



WINGSPAN

HOUSE RULES

Most players find the original rules perfect as they are, while others enjoy a longer, more flexible game that lets their engines grow and run smoothly. These house rules offer extended yet balanced play.

DETAILS

IMPACT

START WITH ≤10



- draw 10 cards, choose 5 & discard other 5
- **OR** deal 6 cards to each, pick 1, pass the rest & repeat until each player has 5, last card is discarded
- keep all 5 food tokens

- the game engines establish slightly quicker
- more chance of having evenly balanced starting hands

"NO GOAL" FIRST END OF ROUND GOAL

- use the "NO GOAL" end of round goal tile from **OE**
- put it first on the track

- gives an extra 3 turns across the length of the game
- allowing more engine building opportunities

8 TURNS A ROUND



- when scoring end of round goals, use a substitute marker to mark the scored points for each player
- keep all 8 player markers for each round

- gives you an additional 6 turns over the course of the game (3 if playing just with "NO GOAL" goal)

DELAYED



DISCARDING

- discard your 2nd Bonus card at the end of Round 1 when you have a slightly better sense of direction

- opens up more opportunity for strategic thinking

BIRDFEEDER FUN

- if all 5 dice rolled are with the same food, each player gains 1 of that food from the supply

- fun, unpredictable event, creating a rare but exciting moment where all players benefit

