

RELAXED WINGSPAN RULES FOR A FUN AFTERNOON

HOUSE RULES

A relaxed variation of Wingspan by Stonemaier Games · Average score ~160 · A score of 200+ is excellent.

1	Five Rounds, Eight Actions Each. Play 5 rounds instead of 4. Each player takes 8 actions every round — the action count does not decrease between rounds.
2	No End-of-Round Goals. Ignore the goal board entirely — no goal tiles, no goal scoring at the end of any round.
3	Nectar as a Persistent Wild. Each player receives 1 nectar at the start of the game. Nectar substitutes for any food type and carries over between rounds. It does not score at game end.
4	Bird Draft (Optional). Before round 1, each player is dealt five face-down stacks of 1–5 cards. The first player reveals and picks from their 5-card stack, then clockwise until all have picked. Repeat for 4, 3, 2, 1. Any drafted card may be traded for a food token. See Setup for full details.
5	Blue Rock Thrush & Spotted Dove. When these birds appear (tray or drawn), the active player places them on their mat in any habitat at no cost. Their brown power passes the card to the next player, who chooses the habitat — Thrush clockwise, Dove counter-clockwise.

SETUP

Standard Starting Hand

Deal each player 5 bird cards. Each player may keep all 5 cards or trade in any card for a food token of their choice — however, you may only have one of each food type (e.g. you cannot take two wheat). Each player also receives **1 nectar** (House Rule 3). There is no hand limit during the game.

Bird Draft — Optional (House Rule 4)

This draft may be used in place of the standard starting hand. Each player is dealt five face-down stacks containing 1, 2, 3, 4, and 5 cards respectively (15 cards per player total). Players draft one card per stack, starting with the largest.

1. The player who goes first in the game reveals their **5-card stack**, leaving all other stacks face-down. They choose one card to keep; set the rest aside face-down.
2. The next player clockwise reveals their own 5-card stack and chooses one card. Continue clockwise until every player has selected one card from their 5-card stack.
3. Repeat this process with the **4-card stacks**, then **3-card**, then **2-card**, then **1-card** — always starting with the first player and proceeding clockwise. Each player ends up with 5 drafted cards.
4. Shuffle all set-aside cards back into the bird deck.
5. Before the game begins, each player may return any number of their drafted cards to the bottom of the deck and receive **1 food token per card returned**.

ROUND STRUCTURE

The game is played over **5 rounds** (House Rule 1). Each player takes **8 actions per round** — the action count does not decrease between rounds. On each turn, place an action cube in one of your habitat rows. The cube then moves right to left across that row, activating any brown powers on birds as it passes.

Gain Food

Place an action cube in your **forest**. Select food from the dice remaining in the bird feeder — the number of food tokens you may take is shown on the player mat to the right of the last card played in the forest (or the first space if no cards have been played). If the bird feeder is empty, reroll all dice. If all remaining dice show the same food type, the player may either take that type or request a reroll.

Brown powers in your forest activate right to left after gaining food.

Lay Eggs

Place an action cube in your **grassland**. Gain the number of eggs shown on the player mat to the right of the last card played in the grassland (or the first space if no cards have been played). Place the eggs on any birds on your mat.

Brown powers in your grassland activate right to left after laying eggs.

Draw Bird Cards

Place an action cube in your **wetland**. Draw the number of bird cards shown on the player mat to the right of the last card played in the wetland (or the first space if no cards have been played). You may draw from the face-up tray or the face-down deck in any combination. After all cards have been drawn for the turn, refill empty tray slots from the deck before the next player's turn.

Brown powers in your wetland activate right to left after drawing cards.

Special Entry Birds (House Rule 5)

The **Blue Rock Thrush** and the **Spotted Dove** have special rules that override their printed card text. These birds enter play immediately and at no cost whenever they appear, and their brown power causes the card to travel between players.

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If drawn from the deck: The player whose turn it is immediately places the bird on their mat in the habitat of their choosing, at no food or egg cost. That player then draws one additional card as normal.

If revealed in the face-up tray: The player whose turn it is immediately takes the bird and places it on their mat in the habitat of their choosing, at no cost. This does not consume a draw action.

Brown power — when activated: When a player takes the action for the habitat in which the Thrush or Dove currently sits, its brown power fires and the card passes to the next player. **Blue Rock Thrush** passes **clockwise** (to your left); **Spotted Dove** passes **counter-clockwise** (to your right). The receiving player places the card in any habitat of their choosing before their next turn begins. No food or egg cost is paid.

Play a Bird

Play a bird from your hand into one of your three habitats. Pay the egg and food costs shown on the card.

Cost	What to Pay
Egg cost	Remove the shown number of eggs from any birds in any habitat.
Food cost	Pay the food tokens shown on the bird's card from your supply.

White (when played) powers activate immediately. Brown powers in the habitat fire right to left.

BIRD POWERS

Each bird card may have a power at the bottom, color-coded by when it activates:

Color	Type	When It Activates
White	When Played	Activates once, immediately when the bird is played into a habitat.
Brown	When Activated	Activates when you take the action for this bird's habitat. Powers fire right to left.
Pink	Once Between Turns	May activate once between each of your turns, triggered by another player's actions.
Teal	Once Between Rounds	Activates once between rounds, during the end-of-round step.
Yellow	End of Game	Scored or activated at end of game during final scoring.

END-GAME SCORING

After round 5 ends, players score points from the following sources:

Source	Points
Birds played	Points printed on each bird card.
Bonus cards	Points earned from your bonus card objectives.
Eggs on birds	1 point per egg remaining on your birds.
Food on birds	1 point per food token cached on a bird card.
Cards tucked under birds	1 point per card tucked under a bird.
Yellow bird powers	Resolve all yellow (end-of-game) bird powers and score their points.

End-of-round goals are not used (Rule 2). Nectar does not score points at game end (Rule 3).