



BIRDWATCHER

DESIGNED BY
ZAKIR JAFRY

ART BY
LAUREN HELTON



BIRDWATCHER

1-5 PLAYERS / 45 MIN / 13+

Birdwatcher is a fast, competitive game where players are rival wildlife photographers on a hunt to snap photos of the elusive and illustrious birds-of-paradise.

Players will lure birds to their tree from the jungle, take photos of the birds in their tree, and publish their findings. The photographer with the most citation points at the end of the game is awarded the Nature Photographer of the Year and is the winner!

HONORARY ORNITHOLOGISTS:

Casey Helton

Bailey Douglass

Bastien Le Guen & Kaitlyn Shepherd

Robert S. Huntsman

Samara Jane Brokaw

Alandria Greenhow

Millennium Games

Daniel Rizvi

Whitney

PHOTO CITATIONS

Map of Papua New Guinea: Topografische Dienst (Batavia). *Schetskaart van Nieuw-Guinea*, 1938. Universitaire Bibliotheken Leiden, Shelfmark D F 39.8. <http://hdl.handle.net/1887.1/item:813038>. This file is made available under the Creative Commons Attribution 4.0 International (CC BY 4.0).

Academy Board: Wallace, Alfred Russel. *Letters written by Alfred Russel Wallace*. Wellcome Collection. <https://wellcomecollection.org/works/vmf2u4vy>. Attribution 4.0 International (CC BY 4.0).

Wallace, Alfred Russel. *The Malay Archipelago: the land of the orang-utan, and the bird of paradise*, 1869. [New York, Harper & Brothers]. Book. <https://www.biodiversitylibrary.org/item/42836#page/11mode/lup>

Jungle Board: Bombay Natural History Society. *Journal of the Bombay Natural History Society, Plate L. Wight's Sago Palm*, 1913. Smithsonian Libraries. <https://archive.org/details/journalofbombayn221913bomb/page/n587/mode/lup/view=theater>.

Publication Card Back: Hume, Allan. *Stray Feathers. A journal of ornithology for India*, 1872. British Library. <http://www.bl.uk/catalogues/bookbindings/LargeImage.aspx?RecordId=020-000015572&ImageId=ImageId=55138&Copyright=BL>. This file is made available under the Creative Commons CC0 1.0 Universal Public Domain Dedication.

Bird Card Back: Giltsch, Adolf, Lithographer, and Ernst Haeckel. *Muscinae. - Laubmoose / A. Giltsch, gem.*, 1904. [Leipzig und Wien: Verlag des Bibliographischen Instituts] Photograph. <https://www.loc.gov/item/2015648953/>.

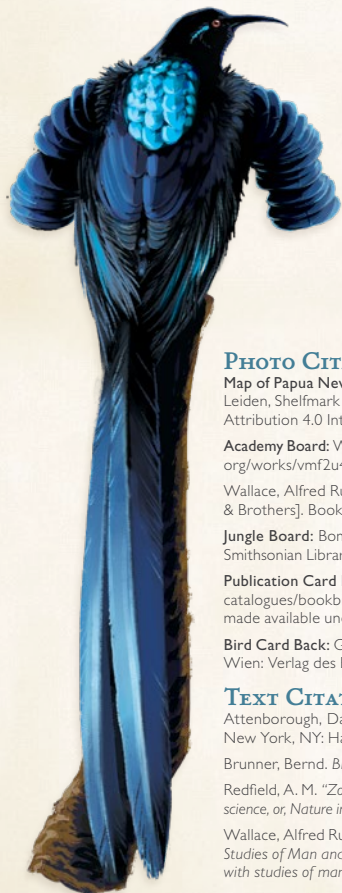
TEXT CITATIONS

Attenborough, David, and Errol Fuller. *Drawn from Paradise: The Natural History, Art and Discovery of the Birds of Paradise*. New York, NY: HarperCollins, 2012.

Brunner, Bernd. *Birdmania: A Remarkable Passion for Birds*. Vancouver, CAN: Greystone Books, 2017.

Redfield, A. M. "Zoölogical Science, or, Nature in Living Forms ... : Adapted to Elucidate the Chart of the Animal Kingdom I." *Zoölogical science, or, Nature in living forms ... : adapted to elucidate the chart of the animal kingdom*, 1858. <https://doi.org/10.5962/bhl.title.61069>.

