

WINGTIP

~ A Project SHINKO version of Wingspan ~
 9 Card PnP of bird collecting & engine building for 2 players

Shane Fletcher had the privilege of shrinking the original,
 which was designed by Elizabeth Hargrave

Wingtup is set in Australia, and revolves around attracting the native birds to the 3 habitats found in your nature preserves: Bush, Grassland and Estuary. Each bird you add to your habitats increases your ability to do the 3 important actions required for the growth of your preserves.

- Bush - Gain food; required to attract the birds to your preserves
- Grassland - Lay eggs; required for some habitat spaces & worth end game points
- Estuary - Gain bird cards; to expand your collection

Player Board High Even		1 Egg	2 Eggs	3 Eggs	
GAIN FOOD	 The player with the fewest birds gains 1 food from the birdfeeder		 All players gain 1 from the supply		
LAY EGGS	 Lay 1 on any bird		 Trade 1 of any food for 1 of any other food from the supply		
DRAW CARD	 Roll all dice not in birdfeeder. If any are , each 1 to this card		 If your opponent chooses the "lay eggs" action, lay 1 on a bird		

Points are earned through collecting birds, earning bonuses, caching food, and eggs on bird cards, and the player with the most points wins.

The 9 double sided cards in the PnP files and the score pads at the end of these Rules, are the only printed components required to play the game.

You will also need the following:

40 Player Cubes

- 20 Cubes per Player - a different colour to the Food Cubes, but not necessarily different to each other

24 Cubes to represent Food

- 8 x Red (Berries)
- 8 x Blue (Fish)
- 8 x Green (Invertebrates)

20 Cubes to represent Eggs

4 x 6 sided Dice



Setup

- 1. Player Boards.** Both players each roll a dice. If they roll the same result, they reroll, until their dice show different numbers. The player that rolled the higher number takes the “High” Player Board, and chooses the “Odd” or “Even” side to match their roll. The other Player takes the “Low” board and does similarly.
- 2. Supply.** Each Player takes their cubes, and makes a pile of 8, to track the turns of the round, with the remainder set aside for actions that require the placement of 2 cubes. Each player gets one of the 3 types of food cubes, with the remainder of the food, plus the egg cubes, placed within easy reach.
- 3. Bird Cards.** The 7 double sided bird cards are shuffled, 1 is dealt to each player, and turned over in front of them. The 5 birds on each players card are their starting “Hand”, and are only available to the player to whom it was dealt. An egg is placed on each bird in their “Hand”, to indicate it is available to be played. When these cards are played, or discarded in the future, the egg cube is replaced with a player cube, to indicate they are no longer available to be used. The end of round bonus on each card is communal, and both players are working toward both bonuses. An egg is placed on each of these, to indicate they are the active bonuses.



Overview

Wingtip is played over 2 Rounds, of 8 turns. A pile of 8 Player Cubes is used to track the turns, with a cube from this pile being placed during each turn.

A Turn

On your turn you may take 1 of 4 options:

1. Play a bird from your “hand”
2. Gain food
3. Lay eggs
4. Draw bird cards

To play a bird, remove the egg cube from that bird, and replace it with a player cube, from the starting pile of 8. This marks it as played, indicating it cannot be played again. Another player cube is taken from the surplus pile, to mark the space on your player mat where you will place your bird. Mark the score on the score pad, and follow any instructions on the bottom of the bird card.

To gain food, lay eggs and draw bird cards, place a cube from your starting pile, to the left of the habitat row with the required action. Gain the benefit of the leftmost exposed slot in that row. Activate the bonus actions in that row, that are marked with a player cube.

A Round

Rounds are tracked by the placement of Player cubes during each turn. Start each round with a pile of 8 cubes, and always be careful to draw extra cubes from the surplus pile when needed, and not from your starting pile. After both players have placed their 8 cubes, the round is over. Total the End of Round Bonuses, and write them on the score pad. Remove the player cubes on the “Gain Food/Eggs/Cards” spaces, and make a new pile of 8, to begin Round 2. The other player goes first in Round 2.

Final Scores

At the end of Round 2, after both Round Bonuses have been filled in, fill in the number of Eggs and Cached Food for each player. Total everything together, and the player with the most points wins. In the case of a Tie, the player with most unused food wins. If still tied, they share the victory.

In Detail

Play a Bird from your Hand

To play a bird from your hand, you must have space in the Habitat, the food required to play the bird, and the egg cost, shown at the top of each column (the first column has no egg cost). If you do not have the space, food or eggs required, you cannot play that bird.

