01 / 行业分析

Walking games, nature identification and a 3D home

ZH / 中文图页



01 · 行业分析

去你的鸟宇宙 · 产品分析

步行游戏、自然识别与三维家园的结合。

项目定位：独立游戏 | LBS / AR 自然探索 × 沙盒模拟；以现实探索和鸟岛建设组织持续游玩。

步行游戏

真实行动成为游戏输入

Pikmin Bloom 把步数、地点关联
收藏与角色育成连接起来。

可借鉴：短距离目标与即时反馈。

自然识别

识别结果连接记录与收藏

Merlin 提供识鸟与观察记录；
Lifer 加入物种卡、路线和挑战。

可借鉴：观察、核对、收藏的衔接。

随身硬件

配件承担现场简短操作

Pokémon GO Plus + 连接手机，
支持部分后台游戏交互。

可借鉴：手机与配件分工。

鸟宇宙的主循环

2026 · 地图任务 → 选目标，步行到达

AR · 取景收牌 → 虚拟鸟入镜，确认收藏

2046 · 鸟岛建设 → 入园、修复、选址种植

玩法 · 继续探索 → 驾驶、救援、观察留影

产品判断 将户外收集接入可操作的三维鸟岛；用设施变化和新玩法承接探索成果。

参考：Pikmin Bloom、Merlin、Lifer、Pokémon GO Plus + 官方资料（2026-09-28）。

说明 / NOTES

References: official Pikmin Bloom, Merlin, Lifer and Pokémon GO Plus + materials (2026-09-28).

EN / PAGE TRANSLATION

Positioning

An independent game combining location-based and AR nature exploration with sandbox simulation. Real-world exploration and island building form an ongoing play loop.

Walking games: real actions become game input

Pikmin Bloom connects steps and location-based collection with character growth. Takeaway: short-distance objectives and immediate feedback.

Nature identification: from recognition to records

Merlin supports bird identification and observation records. Lifer adds species cards, routes and challenges. Takeaway: connect observation, verification and collection.

Portable hardware: brief interactions in the field

Pokémon GO Plus + connects to a phone and supports selected background game interactions. Takeaway: give the phone and accessory distinct roles.

The core loop

2026 map tasks: choose a target and walk there. AR collection: frame a virtual bird and confirm its card. 2046 island building: bring the bird home, repair facilities and choose planting locations. Further play: pilot, rescue, observe and take photographs.

Product judgment

Connect outdoor collection to an interactive 3D island. Changes to facilities and newly available gameplay give exploration results a practical use.

02 / 需求分析

Where should I explore, and what can I do afterward?

ZH / 中文图页

02 · 需求分析 去你的鸟宇宙 · 产品分析

用户要知道：去哪找、找到后能玩什么。

优先服务已有散步习惯、喜欢收集和轻度经营的玩家；把自然观察接入容易理解的游戏任务。

典型场景	一次附近散步 + 回家后的碎片游玩； 没有认鸟基础，也能开始第一轮探索。

01 外出缺少明确目标

不知道附近找什么，发现结果也不确定。

提供地图目标和 AR 任务，明确到达与收牌条件。

02 收藏完成后，缺少后续操作

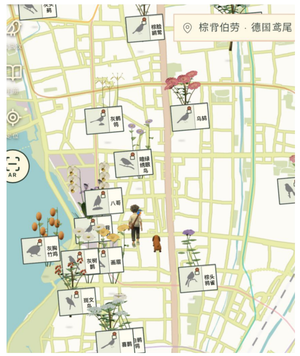
增加图鉴数量，不能直接回答接下来玩什么。

鸟类进入三维鸟岛；用修复、种植与救援继续推进。

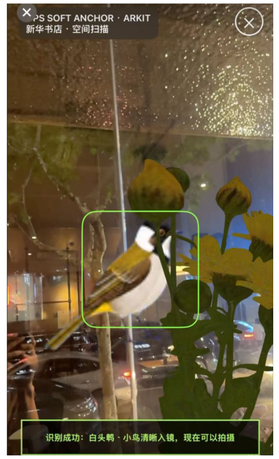
03 真实认鸟有门槛，现场操作易打断

鸟鸣转瞬即逝，非专业玩家难以判断物种。

提供随身采音和 AI 候选，支持回听、核对与重采。



附近地图目标



AR 虚拟鸟取景

产品判断	先让玩家完成一次“探索—收集—回岛使用”，再扩展物种和任务规模。

需求为场景假设，需通过用户研究验证。

说明 / NOTES

User needs are scenario hypotheses for user research.

