

THE NATURE PRESERVE

AN UNOFFICIAL GAME CAMPAIGN FOR WINGSPAN

WELCOME TO THE NATURE PRESERVE!

Welcome to *THE NATURE PRESERVE*, an unofficial game campaign for Wingspan. This campaign is designed to use Wingspan with small changes to gameplay to make the campaign interesting and challenging.

Before starting the opening game, there are three overall changes to the standard gameplay.

- First, in *THE NATURE PRESERVE* campaign, players can bring food and eggs into the next game.
- Second, your initial hand of birds in each game is drawn through drafting with fellow players.
- Don't read ahead! There are surprises throughout the campaign to enjoy.

What Do You Need?

To play this game campaign, you need:

- The original base edition of Wingspan (the European Expansion works as well).
- A campaign scoresheet for each player, which can be found on page 3.

What Is an Game Campaign?

An game campaign is a series of games designed to be played in sequence toward an end goal.

Each game has a set of conditions that makes the gameplay unique from the standard rules for Wingspan, and in some cases, actions from one game can affect subsequent games.

THE NATURE PRESERVE is not a "legacy" game. In most legacy games, components are permanently altered to signify changes in rules or gameplay. With *THE NATURE PRESERVE*, you can continue to use your Wingspan base game and any expansions after playing any part or all of *THE NATURE PRESERVE* campaign.

How Does This Campaign Work?

THE NATURE PRESERVE is designed to be played as a campaign of seven consecutive games.

You will always start with using the standard rules for Wingspan involving birds, food, and eggs. If there is ever a question about gameplay, default to Wingspan's standard ruleset.

For each game, you will get a short description and a set of modifying instructions for that game. Read those instructions carefully and set up the modifications in the order they are listed. This will help with clarity and continuity of gameplay.

How Do You Win?

Players accumulate campaign points through four methods:

- **Games Won:** Each win earns a player 10 points.
- **Total Birds Played:** This is a new metric for *THE NATURE RESERVE*. At the end of each game, count the number of birds, including your anchor bird, and record them on the scoresheet. The player with most birds played at the end of the campaign earns 10 points.
- **Total Eggs Played:** The player with the most eggs played for the campaign earns 10 points.
- **Final Game Bonus:** Each player that fills their entire habitat with the maximum of 15 birds in the final game earns 10 points.

In the event of a tie, total points earned in the campaign serves as the tie-breaker.

Does this campaign work with all expansions?

Yes, it does. You can play with the original *Wingspan*, the European expansion, and the Oceania expansion. Or any combination.

What about nectar in the Oceania expansion?

You can use nectar if you like. Because they are “wild”, it will make the game a little easier. We did not include scoring for nectar on the scoresheet to make it easier to use with all versions of *Wingspan*.

What Do You Do Next?

All the instructions you need to play *THE NATURE PRESERVE* are contained in this document.

If this was a physical set of cards, we would have put each game in its own envelope to let the story unfold as you play through the campaign.

Thanks for your interest in the project and have fun in *THE NATURE PRESERVE*!

—Todd and Amy

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	GAME 1	GAME 2	GAME 3	GAME 4	GAME 5	GAME 6	GAME 7	TOTAL
FOOD EGGS								
BIRDS								
BONUS CARDS								
FOR GOALS								
EGGS								
FOOD ON CARDS								
TUCKED CARDS								
TOTAL								
BIRDS PLAYED								

TOTAL WINS (X10)		TOTAL BIRDS (10)		TOTAL EGGS (10)		FINAL BONUS (10)		CAMPAIGN TOTAL	

WELCOME TO THE NATURE PRESERVE!

Welcome to **THE NATURE PRESERVE**, an unofficial game campaign for Wingspan. This campaign is designed to use Wingspan with small changes to gameplay to make the campaign interesting and challenging.

Before starting the opening game, there are two overall changes to the standard gameplay.

First, at the end of each game, foods and eggs can be carried forward into the next game.

