

APPENDIX

DUET END-OF-ROUND GOALS

PAIRS OF MATCHING SYMBOLS	Each player counts how many of their tokens are on a pair of matching spaces. Symbols must match exactly, such as two rodents or two 50+ cm wingspan spaces, but bonuses do not need to match. Each token only counts once.
NEST SYMBOLS	Count all Duet tokens on spaces that have any nest symbol (🐣🐤🐥🐦). Symbols may repeat (i.e., tokens on two different 🐣 spaces both count).
FOOD SYMBOLS	Count all Duet tokens on spaces that have any food symbol (🍎🌾🍄🐛🐟). Symbols may repeat (i.e., tokens on two different 🐟 spaces both count).
NOT ON EDGE OF MAP	Each edge of the map has 6 spaces on it: the sides each have 3 indented spaces that are still on the edge. This makes a total of 20 edge spaces and 16 interior spaces. For these goals, count how many tokens are on the edge or in the interior.
ON EDGE OF MAP	
TOKENS IN ANY ONE HORIZONTAL ROW	Each player chooses the horizontal row on the map that is best for them and counts the number of their Duet tokens in that row. Tokens do not need to be in a contiguous group.
HORIZONTAL ROWS WITH AT LEAST ONE OF YOUR TOKENS	For the six horizontal rows of the map, count how many of them have at least one of your Duet tokens.
FEWEST TOKENS ON BONUS SPACES	Bonus spaces are the spaces that award 🐣/🐤/🐥 when you put a token on them. Count how many tokens you have on these 9 spaces, and award this goal to the player with the fewest tokens.
IN FOREST	Count the number of tokens on the map in the habitat shown. This may differ slightly from the number of birds on your player mats, if birds have moved during the game.
IN GRASSLAND	
IN WETLAND	
TOTAL DUET TOKENS	Count the total number of Duet tokens on the map. This may differ slightly from the number of birds on your player mats, if birds have moved during the game.

BEAK POINTING LEFT/RIGHT

The Duet mode map includes several spaces referring to the direction a bird's beak is pointing (beak direction is also referenced in the Oceania Expansion's end-of-round goals). Birds whose beaks are pointing straight ahead (or straight up) don't count toward either the left- or right-facing goal.

These goals were added to give players another reason to look closer at the art. There are a few that do need clarifications:

- The Wrybill (from the Oceania expansion), although it is facing straight ahead, it has a bill that is pointing toward the left side of the card.
- The Common Loon card (from the base game) and the Little Grebe (from Wingspan Asia) have a bird facing in each direction, so they qualify for both goals.
- The Great Crested Grebe card (from the European Expansion) has 2 birds facing the same direction: it counts as a single card that has a bird facing left.

The following is a list of the birds that are not pointing left or right.

BASE GAME

Barn Owl
Barred Owl
Burrowing Owl
California Condor
Eastern Screech-Owl
Great Horned Owl
Horned Lark
Spotted Owl

EUROPE

Little Owl
Snowy Owl
Short-Toed Treecreeper

OCEANIA

Australian Owlet-Nightjar
Kākāpō
Rufous Owl

ASIA

Bearded Reedling
Eurasian Eagle-Owl
Forest Owlet
Oriental Bay-Owl
Spoon-Billed Sandpiper
Sri Lanka Frogmouth

BONUS CARDS

NAME-RELATED BONUS

These 3 cards repeat cards in the base game but provide a new list of words that covers all birds to date.


