

WINGSPAN

OCEANIA EXPANSION

Designed by Elizabeth Hargrave

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In this second expansion to Wingspan, we feature the colorful and awe-inspiring birds of Oceania. The Oceania bird cards are designed to be shuffled into the bird cards from the base game, with or without other expansions.

This expansion includes new player mats and a new food type, allowing players to explore different strategies in this new environment. It also includes new bonus cards and more end-of-round goals, as well as a new color of eggs.

COMPONENTS

1 rulebook

95 bird cards



5 bonus cards



1 scorepad



4 goal tiles



1 reference tile

END OF ROUND REFERENCE
1. Use round and bird powers (if playing with European Expansion).
2. Discard any unused nectar.
3. Score end-of-round pool.
4. Remove all action cubes.
5. Discard and replace all cards in the bird tray.
6. If Round 4 is over, use game-end powers. Otherwise, pass the turn to the next player.

15 egg miniatures



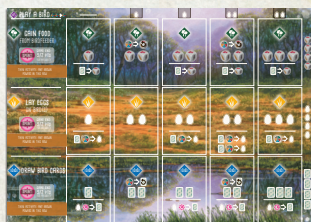
5 food dice



69 nectar tokens



5 player mats



SETUP

1. Shuffle together the bird decks you want to use. If you own multiple Wingspan expansions, you have a lot of bird cards! Each deck is balanced to work with the bonus cards from the base game and to provide relatively even numbers of birds from each habitat and with each nest type. You may play with all expansions mixed in, or mix and match any combination of two decks. Use the icons in the bottom right of each expansion card to help separate expansions.
2. Mix the bonus cards and end-of-round goals in with the others.
3. Set up as you normally would for a game of Wingspan, except:
 - a. Replace all 5 food dice from the base game with the 5 new dice.
 - b. Replace all player mats from the base game with the new player mats.
 - i. The new player mats can even be used without other elements of the Oceania expansion if you prefer them to the original mats.
 - c. Place the reference tile near the goal board.
 - d. Add the nectar tokens to the food supply. Each player selects 5 starting cards/food from their 5 dealt cards and 5 standard food (not including nectar) as normal. **Then, all players gain 1 nectar.**

As a reminder, all action cubes should stay in the row used until the end-of-round scoring. They play a part in one of the end-of-round goals added in this expansion.



GAME PLAY

When playing with the Oceania Expansion the general structure of game play is the same as in the base game, but there is one additional step and one note about end of game (see bold).

At the end of each round:

1. Use "round end" bird powers, if playing with European Expansion.
2. **Discard any unused nectar (as described in next section).**
3. Score end-of-round goal.
4. Remove all action cubes.
5. Discard and replace all cards in the bird tray.
6. If Round 4 is over, use game-end powers. Otherwise, pass first-player token clockwise.

At the end of the game, complete the end-of-round steps, **then activate any "game end" bird powers** (as described in the section about new bird powers below).




NECTAR


Plant-based sugars are an important food source for many birds in Oceania.

In his book *Where Song Began*, biologist Tim Low argues that more nectar is available to birds in Australia than in other parts of the world because, in the region's poor soils, trees don't have the nutrients they need to turn sugars into new tissue—so they give it away to pollinators, including honeyeaters and many parrots.

Excess sugars also are available in other forms. When some eucalypts are attacked by insects, the insects exude a sweet substance called manna. Other insects excrete excess sugar from tree sap as substances known as lerp and honeydew. A wide variety of birds in the region, from silvereyes to malleefowl, eat at least one of these sources of sugar.

To represent this abundant sugar in all its forms, this expansion introduces nectar as a new food type and replaces the dice in the birdfeeder with new ones that provide nectar.

WHEN PAYING FOOD TO PLAY A BIRD, USE AN "ANY FOOD" BIRD ABILITY, OR UPGRADE AN ACTION, NECTAR IS A WILD FOOD. You can substitute nectar for any of the 5 other food types when playing a bird, discarding  for a bird's ability, or upgrading an action (e.g., discarding a food to lay an extra egg).