EN / PAGE TRANSLATION

Who the experience serves first

People who already take walks and enjoy collection and light management games. Nature observation becomes a sequence of understandable game tasks.

A typical session

A nearby walk followed by short play sessions at home. No prior bird-identification knowledge is needed to begin the first exploration loop.

01 / No clear goal outdoors

Players may not know what to find nearby or what a discovery will lead to. Map targets and AR tasks clarify arrival and card-collection conditions.

02 / Little to do after collecting

A larger catalogue alone does not explain what to play next. Birds enter a 3D island, where repairs, planting and rescue tasks continue progression.

03 / Identification is demanding; field interactions are easily interrupted

Bird calls are brief and species can be difficult for non-experts to identify. Portable audio capture and AI candidates support replay, verification and recording again.

Screenshots

Left: a nearby map objective. Right: framing a virtual bird in AR.

Product judgment

First help players complete one explore-collect-return-and-use loop. Expand species and task variety only after that loop is understandable.

03 / 用户研究：验证设计

Test understanding, island interactions and voluntary return

ZH / 中文图页

验证任务理解、岛内操作与主动回访。

方法：经历回溯、无提示试玩、现场观察与延迟回访；记录玩家行为、卡点和下一步选择。

研究对象	**主样本：有散步习惯的收集 / 经营玩家。对照样本：自然观察新手。** 先了解现有散步与游戏习惯，再测试同一组任务；分别记录提示前、提示后的表现。

玩家任务	观察指标	产品决策
完成一次探索与回岛 地图选目标 → AR 收牌 → 回岛找鸟	能否理解两时空关系； 首次完成、卡住步骤、成果辨识。	调整任务引导、回岛入口； 让收藏结果与下一步操作对应。
修复巡护艇并开始救援 不提示操作顺序，自由尝试	能否找到修复、登艇与出航入口； 是否理解解锁条件。	调整设施前置、空间提示； 验证修复是否带来可感知的新玩法。
分辨三种记录来源 虚拟鸟卡 / AI 候选 / 已核对录音	来源误判、未确认状态辨识； 能否回听、重采和完成确认。	区分游戏收牌与真实声音观察； 调整候选标识与确认流程。
间隔后自由继续游玩 延迟回访，不指定下一项任务	是否自主回来；选择种植、修复、 摄影还是继续外出，为什么。	判断回访由哪些内容驱动； 确定首章内容和后续更新优先级。

产品判断	**以自主完成、理解解锁和主动回访判断玩法价值；分别记录操作成功与喜欢程度。**

本页为用户研究方案：经历回溯、任务观察与延迟回访。

说明 / NOTES

User-research plan: experience recall, task observation and delayed follow-up.

EN / PAGE TRANSLATION

User-research plan

Use experience recall, unprompted playtests, observation and delayed follow-up. Record behavior, friction points and the next action players choose. Recruit walking-oriented collection or management players, with nature-observation beginners as a comparison group. Learn their existing habits, then test the same tasks and distinguish behavior before and after assistance.

Task 1 / Explore and return home

Choose a map target, collect an AR bird card and find the bird on the island. Observe whether players understand the two time periods, complete the first loop, get stuck or recognize its outcome. Use findings to revise guidance and the return-home entry, connecting collection results to the next action.

Task 2 / Repair the patrol airship and begin a rescue

Let players attempt the sequence without instructions. Can they find the repair, boarding and departure actions, and understand unlock conditions? Adjust facility prerequisites and spatial cues; test whether repairs create a perceptible new activity.

Task 3 / Distinguish three record sources

Compare virtual bird cards, AI candidates and verified recordings. Observe source confusion, recognition of unconfirmed states, audio replay, re-recording and confirmation. Separate game collection from real sound observation and refine candidate labels and the confirmation flow.

