WINGSPAN
AUTOMA

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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.

- The Automa will not get a player mat.
- The Automa will not collect food tokens.
- The Automa will gather birds and eggs, but they will only be used for game-end scoring.
- The Automa does not need to 'pay' for anything.
- The Automa does not benefit from any bird powers.

Components

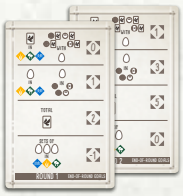
- 11 Automa cards (including 1 expert level card, Automubon Society)



- 2 Actions summary cards



- 2 End-of-round Goal Scoring cards



- 1 Current Round Tracker card



Setup

When playing against the Automa, we recommend that you use the green side of the goal board.

DESIGNER'S NOTE: *We prefer the green side of the goal board because it emphasizes a core interaction between you and the Automa. However, the blue side can be played using the same rules.*

Give the Automa 8 action cubes of one color. If you will not be using the expert level Automa card, Automubon Society, return it to the box. Shuffle the Automa cards and place them face-down within reach. This is the Automa deck. Place the Current Round Tracker card to the left of it, oriented so Round 1 is readable, and its arrow is facing to the right.

DESIGNER'S NOTE: *The Current Round Tracker card is provided to help you remember the correct section to examine on the Automa card. Its use is completely optional.*

Before dealing bonus cards to yourself, draw and reveal one for the Automa. If the bonus card is Breeding Manager or Backyard Birder, or if it does not show (X% of cards) at the bottom of the card, return it to the deck and select another. Repeat if necessary and then reshuffle the bonus deck before continuing with setup.

Place the End-of-round Goal Scoring card, with Round 1 facing up, beside the Round 1 goal tile of the goal board.
Choose your difficulty level as described in the subsection Difficulty Levels on page 4.

You always go first.









Automa Cards

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

Each round section contains one or more icons (described on the following page) representing the action or actions the Automa will take during its turn.



The Automa's Turn

On the Automa's turn, draw a single card from the Automa deck and place it face up on top of any previously revealed Automa cards, lined up against the arrow on the Current Round Tracker card. 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.



In this example, the Automa will perform the 'Draw Cards' action and then remove an action cube from the round 3 goal tile, if there is one.

DESIGNER'S NOTE: *The first two actions described below, Draw Cards and Play a Bird, have the 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 the 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).

Play a Bird: From the 3 face-up cards on the bird tray, pick up ALL that meet the requirement of the Automa's bonus card.

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

If NO birds meet the requirement, draw 1 face-down bird card and place it face-down in the 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).

DESIGNER'S NOTE: *Don't be concerned that the Automa collects birds and eggs faster than you can. The Automa's eggs compete against the eggs, tucked cards, and cached food that you will gather. Similarly, the 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).

Place End-of-Round Cube: Place 1 of the Automa's action cubes on the current round's goal tile of the goal board.

Remove End-of-Round Cube: Remove 1 of the Automa's action cubes from the current round's goal tile and return it to the Automa's supply. If there are no cubes on the tile, ignore this action.

Activate Pink Powers: Activate ALL pink powers of bird cards on your player mat (the Automa does nothing).

Your turn

Brown Powers

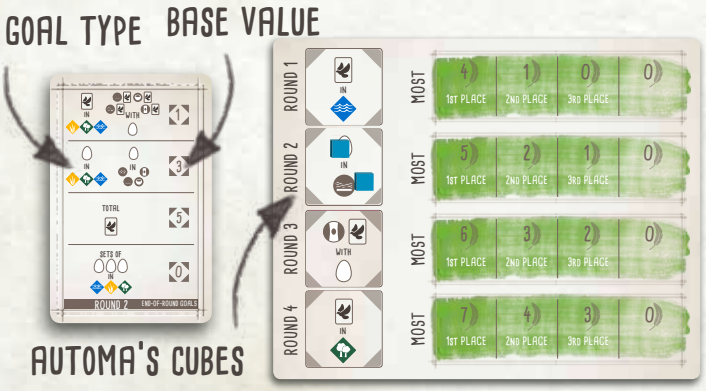
The Automa does not participate in any brown powers you trigger during your turn. Therefore, any brown powers that require you to compare yourself to the Automa, the Automa loses. If other players are supposed to gain something, the Automa does not gain anything.

End of the Round

Scoring End-of-Round Goals

The 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 the 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 the Automa has on this goal tile (if any). As with you, the Automa's quantity must be greater than 0 to score points for the goal. *Note: The Automa cannot exceed 5 birds for the "birds in a specific habitat row" goal.*



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

If you just completed scoring round 4, skip to Game-end Scoring.

Adjust the Automa Deck

Flip the Current Round Tracker card so the next round is visible, and its arrow is pointing to the right.

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 Current Round Tracker card.

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.

Game-end Scoring

To calculate its final score, the Automa gets:

- Points from the end-of-round goals as shown on the goal board.
- Points printed on each of its face-up bird cards.
- 3, 4, or 5 points for each of its face-down bird cards, depending on the difficulty level you chose.
- 1 point for each egg it collected.

Note: The Automa doesn't gain points from its bonus card.

In the event of a tie, the Automa has 2 leftover food tokens for the tie-breaker.

Difficulty Levels

You can adjust the Automa's difficulty to suit your play style by changing the points the Automa receives for each face-down bird card.

Eaglet:	3 points
Eagle:	4 points (Normal)
Eagle-eyed Eagle:	5 points

Additionally, you may add the Automubon Society card to the Automa deck to increase its competitiveness for end-of-round goals.

Automa Factory

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