- 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  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 any nectar from round to round.

- Nectar discarded at the end of the round goes back to the supply, not to one of the "spent nectar" spaces (see page 3).
- 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.



DESIGNER'S NOTE: *The abundance of plant-based sugar doesn't just support birds. It attracts a wide variety of insects and mammals. And eventually, the pollinated flowers turn into fruits or seeds. It's this role in the ecosystem that led me to make nectar wild — not only do many birds eat nectar or lerp directly, but other birds might find the food they're looking for as a direct result of the presence of nectar. When you feed nectar to a hawk, imagine it finding a sugar glider in a flowering eucalyptus!*

WHEN SPENDING NECTAR TO PLAY BIRDS, USE AN "ANY FOOD" BIRD ABILITY, OR UPGRADE AN ACTION, PUT IT 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 (nectar costs paid with an  =  are not placed on the "spent nectar" space. The nectar never enters your supply.)
- you spend nectar on a bird ability that has the  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 action upgrades printed on your player mat (such as resetting the birdfeeder or card tray, or gaining more eggs or cards).



You must put it 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 in the   =  conversion. Nectar is already wild.




AT GAME END, 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:




- The player with the most nectar receives 5 points, and
- 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.

NEW PLAYER MAT ACTION: RESET

In columns 2 and 4 of the new player mat, there is a new option in the forest and wetland rows.

   **FOREST:** you may discard any 1 food to reset the birdfeeder.

   **WETLAND:** you may discard any 1 food to reset the bird tray.

Use the actions on each space in the order they are printed: Reset if you are going to, then take food or cards.

GAME END POWERS

Some birds have yellow powers that activate only once, at the end of the game. Activate these powers after completing all end-of-round steps. If you have more than one bird with a "game end" power, you may activate them in any order. These birds do not trigger birds with pink "once between turns" powers.

FLIGHTLESS BIRDS

A few birds in the deck have a * symbol for their wingspan. These are flightless birds, and some have only vestigial wings. For any bird power or bonus card that contains a condition on wingspan, flightless birds function as wild cards. For example:

- Flightless birds always satisfy conditions on wingspan in a predator's power.
- Flightless birds can be treated as having any value for bonus cards that give points for birds with wingspans in ascending or descending order.

ADJACENCY

If a card refers to adjacent birds, it's referring to orthogonal adjacency (birds immediately to the left or right, and those immediately above or below the given bird).



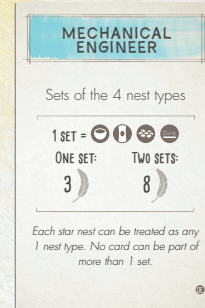
APPENDIX

BONUS CARDS

MECHANICAL ENGINEER: This card is looking for sets of the four nest types among all of your birds. The order and location of the nests do not matter; it only matters that each set includes all four nest types.

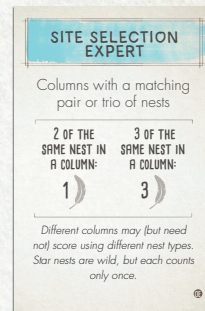
Each star nest can be substituted for one nest of any type in one set. For example:

- a cavity nest, a platform nest, and two stars would be a complete set.
- two cavity nests, two platform nests, a bowl nest, a ground nest, and two stars would be two complete sets.
- two bowl nests, two cavity nests, two platform nests, and one star nest count as one set, not two, because the star nest can only be a member of one set.



SITE SELECTION EXPERT: This bonus card grants points for each column that contains more than one nest of some type. A column is worth 0, 1, or 3 points, according to whether it has 0, 2, or 3 matching nests in that column, respectively. Different columns may (but need not) score using different nest types.

Star nests are wild. A single star nest counts only once; it cannot be used to match 2 different kinds of nests in the same column.



FOREST, GRASSLAND, AND WETLAND DATA ANALYST: These bonus cards each grant points for a long enough sequence, in the corresponding habitat, of consecutive birds with wingspans in ascending or descending order. The sequence need not consist of all birds in the habitat, and it need not start or end with the first or last bird in the habitat. A sequence may include two or more birds with the same wingspan.