<p>PHOTOGRAPHER</p>	<p>Birds with colors in their names</p>	<p>Count the birds you have played that have one of the following words in their name. Each bird counts just once, even if it has multiple colors in its name. Different versions of these words (such as "rosy") all count. Colors include:</p> <p><i>ash, azure, bay, black, blue, bronze, brown, cerulean, chestnut, coal, crimson, emerald, ferruginous, fire, gold, gray, green, indigo, lazuli, olive, orange, pink, plumbeous, purple, red, rose, ruby, ruddy, rufous, silver, snow, sulphur, tawny, teal, verditer, violet, white, yellow</i></p> <ul style="list-style-type: none"> • Coppersmith Barbet does not qualify for the Photographer card.
<p>CARTOGRAPHER</p>	<p>Birds with geography terms in their names</p>	<p>Count the birds you have played that have one of the following geographical terms in their names. Different versions of these words (such as "Canadian") all count:</p> <p><i>America, Asia, Atlantic, Australasia, Australia, Baltimore, California, Canada, Carolina, Chihuahua, Corsica, desert, East, Eurasia, Europe, forest, Himalaya, Inca, India, island, jungle, mallee, marsh, Mississippi, moor, mountain, New Holland, North, Orient, Pacific, Philippine, plains, prairie, sandhill, Savannah, scrub, sea, South, Sri Lanka, West</i></p>
<p>ANATOMIST</p>	<p>Birds with body parts in their names</p>	<p>Count the birds you have played that have one of the following anatomical terms in their names. Different versions of these words (such as "bellied") all count. Body parts include:</p> <p><i>back, beak, belly, bill, breast, brow, cap, chin, collar, crest, crown, ear, eye, face, foot, head, leg, mouth, nape, neck, rump, shoulder, tail, throat, toe, vent, wattle, wing</i></p> <ul style="list-style-type: none"> • The Azure Tit, Willow Tit, and White-Browed Tit-Warbler do not qualify for the Anatomist card: in this case, "tit" comes from an Old English word meaning "small thing."



NEST/EGG-RELATED BONUSES

AVIAN THERIOGENOLOGIST	Birds with completely full nests	Count the number of birds that have the maximum possible number of eggs on them, according to their egg limit. Birds with no egg capacity do not count towards this card—they do not have a full nest.
SMALL CLUTCH SPECIALIST	Birds with an egg limit of 2 or less	Look at the egg limit printed on each bird card, and count the number of birds whose egg limit is 2 or less. You may include birds that do not have an egg limit—their egg limit is zero (less than 2). For this card, it does not matter whether the birds have eggs on them.
FOREST POPULATION MONITOR GRASSLAND POPULATION MONITOR WETLAND POPULATION MONITOR	Different nest types in [habitat]	For the birds that you played into the habitat specified on this card, count how many different nest types you have. You may count each star nest as any other type or as a fifth type. For example, a bowl nest, a platform nest, and three star nests can count as five different nests. Birds with no nest do not count as having a nest type.

OTHER BONUSES

WINTER FEEDER	Food remaining in your supply at game end	Count how many unspent food tokens you have at the end of the game. Food cached on birds does not count as part of your supply.
PELLET DISSECTOR	Fish and rodent tokens cached on birds	Count how many fish and rodent tokens you have cached on your bird cards.
ENDANGERED SPECIES PROTECTOR	Birds that allow you to score or draw more bonus cards 	Count how many birds you have that have the symbol shown—birds whose power allows you to draw a new bonus card. In this deck, these birds are: Indian Vulture Philippine Eagle White-headed Duck Spoon-billed Sandpiper Greater Adjutant Red-crowned Crane Crested Ibis In addition, there is one bird—the Great Indian Bustard—that allows you to score a bonus card and keep it. That bird also counts for this bonus card.
FOREST RANGER GRASSLAND RANGER WETLAND RANGER	Consecutive birds in [habitat] with ascending or descending scores	Within the specified habitat, these bonus cards each grant points for a sequence of birds that is in ascending or descending order by their point value. <ul style="list-style-type: none"> • The birds in the sequence must be in a continuous line on the board. The sequence need not consist of all birds in the habitat, and it need not start or end with the first or last bird in the habitat. • Numbers need not be consecutive, as long as they are ascending or descending.

BIRD POWERS

Note the new construction “**Roll any die.**” In general, this means you can take a die from inside or outside the birdfeeder. Roll it outside the birdfeeder, and leave it outside. (Unless the bird’s power says to do something else.)

