is lost).
B. If the leftmost exposed grassland slot shows ◕⇒⬯, you may pay 1 food token to gain one additional egg.
C. Activate any brown grassland bird powers you wish, right to left.

4. Draw Cards

A. Draw a number of bird cards equal to the number of ▥ shown on your leftmost exposed wetland slot. Draw from the face-up cards or the top of the bird deck. Do not replace the face-up cards yet.
B. If the leftmost exposed wetland slot shows ⬯⇒▥, you may discard 1 egg to gain one additional card.
C. Activate any brown wetland bird powers you wish, right to left.

Managing the Birdfeeder

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 for any reason, you may first throw all 5 dice back into the birdfeeder. (🌾 counts as its own unique face.)

End of the Round

1. Remove all action cubes from your player mat.
2. Place 1 action cube to mark your score on the end-of-round goal:
   - If playing with majority goals and players tie, add the values of the tied and next places and divide by number of players, rounded down. 4th place scores 0.
   - If playing with points-per-item goals, 5 is the maximum, 0 is the minimum (you must still place a cube there, even if on 0).
3. Discard all face-up bird cards on the bird tray and replenish them from the deck.
4. Rotate the first player token clockwise.

End Game Scoring

After round 4, score as follows:

1. Points listed on each bird card
2 Points listed on each completed bonus card
3. Points for end-of-round goals
4. 1 point per:
   - egg on bird cards
   - food token cached on a bird card
   - card tucked under a bird card

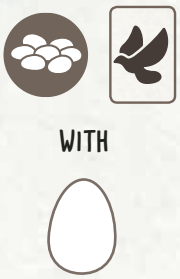
The player with the most points wins. If tied, whoever has the most food tokens wins. If still tied, victory is shared.

APPENDIX

End-of-Round Goals

Count the total number of birds you currently have **in this specific habitat row.**

There is one copy of this goal for each habitat.



Count the total number of **birds with this specific nest type** that have at least 1 egg. Each bird counts just once, regardless of how many eggs it has. Star nests count toward this goal.

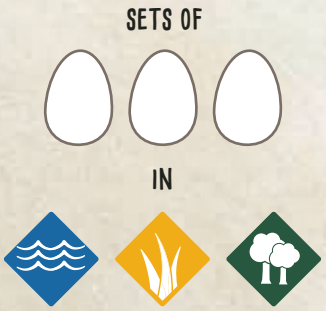
There is one copy of this goal for each nest type.

Count the total number of eggs your birds have laid **in this specific habitat row.** Multiple eggs on one bird each count.

There is one copy of this goal for each habitat.

Count the total number of eggs on birds **with this specific nest type**. Multiple eggs on one bird each count. Star nests count toward this goal.

There is one copy of this goal for each nest type.



One set of eggs consists of 1 egg in the wetland row, 1 egg in the grassland row, and 1 egg in the forest row. Count the number of sets.

Count the total number of birds you have played.

BONUS CARDS

Name-Related Bonuses

Photographer	Birds with colors in their names	Count the birds you have played that have one of the following words in their name. Each bird counts just once, even if it has multiple colors in its name. Colors include: ash, black, blue, bronze, brown, cerulean, chestnut, ferruginous, gold, gray, green, indigo, lazuli, purple, red, rose, roseate, ruby, ruddy, rufous, snowy, white, yellow
Anatomist	Birds with body parts in their names	Count the birds you have played that have one of the following anatomical terms in their names. Different versions of these words (such as "bellied") all count. beak, belly, bill, breast, cap, chin, collar, crest, crown, eye, face, head, neck, rump, shoulder, tail, throat, wing
Cartographer	Birds with geography terms in their names	Count the birds you have played that have one of the following geographical terms in their names: American, Atlantic, Baltimore, California, Canada, Carolina, Chihuahua, Eastern, Inca, Kentucky, Mississippi, Mountain, Northern, Sandhill, Savannah, Western
Historian	Birds named after a person	Count the birds you have played that have a 's in their name. Names include: Anna's, Baird's, Barrow's, Bell's, Bewick's, Brewer's, Cassin's, Clark's, Cooper's, Forster's, Franklin's, Lincoln's, Say's, Sprague's, Steller's, Swainson's, Wilson's

Nest/Egg-Related Bonuses

Wildlife Gardener Platform Builder Enclosure Builder Nest Box Builder	Birds that have a specific type of nest symbol / / /	Count the number of birds you played that have the specific nest symbol shown on the card. Star nests are wild. Birds with star nests count toward all four of these bonuses.
Breeding Manager	Birds with at least 4 eggs laid on them	Count only bird cards that have 4 egg tokens sitting on them at game end.
Oologist	Birds that have at least 1 egg laid on them	Count only bird cards that have at least 1 egg token sitting on them at game end.

