

My Little Bird Book: A Solo Roll and Write based off Wingspan

In MLBB you take on the role of a birder, trying to spot as many birds as you can over the course of 5 days. How do you do it? By rolling dice, of course! Use food to attract birds, lay eggs, and score points! You will be judged at the end based on what you observed. Good luck!

Components



Printed Player Sheets

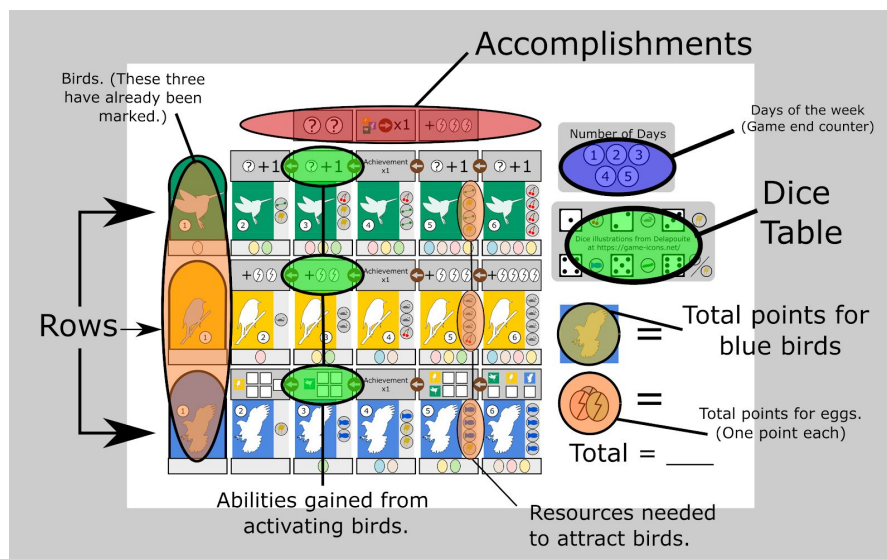


5 Dice (D6's)
Or Wingspan Dice

Setup

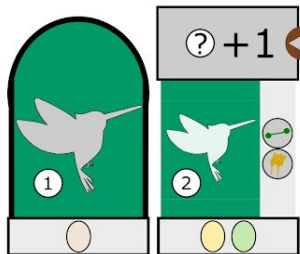
Because this game is based on Wingspan, you can use the resource dice from Wingspan. However, because not everyone owns Wingspan, there is a table on the player sheet so that you can use normal dice to play MLBB.

- Take a new player sheet and a writing utensil.
- Roll all five dice and place them beside your playersheet. This is called “the dice pool.”
- Mark off “day one” on your player board. You are now ready to begin.



Gameplay

Attracting Birds

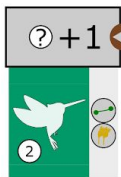


Throughout the game you will be attracting birds. To do this, grab dice that match the icons to the right hand side of birds from the dice pool. You may also choose to grab two of any resource and convert it to one resource of your choice.

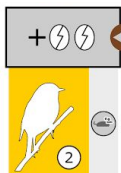
After marking off resources on your birds, check to see if you have attracted that bird, if not, keep pulling dice from the pool. A bird is attracted if you have collected all the resources next to that bird. You may now color in that bird to indicate that that bird has been attracted.

Activating Birds

After attracting a bird, you may activate that bird (use its ability), and then activate all birds before it that are in the same row. This means that the first few birds in each row will be activated multiple times.



Green Birds: The Gatherers. When you activate this bird you may gain any random resource of your choosing. Gaining these resources may cause you to attract another bird. Finish activating all birds in this row before activating the next bird.

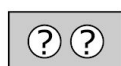


Yellow Birds: The Egg Hatchers. When you activate this bird you may hatch any eggs that you have access to (mark a line through them to count them as scored) ie. birds that are already attracted. If you do not have enough eggs to hatch, the remaining eggs are lost.



Blue Birds: The Hunters. When you activate this bird you will score points for other birds you have attracted previously. To do so, check how many birds you have attracted in the ability box (yellow in this example). Some of the later ability boxes have multiple bird colors in them. Fill in one box per color.

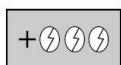
All birds have an “achievement” box in them. When activating this box choose one of the abilities at the top of your board and put an X through it. You may now use its ability. NOTE: all of these are one time uses. If you activate it later in the game nothing happens.



- Mark off two resources of your choice.



- Activate the right most bird of any row. You only activate this bird.



- Hatch 3 eggs.

End of the Day/ Re-Rolling Dice

The day is over when you have used all your dice. Start a new day by marking that number off, and then re-roll all 5 dice. If you have marked off all the days on your player board the game is over, move to Game End otherwise play another day just like the last one.

Game End

The game ends when you have used all your dice and there are no days left for you to spend.

Scoring

- Tally up points in all of the boxes for the blue birds and put the total to the right hand side.
- Gain 1 point for every egg that you managed to hatch over the course of the game.
- Add the totals together and that is your final score. Check the chart below to see how you did.

Score	Title
1-20	Sparrow
21-30	Robin
31-50	Heron
51+	Eagle