Task 4 / Return and choose freely

At a delayed follow-up, do not assign the next task. Do players return voluntarily, and choose planting, repairs, photography or another walk? Ask why. Use this to prioritize first-chapter content and later updates.

Product judgment

Judge gameplay value through independent completion, understanding of unlocks and voluntary return. Record successful operation separately from enjoyment.

04 / 需求拆解

Two gameplay loops and one sound-observation workflow

ZH / 中文图页

04 · 需求拆解 去你的鸟宇宙 · 产品分析

两段游戏循环，一条声音观察链路。

游戏规则管理任务、奖励和场景状态；AI 负责真实鸟鸣候选，玩家核对后进入观察档案。

01 · 现实探索

地图目标 → 步行 → AR 取景

确认任务后更新鸟牌与入园状态；
失败或取消时保留清晰的返回入口。

核心对象：任务 / 物种 / 收牌状态

02 · 三维鸟岛

入园 → 修复种植 → 新玩法

种植检查位置与空间；设施状态
控制登乘、驾驶与救援任务的开放。

核心对象：鸟类 / 植物 / 设施 / 伙伴

03 · 声音观察

硬件采音 → 手机 AI → 用户核对

硬件负责录音和简短回显；手机
展示候选，提供回听、重采和归档。

核心对象：原音 / 候选 / 来源 / 确认

可操作的设施进程





巡护艇修复前 / 后 · 同角度产品实机

修复设施 入口可用 → 登艇驾驶 到达旧站 → 执行救援 伙伴归队

近期优先级：任务写入与续玩稳定性 → 设施引导 → 内容扩展

产品判断 优先做通任务、收藏与设施状态；场景变化必须对应玩家能执行的新动作。

AI 鸟鸣返回候选；AR 拍摄对象为游戏虚拟鸟。优先级为迭代建议。

说明 / NOTES

Birdsong AI returns candidates. AR photography depicts virtual game birds. Iteration priorities are recommendations.

EN / PAGE TRANSLATION

System roles

Game rules manage tasks, rewards and scene state. AI suggests species from real bird sounds; observations enter the archive after player verification.

01 / Real-world exploration

Map objective → walk → AR framing. Confirming the task updates the bird card and home-entry status. Failure or cancellation should retain a clear route back. Core objects: task, species and card-collection state.

02 / The 3D island

Bring birds home → repair and plant → unlock activities. Planting checks the location and available space. Facility state determines access to boarding, piloting and rescue tasks. Core objects: birds, plants, facilities and companions.

03 / Sound observation

Hardware recording → phone AI → user verification. The accessory records audio and shows brief feedback. The phone displays candidates and supports replay, re-recording and archiving. Core objects: original audio, candidates, source and confirmation.

Facility progression

The same-angle gameplay images show the patrol airship before and after repair. Repair the facility to open its entry; board and pilot it to the old station; carry out the rescue to reunite with a companion.

Iteration priorities and product judgment

Prioritize reliable task writes and save/resume behavior, then facility guidance, then more content. Make task, collection and facility states work together. Every scene change should correspond to a new action the player can perform.

