

## Wingspan with Oceania

**Introduction:** Players take the role of ornithologists seeking to attract the best birds to their nature reserves. Each Bird attracted to your Reserve acts as part of an ecological chain that gathers food, produces eggs, and attracts more birds.

**Game End and Goal:** The game ends at the end of the **fourth round**. After final scoring, the player with the most points is the winner!

### Setup:

1. Put the grey **Bird Tray** in the middle of the table.
2. Shuffle all **170 + 95 Bird Cards** (turquoise, feather backs), and create a deck next to the Bird Tray. Reveal and place 3 cards into the 3 slots in the tray.
3. Create a **Supply** next to the Bird Tray with all **103 Food Tokens + 69 Nectar Tokens** and **75 + 15 multi-coloured Eggs**.
4. Put the **Birdfeeder** in the middle of the table, and roll the **5 Food Dice** (from *Oceania*, not base) into the Birdfeeder.
5. Place the **Goal Board** in the middle of the table. This board can be placed **Green side up** for more competition between players, or **Blue side up** for less. **The green side is the default.** Players agree between themselves which side to use.
6. Shuffle the **8 + 4 (double-sided) Goal Tiles**, and draw 4 of the tiles (random side up), placing one on each of the Goal Tile spaces on the Goal Board. *Make sure everyone is clear on the Goals for each round.*
7. Shuffle the **26 + 5 Bonus Cards** (green backs), and place them face down as a deck next to the Bird Tray.
8. Each Player takes the following items:
  - a. **1 Player Mat** (use the *Oceania* player mats rather than base)
  - b. **8 (wooden) Action Cubes** of their chosen player colour (**R/Y/G/B/P**)
  - c. **2 Bonus Cards** (drawn from the Bonus Card Deck)
  - d. **5 Bird Cards** (drawn from the Bird Card Deck, not the Bird Tray display)
  - e. **5 Food Tokens, one of each type** (**Invertebrate** (worm), **Seed**, **Fish**, **Berry**, **Rodent**)
9. Each player decides how many Bird Cards from their hand to keep, **discarding 1 Food Token for each Bird they keep**. Their remaining Bird Cards are discarded. You may look at your Bonus Cards when picking your birds. **Each player gains 1 nectar.**
10. Each player chooses **one** Bonus Card to keep from the 2 they were dealt, **discarding the remaining card to the Bird Card discard.**
11. Randomly select a **First Player** and give them the **First Player token** (with the bird that matches the box lid).

**Course of Play:** The game is played in 4 Rounds. Each round, players take turns until they have used all their available action cubes.

**A Player's Turn:** On a player's turn, they must take one of the four possible actions (also printed on player boards).

### Action 1: Play a Bird Card from your hand

1. Select a Bird Card from your hand.
2. Pay the bird's Food Cost by discarding Food Tokens from your personal supply
  - a. You may not discard cached food on other Bird Cards in payment.
  - b. A 'Wild' Food requirement can be paid with any Food Token.
  - c. If the Food requirement has a "+", discard both types of Food token. If it has a "/" you choose which to discard.
  - d. Some Birds have no Food requirements.
  - e. **Two Food Tokens of any type can be discarded to stand in for one Food Token of a needed type.**
  - f. **When spending Nectar to play a Bird Card remember to put it left of the row, not back in the supply.**
3. Place the Bird Card chosen in the Habitat row matching the Bird's desired habitat (**Forest, Grassland, Wetland**). The Bird Card must be placed in the **leftmost unoccupied space** in that row (if there is more than one Habitat shown on the Bird Card, the player may choose which habitat of those depicted they place the bird in). A player may not exceed 5 Bird Cards per row.
  - a. Pay the Egg Cost of the column you are placing the Bird into (if any) with Eggs from your Player Mat.
  - b. Place one of your Action Tokens on the top left corner of your Player Mat to indicate that you used an Action.
  - c. If the Bird Card has a "when played" benefit, receive it now. *Other Bird Cards activate later, when triggered.*
  - d. You **do not** activate all the cards in the row like you do when performing Actions 2, 3, or 4.

