WINGSPAN

Oceania Expansion
Automa Rules

Designed by David Studley

Components

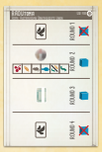
1 Spent Nectar Collection card



1 Adjust Spent Nectar card



1 new Automa card—RAOUtoma



2 End-of-round goal scoring cards



1 Automa's Hoard summary card



1 Automarazzi summary card



Automa Rules Changes

All rules from the Wingspan Automa rulebook still apply, except where explicitly changed here.

Difficulty Levels

The Automa difficulty levels introduced in the base game also adjust the impact of various new elements of the Oceania expansion:

	Eaglet	Eagle (Normal)	Eagle-Eyed Eagle
Setup: Starting spent nectar per habitat	3 nectar tokens	4 nectar tokens	5 nectar tokens
Game-End: Automa's Hoard tokens	1 egg/ 5 hoard tokens	1 egg/ 4 hoard tokens	1 egg/ 3 hoard tokens
Game-End: Face-down bird cards (same as base game rules)	3 VP	4 VP	5 VP



Setup

Add the RAOUtoma card to the Automa deck. You may also add the Automubon card if you wish.

Place the Spent Nectar Collection card in the area you set up for Automa and place 3/4/5 ✿ in each habitat box based upon the difficulty level you choose.

Birds with Game End Powers

Automa treats this new type of card as any other bird card. If she takes a card with a Game End power, she doesn't gain anything extra from it at the end of the game.

Automa rules for Oceania Powers

- When you need to 'check if another player has something in their supply', if Automa has any cubes on this round's goal tile, she has the necessary item (do not remove any of the cubes).
- When you may 'copy a brown power of another player', you may copy a brown power of any card on the bird tray, if possible.
- When players may 'discard something to gain something', Automa discards nothing and gains nothing.

Automa rules for Oceania End-of-round goals

No goal–At the end of a round containing the "No goal" End-of-round goal, Automa gains ✿ in each habitat box on her Spent Nectar Collection card.

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Nectar and the New Dice

Automa does not gain or use nectar. Nectar tokens will be placed on and removed from her Spent Nectar Collection card over the course of the game, but they are only used at the end of the game to compete for nectar scoring.

Spent Nectar Collection card

The Spent Nectar Collection card has 3 "spent" boxes to collect nectar tokens for each of the habitats.



Selecting Dice

Selecting dice from the birdfeeder works the same as in the base game with the following substitution on the key.

- When the key shows she takes .
- When the key shows she takes .

End of the Round

Adjust Automa's Spent Nectar–Adjust her collection of spent nectar at the end of each round. Do the following twice:

1. Draw an Automa card and place it on top of the Adjust Spent Nectar card so the blue cube icons on the Automa card (if any) align with the habitat icons.
2. Adjust Automa's spent nectar collection by resolving each cube icon:

—Take from the supply and place it on the Spent Nectar Collection card in the box for the habitat indicated above the blue cube icon.

—Take , if available, from box on the Spent Nectar Collection card for the habitat indicated above the "red Xed" blue cube icon and return it to the supply.



Do this twice at the end of each round—Place drawn Automa card on top of Adjust Spent Nectar card and resolve each cube.

Variant-Automa's Hoard

Automa's Hoard can be played with any combination of expansions. However, its impact is smaller when playing with fewer birds that involve opponents gaining things on your turn. We do not recommend using Automa's Hoard with the base game alone.

Automa will gain Hoard tokens during the game when a brown power is triggered that should give her something. Food tokens are used to represent these for her; the type of food token has no significance.

Designer's Note: *With more bird cards having powers that benefit other players, we wanted to come up with a way to incorporate that into Automa play for those who wanted that extra strategic element. The impact it has on gameplay is subtle. That is by design. Its effect will only be truly felt in games where you use a few of these birds. But we hope we've made it easy enough that you won't mind.*

Your Turn

Brown Powers-Automa only participates in brown powers as described here:

- For each Automa would gain, give her 1 hoard token from the supply.
- For each Automa would gain, give her 1 hoard token from the supply.
- For each Automa would gain, give her 2 hoard tokens from the supply.
- For each Automa would gain, give her 2 hoard tokens from the supply.
- For each Automa would gain, give her 3 hoard tokens from the supply.

When you give something to Automa, it is returned to the supply and she gets hoard tokens instead.

End of the Game Scoring

Before calculating her final score, Automa gains 1 egg for every 5/4/3 hoard tokens she returns to the supply, based upon the difficulty level you played (Eaglet/Eagle/Eagle-eyed Eagle).

In the event of a tie, Automa wins if she has more remaining hoard tokens than you have remaining food tokens.

Note: *For each die she would gain from the feeder, she gets 1 hoard token even if she could have received nectar.*

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Variant-Automarazzi

(2-4 Players Against Automa)

Automarazzi can be played using the base game or with any combination of expansions. You may also play using the Automa's Hoard variant. Automarazzi is played open-handed.

Setup

There are no changes when setting up the game.

- Follow the normal setup rules for the human players.
- Follow the normal Automa rules for Automarazzi.

You may include the Automubon Society card for a more challenging game.

Player Turn Order–Human players adjust turn order each round as in the multiplayer game. Automarazzi still always goes last.

Automarazzi's Position at the Table–Some bird powers refer to a player to your left or right. Before the game begins, if it isn't clear from where you locate Automarazzi's area, assign her a seat at the table so you will be able to resolve these powers.

Designer's Note: *This variant offers a simple set of rules designed to provide a relaxed experience of playing together against a common opponent instead of competitively against one another.*

The Automarazzi make a fortune selling photographs of interesting and rare birds to bird tabloids and television shows. They couldn't care less about the impact of their fumbling and stomping around the birds' habitats; they just want to take photos to sell to the highest bidder.

You and your fellow bird enthusiasts have a plan to spare the birds such intrusions. If you can get shots of these beautiful birds and post them on the Internet first, no tabloid or show will pay anything for the Automarazzi's work, putting them out of business for good!

Rule Changes

Activate Pink Powers–Pink powers may only be triggered once between your turns. When the Automa card shows 'Activate all pink powers' it doesn't activate any that have triggered since your last turn.

Your Turn

Give Bird Cards to Other Players–At any point during your turn, you can give bird cards from your hand to other players. There is no limit to how many bird cards you can give away and you may give them to any combination of other players. However, for each card you give you must first discard one , , or .
If you have nothing to discard, you cannot give a bird card.
If you discard , it is returned to the supply.

Take Eggs from Other Players–At any point during your turn, assuming the other player agrees, you may take 2 eggs from their player mat. Give 1 to Automarazzi and place 1 on any bird on your player mat (egg limit rule applies). There is no limit to how many times you can do this.

Give Food to Other Players (Only with Automa's Hoard)–At any point during your turn, you can give to other players. There is no limit to how many you can give away and you may give them to any combination of other players. Give Automarazzi 3 hoard tokens for each given and 2 hoard tokens for each other given.

End of the Round

Immediately following end-of-round goal scoring, if ALL players tied or beat Automarazzi for the end-of-round goal, each player gains from the supply to place on any bird on their player mat (egg limit rule applies).

End of the Game Scoring

Players calculate their scores normally. Compare the average score of you and your teammates against Automarazzi's score.

Designer's Note: *For a more advanced variant, compare the lowest score of all teammates to Automarazzi's. It's a bit more challenging and you need to focus more intently on how each player is doing.*

If it is higher than Automarazzi's score, you win! Your uploaded images get liked and shared all over the Internet.

Otherwise, Automarazzi sells her photos to the highest bidder and returns tomorrow to do it all over again.



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