05 / 市场调研

Start with walking players, then reach nature beginners

ZH / 中文图页

05 · 市场调研 去你的鸟宇宙 · 产品分析

先服务散步玩家，再扩展自然观察人群。

商业路径：验证独立游戏体验与内容付费；随身采音硬件作为可选入口，单独核算成本。

首要人群

散步 × 轻度收集玩家

已有日常散步习惯，喜欢收藏、种植与短时游玩。

验证：首次完成后是否回岛；新玩法是否促成下一次游玩。

相邻人群

自然观察新手

对鸟类有兴趣，但缺少辨识知识，需要任务和观察记录辅助。

验证：能否理解识别候选；是否愿意主动采集与核对。

拓展人群

沙盒 / 岛屿经营玩家

偏好自由布置、空间探索、修复设施与章节冒险。

验证：岛内操作的独立吸引力；外出要求是否造成额外负担。

现有收费形态 → 本项目验证方向

完整内容买断

Alba 提供完整游戏购买。

验证首章体验后，对后续章节定价。

游戏内容与道具内购

Pikmin Bloom 提供活动与道具。

测试外观、装饰与扩展内容的偏好。

免费 + 高级功能

Lifer 提供免费使用与 Pro 功能。

观察记录增强与硬件价值分开验证。

产品判断 已有 TestFlight 与 Web 试玩入口；下一步验证首轮完成、主动回访和内容付费意愿。

参考：Alba 商店、Pikmin 商店、Lifer 官网（2026-09-28）。用户分层及付费方向为验证假设。

说明 / NOTES

References: Alba's store, the Pikmin shop and Lifer's official site (2026-09-28). Audience segments and pricing options are hypotheses to test.

EN / PAGE TRANSLATION

Commercial hypothesis

Validate the independent-game experience and willingness to pay for content. Treat portable recording hardware as an optional entry point with separately assessed costs.

Primary audience / Walking and light collection

People with a daily walking habit who enjoy collecting, planting and short sessions. Test whether they return to the island after the first loop, and whether new activities prompt another session.

Adjacent audience / Nature-observation beginners

People interested in birds who lack identification knowledge and benefit from tasks and observation records. Test whether they understand identification candidates and willingly capture and verify observations.

Expansion audience / Sandbox and island management

Players who enjoy free placement, spatial exploration, facility restoration and chapter-based adventures. Test the island's standalone appeal and whether going outdoors creates an extra burden.

Pricing models to explore

One-time purchase: Alba sells a complete game; test a first chapter before pricing later chapters. In-app content and items: Pikmin Bloom offers events and items; test preferences for cosmetics, decoration and expansions. Free plus premium: Lifer offers free use and Pro features; assess enhanced observation records separately from hardware value.

Product judgment

iOS TestFlight and Web demos are available. Next, test first-loop completion, voluntary return and willingness to pay for content.

06 / 竞品分析

Compare the core loop and what happens after collection

ZH / 中文图页

06 · 竞品分析 去你的鸟宇宙 · 产品分析

比较核心玩法，以及收集之后的体验。

选取散步育成、识鸟集卡、岛屿冒险和自然记录四类代表，突出鸟宇宙的三维空间与设施玩法。

竞品 / 核心任务	主要玩法与回报	鸟宇宙的产品选择
Pikmin Bloom 散步育成	步数育苗、沿路种花、地点收藏； 将日常步行转化为角色成长。	外出 AR 收牌连接 2046 鸟岛； 继续种植、修复并解锁操作与任务。
Lifer 识鸟与集卡	声音 / 照片识鸟、物种卡收藏； 观鸟路线，完成日常挑战。	收藏进入可行走的三维鸟岛； 鸟类观察、设施和伙伴共同构成玩法。
Alba 岛屿自然冒险	在虚拟岛屿发现动物、帮助居民， 通过生态行动推进冒险。	连接现实 LBS / AR 与双时空家园； 修复设施后可驾驶、救援和带回伙伴。
Merlin Bird ID 真实鸟类观察	声音 / 照片提供物种候选； 由用户确认并积累观察记录。	随身硬件采音与手机识别协同； 设计候选核对、原音与来源归档流程。

核心区别 LBS / AR 探索 + 三维鸟岛经营 + 驾驶救援 + 硬件 AI 识鸟

产品判断 重点比较收藏之后的可操作内容，以及现实探索、岛内经营和现场观察之间的衔接。

参考：Pikmin Bloom、Lifer、Alba、Merlin 官方资料（2026-09-28）。按四类核心任务比较产品机制组合。

说明 / NOTES

References: official Pikmin Bloom, Lifer, Alba and Merlin materials (2026-09-28). The comparison focuses on combinations of product mechanics.

EN / PAGE TRANSLATION

Comparison frame

Four references represent walking-based growth, bird identification and cards, island adventure, and nature records. The comparison focuses on the combination of mechanics, especially GO BIRDVERSE's 3D space and facilities.

Pikmin Bloom / Walking-based growth

Steps grow seedlings, flowers are planted along routes, and places become collectibles; daily walking develops characters. GO BIRDVERSE's choice: outdoor AR card collection connects to the 2046 island, with planting, repairs and new actions and tasks afterward.