- Eggs left in your preserve at the end of the game may be brought into the next game.
- The number of eggs you can bring into the next game is determined by the nest capacity of your anchor bird (see Game 1 for more details about the anchor bird).
- If you have tokens left in your food supply at the end of the game, you can take up to three of your food tokens into the next game.

Second, your initial hand of birds in each game is drawn through drafting with fellow players.

- First, deal each player two bonus cards.
- Next, deal five bird cards to each player.
- Each player chooses their first card from that hand and then passes their hand to the person next to them in a clockwise direction.
- Pick and pass until all the cards have been distributed.
- You could easily skip this change, but we think it creates an interesting dynamic for this game campaign format.
- For Automa, draw five cards and keep two, discarding the other three. Repeat this process to get two more cards, then draw your fifth card blind from the top of the deck.

Three final suggestions:

1. We recommend that you use the entire deck before reshuffling.
2. We recommend using the blue side of the goal board.
3. Don't read ahead. There are surprises throughout the campaign to enjoy.

That's all for now. You will get further instructions at the start of each game. Good luck!

A NEW HOME

A new bird makes a home in The Nature Preserve.

Before drafting your initial hand, you need an anchor bird for your preserve!

This bird will stay with you from game to game. Choose carefully!

Before gameplay begins, draft an anchor bird for your preserve.

- Start by drawing cards from the deck and laying them face up on the table. The number of cards drawn should be equal to the number of players plus three additional cards.
- Choose the person who goes first and then proceed in a clockwise manner.
- Each player rolls four food dice in the birdfeeder. Each player must have the food necessary from that roll to draft that anchor bird for its new home.
- As in the standard rules, any two food dice can be combined to make another type of food.
- Place your anchor bird on the player mat. No food or eggs are required for the placement of your anchor bird at the start of each game.
- After an anchor bird is chosen by a player, another card is drawn from the deck to replace the chosen card and to give each player the same number of cards to draw from.
- If your bird can live in multiple habitats, choose one habitat that the bird will live in for the course of the campaign. They will begin each game in that habitat.
- If your anchor bird has a "When Played" (white power) ability, that ability is activated immediately at the beginning of the first and each subsequent game. If the ability requires the game to be underway (i.e., collect all worms from the feeder), then activate the ability on your first turn.
- All other powers for anchor birds work as normal.
- Discard any birds that are left.

With your anchor bird in place and the ability to bring resources into the next game in mind, start playing the first game with all the standard rules and mechanics. For this game, choose the end-of-round bonuses at random.

There is one bonus goal for Game One - players that fill the woodlands habitat with five birds may, at the end of the game, choose three additional food tokens from the supply to be taken into game two. This bonus does not affect the food you choose to take into the next game using the standard campaign game mechanic described above. So, it is possible to take six food tokens into the second game.

After the game has been played and scored, remember to keep your anchor bird in place and to hold onto saved food and eggs for the next game.

LATE FROST

All the berries in the preserve were killed by a late frost. This puts a stress on some birds in the preserve, who must forage further for food.

Your goal for this game is to build your preserve without any berries.

- Remove all berries from the supply.
- Return any berries you carried into the game back to the supply.
- You start the game with four food tokens, one of each food type, and any non-berry food tokens you carried forward from the prior game.
- During this game, if you roll berries in the birdfeeder, remove them from the birdfeeder immediately. These dice can still be used with any bird's special ability.
- Birds that require berries to be played can still be used in the game, but they can only be played using the standard rule of two other food tokens replacing each berry needed.
- If you play a bird with a special ability that involves berries (i.e., draw berry from the supply), this ability is not available for this game. There are no berries in the forest!

As you start your game, remember to draft your initial set of birds with other players and that you can take eggs and food into the next round.

This game features new end-of-round bonuses. These bonuses are new to Wingspan and match the game theme of food costs on birds:

Round 1: Birds with multi-type, single food cost (i.e., worm/wheat/berry)

Round 2: Birds with single-type, single food cost (i.e., fish)

Round 3: Birds with two food costs (i.e., rat + fish)

Round 4: Birds with three food costs (i.e., fish + grain + multi-pinwheel)

Oceania Players - we suggest removing nectar rather than berries. Treat all other rules the same. Removing nectar matches the theme and creates a different challenge.