Habitat-Related Bonuses

Forester Prairie Manager Wetland Scientist	Birds that can only live in one specific habitat / /	Count the number of birds you played that only have the habitat symbol shown on this bonus card. If a bird has the option to live in more than one type of habitat, it cannot count toward this bonus.
Ecologist	Birds in your habitat with the fewest birds	Count the number of birds you played, in the habitat where you played the fewest birds. If you have two habitats tied for fewest birds, you may still score this bonus. For example, if all of your habitats have 3 birds in them, your habitat with the fewest birds has 3 birds in it.

Other Bonuses

Bird Counter Falconer	Birds with a certain type of power /	Count the birds you played that have the specific symbol shown on this bonus card. The symbol should be on the left-hand side of the bird's brown power.
Large Bird Specialist	Birds with wingspans over 65cm	Count the birds you played that have wingspans over 65cm. Wingspans of exactly 65cm do not count toward this bonus.
Passerine Specialist	Birds with wingspans 30cm or less	Count the birds you played that have wingspans 30cm or less. Wingspans of exactly 30cm count toward this bonus.
Backyard Birder	Birds worth less than 4 points	Count the birds you played that have a face value of 0, 1, 2, or 3 points.
Visionary Leader	Birds in your hand at end of game	Count the bird cards still in your hand at the end of the game.

BIRD POWERS

Food-Gaining Powers

In general: Gain food as described on the card. Each card specifies whether you can take a food directly from the supply, or if you must use a die from the birdfeeder (remove the die from the birdfeeder).

Food from the birdfeeder

In general: If a power says to gain a from the birdfeeder, you can use a die showing either the side, or the dual ( ) side. The same applies to seeds.

Great Crested Flycatcher Indigo Bunting Rose-breasted Grosbeak Western Tanager	**When activated:** Gain 1 [food type] from the birdfeeder, if there is one.	
Bald Eagle Northern Flicker	**When played:** Gain all [food type] that are in the birdfeeder.	
Anna's Hummingbird Ruby-throated Hummingbird	**When activated:** Each player gains 1 food from the birdfeeder, starting with the player of your choice.	The hummingbird's owner decides which person gains the first food, and then players gain food in turn order. Players may reset the birdfeeder if it is empty or if all dice are showing the same face.
Hermit Thrush	**When activated:** Player(s) with fewest birds gain 1 food from birdfeeder.	If multiple players are tied for fewest birds in the forest, they all use this power. You choose who goes first, and players proceed in turn order.
Black-billed Magpie Black Vulture Turkey Vulture	**Once between turns:** When another player's succeeds, gain 1 food from the birdfeeder.	If multiple players trigger this power at the same time, they gain food in turn order, starting to the left of the active player (the one whose predator succeeded).

Food from the supply

These powers allow players to take food directly from the supply, without relying on the dice in the birdfeeder.

The supply of food tokens is not intended to be limited. If you ever run out, see the rules on gaining food for instructions on how to replenish the supply.

Blue-Gray Gnatcatcher Northern Cardinal Spotted Towhee Yellow-Bellied Sapsucker	**When activated:** Gain 1 [specific food] from the supply.	
American Goldfinch Brown Pelican	**When played:** Gain 3 [specific food] from the supply.	
Eastern phoebe Scissor-tailed flycatcher Osprey, Baltimore Oriole Red Crossbill	**When activated:** All players gain 1[specific food] from the supply.	
Green Heron	**When activated:** Trade 1 of any food for any other food from the supply.	
American Crow Black-Crowned Night-Heron Chihuahuan Raven Common Raven Fish Crow	**When activated:** Discard 1 ◯ from any of your other birds to gain [1/2] food from the supply.	These birds are all known for eating eggs from other birds' nests. You must have laid an egg on another bird before you can use these powers. Discard the egg to the supply.
Belted Kingfisher Eastern Kingbird	**Once between turns:** When another player plays a bird [in a specific habitat], gain 2 [specific food] from the supply.	Activate these powers when a player uses the "Play a bird" action to play a bird into the specific habitat. A bird that uses its power to move into the habitat does not trigger this power.

Caching food

Carolina Chickadee Juniper Titmouse Mountain Chickadee Red-Breasted Nuthatch White-breasted Nuthatch	**When activated:** Gain 1 from the supply and cache it on this card.	The birds with these powers are known for caching extra food and saving it for later. As noted on these cards, you can cache exactly 1 food token when their power is activated by placing it on a bird card. Once a food token is cached on a bird card, you cannot spend it. Each token on the card at the end of the game is worth 1 point. If the same dice are showing in the birdfeeder, you may reroll to see if you meet the condition of the bird. If you run out of food tokens, you can cache cards instead.
Acorn Woodpecker Blue Jay Clark's Nutcracker Red-bellied Woodpecker Red-headed Woodpecker Steller's Jay	**When activated:** Gain 1 from the birdfeeder (if available). You may cache it on this card.	
Loggerhead Shrike	**Once between turns:** When another player takes the "gain food" action, if they gain any number of , also gain 1 from the supply and cache it on this card.	