Wallace, Alfred Russel. "The Malay Archipelago, the Land of the Orang-Utan and the Bird of Paradise: A Narrative of Travel, with Studies of Man and Nature I." *The Malay Archipelago: the land of the orang-utan and the bird of paradise: a narrative of travel, with studies of man and nature*, 1874. <https://doi.org/10.5962/bhl.title.96556>.



GAME CONTENTS



69 Bird cards, each depicting one of 10 possible species in the game



10 Special Bird cards,
6 rare hybrids and 4 imposter nestlings



12 Twelve-wired Bird-of-Paradise cards (optional)



2 Central Game Boards



19 Publication cards



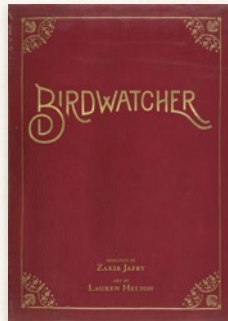
3 Solo Mode cards



1 Camera token
(first player marker)



30 Insect tokens



Rulebook

BIRDS	
PUBLICATIONS	
MOST SICKLEBILLS (7,3)	
GREATEST VARIETY (7,3)	
INSECT TOKENS	
BOOKS (5/2)	
TOTAL	

Score Pad



5 Player Trees (player aids)

SETUP

1. Give each player a player tree and place the **clearing board** in the center of the table. Place the **academy/jungle board** above it.
2. **Assemble the bird deck:** For a 2-4 player game, use the standard 69-card bird deck. For a 5-player game, add the Twelve-wired cards to the bird deck. For a one player game, see the included solo rules sheet.
3. **Shuffle the bird deck cards** and deal 4 cards faceup to each player's tree, and 3 to the jungle board.
4. **Shuffle the 6 rare hybrids and 4 Imposter Nestling cards** into the bird deck. Place the bird deck next to the jungle board.
5. **Shuffle the 19 publication cards to form the publications deck**, and place these facedown next to the academy. Place 3 publication cards faceup on the academy board.
6. The player who most recently saw a bird is the first player and takes the first player token.

OPTIONAL: *In a 2-4 player game, you may substitute the Blue Bird-of-Paradise cards with the Twelve-wired Bird-of-Paradise cards.*



GAME OVERVIEW

In *Birdwatcher*, players will spend their turns calling birds to their tree from the clearing and jungle, snapping photos of birds in their tree, or running into the jungle to flush new birds to the clearing. Players can also use their actions to set up a zoom lens to capture a bird from another player's tree, or to publish a paper. Photos and publications will be assembled from left to right in the player's photo journal, where they will score points at the end of the game.

TREE

Your tree is a faceup row of up to 6 bird cards that you have lured from the jungle and clearing and can easily photograph. You will add birds to your tree with bird calls, and some activities will require you to remove a bird from your tree. Your tree can only hold 6 birds—once it is full, any bird you would gain simply stays where it is.

PHOTO JOURNAL

The space below your tree is called your photo journal. During the game, you will add bird and publication cards to your journal as pages. When you add a page, place it to the right of any cards previously placed there. The order of the cards in your photo journal is important, and once a card is added, its position may not be changed. Only the cards in your photo journal will score at the end of the game.



THE JUNGLE

The jungle is represented by 3 faceup bird cards. Birds may be called from the jungle, and the birds in the jungle may be flushed into the clearing. At the end of an activity, replace any cards taken from the jungle with bird cards from the bird deck.

THE CLEARING

The clearing is represented by 4 faceup piles of bird cards. Players are allowed to look through the piles of bird cards at any time. Birds may be called from the clearing, and birds will return to the clearing when startled by a Take a Photo activity. When adding birds to the clearing, whether from the jungle or from a player tree, empty spaces must be filled first.

THE ACADEMY

The academy is represented by 3 faceup publication cards. When you perform the Publish activity, you choose any of the 3 faceup publication cards and add one as the next page in your photo journal. Replace any cards taken from the academy with cards from the publications deck immediately.

BIRD CARDS

Each bird card shows how many of that type exist in the game, and how many Citation Points (CP) they are worth. Birds score in two different ways depending on whether they have a ribbon or a stamp.