Goal Tiles for this round:

BIRDS WITH
SINGLE
MULTI

BIRDS WITH
SINGLE
SINGLE

BIRDS WITH
DOUBLE
COST

BIRDS WITH
TRIPLE
COST

ABUNDANT SPRING

Your preserve is bursting with happy parents! They have eaten all of the food in the preserve.

Your goal in this round is to build your preserve with the benefit of eggs but no food to start.

- All of the food you brought into this game is converted into eggs before the start of the game.
- Each token equals one egg.
- Add these eggs to the card of your anchor bird.
- The number of eggs may exceed the nest capacity of the bird and can stay in that location for the entire length of the game.
- Additional eggs can't be added onto your anchor bird until capacity allows, per normal rules.
- In this game, rather than starting with five food tokens, you start with five eggs.
- You may keep one egg for each bird card you discard from your initial hand.
- These eggs also get stored on your anchor bird with the same rules as stated above.
- You may not take additional eggs beyond the capacity of your anchor bird's nest into the next game.

For end-of-round goals—use all four egg-in-nest-goals, in the order of your choice.

There is one special bonus for this game—if a player ends the game with all nests of all played birds completely filled with eggs, then that player can choose to bring three played bird cards from their preserve into the next game. These birds start in your hand before the initial draft. Normal rules and resources apply for playing those birds in the next game.

After the game has been played and scored, remember to keep your anchor bird in place and to hold onto any stored food and eggs for the next game.

LOST HABITAT

Local developers have successfully petitioned to build new housing and a shopping center on your preserve. The preserve is put under stress and the losses are great. Trees and grasslands are cleared to prepare for new construction...

I have sad news—your anchor bird has left the preserve.

- Place your bird under your mat. Do not return it to the discard pile.
- Lose any stored eggs and return them to the supply.

Habitat has been lost.

- Cover six slots—the final three slots in the woods and the final three slots in the grasslands. We suggest using discarded bird cards that are turned face down to cover those slots.
- These are not available for adding birds to the preserve.
- Use the habitat abilities as you normally would in standard gameplay. For example, two played birds allows you to draw two food tokens in the woodlands and three eggs in the grasslands.

The food chain has been altered. Birds with hunting and fishing powers (birds with crossbones) have left the preserve.

- Discard immediately any bird with hunting or fishing powers that appears in your initial hand and replace with another card. Do this before the drafting begins.
- During the game, any predators that are drawn or appear on the bird tray should be immediately discarded and replaced from the deck.

The end-of-round goals are:

Round 1: Birds with eggs in platform nests

Round 2: Birds in wetlands habitat

Round 3: Birds with eggs in ground nests

Round 4: Sets of eggs in the three habitats

During the game, keep in mind that you may take up to three food tokens into the next game, but no eggs because you do not have an anchor bird to store them. After the game has been played and scored, hold onto your stored food for the next game.

GRASSLANDS RETURN

The building development deal fell through. The cleared land has been returned to the preserve and the grasslands start to return.

Habitat starts to return to the preserve!

- Birds with hunting and fishing powers return to the preserve.
- Remove all three barrier cards on the grasslands.
- Remove the leftmost card on the woodlands. The two upper right slots of the woodland should still be covered and are unavailable for this game.

This game has a special goal—if you can fill all five slots in the grasslands before the end of the game, you can choose to add one of those birds as a permanent bird to the grasslands habitat.

- If you succeed in adding a new permanent bird to the Preserve, you may take eggs into the next game.
- As before, the number of eggs is equal to the nest capacity for that bird.

The end-of-round goals are:

Round 1: Eggs in the forest habitat

Round 2: Total birds

Round 3: Eggs in ground nests

Round 4: Birds in the grasslands habitat

After the game has been played and scored, keep your new permanent bird in the preserve and any stored food and eggs for the next game.