Several of the round-end bird powers involve rolling dice. Because they don’t rely on what is in or out of the birdfeeder, the order that these are completed in should not matter, and they can be done simultaneously if there are enough dice. If players do not wish to carry them out simultaneously, execute them in turn order, starting with the player who still has the first player marker from that round.

FOOD-GAINING POWERS

Gain food as described on these cards. Each card specifies whether you can take a food directly from the supply or if you must use a die from the birdfeeder (remove the die from the birdfeeder):

SUPPLY: These powers allow players to take food directly from the supply, without relying on the dice in the birdfeeder.

BIRDFEEDER: Remove a die from the birdfeeder and gain the food indicated on it. If a power says to gain a 🐛 from the birdfeeder, you can use a die showing either the 🐛 side, or the dual (🐛/🌾) side. The same applies to seeds.

<p>EURASIAN TREECREEPER ORIENTAL MAGPIE-ROBIN</p>	<p>ROUND END: For every 3 ○ in your [specific habitat], gain 1 [specific food] from the supply. You may cache up to 2 of them on this bird.</p>	<p>Count the eggs in the habitat specified, then divide by 3 and round down. Gain that many food from the supply.</p> <p>These powers give a choice of food types. If you gain more than one food, you may mix the types.</p>
<p>GRAY WAGTAIL</p>	<p>ROUND END: If you used all 4 types of action this round, gain 2 🎲 from the supply.</p>	<p>It is important to keep action cubes in the left column of the action taken throughout each round.</p>
<p>GRACEFUL PRINIA</p>	<p>WHEN ACTIVATED: Discard 1 ○. If you do, gain 1 🐛 from the supply.</p>	<p>The egg can come from any of your birds.</p>
<p>OLIVE-BACKED SUNBIRD</p>	<p>WHEN ACTIVATED: Each player may roll any 1 🎲 and gain that food from the supply.</p>	<p>Each player may choose a different or the same die, including the die a player just rolled. Take only the food from the die you rolled. If there is a choice on your die face (🌾/🐛), choose only 1.</p>
<p>WHITE-BROWED TIT-WARBLER DESERT WHEATEAR</p>	<p>WHEN ACTIVATED: For each bird in your [specific habitat] with an ○ on it, roll any 1 🎲. Choose 1 type of food you rolled and gain 1 of that food from the supply.</p>	<p>Regardless of the number of dice rolled, gain only 1 food.</p>
<p>COPPERSMITH BARBET GREAT SPOTTED WOODPECKER</p>	<p>WHEN ACTIVATED: Gain 1 [specific food] from the birdfeeder, if there is one.</p>	<p>If all dice in the birdfeeder show the same face, you may reset it before gaining the [specified food type]. If the birdfeeder contains none of the [specified food type], you gain nothing.</p>
<p>COMMON GREEN MAGPIE</p>	<p>WHEN ACTIVATED: Gain 1 🐛 or 🐜 from the birdfeeder, if there is one. You may cache it on this bird.</p>	<p>If all dice in the birdfeeder show the same face, you may reset it before gaining the [specified food type]. If the birdfeeder contains none of the [specified food type], you gain nothing.</p> <p>Once a food token is cached on a bird card, you cannot spend it. Each token on the card at the end of the game is worth 1 point.</p>
<p>AZURE TIT</p>	<p>WHEN ACTIVATED: Gain 1 🐛, 🌾, or 🍓 from the supply.</p>	
<p>SCALY-BREADED MUNIA</p>	<p>WHEN ACTIVATED: Gain 1 🌾 from the supply or tuck 1 📄 from the deck behind this bird.</p>	