Birds with a scoring stamp score the amount shown, regardless of where they are in your photo journal. These birds are never considered sets for publications or other purposes.



Birds with scoring ribbons reward you for assembling them into sets of adjacent pages in your photo journal.

With one bird, the set will score the value closest to the top of the ribbon. Each successive adjacent bird of the same species will make the set score the next value until the final and greatest value is reached, and the set is complete. Additional adjacent birds of that species will start a new set.

For instance, if a player had 3 adjacent Blue Birds-of-Paradise (shown below), they would score 11 points.

Scoring Ribbon

Birds with a scoring ribbon are scored as sets. Any additional adjacent birds past the maximum amount will start a new set.

Scoring Stamp

Birds with a scoring stamp are scored individually. Each scores the amount shown.

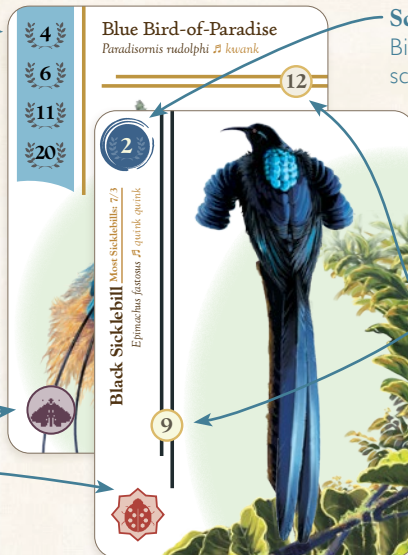
These birds are never considered sets for publications or other purposes.

Rarity

Total number of this species in the deck.

Insects

Take the matching token when photographed. You may collect duplicates.



SPECIAL BIRDS

The ten special birds can be distinguished by their full-color card back. Some of them are rare hybrids (unique birds that score highly), while some are clever imposters.

Imposter Nestlings become a copy of the bird immediately to their left in your photo journal, and can be used to fill out sets or even copy a valuable rare hybrid.

- If there is a bird card immediately to the left of the Imposter Nestling when it is placed in a photo journal, it becomes a copy of that bird species, including scoring.
- An Imposter Nestling does not provide an insect from the card it is copying.
- If there is not a bird card immediately to the left of the Imposter Nestling, it stays an Imposter Nestling. It does not score any points, nor count as a set, and its species is considered "Brood Mimic" for the Greatest Species Variety award.

Rare Hybrids are high-scoring birds that do not form sets. Each rare hybrid counts as its own unique species, even if it is a hybrid of one of the other species in the game.

- The Mysterious Bird of Bobairo does not add to your Black Sicklebill count.
- The King of Ribbons has an even more distinguishable card back than other rare hybrids.

OPTIONAL BIRDS: TWELVE-WIRED BIRDS-OF-PARADISE

The Twelve-wired Birds-of-Paradise are always used in a 5 player game, and may optionally be used in a 2-4 player game. See the setup rules on page 4 for details on including them.

Each Twelve-wired card in your photo journal scores equal to the **total** number of Twelve-wired cards you have in your photo journal at the end of the game (they do not need to be adjacent). For example, if you have 6 Twelve-wired cards throughout your photo journal, each would score 6 citation points, for a total of 36 citation points.

INSECTS

Insects appear on some bird cards. When you add a card to your photo journal, take the corresponding insect token for each insect icon on that card. Players receive citation points for each unique insect token they have at game's end.

Once per turn, a player may return any two insect tokens to the supply to gain an additional action.



Shield Bug



Butterfly



Ladybug

PUBLICATION CARDS

Publication cards are gained using the publish activity. When you gain a publication card, place it in the rightmost space in your photo journal, just as you would with a bird card. At the end of the game, you will score any points you have earned from each publication card. In addition, there will be an award for the player with the most book icons on their publications and a penalty for the player with the least. Some publications have a special effect that is performed immediately when they are placed in a photo journal. Publications with red ribbons have a conditional award; blue ribbons only have flat awards.

Conditional Award

This shows how many points are scored each time the condition is met.

Location Icon

Shows which pages in your photo journal are eligible (in this example, your entire photo journal).