As mentioned earlier, the wingspans of flightless birds are wild: For purposes of these bonus cards, you can assign a flightless bird any wingspan.

For example, if the wingspans of the first 3 birds in your wetland are in ascending order, but the fourth bird in your wetland has a wingspan smaller than the third bird there, the length of your sequence is 3, in which case the Wetland Data Analyst bonus card would grant 3 points.



NEW WORDS FOR BONUS CARDS

Three bonus cards in the base game look for words in the names of birds. This expansion adds the following terms for those bonus cards:

PHOTOGRAPHER: crimson, orange, pink, rufous, silver, sulphur, tawny

The European Expansion rulebook erroneously includes honey as a term for the Photographer bonus card. Honey does not count as a color word.

CARTOGRAPHER: Australasian, Australian, mallee, New Holland, North, Pacific, plains, sea, scrub, South

ANATOMIST: back, ear, foot, head, mouth, wattle

BIRD POWERS

FOOD-GAINING POWERS

SPANGLED DRONGO	ONCE BETWEEN TURNS: When another player gains  , gain 1  from the supply.	
LESSER FRIGATEBIRD	WHEN ACTIVATED: All players may discard 1  from a  bird. Each player that discards an  gains 1  from the supply.	
SILVEREYE	WHEN ACTIVATED: All players gain 1  from the supply.	
EASTERN ROSELLA	WHEN ACTIVATED: All players gain 1  from the supply. You also gain 1  from the supply.	
MANY-COLORED FRUIT-DOVE	WHEN ACTIVATED: All players gain 1  from the supply. You gain 1 additional  from the supply.	
COUNT RAGGI'S BIRD-OF-PARADISE EASTERN WHIPBIRD LEWIN'S HONEYEATER REGENT BOWERBIRD	WHEN ACTIVATED: Choose 1 other player. You both gain 1 [FOOD TYPE] from the supply.	
RUFOUS-BANDED HONEYEATER	WHEN ACTIVATED: Discard 1  . If you do, gain 1  from the supply.	
KORIMAKO	WHEN ACTIVATED: Discard any number of  to gain that many  from the supply.	
MISTLETOEBIRD	WHEN ACTIVATED: Gain 1  from the supply, or discard 1  to gain 1  from the supply.	The "toe" in this bird's name is etymologically unrelated to the anatomical part and so does not qualify this bird for the Anatomist bonus card.
NEW HOLLAND HONEYEATER	WHEN ACTIVATED: Gain 1  from the birdfeeder, if there is one.	Before gaining this food, you may reroll the dice in the birdfeeder if they are all showing one face.
KERERŪ PESQUET'S PARROT RED-CAPPED ROBIN RED-NECKED AVOCET	WHEN ACTIVATED: If the player to your [right/left] has a [FOOD TYPE] in their personal supply, gain 1 [that type of food] from the general supply.	
EMU	WHEN ACTIVATED: Gain all  that are in the birdfeeder. Keep half (rounded up), then choose how to distribute the remainder among the other player(s).	You must gain all seeds available from the birdfeeder. Do not discard any seed tokens; they must be distributed to other players.
RAINBOW LORIKEET	WHEN ACTIVATED: Discard 1  to the "spent nectar" space for your  . If you do, gain 2  from the birdfeeder.	
RED WATTLEBIRD	WHEN PLAYED: Gain 1  from the supply for each bird with a wingspan less than 49 cm in your  .	