BIRD POWERS

Egg-Laying Powers

In general: Remember that each bird has an egg limit (see Action Option 3 in the rulebook). No power allows you to lay more eggs on a bird than its limit allows.

★ nest symbols are wild and can be used as all of the nest types. If you have different powers that are looking for specific nests, a bird with a ★ can be used with all of them, even within one turn.

American Avocet Barrow's Goldeneye Bronzed Cowbird Brown-headed Cowbird Yellow-billed Cuckoo	**Once between turns:** When another player takes the "lay eggs" action, this bird lays 1 ◯ on another bird with a [specific type of] nest.	These birds are all nest parasites in the wild: they lay eggs in other birds' nests. Cowbirds don't even build their own nests. When another player uses the action to lay eggs, you may lay 1 egg. You may do this only once between your turns, no matter how many other players lay eggs. The cowbird can lay eggs on star nests.
Ash-Throated Flycatcher Bobolink Inca Dove Say's Phoebe	**When played:** Lay 1 ◯ on each of your birds with a [nest type] nest.	This power allows you to lay eggs on all of your birds that have a specific nest symbol (and all birds with a star nest symbol), including the newly played bird.
Pileated Woodpecker Lazuli Bunting Western Meadowlark	**When activated:** All players lay 1 ◯ on any 1 bird [with a specific nest]. You may lay 1 ◯ on 1 additional bird [of the same nest type].	This power allows you to lay an egg on 1 or 2 birds with a specific nest symbol (or a star). All other players can lay an egg on 1 bird with that nest symbol (or a star), if they have one.
Grasshopper Sparrow Baird's Sparrow Cassin's Sparrow Chipping Sparrow	**When activated:** Lay 1 ◯ on any bird.	
California Quail Mourning Dove Northern Bobwhite	**When activated:** Lay 1 ◯ on this bird.	

Card-Drawing Powers

In general: Draw cards into your hand as described on the card. Just as with the Draw Cards action (Option 4 in the rulebook), you may draw from the deck or the face-up cards. There is never any hand limit. Hands may be private or public.

Mallard	**When activated:** Draw 1 .	This power adds cards to the wetland's draw card(s) action. You may draw from the deck or the face-up cards. Face-up cards are refilled only at the end of your turn.
Black-necked Stilt Carolina Wren	**When played:** Draw 2 .	
Black Tern Clark's Grebe Forster's Tern	**When activated:** Draw 1 . If you do, discard 1 from your hand at the end of your turn.	This power adds cards to the wetland's draw card(s) action, but it has a cost. The next player may start their turn while you are deciding which card(s) to discard.
Common Yellowthroat Pied-billed Grebe Ruddy Duck Wood Duck	**When activated:** Draw 2 . If you do, discard 1 from your hand at the end of your turn.	
Franklin's Gull Killdeer	**When activated:** Discard 1 to draw 2 .	This power adds cards to the wetland's draw card(s) action, but it has a cost. Discard an egg to the supply. You cannot use this power if you have not laid any eggs yet.
Northern Shoveler Purple Gallinule Spotted Sandpiper Wilson's Snipe	**When activated:** All players draw 1 from the deck.	Draw clockwise, starting with the current player.
American Bittern Common Loon	**When activated:** Player(s) with the fewest birds: draw 1 .	If players are tied for the fewest birds currently in the wetland habitat, all draw a card, starting with you and proceeding clockwise. All may draw from the deck or the face-up cards.
American Oystercatcher	**When played:** Draw equal to the number of players +1. Starting with you and proceeding clockwise, each player selects 1 of those cards and places it in their hand. You keep the extra card.	Draw the cards from the deck so that you have a set with one more card than there are players. Each player chooses one card from this set, starting with you and passing to the left. When everyone has chosen a card, you keep the extra card.

BIRD POWERS

Flocking Powers

In general: The birds with this power are known for gathering in large single-species flocks. As described on these cards, you can build a flock of a certain species by tucking cards face-down under that bird card. Each tucked card is worth 1 point at end of game.