Flat Award

These awards are only scored once at game end.

PUBLICATION

"Peculiar Habits of the Black Sicklebill"

Two citation points per Black Sicklebill in your photo journal, and an additional two citation points for this card.

"...has a graduated tail, three times as long as the body; the feathers of the sides are lengthened, raised and curled. They glitter on their edges with steel-blue, azure, and emerald green, like precious stones; those of the body are of a deep, or brownish black."

—Am. J. A. Reelfield

Rules Text

This explains what the card does in plain language.

Book Icons

The player with the greatest total of these symbols on all their publications scores an award.



PLAYING THE GAME

Each player has three actions on their turn. A player may spend their actions performing various activities, and may perform the same activity more than once. Most activities take one action to perform, but some require the player to spend multiple actions.

Once during their turn, a player may spend 2 insect tokens to gain an extra action.

TAKE A PHOTO OF A BIRD IN YOUR TREE

You may only take this activity if you have at least 2 birds in your tree.

1. Startle a Bird from Your Tree

When you take a photo, the flash and sound from the camera startles another bird away from your tree. **Discard a bird card from your tree to the clearing** in order to perform this activity. That bird is **startled**, as detailed below.

2. Add a Bird from Your Tree to Your Photo Journal

Choose a bird from your tree and place it in the rightmost open space of your photo journal. If the bird has an insect symbol on it, take the corresponding insect token.

STARTLED BIRDS

- Rotate 90 degrees to show that it is startled.
- Startled birds will not respond to a bird call.
- A startled bird may not be placed on top of another startled bird.
- Birds cease to be startled at the end of your turn, or when covered by an unstartled bird. Rotate them back to normal.



PERFORM A BIRD CALL

Call one specific species: Add all visible birds of that species that are not startled in the jungle and clearing to your tree. You must add every bird you have space for in your tree.

- You only add cards that are currently visible. If your call reveals a bird of the same species, you do not also gain that card.
- Replace any cards you took from the jungle with cards from the bird deck.
- Each player's tree may not contain more than 6 birds.
- The bird call does not work on startled birds.

RUN INTO THE JUNGLE

Place all 3 visible birds in the jungle in any 3 separate spaces in the clearing (empty spaces must be filled first). Then, flip the next 3 to refill the jungle.

Birds placed into the clearing in this way are not startled, and are available to be called this turn.

ZOOM LENS (TAKES 2 ACTIONS)

Use your zoom lens to take a photo of a bird in another player's tree. **You may only choose this activity if you have at least one bird in your tree.**

1. Choose a bird in an opponent's tree and place that card into your photo journal.
2. Place 1 bird card of your choice from your tree into that player's tree.
3. Finally, if the player that had a bird taken from their tree has room in their tree, they draw a card from the facedown bird deck and add it to their tree.

PUBLISH (TAKES 2 ACTIONS)

Place an available publication in the next page of your photo journal. Replace the card you took with a new card from the publications deck.

NOTE: *A publication card ends any preceding set—new photos of the same species will score as a separate set.*



ENDING THE GAME

A game's end is triggered when either:

- A player reaches a set number of pages in their photo journal: 12 in a 4-player or 5-player game, 14 in a 3-player game, or 16 in a 2-player game, or;
- A player needs to draw a card from the bird deck and there are no cards remaining.

Play continues until each player has had the same number of turns; then final scoring begins. The player to the right of the start player will be the last player.

SCORING

There are six ways in which a player scores points, based only on the contents of their photo journal.

PHOTO JOURNAL

Players add Citation Points (CP) for all photos taken throughout the game (sets of birds and solo birds all score as indicated in the scoring example). Players also add CP for each of their individual publications.

BLACK SICKLEBILLS

The player who has the most Black Sicklebills in their photo journal at the end of the game scores 7CP. The player with the second most scores 3CP. Tied players all receive the CP. If players tie for 1st, no points are awarded for 2nd. Players must have at least 1 Sicklebill to score.

GREATEST VARIETY

The player who has the greatest variety of bird species in their photo journal scores 7CP. The player with the second most scores 3CP. Tied players all receive the CP. If players tie for 1st, no points are awarded for 2nd.