VERDITER FLYCATCHER	WHEN ACTIVATED: If you have gained a 🐦 from the birdfeeder on this turn, gain 1 🍓 from the supply.	You may apply this power to 🐦 gained before or after activating the Verditer flycatcher. However, you may use the power only once per turn—you gain just 1 🍓 no matter how many 🐦 you gained.
WHITE-CRESTED LAUGHINGTHRUSH	WHEN ACTIVATED: Tuck 1 📄 from your hand behind this bird. If you do, gain 1 🐦, 🌾, or 🍓 from the birdfeeder.	If all dice in the birdfeeder show the same face, you may reset it before gaining the [specified food type]. If the birdfeeder contains none of the [specified food type], you gain nothing.
EURASIAN HOOPOE	WHEN PLAYED: Steal 1 🐦 from each of your neighbors. Each neighbor from whom a 🐦 was stolen may gain 1 🎲 from the supply.	You may activate this power if only one of your neighbors has a 🐦. In a 2-player game your opponent is both to your left and right. Because you only have 1 neighbor, only steal 1 🐦 from that player.
HIMALAYAN MONAL	WHEN ACTIVATED: All players gain 1 🌾 from the supply. You also lay 1 🥚.	The egg may be laid on any bird under its egg limit.

FOOD-CACHING POWERS

HOUSE CROW	ROUND END: You may cache 1 🎲 from your supply on each bird in this row.	For these powers, the birds that you cache food on do not need to have a caching power themselves.
SRI LANKA BLUE-MAGPIE	ROUND END: You may cache 1 🎲 from your supply on each of your other birds.	
BROWN SHRIKE	WHEN ACTIVATED: All players may cache 1 🐦 from their personal supply on a bird in their 🏠.	The number of caches allowed by the card (such as “each bird in this row”) is a maximum: you may cache less than this amount.
LARGE-BILLED CROW	WHEN ACTIVATED: Cache 1 🎲 from your supply on any bird. If you do, you may tuck 1 📄 from your hand behind this bird.	
ROOK	WHEN ACTIVATED: Cache 1 🎲 from your supply on this bird or tuck 1 📄 from your hand behind this bird. If you do either, tuck 1 📄 from the deck behind this bird.	
WILLOW TIT	WHEN ACTIVATED: Cache 1 🐦, 🌾, or 🍓 from the birdfeeder on this bird, if there is one.	If all dice in the birdfeeder show the same face, you may reset it before gaining the [specified food type]. If the birdfeeder contains none of the [specified food type], you gain nothing.



EGG-LAYING POWERS

Each bird has an egg limit. No power allows you to lay more eggs on a bird than its limit allows.

★ nest symbols are wild and can be used as all of the nest types. If you have different powers that are looking for specific nests, a bird with a ★ can be used with all of them, even within one turn.


COMMON TAILORBIRD	GAME END: Find a contiguous group of birds in your preserve that all have the same nest type. Lay 1 ○ on each of them. ★ nests count as any nest type.	“Contiguous” is defined by being orthogonally adjacent. In other words: directly to the left, right, top, or bottom (not diagonal). The group may zig-zag across rows and columns, as long as each bird in the group is orthogonally adjacent to at least one other bird in the group.
VIOLET CUCKOO	ONCE BETWEEN TURNS: When another player takes the “lay eggs” action, lay 1 ○ on another bird with wingspan less than 30 cm. You may go 2 over its egg limit while using this power.	Going over the egg limit: When you activate this bird, you may use it to lay an egg on a bird that already is at or over its egg limit, as described. This power does not affect any other actions in the game—the egg limit still applies to them. A bird holding eggs in excess of its egg limit still qualifies for the Avian Theriogenologist bonus card. Birds that have no nest symbol and no egg limit still do not qualify to receive eggs from this bird.
ASIAN KOEL	ONCE BETWEEN TURNS: When another player takes the “lay eggs” action, this bird lays 1 ○ on another bird with a ☹ nest. You may go 3 over its egg limit while using this power.	
BEARDED REEDLING	ROUND END: For each other bird in this column with an egg on it, lay 1 ○ on this bird.	
BLACK STORK	ROUND END: Lay 1 ○ on each of the birds immediately to the left and right of this bird.	
FIRE-FRONTED SERIN	ROUND END: Lay 1 ○ on this bird for each bird to its left in this row.	
GREEN PHEASANT	WHEN ACTIVATED: All players lay 1 ○.	You may lay the ○ on any bird.
ROCK PIGEON	WHEN ACTIVATED: All players lay 1 ○. You may lay 1 additional ○.	For the rock pigeon, you may (but need not) lay the second egg on same bird as the first.
ZEBRA DOVE	WHEN ACTIVATED: All players may discard 1 🌾 from their supply to lay 1 ○.	If you discard a 🌾 you may lay the ○ on any bird, not necessarily on the Zebra Dove itself.
RED JUNGLEFOWL	WHEN ACTIVATED: Count the ○ on all of your birds. If the total is fewer than 6 ○, lay 1 ○ on this bird.	
CRESTED LARK	WHEN ACTIVATED: Discard 1 🌾. If you do, lay 1 ○ on this bird.	The seed must come from your supply not from a bird's cache.
LITTLE RINGED PLOVER	WHEN ACTIVATED: Discard 1 🍃 from your hand. If you do, lay 1 ○ on this bird.	
BLACK DRONGO RED-WATTLED LAPWING	WHEN ACTIVATED: Discard any number of 🍃 from the tray then refill it. If at least one of the discarded birds is a 🌟 bird, lay 1 ○ on this bird.	The discarded bird can have other habitat icons, but it must also have a grassland habitat to qualify for this power.

