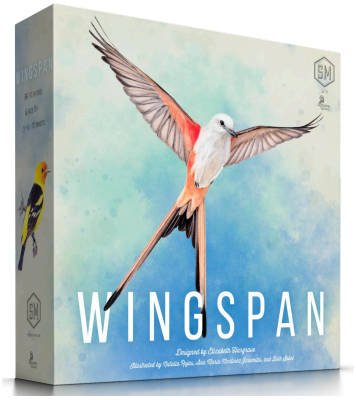

Wingspan: The Classroom Adaptation

Each group should have the following:

- (1) Player Board
- (7) Bird Cards
- (4) Eggs
- (5 total) 1 Token of Each Food Type
- (8) Action Cubes

1. **Place 4 of the 7 Bird Cards on the Mat.**
   a. *Note: you must fill each ecosystem from left to right.*
   b. *Each Bird Card may only go in the Ecosystem that is indicated in the upper left box of the card.*
   c. *Keep the other 3 cards in your hand. (it does not need to kept secret)*
2. **Place the 4 eggs on your cards**
   a. *You may not go over the number of eggs that each card may hold.*
3. **When it is your teams turn, do one of the following actions:**
   a. Play a bird from their hand (this is located at the top left of the game mat and does not activate any card powers).
   b. Gain food and activate forest powers
   c. Lay eggs and activate grassland powers
   d. Draw bird cards and activate wetland powers
4. **After all teams have gone, the last team draws an Environmental Card and everyone carries out the action on the card if applicable.**
   a. *If an environmental card takes away or adds a bird, it must be on the far right and if the bird has eggs in the nest they are lost too.*
   b. *If an environmental card lets you gain a bird, you may only gain it if there is room on your board.*
   c. *If an environmental card removes a bird from your board, it is discarded.*
   d. *If a card you are lying down has when played effect do that when playing the card.*
5. **After 8 total turns, the game is over and the team with the most points wins.**
   a. *Add up all the Bird card points (the number beside the feather icon on each card)*
   b. *Add up the number of eggs on you board. (1 pt ea)*
   c. *Add up the number of food tokens on the board. (1 pt ea)*
   d. *Add up the number of cards tucked behind Bird cards. (1 pt ea)*