INSECTS

Players receive points at game's end for the total number of unique insect tokens they have gathered from their photo journal. There are a maximum of 5 different species, with the following point breakdown:



#	1	2	3	4	5
CP	1	3	6	10	15

BOOKS

The player who has the most book icons on the publication cards in their photo journal receives an additional 5CP, and the player with the fewest receives -2CP. Tied players all receive the awards or penalties for their rank. Having zero publications will always score -2CP.

TIES

If the final score is tied, the player with the most birds remaining in their tree wins. If there is still a tie, the player with the most convincing bird call wins.

BIRD AND PUBLICATION SCORING EXAMPLE

In this example, the player scores a total of 49 before evaluating awards and insects.

The two Western Parotia form an incomplete set. The two cards score a total of 8 points.

The first two Standardwings form a complete set, and score the maximum of 11 points.

These three Blue Birds-of-Paradise are separated by a publication, and thus do not form a set of three, but rather a set of two and a set of one. The first two cards score 6 points, and the third scores 4 points.



Each of these Black Sicklebills scores 3 points. They do not form a set.

The third Standardwing is considered its own set which is incomplete. It scores 2 points.

This publication awards 6 points.

This publication awards 2 points per identical bird in the last four pages. There are three, so it awards 6 points (the publication counts as a page).



A BRIEF GUIDE TO ETHICAL BIRDING AND BIRD PHOTOGRAPHY

by Lauren Helton, Biologist and Scientific Illustrator

While the tools and actions in *Birdwatcher* make for fun and fast-paced gameplay, they do not necessarily represent ethical, responsible actions to take in the real world. Birders and bird photographers can love their subjects too much and cause real harm to the birds they're trying to see and document. Please follow these general guidelines for ethical behavior in the field when observing, photographing, drawing, or recording birds:

1. Avoid causing unnecessary stress to your subjects.

A bird being pursued by birders or photographers may spend more time flying (which is energetically expensive) or hiding rather than finding food or shelter. Keep a safe distance at all times. Do not intentionally cause birds to fly, and if you see signs that the bird you are watching is becoming stressed or anxious due to your presence, back away and give it space. Keep away from active nests, and do not remove branches or leaves around the nests to get a better photo—the nestlings and parents need these for camouflage and protection.

2. Be mindful of your indirect effects on birds and protect their habitats.

Stick to paths and trails, rather than trampling vegetation. Only enter private land if you have obtained prior permission. If you've found an especially rare or sensitive bird, do not include GPS or other location information on photos posted online, as this can lead to excessive disturbance from birders coming to see it.

3. Be extremely cautious about use of lures and other tools.

Audio playback of bird calls to draw in birds should not be attempted during the breeding season. In other cases, it may be used sparingly depending on the particular bird and its behavior—but avoid entirely for endangered species. Feeding and watering stations must be kept clean and safe. Do not put out animal-based bait for predatory birds.

If you're ever in doubt that your actions might cause harm, research the species, its behaviors, and its life cycle in advance, and always err on the side of caution in order to reduce your impact on your subjects.





FACTS ABOUT BIRDS-OF-PARADISE

Bird information comes from the [Birds of the Gods Bird-of-Paradise website](#) by the Public Broadcasting Service (PBS) and from the [Paradisaeidae website](#) by the Encyclopedia Britannica.

- There are an estimated forty-five species of birds-of-paradise.
- The number of hybrid birds-of-paradise is due to crossbreeding between distinct species.
- Birds-of-paradise are mostly found in the New Guinea highlands and on nearby islands; species called manucodes and riflebirds are also found in Australia.
- Nineteenth-century naturalist Alfred Russel Wallace believed the birds “must be ranked as one of the most beautiful and most wonderful of living things.”
- A male Raggiana Bird-of-Paradise is featured on the New Guinean national flag.
- Bird-of-paradise plumes are used as currency by certain New Guinea tribes.
- The South African bird of paradise plant (*Strelitzia reginae*) was named because of its flowers’ resemblance to the hunchbacked display posture of the Greater Bird-of-Paradise.
- Although most male birds-of-paradise have spectacular plumage, there are a few species where the male and female have almost identical, generally modest-looking plumage. These species tend to be monogamous, while the sexually dimorphic species tend to be polygamous.
- Most males perform bizarre and complex courtship displays to attract potential female mates. Some species perform solo, while others perform in large groups known as leks. After mating, most female birds-of-paradise will leave and raise their young alone.