<p>MASKED LAPWING</p>	<p>WHEN PLAYED: Reset the birdfeeder, then, for each type of food in the birdfeeder, gain 1 of that type.</p>	<p>For dice showing two types of food, you may gain both types. However, this bird's power lets you gain at most 1 token of each food type. Remove each die from the birdfeeder as you gain food.</p> <p>While resolving this power, roll the dice just once at the beginning. If, as a result of gaining food with this bird's power, the remaining dice in the birdfeeder are showing just one face, you may not reroll them as part of the Masked Lapwing's action.</p>
<p>AUSTRALIAN OWLET-NIGHTJAR</p>	<p>ONCE BETWEEN TURNS: When another player takes the "gain food" action, gain 1 🐛 from the birdfeeder, if there is one, at the end of their turn.</p>	

CARD-DRAWING POWERS

<p>BROLGA</p>	<p>WHEN ACTIVATED: Choose 1 other player. They lay 1 ○; you draw 2 🗺.</p>	<p>You may draw cards even if the other player is unable to lay an ○.</p>
<p>AUSTRALASIAN SHOVELER</p>	<p>WHEN ACTIVATED: Choose 1 other player. You both draw 1 🗺 from the deck.</p>	
<p>PINK-EARED DUCK GREEN PYGMY-GOOSE</p>	<p>WHEN ACTIVATED: Draw 2 🗺 from the deck. Keep 1 and give the other to another player.</p>	
<p>KELP GULL</p>	<p>WHEN ACTIVATED: Discard any number of 🎲 to draw that many 🗺.</p>	
<p>AUSTRALIAN SHELDUCK MUSK DUCK ROYAL SPOONBILL WILLIE-WAGTAIL</p>	<p>WHEN ACTIVATED: Draw 1 face-up 🗺 from the tray with a [NEST TYPE] or 🌟 nest. You may reset or refill the tray before doing so.</p>	<p>Before drawing a face-up card with the nest type shown, you may:</p> <ul style="list-style-type: none"> • reset the tray (discard all face-up cards and put out 3 new face-up cards), or • refill the tray (place new cards from the deck in any empty slots), or • leave the tray as-is.



EGG-LAYING POWERS

HORSFIELD'S BRONZE-CUCKOO	ONCE BETWEEN TURNS: When another player takes the "lay eggs" action, lay 1  on a bird with a wingspan less than 30 cm.	
PHEASANT COUCAL	ONCE BETWEEN TURNS: When another player takes the "lay eggs" action, lay 1  on this bird.	
PRINCESS STEPHANIE'S ASTRAPIA	WHEN ACTIVATED: Choose 1 other player. You both lay 1  .	
HORSFIELD'S BUSHLARK	WHEN ACTIVATED: Discard 1  . If you do, lay up to 2  on this bird.	
PEACEFUL DOVE	WHEN ACTIVATED: Discard any number of  . Lay 1  on this bird for each discarded  .	
STUBBLE QUAIL	WHEN PLAYED: Discard up to 6  . Lay 1  on this bird for each discarded food.	
PŪKEKO	WHEN ACTIVATED: Lay 1  on an adjacent bird. Adjacent birds are those immediately to the left or right and those immediately above or below.	
WHITE-BREASTED WOODSWALLOW	WHEN PLAYED: Lay 1  on each bird in your  , including this one.	
PACIFIC BLACK DUCK	GAME END: For every 2  in your  , lay 1  on this bird.	The egg limit of this bird still applies. For example, if you have 6 eggs in your wetland but only space for 1 more egg on this bird, you lay 1 egg. Round down (i.e., if you have 5 eggs in your wetland, lay 2 eggs). Eggs are laid after scoring the round-end goal for Round 4.
SPOTLESS CRAKE	GAME END: Lay 1  on each bird in your  , including this one.	Eggs are laid after scoring the round-end goal for Round 4.
LITTLE PIED CORMORANT MALLEEFOWL ORANGE-FOOTED SCRUBFOWL	GAME END: Lay 1  on each of your birds with a [NEST TYPE] nest, including this one.	You may count  nests as wild and include them when you lay eggs. Eggs are laid after scoring the round-end goal for Round 4.
RED-BACKED FAIRYWREN	GAME END: Lay 1  on each of your birds with a  nest, including this one.	This bird lays eggs only on birds with the  nest icon. Eggs are laid after scoring the round-end goal for Round 4.
BLACK SWAN SPLENDID FAIRYWREN	GAME END: Lay 1  on each of your birds with a wingspan [of a certain size], including this one.	Flightless birds count as wild for wingspan requirements, so eggs may be laid on them for each of these bird abilities, even though they are contradictory. Eggs are laid after scoring the round-end goal for Round 4.



