

WINGSPAN

AMERICAS EXPANSION

Designed by Elizabeth Hargrave

Illustrated by Natalia Rojas, Ana Maria Martinez Jaramillo, and Martha Clare

This expansion explores the birds of Mexico, Central America, South America, and the Caribbean. This incredibly biodiverse and abundant region is home to more than 3,000 bird species, including the birds with the smallest and largest wingspans in the world (the Bee Hummingbird and Snowy Albatross, respectively).

Hummingbirds make up about one tenth of the bird species in Latin America, delighting birders with their quick movements and shimmering feathers. We highlight them in this expansion with a special deck that adds a twist to gameplay.

COMPONENTS

111 bird cards



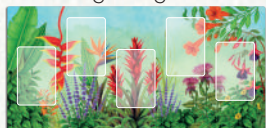
40 hummingbird mini cards



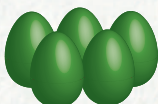
5 double-sided goal tiles



1 hummingbird garden board



15 egg miniatures



5 player mat overlays (1 per player)



5 hummingbird tracks (1 per player)



25 hummingbird tokens (5 per player)



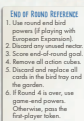
extra nectar tokens



8 bonus cards



updated reference tile



updated Nesting Box label (Americas)



scorepad



SETUP

BASE GAME: Set up as normal. You can play with or without other expansions. In addition, do the following.

HUMMINGBIRD GARDEN:

- 1 Place the hummingbird garden board in the middle of the table with other shared components.
- 2 Shuffle the deck of hummingbirds and place it face down to the side of the board.
- 3 Place 1 hummingbird face up on each of the 5 spaces on the garden board.

HUMMINGBIRDS (PER PLAYER):

- A Place a hummingbird overlay on the left section of your player mat. If you're playing with the Oceania expansion, place the overlay nectar side up.
- B Draw a random hummingbird card from the deck and place it on the hummingbird space on your grassland.
- C Place either side of a random hummingbird track next to your player mat, and place 5 tokens, one on each of the spaces marked S-T-A-R-T.



HUMMINGBIRD BENEFITS

	Draw 1 bird card.
	Gain 1 nectar from the supply.
	Lay 1 egg on a bird in your preserve.
	Gain 1 benefit based on the row the hummingbird is in.  Gain 1 food from birdfeeder.  Lay 1 egg.  Draw 1 card.
	Advance any 1 token on the hummingbird track.

HUMMINGBIRD GROUPS

Each hummingbird has a  /  /  /  /  symbol in the upper left corner, representing a broad taxonomical group.

	<p>Bees & Mountaingems (<i>Mellisugini & Lampornithini</i>)</p> <p>The Bee Hummingbirds include most migratory hummingbirds, including the three species in the base game of Wingspan. The species that this group is named for—the Bee Hummingbird—is the smallest bird in the world, with a wingspan of about 3.5cm.</p>
	<p>Brilliants & Coquettes (<i>Lesbiinae</i>)</p> <p>This clade's scientific name is derived from one of its members, the genus <i>Lesbia</i>. It's a reference to the island of Lesbos.</p>
	<p>Emeralds (<i>Trochilini</i>)</p> <p>In 1758, Linnaeus created just one genus of hummingbirds and called it <i>Trochilus</i>; the two birds still carrying that name are in this group. The Trochilidae family now contains over 110 genera. The word trochilus is first known from Herodotus and Aristotle, who described a small bird cleaning the mouths of crocodiles—definitely not a hummingbird.</p>
	<p>Mangoes (<i>Polytminae</i>)</p> <p>Using the name mango for some hummingbirds was a mistake that stuck—someone mixed up a hummingbird specimen with a Eurasian Golden Oriole, also known as a mango bird.</p>
	<p>Topazes, Jacobins, & Hermits (<i>Florisuginae & Phaethornithinae</i>)</p> <p>Evolutionarily, Topazes and Jacobins are the oldest group of hummingbirds; the Hermits are the next oldest.</p>

GAMEPLAY

Continue to play according to all normal Wingspan rules. However, when you use your forest, grassland, or wetland, you will take a hummingbird action at the end of your turn.