- The Greater Bird-of-Paradise was named *Paradisaea apoda* (“footless bird-of-paradise”) by Europeans because feet had been removed from the first specimens that arrived in sixteenth-century Europe.
- *Carola’s Parotia* birds-of-paradise perform some of the most complex courtship dances among the birds-of-paradise.
- Riflebirds are three species of the genus *Ptiloris*, named perhaps for resemblance of the males’ plumage to an early-day British rifleman’s uniform. The name has also been attributed to the calls of Queen Victoria’s Riflebird (*P. victoriae*) and the Paradise Riflebird (*P. paradiseus*)—prolonged hisses, like the passage of bullets through the air.
- Among the most recognizable birds-of-paradise are the plumbirds—the seven species of *Paradisaea*, 29 to 46 cm (11.5 to 18 inches) long. Their central tail feathers are elongated as wires or twisted narrow ribbons, and their filmy flank plumes can be raised and brought forward over the back, hiding the wings.
- Excessive hunting by human populations and the growing logging industry encroaching on their natural habitats have put some species at risk.



“Birds of the Gods: Bird of Paradise Facts.” PBS. Public Broadcasting Service, October 21, 2014. <https://www.pbs.org/wnet/nature/birds-of-the-gods-bird-of-paradise-facts/6236/>.

Britannica, T. Editors of Encyclopaedia. “bird-of-paradise.” Encyclopedia Britannica, March 21, 2020. <https://www.britannica.com/animal/bird-of-paradise>.

CREDITS

Game Design: Zakir Jafry

Cover and Game Art: Lauren Helton

Game Development: Steve Ellis and Ben Eisner

Graphic Design: Kate Z. Stone

Editor: Chris Cerasi

Oni Games: Charlie Chu, Steve Ellis, Ben Eisner & Amber O'Neill

Publisher: Oni Games and Renegade Game Studios

Playtesters: The Oni Press Team, Amy Ellis, Kaitlin Ellis, Tim Eisner, Brian Brokaw, Tekela Fisher, Amanda St-Jean, Al Leduc, Ash Arsenaault, Amanda Vallerand, Christopher Chung, Zain Jafry, Zaki Jafry, Fizza Jafry, Sarah Rizvi, Chris Burg, Kaitlyn Walsh, Adam Walsh, Conor Donaldson, Harry York, Mark Salisbury, Brent Edington and the Reptile House.

RENEGADE GAME STUDIOS

President & Publisher: Scott Gaeta

Controller: Robyn Gaeta

Director of Operations: Leisha Cummins

Creative Director: Anita Osburn

Senior Producer: Dan Bojanowski

Vice President of Sales & Marketing: Sara Erickson



onipress.com

[f](#) [t](#) [i](#) [@onipress](#)



RENEGADE
GAME STUDIOS

[f](#) /PlayRGS [t](#) @PlayRenegade

[i](#) @Renegade_Game_Studios

[v](#) /PlayRenegade

www.renegadegames.com



Birdwatcher and its logo are TM & © 2022 Renegade Games Studios LLC and Oni Games. Oni Games logo and icon are TM & © 2022 Oni-Lion Forge Publishing Group, LLC. © 2022 Renegade Game Studios. All Rights Reserved.

BIRDWATCHER

SOLO EXPEDITION

The solo mode is a challenging adventure where one player is up against the CREW: A team of photographers from Global Geographic.

SETUP

Setup is the same as a 2-player game, with one exception: The 4 spaces in the clearing each start with one card from the jungle deck. Both the player and the Crew's trees start with 4 birds.

Choose a difficulty level by selecting one of the 6 starting solo publications and set it aside for now.

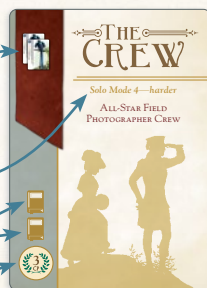
Black Sicklebills

The Crew has already collected this many Black Sicklebills.

Difficulty

Books

Citation Points



GAMEPLAY

The player takes the first turn. As in a 2–5 player game, the player has 3 actions during their turn to perform any of the 5 available activities.