Lifer / Bird identification and cards

Sound and photo identification, species-card collection, birding routes and daily challenges. GO BIRDVERSE's choice: collections enter a walkable 3D island, combining bird observation, facilities and companions.

Alba / Island nature adventure

Discover animals on a virtual island, help residents and progress through ecological actions. GO BIRDVERSE's choice: connect real-world location-based and AR exploration to a home across two time periods. Repaired facilities unlock piloting, rescue and companion return.

Merlin Bird ID / Real bird observation

Sound and photographs suggest species, which users confirm to build observation records. GO BIRDVERSE's choice: coordinate portable recording hardware with phone identification, with designed workflows for checking candidates and retaining audio and provenance.

Core distinction and product judgment

Location-based/AR exploration + 3D island management + piloting and rescue + hardware-assisted AI bird identification. Compare what players can actually do after collecting, and how outdoor exploration, island management and field observation connect.

07 / 产品差异化

Two timelines, a 3D island, rescue missions and birdsong AI

ZH / 中文图页

07 · 产品差异化 去你的鸟宇宙 · 产品分析

双时空探索、三维鸟岛、驾驶救援、AI 识鸟。

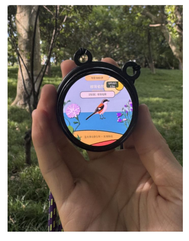
把户外收集、岛内经营与章节冒险组织为一款可持续游玩的独立游戏。



三维鸟岛 · 产品实机



可操控巡护艇



随身采音原型

产品定义 / 玩法策划 / 设计研发：个人 Solo

01 双时空 LBS / AR 游戏循环

2026 真实地图任务与 AR 取景收牌，连接 2046 鸟岛。
外出成果对应鸟类入园与后续修复种植。

02 可操作的三维鸟岛沙盒

玩家可行走探索、选址种植、观察昼夜鸟类活动并留影。
收藏进入具体场景，分别记录入园、出场与摄影状态。

03 设施修复解锁驾驶与救援

巡护艇修复后开放登舱、驾驶出航、救援与伙伴归队。
修复直接增加可执行动作和探索范围。

04 随身硬件与 AI 鸟鸣识别

硬件采音与回显，手机识别并提供候选，用户核对后归档。
真实声音观察与虚拟鸟卡分开记录，关联统一鸟类名录。

已完成 iOS / Web 试玩 · AR 真机测试 · 修复种植 · 巡护艇驾驶救援 · 硬件识鸟联调

候选核对与归档为流程设计。

说明 / NOTES

Candidate verification and archiving are workflow designs.

EN / PAGE TRANSLATION

An independent game for continued play

Outdoor collection, island management and chapter-based adventure are organized as one game. Product definition, gameplay planning, design and development are a solo effort. Images show the 3D island, controllable patrol airship and portable recording prototype.

01 / A two-timeline location-based and AR loop

Real map tasks and AR framing in 2026 connect to the island in 2046. Outdoor results lead to birds entering the island and further repair and planting activities.

02 / An interactive 3D island sandbox

Walk and explore, choose planting locations, observe birds by time of day and take photographs. Collection has a place in the scene. Home-entry, on-screen appearance and photography are recorded as separate states.

03 / Repairs unlock piloting and rescue

Restoring the patrol airship opens boarding, piloting, rescue and companion return. Repairs directly expand the available actions and reachable areas.

04 / Portable hardware and AI birdsong identification

Hardware captures audio and displays feedback; the phone identifies candidates, which the user checks before archiving. Real sound observations remain separate from virtual bird cards while linking to one species catalogue.

Implemented features

iOS and Web demos, real-device AR tests, repairs and planting, patrol-airship piloting and rescue, and hardware bird-identification integration.

08 / 在现实寻鸟，让未来再次生长。

Find birds in the real world. Help the future grow again.

ZH / 中文图页



EN / PAGE TRANSLATION

2026 - 2046

Real-world walks, AR bird quests and island restoration connect two eras of GO BIRDVERSE.