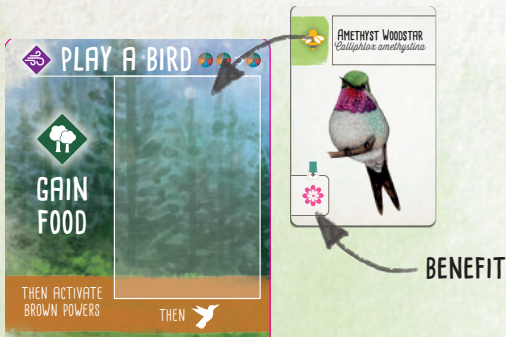
If you're not in the habit of physically moving your action cube from right to left as you activate a row, we recommend that you do so while you're getting used to this expansion.

TAKING A HUMMINGBIRD ACTION

When you finish taking a row action (moving your cube from right to left), you will reach a hummingbird space. Either attract or return a hummingbird following the rules explained here.

IF THE SPACE IS EMPTY, ATTRACT A HUMMINGBIRD TO IT.

- **Choose a hummingbird** and place it on the empty space. Either gain the topmost face-up hummingbird from the garden or draw one from the deck.
- **Gain the benefit shown in the bottom left of the hummingbird card** (see table on page 3).




IF THE SPACE CONTAINS A HUMMINGBIRD, RETURN THE HUMMINGBIRD.

- **Place the hummingbird on any space in the garden.** You will usually cover another hummingbird.
- **Move up one space on the hummingbird track.** You may move up in the column that matches either:
 - » the hummingbird you returned OR
 - » the hummingbird you covered



WHEN MOVING UP THE HUMMINGBIRD TRACK:

- If your token lands on a space marked with a , take another hummingbird action (attract or return), in any habitat.
- If your token would go off the end of the track, leave it on the last space and move another token of your choice instead.

No takebacks. You can never attract a hummingbird that you returned earlier on the same turn. (The opposite is fine—you may attract a hummingbird and then return it to the garden on one turn if you have the hummingbird actions to do so.)

No bumping. To attract a hummingbird to your preserve, you must have an empty space for it to land in.

MANAGING THE HUMMINGBIRD GARDEN

For refilling and resetting, the hummingbird garden follows the same rules as the bird tray:

- Refill any empty slots in the hummingbird garden at the end of each player's turn.
- Reset the hummingbird garden at the end of the round. Discard all hummingbirds and then refill. (Do this during the same step as resetting the bird tray.)
- If the deck runs out, shuffle the discards to make a new deck.

SCORING

At the end of the game, you will score (or lose) points for each of your tokens on the hummingbird track. Points are printed on the right of the track. This player scores as follows.

$$1 + 2 + 3 - 3 + 1 = 4 \text{ points}$$



HUMMINGBIRDS ARE BIRDS

For actions or scoring conditions that count birds, hummingbirds are birds. A hummingbird on your mat counts as being in your preserve and in that habitat. Conversely, if your hummingbird space is empty, it counts as an empty space in that habitat.

However, hummingbird actions are **attract** and **return**. If a bird's power or other rule refers to play or discard actions, it does not refer to hummingbirds. If you mix this expansion with Wingspan Asia, attracting a hummingbird does not allow you to place a token on the Duet map.

Hummingbird spaces can only hold hummingbirds. For example, you cannot play a bird like the Common Buzzard on top of a hummingbird in one of these spaces. You cannot tuck cards, cache food, or lay eggs on hummingbirds.