FLOCKING POWERS

<p>GALAH</p>	<p>WHEN ACTIVATED: Choose another player. They reset the birdfeeder and gain a 🍌, if there is one. You tuck 2 🗃️ from the deck behind this bird.</p>	
<p>CRIMSON CHAT</p>	<p>WHEN ACTIVATED: Discard 1 🎲 to tuck 1 🗃️ from the deck behind this bird.</p>	
<p>COCKATIEL</p>	<p>WHEN ACTIVATED: Discard 1 🍌 to choose a 🗃️ from the tray and tuck it behind this bird.</p>	<p>Choosing and tucking using this bird's power comprise a single action. You may not use this ability to draw a card into your hand.</p>
<p>AUSTRALIAN ZEBRA FINCH</p>	<p>WHEN ACTIVATED: If the player to your right has a 🍌 in their personal supply, tuck a 🗃️ from the deck behind this bird.</p>	
<p>SULPHUR-CRESTED COCKATOO MAJOR MITCHELL'S COCKATOO</p>	<p>WHEN ACTIVATED: Tuck 1 🗃️ from your hand behind this bird. If you do, all players (including you) gain 1 [FOOD TYPE] from the supply.</p>	
<p>NOISY MINER</p>	<p>WHEN ACTIVATED: Tuck 1 🗃️ from your hand behind this bird. If you do, lay up to 2 ○ on this bird. All other players may lay 1 ○.</p>	
<p>BUDGERIGAR</p>	<p>WHEN PLAYED: Tuck the smallest bird in the tray behind this bird.</p>	<p>The size of the bird refers to its wingspan. If there is a tie for the smallest bird, you choose.</p>
<p>MANED DUCK</p>	<p>WHEN ACTIVATED: Tuck up to 3 🗃️ from your hand behind this bird. If you tuck at least 1 🗃️, gain 1 🍌 from the supply.</p>	<p>This bird never gains more than 1 seed in a turn, no matter how many cards you tuck.</p>
<p>AUSTRALASIAN PIPIT</p>	<p>GAME END: Tuck 1 🗃️ from the deck behind each bird in your 🏠, including this one.</p>	
<p>BLYTH'S HORNBILL</p>	<p>WHEN PLAYED: Discard all ○ from 1 of your birds with a 🐣 nest. Tuck twice that many 🗃️ from the deck behind this bird.</p>	
<p>WELCOME SWALLOW</p>	<p>WHEN PLAYED: Tuck 1 🗃️ from the deck behind each bird in this habitat, including this bird.</p>	
<p>BLACK NODDY</p>	<p>WHEN ACTIVATED: Reset the birdfeeder and gain all 🐟, if there are any. You may discard any of these 🐟 to tuck that many 🗃️ from the deck behind this bird instead.</p>	<p>Remove the dice from the birdfeeder when you gain the food, as you would normally.</p>
<p>GREY TEAL</p>	<p>WHEN ACTIVATED: Look at 3 🗃️ from the deck. Keep 1 🌊 bird, if there is one. You may add it to your hand or tuck it behind this bird. Discard the other cards.</p>	
<p>AUSTRALIAN IBIS</p>	<p>WHEN ACTIVATED: Shuffle the discard pile, then draw 2 🗃️ from it. Choose 1 and tuck it behind this bird or add it to your hand. Discard the other.</p>	<p>The discard pile remains separate from the bird deck, even after you shuffle and draw from it.</p>