THE CREW'S TURN

During the Crew's turn, carry out the following steps in order:

1. If the Crew has 6 cards or more in their tree, place all birds of the most abundant species in their tree into their photo journal*.

**If tied, place the tied species based on the hierarchy below that:*

1. matches the rightmost page in their photo journal
2. is worth the most points for that number of birds
3. has the largest scoring ribbon

—OR—

If the Crew has less than 6 cards in their tree, the Crew takes the leftmost publication card in the academy, placing it in the next page of their photo journal and discarding the other two publications. Refill the academy with publications.

NOTE: When you take a publication card as a player, the cards slide to the left and the new publication card enters as the rightmost option.

EXCEPTION! For the Crew's first turn, they will publish the starting publication you chose during setup.

- If all birds in the jungle and clearing are unique, perform the **RUN INTO THE JUNGLE** activity.
 - Fill any empty spots in the clearing as usual.
 - Place the rest in order clockwise from the top left corner, while remembering that no space should receive more than a single bird.

- If multiple birds of a single species exist in the jungle and clearing, add those to the **Crew's tree***.

**If tied, take the tied species based on the hierarchy below that:*

- matches the most abundant of those tied species in their tree
- is worth the most points for that number of birds
- has the largest scoring ribbon

—OR—

If all cards are unique, the **Crew** takes the bird based on the hierarchy below that:

- matches the most abundant species in their tree
- is worth the most points
- has the largest scoring ribbon

NOTE: The **Crew** has no maximum number of birds in their tree.

END GAME AND FINAL SCORING

Game end is triggered when the player or the **Crew** places their **18th page** in their photo journal, or when the jungle deck is depleted. Final scoring is the same as the multiplayer game.

NOTE: The **Black Sicklebills** on the **Crew's** starting publication count as if it had those cards in its photo journal for purposes of endgame awards.

ACHIEVEMENTS

(ONLY COUNT IF YOU WIN)

- | | |
|--|---|
| <input type="checkbox"/> Complete set—King of Saxony | <input type="checkbox"/> Number of unique birds—5 / 6 / 7 / 8 |
| <input type="checkbox"/> Complete set—Standardwing Bird-of-Paradise | <input type="checkbox"/> Number of books—5 / 6 / 7 / 8 |
| <input type="checkbox"/> Complete set—Arfak Astrapia | <input type="checkbox"/> Points from birds—45 / 55 / 65 / 75 |
| <input type="checkbox"/> Complete set—Western Parotia | <input type="checkbox"/> Publication points—10 / 15 / 20 / 25 |
| <input type="checkbox"/> Complete set—Greater Bird-of-Paradise | <input type="checkbox"/> Total points—85 / 95 / 105 / 115 |
| <input type="checkbox"/> Complete set—Broad-plumed Lophorina | <input type="checkbox"/> Prevent the Crew from achieving any full sets in their photo journal. |
| <input type="checkbox"/> Complete set—Wilson's Bird-of-Paradise | <input type="checkbox"/> Limit Crew score—90 / 80 / 70 / 60 |
| <input type="checkbox"/> Complete set—Blue Bird-of-Paradise | <input type="checkbox"/> Win by 10 / 15 / 20 / 25 |
| <input type="checkbox"/> Complete set—Red Bird-of-Paradise | <input type="checkbox"/> Win vs. Junior Photographer Crew |
| <input type="checkbox"/> Two complete sets of the same species | <input type="checkbox"/> Win vs. Assoc. Field Photographer Crew |
| <input type="checkbox"/> All 5 insects | <input type="checkbox"/> Win vs. Senior Photographer Crew |
| <input type="checkbox"/> No insect tokens at game end | <input type="checkbox"/> Win vs. All-Star Field Photographer Crew |
| <input type="checkbox"/> 5 of any single insect | <input type="checkbox"/> Win vs. Aerial Photographer Crew |
| <input type="checkbox"/> Number of rare hybrids—1 / 2 / 3 / 4 | <input type="checkbox"/> Win vs. Sentient Bird Photographer Crew |
| <input type="checkbox"/> Number of Black Sicklebills —2 / 3 / 4 / 5 | <input type="checkbox"/> Win with no rare hybrids |