Scene captions

2046 - Photography in the bird garden. 2046 - The lakeside bird garden. The camera view identifies a mallard and offers 1x, 2x and 3x zoom.

Desktop web demo

https://gobirdverse.throughtheglass.art/

iOS beta - install TestFlight first

https://testflight.apple.com/join/pf65xXBJ

Project document and full video

https://gobirdverse.throughtheglass.art/project/

Personal portfolio

narratorzhang.com

09 / 去散步，也去寻鸟。

Go for a walk. Go looking for birds.

ZH / 中文图页



EN / PAGE TRANSLATION

Two ways to observe

Look for bird cards in the real world, and raise your camera in the virtual bird garden.

The experience

Real-world bird quests. Photography in the bird garden. Collecting bird cards.

Image captions and screenshot labels

The illustrated card shows the common moorhen, Gallinula chloropus. The collection page is labeled City Visitors and distinguishes birds already in the garden from those not yet brought home. The camera inset is captioned 2046 - Photography in the virtual bird garden and identifies a mallard.

10 / 遇见一只鸟，收藏一段旅程。

Meet a bird. Keep a memory of the journey.

ZH / 中文图页



EN / PAGE TRANSLATION

Encounters across two eras

Observe birds on the island and search for them on your walks. Bring encounters from both eras together in a single bird catalogue.

24 + 24

A bird collection spanning two eras: 24 resident species and 24 species discovered through walks.

Artwork and in-game catalogue

The page combines field-guide artwork with an actual game catalogue screen. The sample cards show a great tit, a common cuckoo and a light-vented bulbul. Status labels distinguish Already in GO BIRDVERSE - Resident bird from Not yet brought home.

11 / 修好旧物，接伙伴回家。

Repair what was left behind. Bring a companion home.

ZH / 中文图页



EN / PAGE TRANSLATION

A journey in 2046

Repair the patrol airship and travel beyond the island. Find Finch and return to the bird garden together.

The emotional sequence

Repair. Set out. Reunite. Find companionship.

Scene captions

Patrol airship - Before restoration. After restoration - Finch rejoins the group. Back in the bird garden, everyone gathers around the campfire.

12 / 把世界，轻轻捧在掌心。

Hold a little of the world gently in your palm.

ZH / 中文图页



EN / PAGE TRANSLATION

A small encounter

Follow the sound to find a cricket. Observe it up close, then return it home.

The interaction

Follow the sound. Lift a stone and receive the insect in your hand. Put it back after observing it.

Scene caption

2046 - A close-up encounter with nature in the palm of your hand. The image depicts the in-game island scene.

说明 / NOTES

An in-game palm observation in the 2046 island scene.

13 / 现实寻鸟，赛博建园

Find birds outdoors. Build a virtual home.

ZH / 中文图页

02 介绍 现实寻鸟赛博建园 去你的鸟宇宙 评审主线

GO BIRDVERSE 2026-2046

现实寻鸟
赛博建园

科幻背景中的双时空探索与建园

2046的岛屿是玩家长期生活的家园。
现实寻鸟连接鸟类收藏与岛内活动。
手机AR与随身硬件提供两种参与入口。



2046 家园实机｜鸟类、植物与设施共同构成常驻岛屿

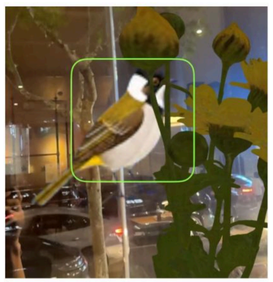
01 **2026｜散步与识鸟**
AR 寻鸟与硬件识鸟各自记录。

02 **2046｜常驻鸟园**
鸟类入园，修复设施，种植植物。

03 **时间｜默认同步现实**
可切换体验时段，已有进度保留。



硬件识鸟｜48 种鸟 · 蓝牙同步



iOS AR 测试｜场景识别与拍摄结果



EN / PAGE TRANSLATION

A science-fiction world spanning two eras

The island in 2046 is the player's lasting home. Real-world bird quests connect the collection with activities on the island. Mobile AR and a portable hardware device provide two ways to participate.

01 / 2026 - Walk and identify birds

AR bird quests and hardware-assisted bird identification keep their own records.

