



## **WINGSPAN Procedures**

Before play begins, all players should confirm that only base game components are being used (**no Swift Start cards**), and that they are complete.

### **SETUP:**

The “Power 4” bird cards **will not be used** at the WSBG. **Please remove the Chihuahuan Raven, Common Raven, Franklin’s Gull, and Killdeer cards from the deck before proceeding.**

The player in Seat Three will randomly select an end-of-round goal tile and flip it onto the table like a coin, with the face-up side being placed in the Round 1 Box of the Green end-of-round goal mat. Repeat this process for the remaining three round boxes.

The player in Seat Two will shuffle the decks, but any player may cut the deck before cards are dealt.

Populate the Bird Tray and roll the dice into the Birdfeeder. If any of the dice are not flat, gently tap the top of the birdfeeder with a finger until the cocked dice lie flat.

The player in Seat One will then deal 5 Bird cards and 2 Bonus Cards to each player.

Beginning with the player in Seat One and proceeding clockwise, players will make and pay for all initial selections.

### **GAMEPLAY:**

**Any sequence of events that is begun by a player must be seen to a legal completion.** Example: If an action cube is placed on “play a bird”, and the Active Player realizes they do not have the food to play the bird they intended, they will have the option of playing a different bird legally or no bird. They may not go back and choose a different action.

When using a pink bird power, the bird card should be marked with a provided “used” tag to signify that it has been activated and the Active Player should be notified. All players should confirm legal resolution of the pink power before play continues. At the start of the Active Player’s turn, all “used” tags should be removed from their birds.

Neither held cards nor discards are public knowledge.

An Active Player card will indicate whose turn it is, and will be passed to signify that a turn has ended. The player in Seat One will begin the game in possession of the Active Player card.

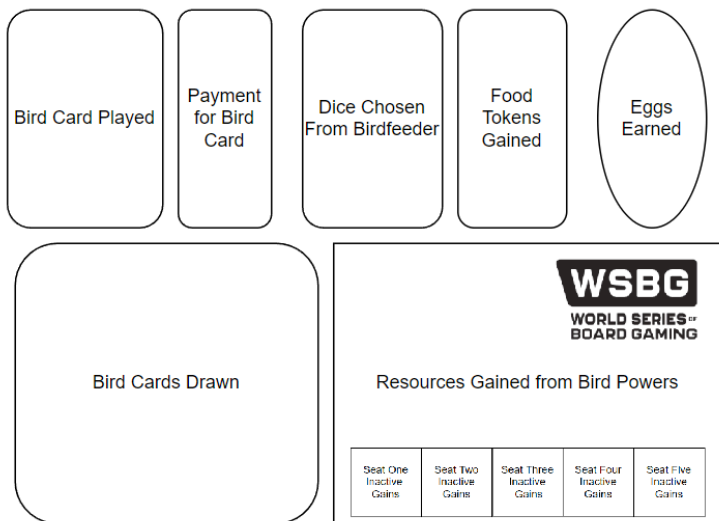
The only time any player may physically address their player mat/supply when they are not the Active Player is 1) when an action taken by another player affects it or 2) when placing an action cube on the end-of-round goal mat.

With the exception of placing an action cube on your player mat, all actions taken in games of Wingspan at the World Series of Board Gaming will use a “transaction board”. Nothing should be placed on your player mat or supply without first being placed on the transaction board.

**TRANSACTION BOARD:**

The procedures to be used are listed below:

- 1) **Play a bird:** Place the bird card on the transaction board, along with any food or eggs needed to legally play it. After all players have a chance to confirm the legality of the play, the bird is then moved from the transaction board to the chosen card slot and resolved. Payment is then placed back in the common supply.
- 2) **Gain Food:** Remove any chosen dice from the birdfeeder and place them on the transaction board. Then place the chosen food on the transaction board. After other players have a chance to confirm that the selected foods match, you may move the food from the transaction board to your supply and clear any dice.
- 3) **Lay Eggs:** Place any earned eggs on the transaction board. After all players confirm the correct number of eggs, they may be moved from the transaction board to the selected bird(s).
- 4) **Draw Bird Cards:** Any chosen cards must be placed on the transaction board before being taken into hand.
- 5) **Bird Powers:** Anything gained through bird powers must first be placed on the transaction board and confirmed by all players before being placed on a player mat. (This includes tucked cards and food.)



**SCORING:** All scoring should occur one player at a time, beginning with the player in Seat One. Each player should confirm the accuracy of the recorded score. In the case of a tie, the tying player with the most remaining food tokens will advance. If still tied, the tying player in the highest-numbered starting position (Seat 5 in a five-player game) will advance.

\*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.