When playing a bird:

1. Remove the egg cube from the bird, and replace it with a player cube from your starting pile of 8.
2. Place a player cube from the surplus pile on to your player card, in the row indicated on the bird. There are 3 coloured habitats: Green = Bush, Yellow = Grassland, Blue = Estuary. Some birds can live in multiple habitats, and you get to choose where a bird with multiple habitats will be placed.
3. Pay the egg cost that is required for that column.
4. Pay the food cost from your supply. Food cached on birds (more on that later) can not be used.
5. Write the points into the corresponding space on the score card.
6. Follow any instructions that are written on that bird.

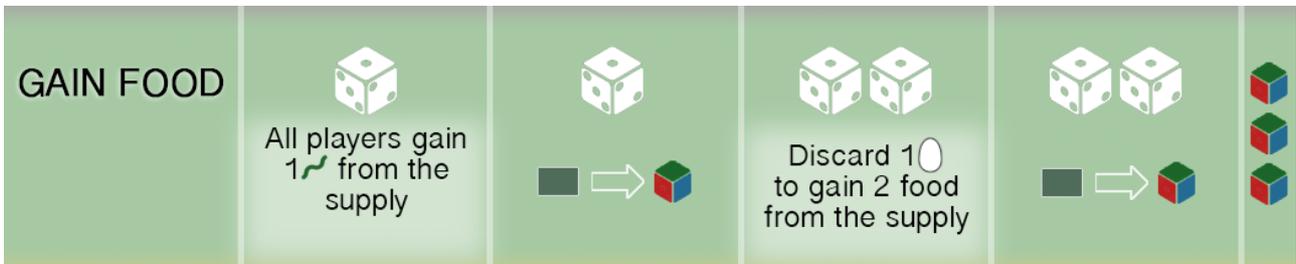


Gain Food and Activate Bush Powers

It is necessary to collect food in order to play birds to your player board. Food is collected from the dice pool, which will get reset throughout the game. We use 4 regular six sided dice during this game, and the sides represent the 3 different types of food: 1 & 2 = Red Berries, 3 & 4 = Blue Fish and 5 & 6 = Green Invertebrates.

When gaining Food:

1. Place a player cube from your starting pile of 8, in the Gain Food space of the Bush row of your player board, and collect the amount of food shown in the left most space of that row, that has no cubes on it. For each die icon in that space, remove a die from the dice pool, and collect the appropriate food cube from the supply.
2. If the space shows a card to food bonus conversion, you may replace an egg cube on one of your bird cards with a player cube from your surplus, and choose an additional die from the pool, to gain the appropriate food. The bird that now has a player cube on it is no longer available for you to gain to your player board.
3. Activate the power in any space in that row that has a player cube on it, indicating a previously placed bird.



e.g. If a bird had been played to the first space in the Bush row, all players would gain an Invertebrate from the supply, when this player chose the Gain Food action.

The Dice Pool

There are up to 4 dice in the pool of food available. Each time a food is collected from that pool, a die is placed off to the side. If the pool is ever empty (such as the beginning of the game), all dice are rolled to see what food types can be collected. If all food types show are the same (including if there is only 1 die left in the pool), and you are about to gain food for any reason, you may collect all 4 dice, and roll them again.

Food Cubes

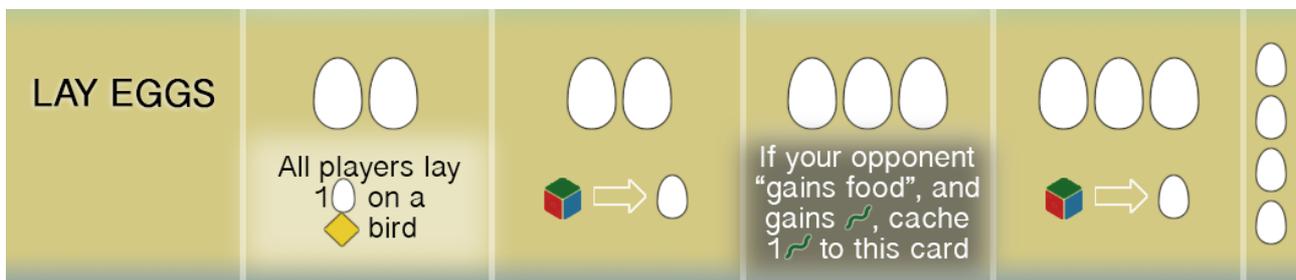
There is not limit to the supply of food. If there is no food cube available from the supply, then use a temporary substitute.

Lay Eggs and Activate Grassland Powers

Eggs are required to play birds in columns 2 and up, are needed in some End of Round Bonuses, and are also worth 1 point at the end of the game.