HUNTING AND FISHING POWERS

LITTLE PENGUIN	WHEN ACTIVATED: Draw and discard 5  from the deck. For each  in their food cost, cache a  from the supply on this bird.	
RUFOUS OWL	WHEN ACTIVATED: Draw 1 face-up  from the tray with a wingspan less than 75 cm and tuck it behind this bird.	
RUFOUS NIGHT-HERON	WHEN ACTIVATED: Look at a  from the deck. If it can live in  , tuck it behind this bird. If not, discard it.	
BROWN FALCON	WHEN ACTIVATED: Look at a  from the deck. If its food cost includes an  or a  , tuck it behind this bird. If not, discard it.	
WEDGE-TAILED EAGLE	WHEN ACTIVATED: Look at a  from the deck. If its wingspan is over 65 cm, tuck it behind this bird and cache a  from the supply on this bird. If not, discard it.	Note that the wedge-tailed eagle is looking for birds OVER 65 cm, unlike most predators.
GREY BUTCHERBIRD	WHEN ACTIVATED: Look at a  from the deck. If its wingspan is less than 40 cm, tuck it behind this bird and cache a  from the supply on this bird. If not, discard it.	
BLACK-SHOULDERED KITE	WHEN ACTIVATED: Reset the birdfeeder and gain 1  , if there is one. You may give it to another player; if you do, lay up to 3  on this bird.	Remove the die from the birdfeeder when you gain the food, as you would normally.
GREY SHRIKETHRUSH	WHEN ACTIVATED: Reset the birdfeeder and gain all  , if there are any. You may cache any or all of them on this bird.	Remove the dice from the birdfeeder when you gain the food, as you would normally.
TAWNY FROGMOUTH	WHEN ACTIVATED: Reset the birdfeeder. Gain 1  or 1  from the birdfeeder, if there is one, and cache it on this bird.	You gain a total of 1 food. Remove the die from the birdfeeder when you gain the food, as you would normally.
WHITE-BELLIED SEA-EAGLE	WHEN ACTIVATED: Reset the birdfeeder. Gain 1  or 1  from the birdfeeder, if there is one, and cache it on this bird.	You gain a total of 1 food. Remove the die from the birdfeeder when you gain the food, as you would normally.
LAUGHING KOOKABURRA	WHEN ACTIVATED: Reset the birdfeeder. If you do, gain 1  ,  , or  , if there is one.	You gain a total of 1 food. Remove the die from the birdfeeder when you gain the food, as you would normally.
WHITE-FACED HERON	WHEN ACTIVATED: Reset the birdfeeder and gain all  , if there are any. You may cache any or all of them on this bird.	Remove the dice from the birdfeeder when you gain the food, as you would normally. You may cache the fish on your bird or add them to your food supply.
SACRED KINGFISHER	ONCE BETWEEN TURNS: When another player takes the "gain food" action, gain 1  ,  , or  from the birdfeeder, if there is one, at the end of their turn.	Before gaining this food, you may reroll the dice in the birdfeeder if they are all showing one face.

BONUS CARD POWERS

NORTH ISLAND BROWN KIWI	WHEN PLAYED: Discard a bonus card. If you do, draw 4 bonus cards, keep 2, and discard the other 2.	
PLAINS-WANDERER	WHEN PLAYED: Draw 1 bonus card for each bird in your  . Keep 1 and discard the rest.	
KEA	WHEN PLAYED: Draw 1 bonus card. You may discard any number of  to draw that many additional bonus cards. Keep 1 of the cards you drew and discard the rest.	You first draw 1 bonus card, then decide how many additional cards you want to draw and discard the corresponding amount of food. This is a one-time decision. Among all the bonus cards drawn using this bird's power, you keep only 1.
ABBOTT'S BOOBY	WHEN PLAYED: Draw 3 bonus cards, then discard 2. You may discard bonus cards you did not draw on this turn.	This temporarily adds 3 bonus cards to your hand of bonus cards, then from that hand you discard any 2 bonus cards.
WRYBILL	WHEN PLAYED: Look through all discarded bonus cards. Keep 1 of them.	The discard pile remains separate from the bonus deck.
KĀKĀPŌ	GAME END: Draw 4 bonus cards, keep 1, and discard the other 3.	

