

WINGSPAN POCKET



SOLO RULES FOR WINGSPAN POCKET

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This rulebook introduces an artificial opponent called **Automa** to *Wingspan Pocket*, so you can play the game solitaire.

Designers' Note: Our artificial opponents get the name Automa from the Italian word for "automaton," chosen because the first one we made was for the game *Viticulture*, which is set in Italy.

To play against Automa, she'll need

11 Automa cards
(8 base and 3 hard difficulty)

1 Automa Nest/scoring card



AUTOMA DOESN'T FOLLOW THE RULES

Playing against Automa, you follow the same rules as you would in a multiplayer game. Automa uses a simplified ruleset.

This rulebook explains how Automa overrides the multiplayer rules. Other than those overrides, the game plays like a normal 2-player game.

SETUP

Set up for a 2-player game as normal but Automa does not gain a regular Nest card or any bird/food cards at the start of the game.

When playing against Automa, you must play using goal cards.

Remove the 2 goal cards that are marked with  as they are not compatible:



- Worth more points than all birds to its left / Larger wingspan than all birds to its left
- Egg capacity not full / Egg limit exactly 1

Select an area of the table for Automa. Place the Automa Nest card there, leaving space to its right for the birds added to her Flock. Place 1 egg on the Nest card. She will also need a small space for her Reserve of food cards.



If you wish to adjust the difficulty, see [Difficulty Levels](#) on the next page to determine which Automa cards to use. For normal difficulty, shuffle the base Automa cards 1–8 and place them face down as the Automa deck. Return the unused Automa cards to the box.

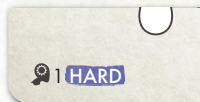
Draw the top card from the Automa deck and set it aside face down, without looking at it.

Determine the starting player randomly. You and Automa take alternating turns.

DIFFICULTY LEVELS

For an easier play, only use Automa base cards 1–6 and ignore the instructions to set aside the top card each time you shuffle the Automa deck.

For a more difficult play, use Automa cards 1–8, but replace the base cards 1, 2, and 3, with the cards labeled 1 HARD, 2 HARD, and 3 HARD. You may tweak the difficulty by choosing to replace only card 1 or cards 1 and 2, instead of replacing all three.



AUTOMA CARDS

The Automa cards define the 3 phases of an Automa turn.



Designers' Note: Most of the icons are the same on every card and are simply there to remind you how to complete each phase.

AUTOMA'S TURN

If the Automa deck is empty, shuffle all Automa cards and form a new deck. Draw the top card and set it aside face down without looking at it.

Reveal the top card of the Automa deck and resolve each of the 3 phases:

1 GAIN CARDS

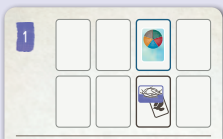
For each icon shown, Automa gains a food card or tucks a bird card from the Supply, as follows:



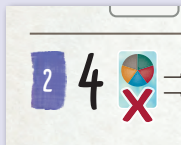
Gain food—Take the top food card from the corresponding deck and place it in Automa's Reserve.



Tuck bird—Take the corresponding bird card and tuck it beneath Automa's Nest card.



In this case Automa takes the food card from the 3rd deck and tucks the 3rd bird card.



In this case Automa would play a bird to her Flock if she has 4 or more food cards.

2 PLAY BIRD TO FLOCK

Compare the food card cost shown on the Automa card to the number of food cards in Automa's Reserve. If she has enough food cards in her Reserve, Automa will play a bird to her Flock, as follows:



Discard food—Discard food cards from Automa's Reserve, equal to the food card cost.



Return 1 egg to the Supply—Starting from Automa's Nest and then through her Flock of birds from left to right, discard the first available egg, if any. **Note:** Automa will still play the bird to her Flock even if she has no eggs.

Then she will gain a bird from the Supply using Goal-based or Position-based selection and add it to her Flock:



Goal-based selection—Automa gains a bird that satisfies both goals. If none are available, she gains a bird that satisfies either one of the goals. If none are available, she gains any bird card. **Note:** All cards with a power that can tuck, satisfy the "At least 1 card tucked behind it" goal.



Egg limit tiebreaker—When choosing between multiple birds, she gains the one with the largest egg limit.



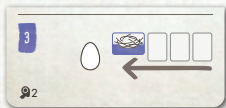
Arrow tiebreaker—If there are multiple birds with the same limit, choose the first of those, following the direction of the arrow.



Position-based selection—Automa gains the corresponding bird as indicated by the position shown within the Supply.

3 LAY EGGS

If the Automa card shows 1 or 2 lay an egg icons, for each icon Automa lays 1 egg.



Starting with the **rightmost** (most recent) bird in her Flock, place the egg on the first bird that has not yet reached its egg limit. If no birds have available space, place the egg on her Nest. If her Nest has reached its egg limit, she doesn't lay the egg.

BIRDS THAT INVOLVE OTHER PLAYERS

Bird powers in Automa's Flock are never activated and therefore have no impact on you. However, when you activate a power based upon another player's Flock, use the birds in Automa's Flock, as normal.



When you activate a bird power that gives all players something, tuck 1 bird/food card from the discard pile under Automa's Nest card instead. If the discard pile is empty, nothing happens.



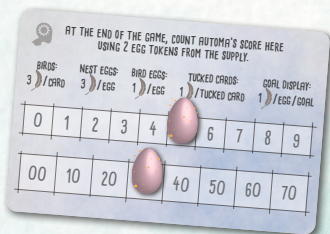
END OF GAME AND SCORING

The game end is triggered as usual.

Flip Automa's Nest to count her points ()):

- **Bird cards in her Flock:** 3 points each.
- **Egg tokens in her Nest:** 3 points each.
- **Egg tokens placed on birds** in her Flock: 1 point each.
- **Cards tucked under her Nest:** 1 point each.
- **Goal cards:** 1 point per egg on specific types of birds. The same egg can potentially count towards both goal cards.

Reminder: For Automa, all birds that **can** tuck, **have** tucked for scoring the "At least 1 card tucked behind it" goal.



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AUTOMA'S TURN SUMMARY



1 EACH ICON:



Place food in Reserve.



Tuck bird under Nest card.



Discard **X** food cards from Reserve.



Discard 1 egg from **left to right**, starting with Nest.

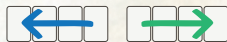
SELECT BIRD TO ADD TO FLOCK:



Bird that satisfies most goals.



Tiebreaker: egg limit.



Tiebreaker: arrow direction.



Indicated bird.



Place egg on first bird or Nest with available space, from **right to left**.