LONG WINTER

Many birds are late in returning from their winter homes and the shorter season of warmth limits their time in the preserve.

The goal of this game is to build the best preserve in fewer turns.

- Remove three action cubes from your pile.
- Each player will start with five turns in the first round, four turns in the second round, three turns in the third round, and two turns in the fourth round.

Woodlands continue to recover, but growth is slowed by the recent cold weather.

- Remove one barrier card from the woodlands.
- There should still be one woodland habitat, in the upper right corner, unavailable for this game.

The end-of-round goals are:

Round 1: Total birds

Round 2: Birds with no eggs (from the European Expansion)

Round 3: Filled columns (from the European Expansion)

Round 4: Birds in the forest habitat

You may save three food tokens and the number of eggs equivalent to the capacity of the permanent bird in your preserve.

FULLY RESTORED

Congratulations! The Nature Preserve is brimming with wildlife and you have reached the final game of the campaign. The preserve is thriving because of your hard work.

Good news! The preserve is fully restored.

- Remove the final barrier in the woodland habitat.
- All habitats on your mat should be available again.

More good news! Your anchor bird has returned.

- Retrieve your bird from under your mat and place it back in its original position in the reserve.
- If you earned a permanent bird in the Grasslands Return game, it will also start in your preserve.
- If they both occupy the grasslands, add your anchor bird in the second position.

Even more good news! Your work has attracted the attention of more feathered friends.

- You can start this game with a total of six birds in your hand.
- And remember to draft using the rules described in the pregame instructions on page 4.

Your special goal for this game is to fill all 15 slots with birds before the end of the game.

If you can fill all 15 slots before the end of the game, you earn 10 points toward the total score of the final campaign.

Be sure to bring back all of your action blocks and play this game using the number of turns (8, 7, 6, and 5) from the standard rules.

This game has specific end goals. All of your end-of-round goals will be associated with total birds. Set up the goals as follows, in this order:

Round 1: Total birds

Round 2: Birds in forest habitat

Round 3: Birds in grasslands habitat

Round 4: Birds in wetlands habitat

This is the final game in the campaign. Good luck!

CONGRATULATIONS!

You have completed THE NATURE PRESERVE campaign.

Thank you so much for playing. We hope you enjoyed it.

Some Ways to Keep Playing The Nature Preserve

If you like the gameplay from THE NATURE PRESERVE campaign and you want to keep finding new surprises, we suggest randomizing the order of the seven games. There are over 5,000 combinations for how these seven games could be played. We have not played all the combinations, so we imagine some are going to work better than others.

Michael Rarick took it one step further and created a set of game cards to make it easy to do that. Here is Michael's description of his work:

"My wife and I played through the campaign and enjoyed it. Once you play the campaign you know which scenarios are coming up on replay. [Todd] suggested in the notes to randomize the games for replay-ability. The graphic artist in me led me to create 7 physical cards for the 7 game scenarios, that can be shuffled to play the games in random order...I added some extra randomness in the cards."

Michael added that additional randomization to make all of the games more interchangeable with each other. I tweaked a couple of the rules from the original files that he posted for clarity and maybe preference :)

You'll find the Michael's game cards with a new design on the next two pages.





A NEW HOME

A NEW BIRD MAKES A NEW HOME IN THE PRESERVE.

Game setup

- Restore all lost habitats (if removed in previous game).
- Restore all action cubes (if removed in previous game).
- All food available again (if removed in previous game).
- Predator birds return (if removed in previous game).
- Place anchor bird and permanent bird (if removed in previous game) back in their habitat. If they share a habitat, place them in the order they were acquired.
- Place any eggs carried forward from previous game on either anchor bird, permanent bird, or both up to their nest capacity.

End-of-round bonus

Draw four random end-of-round bonuses.

Bonus Goal

Players that fill all five slots the woodlands habitat with birds may, at the end of the game, choose three additional food tokens from the supply to bring into the next game.

