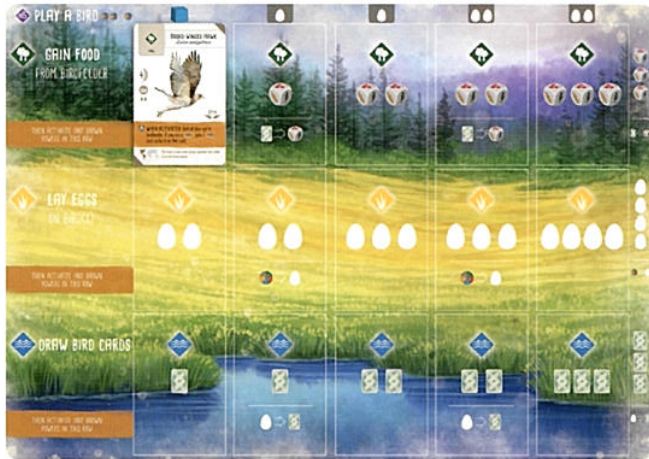


PLAYER 1

SETUP: Proceed with all setup steps as normal, except for selecting birds and food tokens. Instead, this player starts with the following:

- American Redstart
- Broad-winged Hawk
- 3 food tokens: invertebrate, rodent, and fruit



USE THIS GUIDE AND THESE CARDS TO HELP A NEW PLAYER LEARN WINGSPAN. THESE INSTRUCTIONS DESCRIBE THE FIRST 4 TURNS OF THE FIRST ROUND. THESE CARDS CAN BE SHUFFLED INTO THE DECK IN FUTURE GAMES.

TURN 1. PLAY THE BROAD-WINGED HAWK IN YOUR FOREST

- Place your action cube in the "play a bird" row at the top of your player mat, above the first column where cards can go.
- Play your Broad-winged Hawk in the first space in your forest. Discard your rodent token to pay for it.
 - *The bird's power is not activated now. You'll do it when you use the forest.*
- Move your action cube to the left part of your player mat, where it says "play a bird." This marks that your turn is over.
 - *While your turns are simple, moving the action cubes may seem unnecessary. They can be very helpful later in the game, so it's good to get used to using them now.*

TURN 2. LAY EGGS

- Place your action cube in the first space of your "lay eggs" row (the grassland).
- Lay 2 eggs: Take 2 eggs from the supply and place them on your hawk.
 - *When you lay eggs, they can go on any combination of birds (or any one bird), as long as the birds have space for them. A bird's egg capacity is shown by the egg symbols beneath its score. If you attempt to lay more eggs than your birds have space for, the extra eggs are lost.*
- Move your action cube to the left part of your player mat.

IF YOU ARE LEARNING TO PLAY SOLO, FOLLOW EACH OF YOUR TURNS WITH THE INSTRUCTIONS IN THE SECTION "THE AUTOMA'S TURN" OF THE WINGSPAN AUTOMA RULEBOOK.



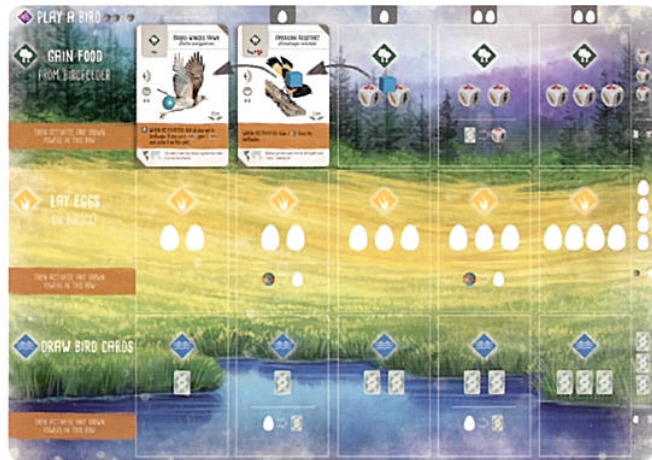
TURN 3. PLAY THE AMERICAN REDSTART IN YOUR FOREST

- Place your action cube in the "play a bird" row, above the second column.
- You must pay the egg cost shown on that space: discard 1 egg from your hawk.



- As you play more birds in each habitat, you'll need to discard more eggs for them. You always discard the number of eggs that is directly over the space where you play the bird. You do not need to pay this cost when you're taking other actions, only when you play a bird.

- Play your American Redstart in the second space of your forest. Discard your invertebrate and fruit tokens to pay for it.
- Move your action cube to the left part of your player mat.



TURN 4. GAIN FOOD

- Place your action cube in the space to the right of your Redstart.
- Take the action shown where your cube is: Choose two dice that are in the birdfeeder tray. Remove them from the birdfeeder, and take the matching food tokens. (If you can, choose some food that can be used by the cards that are face-up in the bird tray.)

- Dice will stay outside the tray until all the dice get rerolled.
- If the birdfeeder is ever empty, reroll all 5 dice immediately.
- At any time you are about to gain food, if all the dice that remain in the birdfeeder are showing the same face, you can choose to reroll all 5 dice. This is true even in the middle of your turn: if you're gaining more than one food, you could pick one die, reroll because the rest are showing the same face, and then continue gaining food.

- Move your action cube onto the Redstart, and activate its power: Gain 1 more food from the birdfeeder.
- Move your action cube onto the Hawk, and activate its power: Take all of the dice that are currently outside the birdfeeder tray, and roll them. If at least 1 is a rodent, take a rodent token from the supply and put it on the Hawk.

- Placing a food token on a bird card is called caching. The food token is worth a point at the end of the game. You cannot use it to feed a bird or for any other bird powers, unless that option is written on the bird card.

- Move your action cube to the left part of your player mat.

TURN 5 AND BEYOND

You don't have any cards, so you'll need to use your wetland to draw one. Is there a bird that matches the food you just gained? Using a combination of your wetland and the actions you've taken in Turns 1 through 4, you're ready to run this bird sanctuary on your own. Good luck!

- If you need to, you can always use any 2 food tokens as 1 wild.