

# WINGSPAN

## ASIA-AUTOMA RULES

*Designed by David Studley with Issy Waldrom*

### INTRODUCTION

When you don't have the time, option, or desire to get a gaming group together, don't worry—we have you covered. The following rules allow for you to play Wingspan against an artificial opponent, called the Automa.

**DESIGNER'S NOTE:** *Our artificial opponent got its name from the Italian word for "automaton", chosen because the first one we made was for the game Viticulture, which is set in Italy.*

### THE AUTOMA

You should familiarize yourself with the multiplayer rules before reading the Automa rules. When playing against the Automa, you will always follow the multiplayer rules. The Automa, however, does not play by the rules.

- Automa will not get a player mat or a starting hand of birds and food.
- Automa will gather birds, eggs, and sometimes food, but they are only used for scoring.
- Automa does not need to 'pay' anything for the actions she takes.
- For anything you do that involves other players, Automa only participates as defined in this rulebook.

### USING THIS RULEBOOK

This rulebook includes a complete set of the original Automa rules for the base game along with new rules for the Asia Expansion. If you do not have the base game, some of the material mentioned here will not be relevant to you, most notably the original end-of-round goals.

Anytime you play Wingspan against Automa, you will either use the original end-of-round goal tiles and mat from the base game or the Duet end-of round goal tiles and Duet map for Duet mode.

Rules specific to the original end-of-round goals are in green boxes and rules specific to Duet mode are in red boxes.

### COMPONENTS

Current round tracker card



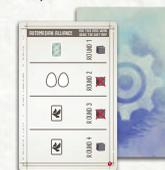
Duet map tracker card



10 Automa cards



Automasian Alliance Automa card (for use with Duet mode)



2 Automa-only bonus cards



3 Automa summary cards



## SETUP

Automa needs a small area on your table for her things. Place the current round tracker card in the center of that area flipped and oriented to show 'Round 1' in the banner at the top.

### DUET MODE

Place the Duet map tracker card immediately to its right, also with 'Round 1' at the top.



AVID ASIAN AVIAN ADMIRER	
DIFFICULTY	BIRDS THAT ARE WORTH
Eaglet	2 or 3 points
Eagle	3 or 4 points
Eagle-eyed Eagle	4 or 5 points

THE AUTOMA KEEPS UP TO 2 OF THEM (LOWER VALUE FIRST).

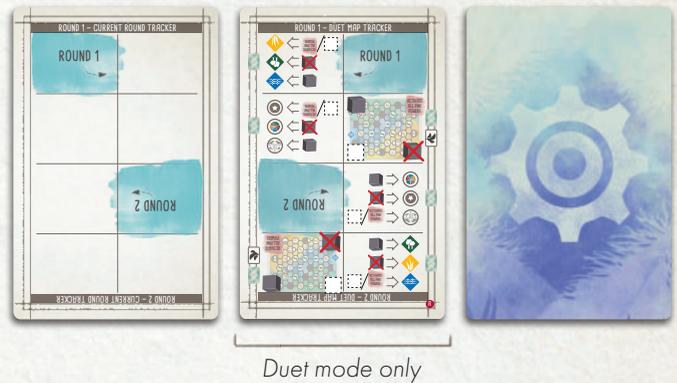
(variable % of cards)

**DESIGNER'S NOTE:** *The current round tracker card is provided to help you remember the correct section to examine on the Automa card.*

Shuffle the 10 Automa cards, along with at most 1 special Automa card, and place them face-down to the right of the tracker card(s). This is the Automa deck.

### DUET MODE

For Duet mode the Automasian Alliance card should be included in the Automa deck. Do not use the ☯ on edge of map or ☯ not on edge of map goals.



Give Automa action cubes of an unused color.

Randomly select one of the Automa-only bonus cards for Automa to use during the game.

*Alternatively, Automa can use any of the bonus cards that show (X% of cards) at the bottom of the card. Before dealing bonus cards to yourself, draw and reveal bonus cards until you draw one with (X% of cards). Give that bonus card to Automa to use during the game and reshuffle the bonus deck before continuing with setup. Note: For Pellet Dissector she takes birds that can cache food.*

Choose your difficulty level as described in Difficulty Levels (see page 6).

### ORIGINAL END-OF-ROUND

For the end-of-round goal tile for Round 1, place the corresponding end-of-round goal scoring card beside the goal mat, with 'Round 1' facing up (see Scoring End-of-Round Goals on page 5).

You always take the first turn of each round and Automa always takes the last.

## AUTOMA CARDS

Each Automa card is divided into 4 sections, one for each of the rounds. Only the section for the current round will be used. The other round sections are ignored.

Each section contains one or more icons (described in the next section) representing the action or actions Automa will take during her turn.