After the game is played and scored keep your anchor bird and/or permanent bird in place and any eggs up to the combined capacity of their nests. Also carry forward up to three food tokens from your personal supply in to the next game.

LATE FROST

THERE IS A FOOD SHORTAGE IN THE PRESERVE.

Game setup

- Restore all lost habitats (if removed in previous game).
- Restore all action cubes (if removed in previous game).
- Predator birds return (if removed in previous game).
- Place anchor bird and permanent bird (if removed in previous game) back in their habitat. If they share a habitat, place them in the order they were acquired.
- Place any eggs carried forward from previous game on either anchor bird, permanent bird, or both up to their nest capacity.
- Roll a single food dice until it displays only one food type. That food type is not available during this game.
- Remove the unavailable food from the supply and food carried over from the previous game. Start with only four food types.
- During the game, unavailable food is removed from the feeder. The dice can still be used for any bird's special ability.
- Birds that require this food use two for one trade.
- Any ability that allows you to gain this food is not available.

End-of-round bonus (new for Nature Preserve)

1. Birds with multi-type, single food cost (i.e., worm/wheat/berry)
2. Birds with single-type, single food cost (i.e., fish)
3. Birds with two food costs (i.e., rat + fish)
4. Birds with three food costs (i.e., fish + grain + multi-pinwheel)

After the game is played and scored keep your anchor bird and/or permanent bird in place and any eggs up to the combined capacity of their nests. Also carry forward up to three food tokens from your personal supply in to the next game.

ABUNDANT SPRING

THE PRESERVE IS BURSTING WITH HAPPY HUNGRY PARENTS!

Game setup

- Restore all lost habitats (if removed in previous game).
- Restore all action cubes (if removed in previous game).
- All food available again (if removed in previous game).
- Predator birds return (if removed in previous game).
- Place anchor bird and permanent bird (if removed in previous game) back in their habitat. If they share a habitat, place them in the order they were acquired.
- Place any eggs carried forward from previous game on either anchor bird, permanent bird, or both up to their nest capacity.

End-of-round bonus

Use all three birds-in-habitat goals and total birds goal in any order.

Bonus Goal

Players who fill all nests of all played birds may choose any three played birds to take into the next game. The birds are added to your initial hand in the next game.

After the game is played and scored keep your anchor bird and/or permanent bird in place and any eggs up to the combined capacity of their nests. Also carry forward up to three food tokens from your personal supply in to the next game.

LOST HABITAT

LOCAL DEVELOPERS HAVE SUCCESSFULLY PETITION TO BUILD ON THE PRESERVE.

THE PRESERVE IS UNDER STRESS AND THE LOSSES ARE GREAT.

Game setup

- Restore all action cubes (if removed in previous game).
- All food available again (if removed in previous game).
- Your anchor bird and your permanent bird have left the preserve. Place under mat and return any stored eggs to the supply.
- Draw cards from the deck until two habitats are revealed.
- Cover the final three slots on the two habitats and make them unavailable.
- Those habitat abilities are limited (e.g. maximum of two food, three eggs or two cards)
- Predator birds (with hunting and fishing abilities) have left the preserve. Discard predators birds drawn at any point during the game.

End-of-round bonus

- Round 1: Birds with eggs in platform nests
- Round 2: Birds in wetlands habitat
- Round 3: Birds with eggs in ground nests
- Round 4: Sets of eggs in the three habitats

After the game is played and scored keep up to three food tokens from your personal supply in to the next game.





LAND RETURNS

A BUILDING DEVELOPMENT DEAL FALLS THROUGH AND THE CLEARED LANDS START TO RETURN.

Game setup

- If you have played Lost Habitat, draw cards until one of those habitats is revealed. Otherwise, draw until a single habitat is revealed.
- Cover the final two (far right) slots of that habitat. They are unavailable for this game.
- The habitat's abilities are limited (e.g. maximum of three food, four eggs or three cards)
- Restore all action cubes (if removed in previous game).
- The food shortage over. All food available again (if removed in previous game).
- Predator birds return (if removed in previous game).
- Your anchor bird has left the preserve. Place under mat and return any stored eggs to the supply.