When laying Eggs:

1. Place a player cube from your starting pile of 8, in the Lay Eggs space of the Grassland row of your player board, and lay the number of eggs shown in the left most space of that row, that has no cubes on it. You can lay eggs on space with a player cube, and each space has an egg limit of 2. If you ever have to place more eggs than you have space, the excess eggs are lost.
2. If the space shows a food to egg bonus conversion, you may discard 1 food to lay an additional egg.
3. Activate the power in any space in that row that has a player cube on it, indicating a previously placed bird.



e.g. If a bird had been played to the first space in the Grassland row, all players would be able to lay an egg on a Grassland bird, when this player chose the Lay Eggs action.

Egg Cubes

There is no limit to the egg supply, and any coloured egg is as good as any other. If there is no egg cube in the supply, use a temporary substitute.

Gain Bird Cards and Activate Estuary Powers

When drawing a card:

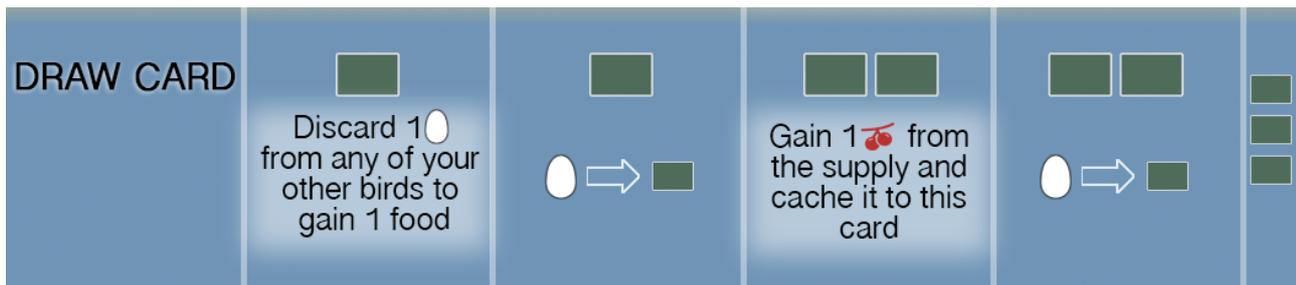
1. Place a player cube from your starting pile of 8, in the Draw Cards space of the Estuary row of your player board, and draw the number of cards shown in the left most space of that row, that has no cubes on it.

Gaining extra bird cards occurs in a 2 step process. If you need to draw a card, and all the birds have an egg or player cube on them (such as the first time you draw cards), you draw a bird card from the deck, and turn it over. This card is for you alone. Then, a die is rolled (temporarily borrowed from the bird feeder, if necessary) with the number rolled correlating to the squares on the card, from top to bottom, left to right. This space is marked by an Egg counter, indicating that bird has been added to your "hand" and is now available to be played. If you play, or discard, this bird in the future, remove the egg cube, and replace it with a player cube. If you roll a 3 (the bonus space) or a space that already has a cube on it, reroll the die.

To sum up, your hand always equals the bird spaces on your cards, that have an egg on them. There is no hand limit.

2. If the space shows an egg to card bonus conversion, you may discard 1 egg to draw an additional card.

3. Activate the power in any space in that row that has a player cube on it, indicating a previously placed bird.



e.g. If a bird had been played to the first space in the Estuary row, this player would be able to exchange an egg for a food, when they chose the Draw a Card action.

The Bird Deck

If all the bird spaces on a bird card have player cubes on them, and you are NOT using the End of Round Bonus of that card, you can place all the cubes on it back into the surplus, and place the card face up on the bottom of the deck. In this way, any cards that get used a second time in a game, will be turned over to use their other side.

Powers

There are 3 types of powers in a game. Powers are always optional, and the player who would use the power may choose not to.

Bird Powers

When you play a bird on the top row of a bird card, it will have a one off power, that activates at that time.

Activation Powers

When you choose to gain food, lay eggs or draw cards, and you have birds placed in the corresponding row, you will activate the power described in black text on a white background. This may be an action for you, the other player or both of you.

Opponents Action Powers

If you have a bird placed on a space with white text on a black background, you will activate that power whenever your opponent does a specific action.

End of Round

Once both players have had their first 8 turns, Round 1 is over. Then:

1. Remove the cubes from the gain food/lay eggs/draw a card columns.
2. Score the end-of-round bonuses of both cards, for both players.
3. Each player draws another card, for a new end of round bonus, and slides it under their first, leaving just bonus column visible. Move the egg cube from the bonus space on the first card, to the bonus space on the second.
4. Each player makes another starter pile of 8 cubes.
5. The other player goes first in Round 2.



At the end of Round 2, score the end of round bonuses for both players, and tally up the eggs and cached food. Then total up all the points, to decide the winner. Ties are decided by the player with the most unused food. If they are still tied, then both players share the win.