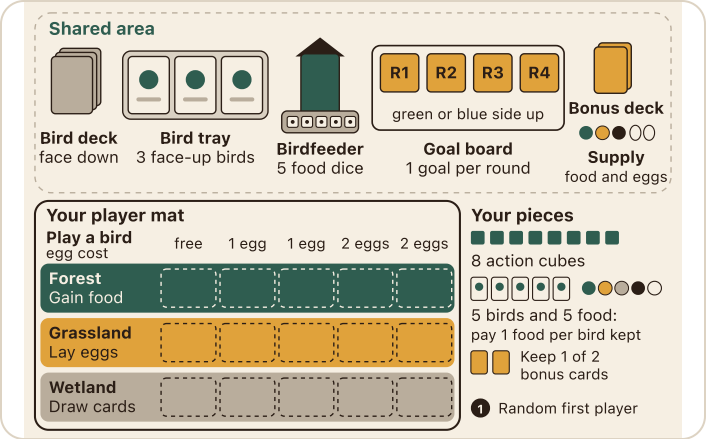
THE LUDARIUM · TEACH SHEET

Teach Wingspan in ten minutes

1 to 5 players · 40 to 70 minutes · Ages 10 and up

The goal: Score the most points by attracting birds to three habitats and building an engine that grows every round.



On your turn

1. Place 1 action cube and take 1 of 4 actions.
2. Play a bird: pay its food cost and the column's egg cost. Use any when played power.
3. Or gain food (forest), lay eggs (grassland), or draw birds (wetland) from your leftmost open slot.
4. Then move your cube right to left, using that row's brown powers. All are optional.
5. Pink powers fire on other players' turns, once between each of your turns.
6. Refill the bird tray at the end of your turn.

Three tips for your first game

1. Build early. A bird played in round 1 can fire all game.
2. Read all four round goals before you play your first bird.
3. In round 4, eggs are often the most points per turn.

Setup

1. Shuffle the bird deck. Put 3 birds face up on the bird tray.
2. Toss the 5 food dice into the birdfeeder. Put food and eggs in a shared supply.
3. Place the goal board (blue side for new players) and 4 random goal tiles.
4. Each player takes a mat, 8 cubes, 2 bonus cards, 5 birds, and 5 food (1 of each).
5. Keep up to 5 birds, paying 1 food for each bird you keep.
6. Keep 1 bonus card. Pick a random first player.

Scoring

- Each bird scores its printed points.
- Bonus cards score as printed on the card.
- End-of-round goals score as marked on the goal board.
- 1 point for each egg, each cached food, and each tucked card.
- Tie: most unused food tokens wins. Still tied: share the win.

Game end: The game ends after round 4. Rounds give 8, 7, 6, then 5 turns, since each round's goal keeps 1 cube.

Free course: theludarium.com/academy/wingspan/

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