SATYR TRAGOPAN	WHEN ACTIVATED: Give 1 🟩 from your hand to another player. If you do, lay 2 ○ on this bird.	
RED-VENTED BULBUL	WHEN ACTIVATED: If you have at least 1 🍷 in your supply, lay 1 ○ on this bird.	The 🍷 is not spent or discarded.
COMMON IORA	WHEN ACTIVATED: Lay 1 ○ on another bird in this column.	
GOLDEN PHEASANT	WHEN PLAYED: All players lay 2 ○. You lay 2 additional ○.	Each player may lay their eggs on as many or as few birds as they like.
DESERT FINCH	WHEN PLAYED: Lay 1 ○ on this bird for each other bird in your 🏠.	
ASIAN EMERALD DOVE	WHEN PLAYED: Lay 2 ○ on each other bird in this column.	



CARD-DRAWING AND FLOCKING POWERS

CARD-DRAWING: Draw cards into your hand as described on the card. Just as with the “DRAW CARDS” action, you may draw from the deck or the face-up cards. There is never any hand limit. Hands may be private or public.

FLOCKING : The birds with this power are known for gathering in large single-species flocks. Their powers feature the option to tuck cards face-down under that bird card. Each tucked card is worth 1 point at end of game.

BRAMBLING	ROUND END: Draw 2  from the deck and add them to your hand. Then, tuck up to 2  from your hand behind this bird.	For this bird, you may tuck 0–2 cards when you use its power. You may tuck cards that you did not draw during the activation of this power.
TWITE	ROUND END: Draw 2  from the deck and add them to your hand. Then, tuck any 2  from your hand behind this bird.	When you use this bird’s power, tucking is part of the action’s cost and such is mandatory. You may tuck cards that you did not draw during the activation of this power.
MANDARIN DUCK	ROUND END: Draw 5  from the deck. Add 1 to your hand, tuck 1 behind this bird, give 1 to another player, and discard the rest.	If you choose to activate these birds at the end of the round, all parts of their activations are mandatory.
RUDDY SHELDUCK	ROUND END: Draw 5  from the deck. Add 1 to your hand, tuck 1 behind this bird, and discard the rest.	
COMMON TEAL	ROUND END: For every 3  in your  , draw 1  from the deck. You may tuck up to 2  from your hand behind this bird.	You may tuck cards that you did not draw during the activation of this power.
COMMON SANDPIPER	WHEN ACTIVATED: Draw 1  for each bird in your  with an  on it. Keep 1 and discard the rest.	
LITTLE EGRET	WHEN ACTIVATED: Draw 1  from the deck and add it to your hand. All other players draw 1  from the deck and keep it if it can live in  .	
PLUMBEOUS REDSTART	WHEN ACTIVATED: Draw 1  from the deck and add it to your hand. All other players draw 1  from the deck and keep it if the bird has a  or  in its food cost.	The bird must specifically have a  or  symbol.  does not count.
YELLOW BITTERN	WHEN ACTIVATED: Draw the  in the middle slot of the bird tray.	Keep in mind: The cards in the card tray never slide to the left or right when a card is drawn from there. If the middle slot is empty, this bird has no effect.
SARUS CRANE	WHEN ACTIVATED: Each player may discard 1  to draw 1  from the deck.	
LITTLE GREBE	WHEN ACTIVATED: For each bird in this column with an  on it, draw 1  . Keep 1 and discard the rest.	
RED AVADAVAT	WHEN ACTIVATED: Give 1  from your hand to another player. If you do, draw 2  .	
GREEN BEE-EATER	WHEN ACTIVATED: If there is at least 1 bird on the tray that has  in its food cost, tuck 1 of them behind this bird.	