### Action 2: Gain Food and Activate Woodland Bird Powers

1. Place an Action Token on the **left-most vacant space** in the Woodland Row. You will activate this space.
2. Determine how many dice-worth of Food you are receiving (check space). Then, examine the dice in the Birdfeeder. For each Food that you will be receiving, select a die in the Birdfeeder, take a Food Token of the matching type, and then put the die to one side of the Birdfeeder, to show it has been used.
  - a. Where there is a "/" on the die, you may choose which food to take.
  - b. There is no limit to the number of Food tokens a player can have in personal supply.
  - c. Numbers and types of Food Tokens held by players are open information.
  - d. Food tokens are unlimited. Use substitutes if they supply runs out.
3. If the Bonus Action "**convert 1 Bird Card to Food**" icon is visible on the **activated space**, a player may also **discard one Bird Card from hand** to **take an additional die** from the Birdfeeder.
  - a. You may only do this **once per Action**, and the Card discarded must be from your **hand**.
  - b. **Also note the new 'pay 1 food to reset bird feeder' bonus action.**
4. If the Birdfeeder is **empty**, **take all the used dice and re-roll them into the Birdfeeder.**
5. If you are about to gain Food for any reason, and there is **only one choice of Food type in the Birdfeeder** (including a single die), you may re-roll all five dice into the Birdfeeder before selecting dice. Faces with the "/" count as a unique face type (and only match identical versions of themselves).

- a. You can still activate the Gain Food Action even if you have no Bird Cards in the Forest Row.
- b. If the Forest Row is full (5 Bird Cards), the reward for the Action is listed to the right of the row.
6. Once Food Tokens have been gained, walk the Action Token from right to left across the Bird Cards in the Forest row, and each time a card with a “When Activated” power is reached, the player **may** activate its power.
7. Finally place the Action Cube to the left of the Forest Row to indicate the action is complete.
  - a. A “skull and crossbones” icon indicates that the bird is a predator. If another player has a bird triggered by predation, let them know that your predator has hunted, if you used it.
  - b. If a Bird Card Caches a particular type of Food, you place it on that card. These Food Tokens are **worth a Point each at the end of the game**. **Cached Food cannot be spent during the Play a Bird action**. *If the bird provides a choice as to whether to cache or add a food to personal supply, you cannot change your mind later.*
  - c. If an effect causes a player to “Tuck” a card, the card is placed under the Bird Card you activated. **The tucked card is worth 1 Point at the end of the game.**

### Action 3: Lay Eggs and Activate Grassland Bird Powers

1. Place an Action Token on the **leftmost vacant** space on the Grassland row.
2. Determine **how many Eggs you are receiving** (and any bonus actions to take afterwards). *The colour of Egg you get is irrelevant.*
3. Distribute the Eggs you receive between **any Bird Cards on your Player Mat that are capable of holding them** (see left bar on Bird Card for Egg capacity), ensuring that you **do not exceed the egg capacity of the card**.
4. Any excess Eggs you cannot store on Bird Cards are **lost back to the general supply**.
  - a. The **Grassland Bonus Action allows you to exchange any Food Token for one additional Egg, once**.
  - b. The Egg supply is unlimited. Use substitutes if you run out.
5. Once Eggs have been gained, walk the Action token from right to left across the Bird Cards in the Grassland Row, and each time a card with a “When Activated” power is reached, the player may activate its power. Finally place the Action cube to the left of the Grassland Row to indicate the action is complete. **Each egg on a Bird Card is worth 1 Point at the end of the game.**

### Action 4: Draw Bird Cards and Activate Wetland Bird Powers:

1. Place an Action Token on the leftmost uncovered space on the Wetland row.
2. Determine how many Bird Cards you are drawing from the icons on that space.
3. Draw that number of Bird Cards from either the face-up Bird Card display, or blind from the Bird Deck.
  - a. The cards in the Bird Card display do not refill until your whole Action (inc. “When Activated” powers) is completed.
4. If the space also has the “Egg → Card” icon, you may discard an Egg from your Player Mat to draw a Bird Card.
  - a. **Also note the new ‘spend 1 Food to reset the Bird Tray’ Bonus Action.**
5. Once Cards have been gained, walk the Action token from right to left across the Bird Cards in the Wetland Row, and each time a card with a “When Activated” power is reached, the player may activate its power.

Play then passes to the next player in clockwise order. When all players have placed all their action cubes, the round ends.

**Nectar:** When paying food to play a bird, using an “any food” bird ability, or upgrading an action, **nectar is a wild food**. You can substitute nectar for any of the 5 other food types when playing a bird, discarding ‘1 wild food’ for a bird’s ability, or performing a Bonus Action.

- Some birds have nectar as a food cost. The normal rule that you can spend 2 food tokens as if they are any 1 food token also applies to nectar.
- The wild symbol always includes nectar. If you find that this rule makes the Chihuahuan Raven and Common Raven in the base game too powerful, remove those two birds from the deck while playing with the Oceania Expansion.

