When I gain food from the birdfeeder, do I choose all of the dice at once, or one by one?

Choose dice one at a time. This creates the potential for you to reroll in between dice selections.

What about when drawing multiple cards? Can I draw a card from the deck, look at it, and then decide where to continue drawing birds?

Yes, when drawing multiple cards, you can draw a card from the deck, look at it, and then decide to continue drawing from the deck or draw from the face-up cards.

Can I activate pink ("Once Between Turns") powers after my final turn?

Yes, your pink power can activate once after your last turn.

Can you discard birds from your player mat?

No, once you play a bird, it's permanent.

Can I choose to lay fewer eggs, gain fewer food, or draw fewer eggs?

Yes, you can always decline a benefit (though you can never decline a cost). This applies to the basic actions as well as bird powers. But remember, activating a particular bird power is optional, so you can avoid a cost associated with a bird power by skipping that power entirely.

When do we choose the first player? Before or after players choose cards and food?

The rules say the first player is chosen (randomly) *after* all players have chosen which bird cards, bonus card, and food to keep. But in more competitive environments (like digital adaptations or tournaments), it is an official variant to have the turn order determined before everyone chooses which cards and food to keep.

What are the birds with the grey triangles in the corners?

These birds are part of the Swift-Start Pack which is included in all current printings of Wingspan. This Swift-Start Pack helps new players learn how to play the game with the 10 bird cards marked with grey corners and 4 player guides. The birds can be shuffled into the deck to be used as regular cards and can quickly be recognized and pulled out of the deck to use with the player guides when teaching new players.

When a bird says that I can "repeat" another bird's ability in the same habitat, how does that work?

You can choose any other "when activated" bird in that habitat and perform its power. The bird can be to the left or to the right of the "repeat" bird. The "repeat" bird does not copy the power for itself, but allows another bird to activate twice this turn. So if Bird A says, "Lay 1 egg on this bird," and I activate a bird (Bird B) that repeats Bird A's ability, I lay 1 egg on Bird A.

When activating "migrating" birds that can move from one habitat to another, does the action token move with them? Can they move even if they're the only bird in the original habitat?

The action token stays in the original row, as that is the action you chose for this turn. And yes, they can move if they're the only bird in the row. These birds can migrate as long as there is no other card to their right.

Can I reroll the dice in the birdfeeder if gaining food from a bird's power? What about when there are qualifying terms such as "if available" or "if there is one?"

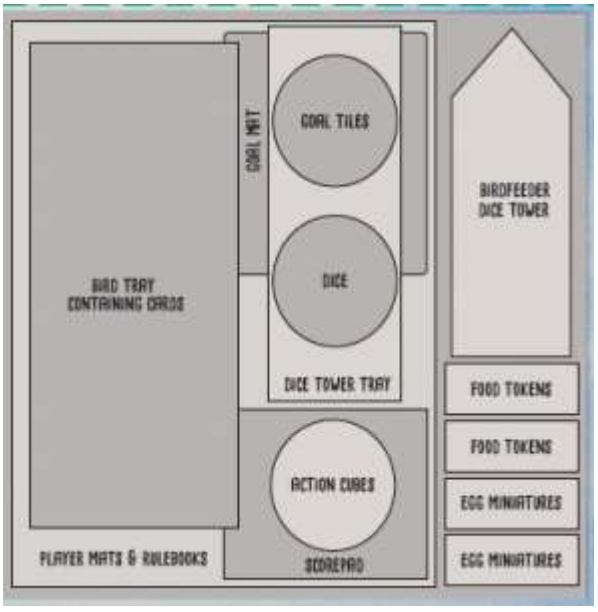
Yes. Regular reroll rules apply whenever you have the opportunity to gain food from the birdfeeder.

Automa: Who goes first each round, you or the Automa?

For each of the 4 rounds, you always go first and the Automa always takes the last turn.

What are the 4 plastic containers for?

Two of the containers are for the food tokens; the other two are for eggs (see the diagram on the side of the box bottom). When playing Wingspan, you can use both the tops and bottoms of each container, creating 8 separate piles of tokens so players can reach them easily.



We offer more plastic containers for order on our webstore. As shown on the side of the box (the box bottom, not the top), 2 of the containers are for food and two are for eggs. That's just for storage. When you take the tops off of the containers, you have a total of 8 trays in which you can sort components during the game.

These containers are being phased out of the game and replaced with pulp cardboard trays (for eco-friendliness).

Are there any promo packs?

There are so many amazing birds in the world, and our hope is to include as many as possible as we cover 1 continent per expansion (4 more to go). However, along the way we may consider making some small promo packs of birds and other winged creatures. If, how, and when we make these is entirely up to Elizabeth, but you're welcome to share your preferences in this Facebook poll.

What are the card sizes and quantities?

There are 212 cards in the game, each at the 57x87mm size.

Why are so many of the birds in Wingspan from North America?

These are the birds the designer knows best, so she focused on them for the core game. However, the plan is for each expansion to focus on birds of a different continent.

Does the insert fit sleeved cards? Does it have room for expansions?

Yes, the insert fits sleeved cards (that's a standard feature for all Game Trayz inserts). The one exception may be if you buy really thick, premium sleeves, as the height of all sleeved cards may be too tall. The tray will be full of sleeved bird cards, so expansion cards will need to be kept in plastic bags (they'll still fit in the box).

Is it language independent?

No, quite the opposite: Wingspan is heavily language dependent.

Does Wingspan only include birds from North America?

Most of the birds found in the core game are predominantly found in North America. However, each expansion will feature a different region: We're hoping to explore Europe, Africa, Asia, South America, and Australia/NZ.

Why isn't there any player interaction in Wingspan?

Wingspan actually has quite a bit of interaction: The dice you choose from the dice tower (and when you choose to reroll them), the bird cards you choose (if you take a face up card, you're taking it away from your opponents), the end-of-round goals (when playing on the green side of the goal mat), and quite a few bird cards that result in other players gaining food, drawing cards, etc.

An easy test for player interaction is to ask yourself, “Could all actions be taken simultaneously, scaled to any player count?” If the answer is no, there’s at least some player interaction in the game.

What I think you’re asking for–and what most people seem to mean when they ask for “more player interaction”–is more *direct conflict*. That simply isn’t what Wingspan is about; it is, after all, a game about managing a bird sanctuary. :)

Will the game be released in other languages?

Yes! The game has been printed in many different languages, including but not limited to, these publishers: Feuerland (German), Matagot (French), Maldito (Spanish), 999 Games (Dutch), and Delta Vision (Hungarian).