## THE AUTOMA'S TURN

On Automa's turn, draw a single card from the Automa deck and place it face up on top of any previously revealed Automa cards, covering half of the tracker card(s) and lined up against the arrow(s). The arrow points to the section you will use for the current round. Compare each icon in that section to the rules on this page and resolve the action. The other three sections are ignored.

### AUTOMA ACTIONS

**DESIGNER'S NOTE:** The first two actions described below, Draw Cards and Play a Bird, have Automa take a bird card and discard other bird cards. Each action, however, uses a different method of selection.

 **DRAW CARDS:** Discard ALL 3 face-up cards from the bird tray. Draw 1 card from the face-down bird deck and place it face-down in Automa's supply. Face-down birds are worth 3, 4, or 5 points at the end of the game based on the difficulty level you chose (4 points for normal difficulty).

#### DUET MODE

Any time Automa takes this action, she will place a Duet token on the Duet map (see Place a Duet Token on page 6).

 **PLAY A BIRD:** From the 3 face-up cards on the bird tray, pick up ALL that meet the requirement of Automa's bonus card. Of these cards, Automa will keep 1 card with the highest point value. If there are multiple cards with the same highest point value, it makes no difference which one the Automa keeps. Place it face-up in Automa's supply and discard the rest. Face-up birds are worth their stated point value at the end of the game.

For example, if Automa's bonus card is Cartographer, which awards points for birds with geography terms in their names, she would pick up all bird cards that featured these names, place the one with the highest point value face-up in her supply, and discard the rest.

If NO birds meet the requirement, draw 1 face-down bird card and place it face-down in Automa's supply. Face-down birds are worth 3, 4, or 5 points at the end of the game based on the difficulty level you chose (4 points for normal difficulty).

#### DUET MODE

Any time Automa takes this action, she will place a Duet token on the Duet map (see Place a Duet Token on page 6).



In this Duet mode example it is round 3. Automa will perform the 'Draw Cards' action and then use the icons in the right column to determine where she will place a Duet token on the Duet map.

**DESIGNER'S NOTE:** Don't be concerned that Automa collects birds and eggs faster than you can. Automa's eggs compete against the eggs, tucked cards, and cached food that you will gather. Similarly, Automa's birds need to account for the additional points you will score from bonus cards.

 **LAY EGGS:** For each egg icon in the section for the current round, give the Automa 1 egg token from the supply.

 **GAIN FOOD:** If all dice in the birdfeeder show the same face, remove the remaining dice and toss all 5 dice into the top of the birdfeeder to refill it.

Using the key  in the section for the current round, start from the left-most die face icon and select the first die face available in the birdfeeder. Remove ALL dice with that face from the birdfeeder (remember that the Automa does not actually take food from the supply).

 **ACTIVATE PINK POWERS:** Activate ALL pink powers of bird cards on your player mat (the Automa does nothing).

#### ORIGINAL END-OF-ROUND

 **PLACE END-OF-ROUND CUBE:** Place 1 of Automa's action cubes on the current round's goal tile of the goal board.

 **REMOVE END-OF-ROUND CUBE:** Remove 1 of Automa's action cubes from the current round's goal tile and return it to Automa's supply. If there are no cubes on the tile, ignore this action.

## YOUR TURN

Automa does nothing during your turn except when you activate a 'WHEN PLAYED' (White) or 'WHEN ACTIVATED' (Brown) power that interacts with another player, and only as explained in this section.

### AUTOMA'S CACHE

Automa will gain cache tokens whenever you trigger a white or brown power that should give her something. Food tokens are used to represent these for her; the type of food token has no significance.

When you trigger a white or brown power, if Automa is supposed to gain something, the following happens: If she must pay something to participate, give her **one** token for each thing she will gain. Otherwise, give her **two** tokens for each thing.

#### EXAMPLE 1. WHEN PLAYED:

All players lay 2 🥚. You lay 2 additional 🥚—Automa gains 4 cache tokens.



#### EXAMPLE 2. WHEN ACTIVATED:

Each player may discard 1 🥚 to draw 1 📄 from the deck—Automa gains 1 cache token.



Anything you give to Automa as a part of these powers is returned to the supply; she only gains the cache tokens, as described above.

#### EXAMPLE 3. WHEN ACTIVATED:

Give 1 📄 from your hand to another player. If you do, draw 2—Discard the 📄. Automa gains 2 cache tokens.



Automa always fulfills any condition required to gain from your triggered power.

#### EXAMPLE 4. WHEN ACTIVATED:

Draw 1 📄 from the deck and add it to your hand. All other players draw 1 📄 from the deck and keep it if the bird has 🍌 or 🍌 in its food cost—Automa gains 2 cache tokens.