When bird powers refer to a **specific food type**, nectar is **not** a wild food. If a bird’s power looks for mice in the birdfeeder, for example, do not also count the nectar there.

Any nectar remaining in your personal food supply at the end of the round **is discarded**. You cannot carry over nectar between rounds.

- Nectar discarded at the end of the round goes back to the supply, not to one of the “spent nectar” spaces.
- This rule only applies to unspent nectar in your personal food supply.
- **Do not discard the nectar on your “spent nectar” spaces** or cached on your birds.

When spending nectar to **play birds**, use an “any food” bird ability, or **towards a Bonus Action**, put the Nectar tokens onto the “spent nectar” space for that habitat. You can put nectar onto your mat when:

- You spend nectar as part of a bird’s food cost
  - Exception: Nectar costs paid with [2 wild tokens = 1 Nectar] are not placed on the “spent nectar” space. The nectar never enters your supply.
- You spend nectar on a bird ability that has the [wild food] icon.
  - Remember: If the bird ability lists a **specific food, you must use that food**. Nectar is not wild for bird abilities.)
- You spend nectar to pay for one of the Bonus Actions printed on your player mat
  - E.g. resetting the birdfeeder or card tray, or gaining more eggs or cards).

You must put the nectar spent on the same row where you spent it: when playing a bird, put it in the row where you played the bird. Otherwise, put it in the row that you activated that turn. You may not trade away nectar using the [2 resources => 1 Resource you need] conversion. Nectar is already wild.

Some Bird Cards have a “**Once Between Turns**” power, which is triggered by something another player does. Use the power as instructed on the card, but you cannot re-use that power until it has been your turn again. It does not matter if it hasn’t been your turn yet this round, or if it’s after your last turn this round – the power will activate provided it hasn’t already been used this rotation.

At the End of the Round, follow these steps in order:

1. Remove all Action Cubes from your player mat, and put them beside it, ready to use in the next round.
2. **Discard all unused nectar**
3. Score the end-of-round Goal for the round you just completed. Use one of your Action Cubes to mark your score on the Goal.
  - a. **Green Scoring:** Count the quantity you have of the targeted item on the Goal Board for the current round. Arrange the players’ cubes according to how players rank for the targeted item. Players score the indicated points at game end. If players tie, place both cubes in the tied place, and do not award the next place. At game end, sum the points from the tied space and empty space behind it, and divide by the number of tied players, rounded down, award to all tied players.
    - i. Any player that does not have any of the targeted item scores 0 points.
    - ii. Any player in 4th or 5th points scores 0 points.
  - b. **Blue Scoring:** Count the quantity of the targeted item each player has, and place their Action Cube on that space. Players score 1 point per targeted item at game end, max. 5 points. If they have none of the targeted item, they score 0.
  - c. As a result of using an Action Token to score, you will have 1 fewer action cube for the next round, i.e. 8/7/6/5 Action cubes for rounds 1/2/3/4, respectively.
4. Discard all Bird Cards in the Bird Tray and restock with Bird Cards from the deck
5. Pass the First Player token clockwise to the next player.

**Game End and Scoring:** The game ends after Round 4. Use the Scorepad to sum the points for each player as follows:












1. **Birds with Game End Powers:** Some of the new Oceania Birds have Game-End powers. Activate these now. If you have more than one, activate them in the order of your choice. These powers do not triggers ‘once between turns’ powers.
2. **Birds:** The Points (marked with a feather) on the left of each Bird Card on your Player Mat (Bird Cards in hand score 0).
3. **Bonus Cards:** Points for each Bonus Card in hand, according to each Bonus Card’s scoring criterion.
  - a. **Flightless Birds:** Oceania contains flightless birds, whose wingspans are denoted by a “\*”. These Birds count as wild for Bonus Cards that require certain wingspans (i.e. they satisfy all Bonus Card wingspan requirements).
4. **End of Round Goals:** Score points for your position in each of the End of Round Goals.
  - a. **Green Scoring:** Score the points associated with the space your Action Cube is on for each Round. If players are tied, sum the points from the tied space and the empty space behind it, and divide by the number of tied players, rounded down, awarding the points to both players.
  - b. **Blue Scoring:** Score the points associated with the space your Action Cube is on for each Round (max 5 per round).
5. **Eggs on Birds/Food on Birds/Tucked Cards:** Score 1 point for each Egg on a Bird Card, Food Token Cached on a Bird Card, and Bird Card tucked under another Bird Card.
6. **Nectar:** Count who has the most nectar tokens in the “spent nectar” space of **each habitat**. Award points as shown on the player mat. In each habitat:
  - a. The player with the most nectar receives **5 points**, and
  - b. The player with the second-most nectar receives **2 points**.