Horned Lark	**Once between turns:** When another player plays a bird, tuck a from your hand behind this bird.	This is specifically referring to birds played into the grassland habitat.
Red-Winged Blackbird Common Grackle Brewer's Blackbird Yellow-Headed Blackbird Bushtit Dickcissel	**When activated:** Tuck a from your hand behind this bird. If you do, also lay 1 on this bird..	These birds all allow you to tuck a card from your hand for a point, then gain some additional benefit (lay an egg, draw a card, or gain a food). You can only gain the benefit if you first tuck a card from your hand.
American Coot American Robin Barn Swallow House Finch Purple Martin Ring-Billed Gull Tree Swallow Violet-Green Swallow Yellow-Rumped Warbler	**When activated:** Tuck a from your hand behind this bird. If you do, draw 1 .	
Cedar Waxwing Dark-Eyed Junco Pine Siskin Pygmy Nuthatch	**When activated:** Tuck a .from your hand behind this bird. If you do, gain a [specific food] from the supply.	
American White Pelican Black-Bellied Whistling-Duck Canada Goose Double-Crested Cormorant Sandhill Crane	**When activated:** Discard 1 [specific food] to tuck 2 from the deck behind this bird.	These powers allow you to discard a specific type of food to take 2 cards from the deck and tuck them behind the bird. You must have the food in your personal supply; you cannot take it from a bird card.

Hunting and Fishing Powers

In general: With these powers, birds go hunting for a smaller bird, a rodent, or a fish. If they find one, they keep it, and it counts as a point at the end of the game.

Barred Owl Cooper's Hawk Golden Eagle Great Horned Owl Greater Roadrunner Northern Harrier Peregrine Falcon Red-shouldered Hawk Red-tailed Hawk Swainson's Hawk	**When activated:** Look at a from the deck. If < [a certain wingspan], tuck it under this card.	These birds eat other birds. Look at the wingspan of the top card of the deck and compare it to their hunting power. If the wingspan of the top card in the deck is less than the bird's hunting power, tuck that card to signify that your predator hunted successfully. Each tucked card is worth 1 point at the end of the game. If the wingspan of the top card is equal to or larger than your predator's power, discard the card instead.
Anhinga Black Skimmer Common Merganser Snowy Egret White-faced Ibis Willet	**When activated:** Roll all dice not in birdfeeder. If any are , gain 1 and cache it on this card.	Birds that eat rodents or fish roll all dice that are not in the birdfeeder. (Note that you will never roll more than 4 dice, because when all 5 dice are out of the birdfeeder it must reset immediately.) Roll dice on the table; they do not go back into the birdfeeder. If one or more dice show the specified type, take at most 1 token of that type from the supply and cache it on your card (see "Caching food"). Each token on a bird card is worth 1 point at the end of the game.
American Kestrel Barn Owl Burrowing Owl Eastern Screech Owl Ferruginous Hawk Mississippi Kite	**When activated:** Roll all dice not in birdfeeder. If any are , gain 1 and cache it on this card.	

BIRD POWERS

OTHER POWERS

Bewick's Wren Blue Grosbeak Chimney Swift Common Nighthawk Lincoln's Sparrow Song Sparrow White-Crowned Sparrow Yellow-Breasted Chat	**WHEN ACTIVATED:** If this bird is to the right of all other birds in its habitat, you may move it to another habitat.	These birds are all able to live in a variety of habitats, and their power is to move from habitat to habitat—but only if they're the last bird in that row. (They can be in any column.) This can be powerful for increasing your abilities in multiple habitats, and for scoring on end-of-round goals. Be careful not to play another bird to the right of one of these cards, or you won't be able to use its power!
Gray Catbird Northern Mockingbird	**WHEN ACTIVATED:** Repeat a brown power on one other bird in this habitat.	A few birds have the power to repeat another bird's brown power. The repeated bird must be in the same habitat.
Hooded Merganser	**WHEN ACTIVATED:** Repeat one power in this habitat.	
Atlantic Puffin Bell's Vireo California Condor Cassin's Finch Cerulean Warbler Chestnut-Collared Longspur Greater Prairie-Chicken King Rail Painted Bunting Red-Cockaded Woodpecker Roseate Spoonbill Spotted Owl Sprague's Pipit Whooping Crane Wood Stork	**WHEN PLAYED:** Draw 2 new bonus cards and keep 1.	Draw two goal cards, pick the one you want to keep, and discard the other. If the deck of goal cards is ever exhausted, shuffle the discards to form a new face-down deck. The birds with this power are all threatened or endangered, or conservationists are concerned that they soon will be because of a declining trend in their population.
Downy Woodpecker Eastern Bluebird Great Blue Heron Great Egret House Wren Mountain Bluebird Red-Eyed Vireo Ruby-crowned Kinglet Savannah Sparrow Tufted Titmouse	**WHEN PLAYED:** Play a second bird in your [specific habitat]. Pay its normal cost.	Play another bird into the same habitat. You must follow all other rules about how to play birds: it must be a bird that can live in that habitat, and you must discard the food and egg cost for that bird. The birds with this power all are known for spending time in mixed flocks with multiple bird species. Research has shown this can have benefits such as help finding food and being alerted about predators.