<p>SPOTTED DOVE BLUE ROCK-THRUSH</p>	<p>WHEN ACTIVATED: If this bird has no birds to the right of it, you may move it (only the card) to the player mat of the player on your [left/right] (you choose its habitat). If you do, draw 3 .</p>	<p>When moving this bird to another player's mat, place it in the leftmost open slot in any habitat. If there are no open slots in a habitat, this bird cannot be moved to that habitat. Any cached food, eggs, or tucked cards are discarded when you move it. This bird cannot be declined by the receiving player.</p>
<p>GRANDALA</p>	<p>WHEN ACTIVATED: If you laid an  on this bird this turn, tuck 1  from the deck behind this bird.</p>	<p>The egg must have been laid before activating this card. If you use another card to copy the effect of the Grandala, test whether you laid an egg on that card instead.</p>
<p>EURASIAN COOT</p>	<p>WHEN ACTIVATED: Tuck up to 3  from your hand behind this bird.</p>	
<p>BAYA WEAVER</p>	<p>WHEN ACTIVATED: Tuck up to 3  from your hand behind this bird. If you tuck at least 1 , lay 1  on this bird.</p>	
<p>ROSY STARLING</p>	<p>WHEN ACTIVATED: Tuck up to 3  from your hand behind this bird. If you tuck at least 1 , gain 1  from the supply.</p>	
<p>IBISBILL</p>	<p>WHEN PLAYED: All players draw 1  from the deck and gain 1  from the supply. You draw 1 additional  from the deck.</p>	
<p>INDIAN PEAFOWL</p>	<p>WHEN PLAYED: All players draw 2  from the deck. You draw 1 additional .</p>	<p>You may draw the additional card from the deck or from the bird tray.</p>
<p>SMEW</p>	<p>WHEN PLAYED: Draw 4 . Tuck 2  behind this bird and add the other 2  to your hand.</p>	<p>When you use this bird's power, tucking is part of the action's cost and is mandatory.</p>















HUNTING AND FISHING POWERS

With these powers, birds go hunting for a smaller bird, a rodent, or a fish. If they find one, they keep it, and it counts as a point at the end of the game.