02 / 2046 - A persistent bird garden

Welcome birds into the garden, repair facilities and plant vegetation.

03 / Time - Linked to the real world by default

The time of day can be changed for the experience. Existing progress is preserved.

Scene captions

2046 home, in-game view: birds, plants and facilities form the persistent island. Hardware bird identification: 48 supported bird species and Bluetooth synchronization. iOS AR test: scene recognition and the resulting photograph. The photo example identifies a light-vented bulbul.

Screenshot labels

Plant Pocket; Bird Garden; Photography; Photo Album; Character View; Simulation; Time of Day. An on-screen repair prompt refers to a beacon light.

14 / 游戏机制与阅读路径

Game systems and reading guide

ZH / 中文图页



EN / PAGE TRANSLATION

World / Two eras, one bounded sandbox 2026: choose a tree, walk there, take an AR photo and confirm the bird card. Hardware identification runs alongside this route, with field records saved separately. After AR card collection, birds enter the 2046 home. There, repair facilities, plant vegetation and reunite with companions. Observations and construction persist in the same home.

Completion / How a stage ends Overall objectives and medal conditions are checked separately. The restoration guide lists tasks, requirements and completion states. Each medal has its own threshold; exploration remains available after completion.

Levels / How routes open Map tasks and repair conditions organize exploration. Task trees are randomly generated 200 m-3 km from the generation center. Find birds on arrival; repair the patrol airship before visiting the ruins.

Economy / How resources are used Seeds enter inventory and are deducted only after successful planting. Repairs, observations and walks award seeds. Canceling a placement preview costs nothing; successful planting adds one plant.

Collection / How content is archived 24 resident species and 24 walking species share a catalogue recording identity, origin and status. Photographs, origins and archive states are recorded separately.

Player / How to participate Move, frame photographs, record sounds and pilot the craft. The camera and binoculars support different observation actions. Players control the patrol airship and choose their own island activities.

Characters / How inhabitants act Bird activity, companion rescue and reunion: Finch regains mobility after repair on site, follows the player back to the patrol airship, and returns to the island with them. Birds follow time-of-day rules; companion reunion status persists.

Resolution / When an action becomes valid Save an action's result only after its conditions are satisfied. Validate planting positions; confirmation is allowed only when space is available. Habitat and shared-observation proposals appear in Appendices A10 and A12.

Time / How day and night change Time follows reality by default but can be switched. Configured species appear by day or night. Manual switching preserves tasks, collections and construction.

Other / Device coordination Hardware recording and upload lead to phone-based identification and a result on the round display. The integration supports 48 bird species. Records are saved after confirmation.

Reading framework Categories follow the handbook of 100 video-game mechanics. One adventure, traceable origins and preserved progress.

15 / 在2046醒来，接手这座岛屿

Wake in 2046. Take care of this island.

ZH / 中文图页

04 世界 在2046醒来 去你的鸟宇宙 评审主线

AWAKENING IN 2046

在2046醒来
接手这座岛屿

以星球修复员的身份重新生活

城市与基础设施停摆。
岛上仍有24种常驻鸟与零星生境。
安德给出第一项任务，修复从营地开始。

玩家要改变什么

让设施恢复使用，让岛屿适合居住。
种下植物，接回伙伴，保存每次成果。

开场的行动

认识安德与小肠 前往风向塔



01 开场叙事 交代年份 身份与任务



02 睁眼入岛 以第一人称进入2046

EN / PAGE TRANSLATION

Begin again as a planetary restorer

The city and its infrastructure have stopped working. The island still has 24 resident bird species and scattered habitats. Ande gives you the first task; restoration begins at the camp.

What the player can change

Restore facilities to working order and make the island livable. Plant vegetation, bring companions back and preserve the results of each action.

Opening actions

Meet Ande and Xiaochang, then head toward the wind-direction tower.

Opening narration

It is 2046. You are a planetary restorer. Your mission is to return to 2026, collect life records of bird species and restore the planet's ecology in 2046. And so, you open your eyes. Button: Wake up.