**DESIGNER'S NOTE:** Automa's Cache is designed to have you consider how some bird powers might benefit your opponent. The Automa's Hoard variant (see page 8) provides an alternative and more detailed system for valuing those interactive powers. The impact of both systems is subtle; that is by design. The effect will only be truly felt in games where you use birds that allow Automa to gain things from your actions. We hope we've made the rules simple enough that you won't mind.

### INTERACTIVE BIRD POWERS ON YOUR TURN

The following rules address how Automa reacts when you activate a 'WHEN PLAYED' (White) or 'WHEN ACTIVATED' (Brown) power that involves another player:

- **CHECK IF ANOTHER PLAYER HAS SOMETHING**—To check if Automa has something, the number of 📄 icons on Automa's current card represents how many she has.

*Note:* This means that she never has anything on your first turn of each round, as she hasn't drawn an Automa card yet.

» Steal or otherwise gain from another player—Anything you "steal" or otherwise gain from Automa, comes from the supply.

- **ANOTHER PLAYER GAINS OR MAY GAIN**—When another player gains or may gain something, Automa gains cache tokens instead, as described in Automa's Cache. She always gains as many tokens as possible.

*Note:* This is true for other action words (cache, draw, tuck) that give another player something.

- **USE A POWER OF ANOTHER PLAYER'S BIRD**—When you use a power of another player's bird, use any power of that type from amongst the 3 face-up cards in the bird tray.

- **USE ANOTHER PLAYER'S BONUS CARDS**—When you play a bird with a power that allows you to use another player's bonus card, draw two bonus cards and place them face-up in the supply.

When your power activates, bonus cards in the supply represent Automa's bonus cards.

## END OF THE ROUND

### DUET MODE

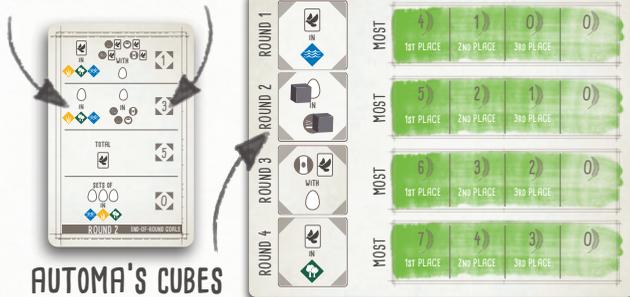
**SCORING DUET END-OF-ROUND GOALS**-Duet end-of-round goals are scored as in the multiplayer Duet rules.

### ORIGINAL END-OF-ROUND

**SCORING END-OF-ROUND GOALS**-Automa's quantity of the targeted item for end-of-round goal scoring is calculated using a base value (shown on the end-of-round goal scoring card) plus any cubes on the current round's goal tile. The base value represents the lowest quantity of the targeted item that Automa will have.

Using the end-of-round goal scoring card for the current round, match the current round's goal tile to the symbols on the card to find the base value. To this value, add the number of action cubes Automa has on this goal tile (if any). As with you, Automa's quantity must be greater than 0 to score points for the goal. Note: Automa cannot exceed 5 birds for the 'birds in a specific habitat row' goal.

### GOAL TYPE BASE VALUE



### AUTOMA'S CUBES

Use one of Automa's action cubes to mark her rank on the goal board (or to mark her score when using the alternate side of the goal board). Return any action cubes on the goal tile to Automa's supply.

**PLACE END-OF-ROUND GOAL SCORING CARD**-Place the end-of-round goal scoring card for the next round beside the goal tile for the next round.

If you just completed goal scoring for round 4, skip to **End of the Game**.

### ADJUST THE AUTOMA DECK

Flip the current round tracker card so the next round shows in the banner at the top, and its arrow is pointing to the right.

### DUET MODE

Do the same for the Duet map tracker card, placing it immediately to its right of the current round tracker card.

Remove (and return to the box) the Automa card that specifies 'Remove after round' for the round you just completed. Reshuffle the Automa deck and place it beside the tracker card(s).

## END OF THE GAME

### GAME-END SCORING

Before calculating her final score, Automa gains 1 egg for every 5, 4, or 3 cache (or hoard) tokens she returns to the supply, based upon the difficulty level you chose (Eaglet/Eagle/Eagle-eyed Eagle).

To calculate her final score, Automa gets:

- Points printed on each of her face-up bird cards.
- 3, 4, or 5 points for each of her face-down bird cards, depending on the difficulty level you chose (Eaglet/Eagle/Eagle-eyed Eagle).
- 1 point for each egg she collected.

### DUET MODE

- Points from the Duet map end-of-round goals as shown on the Duet map board, including points for her largest contiguous group of Duet tokens.

### ORIGINAL END-OF-ROUND

- Points from the end-of-round goals as shown on the goal board.

*Note: Automa doesn't gain points from her bonus card.*

In the event of a tie, Automa wins if she has more remaining tokens than you have remaining food tokens.