End-of-round bonus

Use all four eggs-in-nest goals in any order.

Bonus Goal

Draw bird cards until one habitat is shown that is not the one affected above. Players who fill that habitat can choose to add one of those birds as a permanent bird in that habitat. You may carry eggs up to that bird's capacity into the next game.

After the game is played and scored keep up to three food token from your personal supply for the next game. Also keep eggs up to the nest capacity of your permanent bird if you have one.

LONG WINTER

MANY BIRDS RETURN LATE FROM THEIR WINTER HOMES AND THE SHORTER SEASON OF WARMTH LIMITS THEIR TIME IN THE PRESERVE.

Game setup

- Your goal in this game is to build the best preserve possible with less turns.
- The food shortage over. All food available again (if removed in previous game).
- Predator birds return (if removed in previous game).
- Place anchor bird and permanent bird (if removed in previous game) back in their habitat. If they share a habitat, place them in the order they were acquired.
- Place any eggs carried forward from previous game on either anchor bird, permanent bird, or both up to their nest capacity.
- Remove three actions cubes from your pile.
- With less cubes, Round 1 has five turns, Round 2 has four turns, Round 3 has three turns, and Round 4 has two turns.

End-of-round bonus

1. Total birds
2. Birds with no birds (from the European Expansion)
3. Filled columns (from the European Expansion)
4. Birds in the forest habitat

After the game is played and scored keep your anchor bird and/or permanent bird in place and any eggs up to the combined capacity of their nests. Also carry forward up to three food from your personal supply in to the next game



FULLY RESTORED

THE NATURE PRESERVE IS BRIMMING WITH WILDLIFE AND IS THRIVING!

Game setup

- Restore all lost habitats (if removed in previous game).
- Restore all action cubes (if removed in previous game).
- The food shortage over. All food available again (if removed in previous game).
- Predator birds return (if removed in previous game).
- Place anchor bird and permanent bird (if removed in previous game) back in their habitat. If they share a habitat, place them in the order they were acquired.
- Place any eggs carried forward from previous game on either anchor bird, permanent bird, or both up to their nest capacity.
- Start this game with six birds in your initial draw, instead of the normal five.

End-of-round bonus

1. Total birds
2. Birds in forest habitat
3. Birds in grasslands habitat
4. Birds in wetlands habitat

Bonus Goal

Fill all 15 slots in the preserve and earn 10 points towards your final campaign score.

After the game is played and scored keep your anchor bird and/or permanent bird in place and any eggs up to the combined capacity of their nests. Also carry forward up to three food from your personal supply in to the next game

Sharing The Nature Preserve

The permanent internet home for THE NATURE PRESERVE campaign is:

<http://www.toddsattersten.com/wingspan-the-nature-preserve>

Questions about The Nature Preserve?

If you have questions about the campaign, we recommend the following:

1. Read the game rules again. The answer is probably in there.
2. Post your question to the Wingspan Facebook group. Tag **Todd Sattersten** in the post and we will be happy to help. We are sure others will too.
3. Make up your own rules. It's fine. It's just a game :)

What Now?

If you have feedback on the campaign, the best way to do that is send us an email at **todd.sattersten+naturepreserve@gmail.com**.

We'd love to hear from you.

Thanks again for playing THE NATURE PRESERVE,

Todd and Amy

P.S. We want to thank the playtesters who tried out the campaign in its many versions and gave us amazing feedback. We could not have done this without your help!

Revision Notes:

- 0.9 [6/14/20]—Initial release of rules to playtesters
- 0.95 [6/20/20]—edits to rules and new scoresheet
- 1.1 [6/24/20]—new in-game bonuses and several rule clarifications
- 1.11 [8/12/20]—cleared several copyedits
- 1.2 [9/29/20]—minor edits, a few rule changes, new design and the public launch!
- 1.3 [5/24/21] - answer to questions about Oceania and nectar, nectar suggestion for game 2.