Hummingbird cards have the following characteristics:

- **WINGSPAN:** Treat all hummingbirds in this expansion as being smaller than any wingspan criterion in the game and smaller than any other bird in your preserve. Their actual wingspans range from approximately 3.5cm (Bee Hummingbird) to 22cm (Giant Hummingbird)—so there are other birds in Wingspan that are smaller than the Giant Hummingbird, but we're keeping the rule simple.
- **SCORE:** 0 (they earn you points in a different way; see page 5)
- **HABITAT:** They can live in all habitats.
- **FOOD COST:** 0
- **EGG LIMIT:** 0
- **POWER:** none (white)
- Their names count toward bonus cards that look at bird names.

All of the above applies only to the small hummingbird cards included in this expansion. You should continue to use the hummingbird cards from the base game (Ruby-Throated, Anna's, and Black-Chinned) as originally printed!

DESIGNER'S NOTE: Hummingbirds are one of my favorite parts of birding in Central America, but figuring out how to include a significant number of them in Wingspan was tricky—they all have similar sizes, nests, and food. This hummingbird module is my answer! I imagine them zipping back and forth in the search for nectar, flashing their bright colors in the sun.

NECTAR



Some hummingbirds provide nectar, which is a wild food type that was first introduced in the Oceania expansion. Here are the rules for how nectar may be used:

- When playing a bird, nectar is a wild food. You can substitute nectar for any of the 5 other food types.
- If you need to pay a nectar to play a bird, you may use the normal rule that you can spend 2 food tokens for any 1 food token—so you could discard a seed and a fruit instead of 1 nectar.
- Nectar can be spent to fulfill a requirement looking for any food—you can use it to upgrade the lay eggs action or to fulfill a bird ability looking for any food.
- When bird powers refer to a specific food type, you may not use nectar. For example, if a bird's power wants you to discard a seed, you must use a seed, not a nectar.

You may choose whether to mix this expansion with the Oceania expansion and use that expansion's additional nectar rules. If you are not playing with the rest of the Oceania expansion, nothing special happens to nectar at the end of the round, and spent nectar is not placed on your player mat.

OPTIONAL VARIANT—SHORTER GAME

In playtesting Wingspan Americas, we found that the hummingbirds add some extra time that is most noticeable at 4-5 players. If you find yourself wishing for a shorter game, simply remove 1 action token from each player before the start of the game (thanks to the hummingbirds, you will still accomplish just as much as in a normal game of Wingspan).



END-OF-ROUND GOALS



The goals with a single hummingbird group symbol on them are looking at how far your token has advanced on that column of the hummingbird track. Players who have negative or zero Hummingbird Points values are still eligible to score this goal as long as they've moved up the track at least once.

On the blue side of the goal mat, look at the point value of your token (not the number of spaces you have advanced).

HUMMINGBIRD POINTS

On the green side of the goal mat, look at the total score for all your tokens on the hummingbird track.

On the blue side of the goal mat, look at the point value of your best hummingbird track.

TOTAL OF EGG LIMITS

Look at the egg limit printed on each of your birds and add them together.

On the blue side of the goal mat, divide the total by 5, and round down.

DIFFERENT POINT VALUES ON BIRDS

Look at the point values printed on your birds. Count up how many different numbers you have represented in your preserve. If you have a hummingbird in your preserve, you may count it as a 0.



BIRD CLARIFICATIONS

ROUND END (TEAL):



These powers may be activated at the end of each round (i.e., up to 4 times per bird).

- Resolve them in player order, starting with the player who went first for the round.
- If you have more than one bird with a teal “Round End” power, you may resolve your birds’ powers in any order.
- Round end powers do NOT activate “Once Between Turns” (pink) powers.

GAME END (YELLOW):

These powers activate only once, at the end of the game. Activate these powers after completing all end-of-round steps in round 4. If you have more than one bird with a yellow “Game End” power, you may activate them in any order. These actions do not trigger birds with pink “Once Between Turns” powers.



