

PLAYER A

SETUP: Proceed with all setup steps as normal, except for selecting cards and food tokens. Instead, start with the following (all cards mentioned have red corners):

- 3 birds:
 - » Red Junglefowl
 - » Willow Tit
 - » Little Egret
- 1 bonus card: Forest Ranger
- 2 food tokens: 🌿 and 🐟

USE THIS GUIDE AND THESE CARDS TO HELP A NEW PLAYER LEARN WINGSPAN'S DUET MODE. THESE INSTRUCTIONS DESCRIBE THE FIRST 4 TURNS OF THE FIRST ROUND. THESE CARDS CAN BE SHUFFLED INTO THE DECK IN FUTURE GAMES.



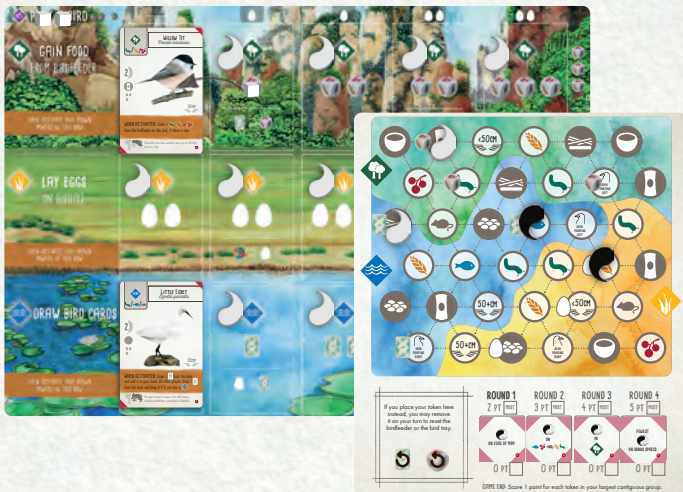
TURN 1. PLAY THE WILLOW TIT IN YOUR FOREST

- a. Place 1 of your action cubes in the thin "PLAY A BIRD" row at the top of your player mat.
- b. Play your Willow Tit in the first space in your forest. Discard your 🌿 token to pay for it.
 - The bird's power is not activated now.
- c. Place a duet token on the map, on the space with the 🏠 symbol in the top row. This matches the bird you played: You played your bird in that habitat, and it has that nest symbol.
- d. Because that 🏠 space on the map has a 🎲 symbol on it, you get a bonus: Choose 1 die from the birdfeeder. Remove it from the birdfeeder and take a matching food token.
 - If you can, take a 🌿 or 🌾 so that you can spend it later to play your Red Junglefowl.
 - Dice will stay off the birdfeeder until all the dice get rerolled.
- e. Move your action cube to the left part of your player mat, where it says, "PLAY A BIRD." This marks the end of your turn.
 - While your turns are simple and moving the action cubes may seem unnecessary, they can be very helpful later in the game, so it's good to get used to using them now.



TURN 2. PLAY THE LITTLE EGRET IN YOUR WETLAND

- a. Place 1 of your unused action cubes in the "PLAY A BIRD" row at the top of your player mat.
- b. Play your Little Egret in the first space in your wetland. Discard your 🐟 token to pay for it.
 - The bird's power is not activated now.
- c. Place a duet token on the map, on the space with the 🌿 symbol in the third row.
- d. Because the 🌿 space has a 📄 symbol on it, you get a bonus: Draw 1 card and add it to your hand.
 - Unless a bird power tells you specifically to draw from the tray or from the deck, whenever you gain cards, you may take them from either location.
- e. Move your action cube to the left part of your player mat. Your turn is now over.



TURN 3. GAIN FOOD

- Place 1 of your unused action cubes in the space to the right of your Willow Tit in your "GAIN FOOD" row (the forest).
- Take the action shown where your cube is: Gain 1 food from the birdfeeder. You may also choose to discard a card from your hand to gain another food from the birdfeeder. Can you gain the food you need to play your Red Junglefowl or the card you drew on your last turn?
 - Whenever you are about to gain food, if all the dice that remain in the birdfeeder show the exact same face, you can choose to reroll all 5 dice. This is true even in the middle of your turn: If you're gaining more than one food, you could pick one die, reroll because the rest are showing the same face, and then continue gaining food.
 - If the birdfeeder is ever empty, reroll all 5 dice immediately.
- Move your cube left to the Willow Tit and activate its power. If there is a 🍌, 🌿, or 🍎 in the birdfeeder, remove the die from the birdfeeder, take a matching food token, and place it on the Willow Tit.
 - Placing a food token on a bird card is called **caching**. The food token is worth 1 point at the end of the game. You cannot use it to feed a bird or for any other bird powers unless that option is written on the bird card.
 - Activating a bird's power is always optional.
- Move your action cube to the left part of your player mat to end your turn.



TURN 4. LAY EGGS

- Place 1 of your unused action cubes in the first space of your "LAY EGGS" row (the grassland).
- Lay 2 eggs: Take 2 eggs from the supply and place them on your birds.
 - When you lay eggs, they can go on any combination of birds (or on any one bird) as long as the birds have space for them. A bird's egg capacity is shown by the egg symbols beneath its score. If you attempt to lay more eggs than your birds have space for, the extra eggs are lost.
 - Each egg that you have at the end of the game is worth 1 point.
- Move your action cube to the left part of your player mat to end your turn.