ORIENTAL BAY-OWL	ROUND END: Activate the “When Activated” (brown) powers of all of your other  .	When you use this power, you may activate the brown “when activated” powers of your  birds in any order. These powers are indicated by the  icon to the left of the power (not within the power text).
PHILIPPINE EAGLE	ROUND END: Roll all 5  . You may reroll any number of  , up to 2 times. If at least 3  are showing when you stop, draw 2 bonus cards and keep 1. Reset the birdfeeder.	After rolling all 5 dice, you may reroll any of those 5 dice again. Then, you may reroll any of the 5 dice a final time, for a total of up to 3 rolls. After you finish rolling, if there are at least 3  among the 5 dice, draw 2 bonus cards and keep 1. Reset the birdfeeder, regardless of how many  there are among the dice.
STORK-BILLED KINGFISHER	WHEN ACTIVATED: Choose any 1  . Roll it once for each of your  birds. If you roll at least 1  , gain 1 from the supply. You may cache it on this bird.	If you roll more than 1  , gain only 1.
WHITE-THROATED KINGFISHER	WHEN ACTIVATED: Choose any 1  . Roll it up to 3 times. Each time, if you roll 1  ,  , or  , cache 1 here. If not, stop and return all food cached here this turn.	These are push-your-luck powers: After each roll, you check to see whether you succeeded or failed. Once you fail, this bird’s activation is over. You also may choose to end the bird’s activation at any time to avoid the risk of failing and losing what you have gained.
PURPLE HERON	WHEN ACTIVATED: Choose any 2  . Roll them up to 3 times. Each time, if you roll at least 1  or  , cache 1 here. If not, stop and return all food cached here this turn.	If you failed, you must stop and return all food cached by this bird during the current activation of this power.
FOREST OWLET	WHEN ACTIVATED: Choose any 2  . Roll them up to 3 times. Each time, if you roll at least 1  or  , cache 1 here. If not, stop and return all food cached here this turn.	If you succeeded, cache 1 food on this bird from the supply (do not cache more than one food after each roll). Then, if you have rolled fewer than 3 times during the current activation of this power, decide whether to roll again.
BRAHMINY KITE	WHEN ACTIVATED: Choose any 3  . Roll them up to 3 times. Each time, if you roll at least 1  or  , cache 1 here. If not, stop and return all food cached here this turn.	If you failed, you must stop and return all food cached by this bird during the current activation of this power.
SRI LANKA FROGMOUTH	WHEN ACTIVATED: Roll any 1  . If you roll a  , cache 1  from the supply on this bird. All players may discard 1  from their hand to gain 1  from the supply.	Rolling the ( / ) face counts as rolling a  . When rolling 2 dice, you cache only 1  even if both dice show  .
RHINOCEROS AUKLET	WHEN ACTIVATED: Roll any 2  . If you roll at least 1  , cache 1  from the supply on this bird. All players may discard 1  from their hand to gain 1  from the supply.	The second half of these powers is independent of the first: All players may discard a  to gain a food whether or not the die roll was successful. You are always included in “all players.”
EURASIAN KESTREL	WHEN ACTIVATED: Roll any 3  . If you roll at least 1  , cache 1  on this bird.	If you roll more than 1  , cache only 1.

EURASIAN MARSH-HARRIER	WHEN ACTIVATED: Up to 3 times, draw 1  from the deck. When you stop, if the birds' total wingspan is less than 110 cm, tuck them behind this bird. If not, discard them.	These are push-your-luck powers: After each  draw, you check to see whether you succeeded or failed. Once you fail, this bird's activation is over. You also may choose to end the bird's activation at any time to avoid the risk of failing and losing what you have gained.
EURASIAN EAGLE-OWL	WHEN ACTIVATED: Up to 3 times, draw 1  from the deck. When you stop, if the birds' total wingspan is less than 110 cm, tuck them behind this bird. If not, discard them.	After each  draw, sum the wingspans of all  drawn so far. If the total is 110 cm or more, you failed. Discard all of the  you drew for this bird's activation this turn. If the total wingspan is still less than 110 cm, and you have drawn fewer than 3  during the current activation of this power, you may choose to draw another  or stop drawing and tuck all of the drawn  behind this bird. If you draw a  with a wild wingspan (e.g., some in the Oceania Expansion)—marked with an asterisk (*) in place of a wingspan measurement—you can select any positive length for that bird's wingspan.
GREAT CORMORANT	WHEN ACTIVATED: You may move 1  from this bird to your supply. Then, roll any 2  . If any are  , cache 1  on this bird from the supply.	