As with the end-of-round goals, you must have **at least 1 nectar token in a habitat to qualify** for the nectar points for that habitat. If two or more players are tied, add the points and divide them evenly, rounded down. *For example, two players tied for most nectar would each receive 3 points. Two players tied for second most nectar would each receive 1 point.*




The player with the most points wins! In case of a tie, the tied player with the most Food Tokens left wins.

NB – If a game card refers to adjacency it means orthogonal adjacency (left or right, and above and below).

**Round Goals Base:**

Round Goal	Scoring Requirement	Round Goal	Scoring Requirement
 IN 	Count the <b>number of bird cards</b> you have on your player board in the <b>depicted habitat row (Woodland, Grassland, Wetland)</b> .	 WITH 	Count the <b>number of birds</b> on your player board who have the <b>specified nest type, and have at least 1 egg</b> . Each bird counts <i>only once</i> , even if they have multiple eggs. <i>Star nests count towards this goal.</i>
 IN 	Count the <b>total number of eggs on all birds</b> in the <b>depicted habitat row (Woodland, Grassland, Wetland)</b> .	 IN 	Count the <b>total number of eggs</b> on all birds of the depicted nest type. i.e. each egg on each bird counts. <i>Star nests count towards this goal.</i>
<b>SETS OF</b>  IN 	Count the number of sets of [1 egg in all three habitats] you have. i.e. <b>one set consists of 1 egg in Woodland, 1 egg in Grassland, and 1 egg in Wetland</b> . Count the <b>number of sets</b> you have.	<b>TOTAL</b> 	Count the <b>total number of bird cards</b> you have placed on your player board.

## Round Goals Oceania

Round Goal	Scoring Requirement	Round Goal	Scoring Requirement
	Total number of invertebrate icons in the food cost of all your birds.	No Goal	No scoring this round
	Birds with beaks pointing right	 	Count the number of bird cards you have that are worth 3 or less Points.
	Birds with beaks pointing left		Count the number of Cubes you placed on the 'play a bird' action this round.
	Count the total number of fruit and seeds in the food costs of all your birds. If a bird has a choice [Fruit/Seed], this bird can only count for one of the choices.		Count the total number of rodents and fish in the food costs of all your birds. If a bird has a choice [Rodent/Fish], this bird can only count for one of the choices.

**Beaks Pointing left or right:** These goals count cards that show a bird whose beak is facing in the direction stated.

- Birds whose beaks are pointing **straight ahead** (or straight up) **don't count** toward either the left- or right-facing goal.

### Clarifications:

- The Wrybill, although it is facing straight ahead, has a bill that is pointing toward the left side of the card.
- The Common Loon card (from the base game) has 1 bird facing in each direction, so it qualifies for both goals.
- The Great Crested Grebe card (from the European Expansion) has 2 birds facing the same direction: it counts as a single card that has a bird facing left.