<p>BLUE-HEADED PARROT</p>	<p>If you draw a card with both  and  in its cost, you only gain one food, but you may choose which one.</p>
<p>RUDDY GROUND DOVE</p> <p>YELLOW-HEADED CARACARA</p>	<p>Rerolling all dice for any reason counts as a reset—this may be triggered by a bird power, by choosing to reroll the dice when taking food, or when all dice are rerolled because the feeder is empty.</p>
<p>RUFOUS HORNERO</p>	<p>These eggs are placeholders; they do not count as eggs in your preserve for any other purpose. The spaces are still empty for purposes of bird powers that count empty spaces.</p> <p>If one of the moving birds would move into a spot where the Rufous Hornero has left an egg and you have another empty spot in that habitat, you may move the egg to the next spot to make room for the bird to move there.</p>
<p>GREATER RHEA</p> <p>ORINOCO GOOSE</p> <p>PERUVIAN SIERRA-FINCH</p> <p>SMOOTH-BILLED ANI</p>	<p>Adjacent birds are those immediately to the left or right and those immediately above or below. Do not count diagonals.</p>

YELLOW-HEADED CARACARA
PLAIN CHACHALACA
BARRED ANTSHRIKE
PARADISE Tanager

These birds do not remove a food from the birdfeeder; they simply cache/gain from the supply if a food is present.

Look at the food that was available in the birdfeeder immediately after the dice were rolled. If the active player gains food after resetting the birdfeeder, it does not prevent you from also caching that food type.

Cache no more than 1 food token per activation, no matter how many matching food tokens are in the bird feeder.

In the rare case that the active player resets the birdfeeder and rolls all one type of food, this bird's power cannot force the dice to be rerolled.

CORRENDERA PIPIT
RED-CRESTED CARDINAL
ULTRAMARINE GROSBEAK

The second bird that you play must go into a space that is a legal placement; you may not leave an empty space in the row.

FIREWOOD-GATHERER

While most other birds with "fire" in their name clearly qualify for the Photographer bonus card, the "firewood" here does not count as a color.

HORNED GUAN

Due to this bird actually having a horn, it qualifies for the Anatomist bonus card.

GREATER RHEA

TITICACA GREBE

**WESTERN ROCKHOPPER
 PENGUIN**

These are flightless birds, denoted by the * for their wingspan. For any bird power or bonus card with a wingspan-related condition, flightless birds function as wild cards (e.g., they always satisfy the conditions for wingspan-specific predator powers and bonuses considering ascending/descending wingspan values).



COLORS

Amethyst
Banana
Black
Blue
Cinnamon
Clay-colored
Crimson
Ferruginous
Fire
Gilded
Gold
Gray
Hyacinth
Orange
Purple
Red
Ruby
Ruddy
Rufescent
Rufous
Scarlet
Snowy
Teal
Topaz
Turquoise
Ultramarine
Vermilion
Violet
White
Yellow

GEOGRAPHY

Altamira
Amazon
America
Andes
Antioquia
Brazil
Chiloé
Grassland
Inca
Jamaica
Marsh
Meadow
Neotropic
Oasis
Orinoco
Peru
Savanna
Sierra
South
Titicaca
Tropic

BODY PARTS

Beak
Belly
Bill
Breast
Brow
Cap
Collar
Crest
Crown
Ear
Foot
Head
Leg
Nape
Neck
Tail
Throat
Tuft
Wattle
Wing

CREDITS

- Bird information comes from Birds of the World (birdsoftheworld.org).
- Photographic sources for the birds come from:
 - » Haniel Pulido—www.falconshots.com
 - » Glenn Bartley—www.glennbartley.com
 - » Wilmer Quiceno—www.flickr.com/photos/wilmerquiceno
 - » Craig Chaddock—www.flickr.com/photos/craigchaddock
- Prints of the birds and other illustrations can be found at www.nataliarojasart.com.
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- The hummingbird and Automa card back illustrations were created by Clémentine Campardou.

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