BONUS CARD POWERS

INDIAN VULTURE	GAME END: Copy one bonus card of the player on your right, as if it were your own (score it based on your own birds).	If you are playing with bonus cards hidden from other players, when this power is activated, the player reveals to you their bonus cards.
GREATER ADJUTANT	GAME END: Copy one bonus card of the player on your left, as if it were your own (score it based on your own birds).	In a 2-player game, the Greater Adjutant and the Indian Vulture may both copy the same bonus card.
WHITE-HEADED DUCK	WHEN PLAYED: Draw 3 new bonus cards and keep 1.	Draw 3 bonus cards, pick the one you want to keep, and discard the others. If the deck of bonus cards is ever exhausted, shuffle the discard to form a new face-down deck.
SPOON-BILLED SANDPIPER CRESTED IBIS	WHEN PLAYED: Draw 2 new bonus cards and keep 1. Other players may discard any 2 resources ( ,  , or ) to do the same.	Any player may discard 2 resources of the same type (e.g., 2 ) or of 2 different types (e.g., 1  and 1 ) to draw bonus cards. Discarded  are discarded from your personal supply, and discarded  are discarded from your hand. Draw 2 bonus cards, pick the one you want to keep and discard the other. If the deck of bonus cards is ever exhausted, shuffle the discard to form a new face-down deck. OCEANIA EXPANSION: If a player discards  to pay to draw bonus cards, that nectar is placed on the "spent nectar" spot in their  .
RED-CROWNED CRANE	WHEN PLAYED: Score 1 of your bonus cards now by caching 1  from the supply on this bird for each point. Discard that bonus card and draw 1 new one.	
GREAT INDIAN BUSTARD	WHEN PLAYED: Score 1 of your bonus cards now by caching 1  from the supply on this bird for each point. Also score it normally at game end.	These powers use cached food to record how many points a bonus card is worth at the time of activation. It is normal cached food for other purposes, such as the Pellet Dissector bonus card.

OTHER POWERS

<p>ROSE-RINGED PARAKEET</p>	<p>WHEN PLAYED: Copy a “When Played” (white) ability on 1 of your neighbors’ birds.</p>	<p>The copied power must be a white “when played” power.</p> <p>This bird may copy a white “when played” power that lets you play an additional bird, even in a habitat other than the one in which this bird is played. The additional bird must be played in a habitat specified by the copied power, if there is one.</p> <p>Since this bird cannot be played in the , it cannot copy a white power that specifies playing it in the that habitat (e.g., the Grey Heron, from the European Expansion).</p> <p>If you use this bird to copy the white “when played” power of a bird with an alternative food cost, you may pay that alternative food cost to play this bird as applicable. (There are no birds with alternate food costs in this expansion, but there are, for example, several such birds in the European Expansion. Alternate food costs are specified with an asterisk [*] next to the food cost.)</p>
<p>BLACK-NAPED ORIOLE</p>	<p>ROUND END: If you used all 4 actions this round, gain 1  from the supply, lay 1  on any bird, and draw 1  from the deck.</p>	<p>At the end of the round, if you have action cubes in all 4 areas on the left side of your player mat, you may take all three actions available on this card. Take the actions in the order listed here.</p>
<p>GREAT HORNBILL</p>	<p>WHEN ACTIVATED: All players may tuck a  from their hand under a bird in their  and/or cache 1  from their supply on a bird in their .</p>	
<p>COMMON MYNA</p>	<p>WHEN ACTIVATED: Copy the “When Activated” (brown) power of a bird in the  of the player on your left.</p>	<p>The copied power must be a brown “when activated” power. Perform the action as if the Common Myna had the power.</p>
<p>SMALL MINIVET</p>	<p>WHEN PLAYED: Play 1 additional bird in your . You may ignore 1  or 1  in its cost.</p>	<p>You may ignore 1  requirement in the additional bird’s food cost in place of ignoring 1  in it.</p>
<p>TRUMPETER FINCH</p>	<p>WHEN PLAYED: Play 1 additional bird in your . You may ignore 1  or 1  in its cost.</p>	<p>You may ignore 1  requirement in the additional bird’s food cost in place of ignoring 1  in it.</p>



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