## DIFFICULTY LEVELS

You can adjust Automa's difficulty to suit your play style by changing the points Automa receives for face-down bird cards and cache (or hoard) tokens.

	EAGLET	EAGLE (NORMAL)	EAGLE-EYED EAGLE
Game-end: Automa's Cache (or Hoard)	1 egg/5 tokens	1 egg/4 tokens	1 egg/3 tokens
Game-end: Face-down bird cards	3 points	4 points	5 points

## PLACE A DUET TOKEN

When Automa takes the 'Draw Cards' or 'Play a Bird' action, she will place a Duet token on the Duet map. She ignores all restrictions regarding the bird card that was played and instead uses the icons along the right column of her Automa card along with the rules below.

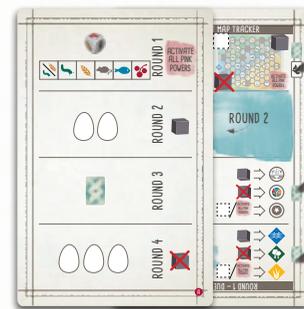
Automa does not gain the bonus if she places a Duet token on a space with a bonus. She never places more than 1 Duet token per turn and will not place more than 15 Duet tokens per game.

## NAVIGATE THE DUET MAP

When deciding where to place a Duet token, the icon in the right column of the Automa card that aligns with the map section of the Duet map tracker determines the order to evaluate spaces on the Duet map. This is called **navigating the Duet map**.

Each of the four corners of the Duet map image shown on the Duet map tracker card contains one of the four possible icons (well, one possibility is no icon, but we'll treat that as an icon too).

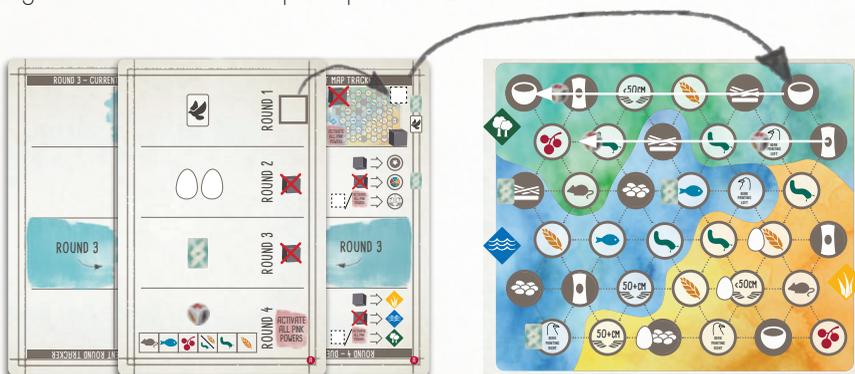
Starting from the corner of the map indicated, Automa will check each space in that row until reaching the other side of the map. Then, she will return to the side she started from, move to the next row (upwards or downwards, depending on whether she started from the top or bottom row of the map), and check each space in that row, continuing like this until she finds a spot to place her Duet token.



MAP SECTION

TYPE SECTION

HABITAT SECTION



For example, there is no icon at the top of the Automa card. The Duet map tracker shows 'No Icon' in the top right corner, therefore she will look for a valid space starting with the space in the upper right of the Duet map. From there she will look, right to left, along the top row. Then, returning to the rightmost space of the next row down, she will continue looking, right to left, along that row. This continues until she finds a valid space.

## AFTER PLAY A BIRD



After completing the 'Play a Bird' action, Automa will place a Duet token on the Duet map based on the current round goal tile.

Based on the map section of the Duet map tracker, she will **navigate the Duet map** until she finds an available space that improves her progress with the Duet map goal for the current round. Place one of her Duet tokens on that space.

*Note: If no space improves her progress, she simply navigates to the first available space, ignoring the goal.*

## AFTER DRAW CARDS



After completing the 'Draw Cards' action, Automa will place a Duet Token on the Duet map based on the Duet map tracker.

Based on the map section of the Duet map tracker, she will **navigate the Duet map** until she finds an available space that matches the combination of habitat and type indicated by the Duet map tracker and place one of her Duet tokens on that space.

To determine the habitat and type, compare the icons along the right column of the Automa card to the Duet map tracker, as follows:

- Compare the icon that aligns with type section of the Duet map tracker to determine the type (nest, food, or other)
- Compare the icon that aligns with the habitat section of the Duet map tracker to determine the habitat (grassland, wetlands, or forest)

Only map spaces with the correct combination of type and habitat are available for her to place a Duet token.

Using the example, the icon that aligns with the type section is  so, as shown on the Duet map tracker, she must choose a food space. Similarly, the icon that aligns with the habitat section is  so she must choose a space in the forest. Therefore, only food spaces in the forest are valid.

If Automa fails to find a valid available space to place a Duet token, she doesn't place one.