TURN 5 AND BEYOND

Were you able to gain the food that you need to play the Red Junglefowl? If you play it into your forest, you can claim another bonus spot on the map.

- Note that when you play a second bird into any habitat, you must pay an added egg cost, as shown in the "PLAY A BIRD" row.
- If you need to, you can always use any 2 food tokens as 1 wild when playing a bird.

PLAYER B






SETUP: Proceed with all setup steps as normal, except for selecting cards and food tokens. Instead, start with the following (all cards mentioned have red corners):

- 3 birds:
 - » Olive-backed Sunbird
 - » Rock Pigeon
 - » Rhinoceros Auklet
- 1 bonus card: Anatomist
- 2 food tokens:  and 

USE THIS GUIDE AND THESE CARDS TO HELP A NEW PLAYER LEARN WINGSPAN'S DUET MODE. THESE INSTRUCTIONS DESCRIBE THE FIRST 4 TURNS OF THE FIRST ROUND. THESE CARDS CAN BE SHUFFLED INTO THE DECK IN FUTURE GAMES.







TURN 1. PLAY THE ROCK PIGEON IN YOUR GRASSLAND

- a. Place 1 of your action cubes in the thin "PLAY A BIRD" row at the top of your player mat.
- b. Play your Rock Pigeon in the first space in your grassland. Discard your seed token to pay for it.
 - *The bird's power is not activated now.*
- c. Place a duet token on the map, on space with the  symbol in the fourth row, near the right side (the one with a  on it). This matches the bird you played: You played your bird in that habitat, and it has the same symbol as the food you spent to play the bird.
- d. Because that  space on the map has a  symbol on it, you get a bonus: Take an egg from the supply and put it on your pigeon. + 
 - *When you lay eggs, they can go on any combination of birds (or on any one bird) as long as the birds have space for them. A bird's egg capacity is shown by the egg symbols beneath its score. If you attempt to lay more eggs than your birds have space for, the extra eggs are lost.*
 - *Each egg that you have at the end of the game is worth 1 point.*
- e. Move your action cube to the left part of your player mat, where it says, "PLAY A BIRD." This marks the end of your turn.
 - *While your turns are simple and moving the action cubes may seem unnecessary, they can be very helpful later in the game, so it's good to get used to using them now.*



TURN 2. PLAY THE RHINOCEROS AUKLET IN YOUR WETLAND

- a. Place 1 of your unused action cubes in the "PLAY A BIRD" row at the top of your player mat.
- b. Play your Rhinoceros Auklet in the first space in your wetland. Discard your fish token to pay for it
 - *The bird's power is not activated now.*
- c. Place a duet token on the map, on the space with the  symbol in the third row.
- d. Because the  space has a  symbol on it, you get a bonus: Draw 1 card and add it to your hand. + 
 - *Unless a bird power tells you specifically to draw from the tray or from the deck, whenever you gain cards, you may take them from either location.*
- e. Move your action cube to the left part of your player mat to end your turn.



TURN 3. LAY EGGS

- Place 1 of your unused action cubes to the right of your Rock Pigeon in the "LAY EGGS" row (the grassland).
- Lay 2 eggs: Gain 2 eggs from the supply and place them on your birds. If you had any food tokens, you may also choose to discard 1 food to lay an additional egg.
 - When you lay eggs, they can go on any combination of birds (or on any one bird) as long as the birds have space for them. A bird's egg capacity is shown by the egg symbols beneath its score. If you attempt to lay more eggs than your birds have space for, the extra eggs are lost.
 - Each egg that you have at the end of the game is worth 1 point.
- Move your cube left onto the Rock Pigeon and activate its power. Announce that all players (including you) may lay an egg. The Rock Pigeon also lets you lay an additional egg.
 - You should now have no more room for eggs: The pigeon should be at its limit of 4 eggs, and the Auklet should be at its limit of 1 egg. (You laid 1 when you played the pigeon, 2 with the "lay eggs" action, and 2 with the pigeon's power.)
- Move your action cube to the left part of your player mat to end your turn.



TURN 4. GAIN FOOD

- Place 1 of your unused action cubes in the first space of your "GAIN FOOD" row (the forest).
- Take the action shown where your cube is: Choose 1 die from the birdfeeder. Remove it from the birdfeeder and take a matching food token.
 - Dice will stay off the birdfeeder until all the dice get rerolled.
 - If the birdfeeder is ever empty, reroll all 5 dice immediately.
 - Whenever you are about to gain food, if all the dice that remain in the birdfeeder show the exact same face, you can choose to reroll all 5 dice. This is true even in the middle of your turn: If you're gaining more than one food, you could pick one die, reroll because the rest are showing the same face, and then continue gaining food.
- Move your action cube to the left part of your player mat to end your turn.

TURN 5 AND BEYOND

You should now have the food you need to play the Olive-backed Sunbird that you started with. If you play it in your forest, you should be able to claim another bonus spot on the map.

- Note that when you play a second bird into any habitat, you must pay an added egg cost, as shown in the "PLAY A BIRD" row.
- If you need to, you can always use any 2 food tokens as 1 wild when playing a bird.