OTHER POWERS

SUPERB LYREBIRD TŪI	WHEN ACTIVATED: Copy a brown power on one bird in the  of the player to your [left/right].	The copied power must be a brown "when activated" power.
RED-WINGED PARROT	WHEN ACTIVATED: Give 1  from your supply to another player. If you do, lay 2  on this bird or gain 2  from the birdfeeder.	
SOUTHERN CASSOWARY	WHEN PLAYED: Discard a bird from your  and put this bird in its place (do not pay an egg cost). If you do, lay 4  on this bird and gain 2  from the supply.	You must pay the food cost of the cassowary, but not the egg cost. The discarded bird's eggs, cached food, and tucked cards are all discarded with it. You may play the cassowary in an empty space, but then you must pay its egg cost and you do not lay eggs or gain fruit.
AUSTRALIAN REED WARBLER GOLDEN-HEADED CISTICOLA GREY WARBLER	WHEN PLAYED: Play another bird in your [HABITAT]. Pay its normal cost with a 1  discount.	
MAGPIE-LARK	GAME END: Discard 2 eggs from your  . If you do, play 1 bird in your  at its normal food cost (ignore its egg cost). If it has a "when played" or "game end" power, you may use it.	As usual, you cannot activate other types of bird powers (such as "round end" powers) when you play a bird with this action.
GREY-HEADED MANNIKIN	GAME END: Play a bird. Pay its normal food cost, but ignore 1  in its egg cost. If it has a "when played" or "game end" power, you may use it.	You will have already discarded nectar when the Grey-Headed Mannikin is activated, so if you want to use it to play a bird with a nectar cost, you will need to use the 2:1 food conversion to obtain the nectar.
GOULD'S FINCH	GAME END: Play a bird. Pay its normal food and egg cost. If it has a "when played" or "game end" power, you may use it.	The bird's normal cost includes the egg cost of the column that you play it into. As usual, you cannot activate other types of bird powers (such as "round end" powers) when you play a bird with this action.

AUSTRALIAN RAVEN CRESTED PIGEON	GAME END: Cache up to X [FOOD TYPE] from your supply on this bird.	
AUSTRALIAN MAGPIE	GAME END: Discard 1 ○ from each bird in this row and column that has a ○ on it, excluding this bird. For each discarded ○, cache 2 🌾 from the supply on this bird.	
SOUTH ISLAND ROBIN	WHEN ACTIVATED: If the player to your right has a 🐣 in their supply, cache 1 🐣 from the general supply on this bird.	

END-OF-ROUND GOALS

(FOOD) IN FOOD COST OF YOUR BIRDS: Count the number of the food symbol(s) on this goal tile that are in the food costs of your bird cards. For example, for the goal “🍷+🌾 in food cost of your birds,” look at the food cost in the upper left of the birds you have played onto your mat, and count all 🍷 plus all 🌾. If a bird has a “🍷/🌾” cost (you paid a 🍷 OR a 🌾 to play the bird), it only counts as one food for this end round goal. Do not count 🌈 or 🌸.

NO GOAL: Don't score a goal at the end of this round. Keep your cube. All of the following rounds will have 1 more turn than they normally would.

BEAK POINTING LEFT/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.

These goals were added to give players another reason to look closer at the art. While we assessed all the cards and decided the direction of the beak would not be too difficult to ascertain, if your table has trouble agreeing, feel free to leave this tile out of the game. There are a few that do need 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.

The following is a list of the birds that are not pointing left or right.

BASE GAME

Barn Owl
Barred Owl
Burrowing Owl
California Condor
Eastern Screech-Owl
Great Horned Owl
Horned Lark
Spotted Owl

EUROPE

Little Owl
Snowy Owl
Short-Toed Treecreeper

OCEANIA

Australian Owlet-Nightjar
Kākāpō
Rufous Owl

CUBES ON "PLAY A BIRD": Count the number of cubes you placed on “Play a Bird” this round. Note that this goal requires you to keep your action cubes in the rows where you played them.

CREDITS

Bird information comes from Handbook of Birds of the World Alive (hbw.com), BirdLife Australia (birdsinyourbackyards.net), New Zealand Birds Online (nzbirdsonline.org.nz), The Australian Bird Guide by Peter Menkhorst et al. (Princeton University Press), and Where Song Began by Tim Low (Yale University Press).

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