# WINGSPAN

## BONUS CARDS

	Bonus card	Condition	Victory points	%
CORE GAME	✓ <b>Anatomist</b>	Birds with body parts in their names <i>Body parts include back, beak, belly, bill, breast, cap, chin, collar, crest, crown, ear, eye, face, foot, head, leg, mouth, neck, rump, shoulder, tail, throat, toe, wattle, wing</i>	2 to 3 birds: 3) 4+ birds: 7)	22
	<b>Backyard Birder</b>	Birds worth less than 4 points	5 to 6 birds: 3) 7+ birds: 6)	42
	✓ <b>Bird Counter</b>	Birds with a 🗣️ power	2) per bird	15
	✓ <b>Bird Feeder</b>	Birds that eat 🍌	5 to 7 birds: 3) 8+ birds: 7)	44
	<b>Breeding Manager</b>	Birds that have at least 4 eggs laid on them	1) per bird	28*
	✓ <b>Cartographer</b>	Birds with geography terms in their name <i>Terms include American, Atlantic, Australasian, Australian, Baltimore, California, Canada, Carolina, Chihuahua, Corsican, Eastern, Eurasian, European, Inca, mallee, Mississippi, Moor, Mountain, New Holland, North, Northern, Pacific, plains, Prairie, Sandhill, Savannah, sea, scrub, South, Western</i>	2 to 3 birds: 3) 4+ birds: 7)	21
	<b>Ecologist</b>	Birds in your habitat with the fewest birds <i>Ties count: If you have 3 birds in each habitat, your habitat with the fewest birds has 3 birds.</i>	2) per bird	
	✓ <b>Enclosure Builder</b>	Birds with 🏠 nests <i>Birds must have a 🏠 or 🏠 nest symbol.</i>	4 to 5 birds: 4) 6+ birds: 7)	31
	✓ <b>Falconer</b>	Birds with a 🗣️ power	2) per bird	13
	✓ <b>Fishery Manager</b>	Birds that eat 🐟	2 to 3 birds: 3) 4+ birds: 8)	18
	✓ <b>Food Web Expert</b>	Birds that eat only 🌿	2) per bird	9
	✓ <b>Forester</b>	Birds that can only live in 🌲	3 to 4 birds: 4) 5 birds: 8)	24
	✓ <b>Historian</b>	Birds named after a person <i>Any bird with an 's in its name.</i>	2) per bird	11
	✓ <b>Large Bird Specialist</b>	Birds with wingspans over 65 cm	4 to 5 birds: 3) 6+ birds: 6)	35
	✓ <b>Nest Box Builder</b>	Birds with 🏠 nests <i>Birds must have a 🏠 or 🏠 nest symbol.</i>	4 to 5 birds: 4) 6+ birds: 7)	31
	✓ <b>Omnivore Specialist</b>	Birds that eat 🍌 <i>Any bird that specifically has a 🍌 symbol as part of its food cost.</i>	2) per bird	16
	<b>Oologist</b>	Birds that have at least 1 egg laid on them	7 to 8 birds: 3) 9+ birds: 6)	
	✓ <b>Passerine Specialist</b>	Birds with wingspans 30 cm or less	4 to 5 birds: 3) 6+ birds: 6)	35
	✓ <b>Photographer</b>	Birds with colors in their names <i>Colors include ash, black, blue, bronze, brown, cerulean, chestnut, coal, crimson, ferruginous, gold, gray, green, indigo, lazuli, orange, pink, purple, red, rose, roseate, ruby, ruddy, rufous, silver, snowy, sulphur, tawny, violet, white, yellow</i>	4 to 5 birds: 3) 6+ birds: 7)	34
	✓ <b>Platform Builder</b>	Birds with 🏠 nests <i>Birds must have a 🏠 or 🏠 nest symbol.</i>	4 to 5 birds: 4) 6+ birds: 7)	31
✓ <b>Prairie Manager</b>	Birds that can only live in 🌾	2 to 3 birds: 3) 4+ birds: 8)	19	
✓ <b>Rodentologist</b>	Birds that eat 🐭	2) per bird	15	
<b>Visionary Leader</b>	Bird cards in hand at end of game	5 to 7 birds: 4) 8+ birds: 7)		
✓ <b>Viticulturalist</b>	Birds that eat 🍷	2 to 3 birds: 3) 4+ birds: 7)	22	
✓ <b>Wetland Scientist</b>	Birds that can only live in 🌊	3 to 4 birds: 3) 5 birds: 7)	26	
✓ <b>Wildlife Gardener</b>	Birds with 🏠 nests <i>Birds must have a 🏠 or 🏠 nest symbol.</i>	4 to 5 birds: 4) 6+ birds: 7)	31	
OCEANIA EXPANSION	<b>Forest Data Analyst</b>	Consecutive birds in 🌲 with ascending or descending wingspans	{ 3 consecutive birds: 3) { 4 consecutive birds: 5) { 5 consecutive birds: 8)	
	<b>Grassland Data Analyst</b>	Consecutive birds in 🌾 with ascending or descending wingspans	{ 3 consecutive birds: 3) { 4 consecutive birds: 5) { 5 consecutive birds: 8)	
	<b>Mechanical Engineer</b>	Sets of the 4 nest types (1 set = 🏠🏠🏠🏠) <i>Each star nest can be treated as any 1 nest type. No card can be part of more than 1 set.</i>	1 set: 3) 2+ sets: 8)	
	<b>Site Selection Expert</b>	Columns with a matching pair or trio of nests <i>Different columns may (but need not) score using different nest types. Star nests are wild, but each counts only once.</i>	2 of the same nest 1) in a column: 3 of the same nest 3) in a column:	
	<b>Wetland Data Analyst</b>	Consecutive birds in 🌊 with ascending or descending wingspans	{ 3 consecutive birds: 3) { 4 consecutive birds: 5) { 5 consecutive birds: 8)	