Image captions

01 / Opening narrative establishes the year, identity and mission. 02 / Open your eyes and enter the island in first person, arriving in 2046. The second screen also offers direct entry.

16 / 回到二十年前，带回生命档案

Travel twenty years back. Bring life records home.

ZH / 中文图页

05 世界 回溯装置与生命档案 去你的鸟宇宙 评审主线

ONE HOME TWO TIMES

回到二十年前
带回生命档案

2046是故事当下 2026是回溯入口

回溯装置让现实寻鸟成为修复的来源。
两个时空的探索成果汇入同一座家园。

2026 记录生命

在现实地点完成寻鸟与观察。
保存鸟种、照片或声音记录。

2046 恢复家园

确认任务后，对应虚拟鸟类入园。
野生鸟留在现实，档案进入游戏。

2026 现实中的寻鸟地点



生命档案通过回溯通道返回家园 →



2046 虚拟鸟类与玩家生活的岛屿

EN / PAGE TRANSLATION

One home, two eras

2046 is the story's present; 2026 is the point reached through the time-travel device. The device makes real-world bird exploration a source for restoration. Discoveries from both eras come together in one home.

2026 / Record life

Complete bird quests and observations at real locations. Save the species, photographs or audio records.

2046 / Restore the home

Once the task is confirmed, the corresponding virtual bird enters the garden. Wild birds remain in the real world; their records enter the game.

Diagram captions

2026 - Real-world locations for bird exploration. Life records return home through the time-travel channel. 2046 - The island where virtual birds and the player live.

Screenshot labels

The map shows task markers around real streets and a walking-progress panel. Its displayed map-simulation mode does not count steps; effective steps are zero in the example.

说明 / NOTES

Life records enter the game; wild birds remain in their real habitats.

17 / 出门寻找鸟牌，回岛修复种植

Find bird cards outdoors. Return to restore and plant.

ZH / 中文图页

06 玩法 一次探险中的主要行动

去你的鸟宇宙 评审主线

实机与iOS测试示例

WALK COLLECT BUILD

出门寻找鸟牌
回岛修复种植

选树步行 AR收牌 鸟类入园

去你的鸟宇宙是2046年的常驻家园。
回到2026，完成现实地点的寻鸟任务。
收藏鸟牌，把任务奖励用于岛内建设。

01 地图选树
在200米至3公里内寻找步行目标。

02 AR收牌
到达后取景确认，对应鸟类进入家园。

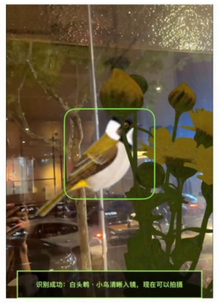
03 回岛建园
种子选址种下，继续修复与观察。



2046家园 鸟类与植物共同生活的岛屿



01 选树步行



02 AR取景



03 鸟牌入园

EN / PAGE TRANSLATION

One adventure, three connected actions

Choose a tree and walk there, collect a card in AR, then welcome the bird into your home. GO BIRDVERSE is the persistent home in 2046. Return to 2026 to complete a bird quest at a real location. Collect bird cards and use the task rewards to build on the island.

01 / Choose a tree on the map

Find a walking destination within a range of 200 m-3 km.

02 / Collect the card in AR

After arriving, frame the target and confirm the result. The corresponding bird enters the home.

03 / Build on the island

Choose a location for each seed, plant it, and continue repairing and observing.

Scene captions

The page is labeled as in-game and iOS test examples. Main image: the 2046 home, an island shared by birds and plants. The sequence below shows choosing a tree and walking, framing the target in AR, and bringing a bird card into the garden.

Screenshot labels

The AR example identifies a light-vented bulbul and reports that it is clearly in frame and can now be photographed. The bird card is labeled light-vented bulbul, Pycnonotus sinensis.

18 / 从营地出发，先找到风向塔

Start at camp. Find the wind-direction tower.

ZH / 中文图页

07 关卡 开场指引与首个任务

去你的鸟宇宙 评审主线

FIRST TASK AND GUIDANCE

从营地出发
先找到风向塔

对话给出目标 走近设施再操作

第一项任务安排在营地附近。
玩家先学习移动与现场交互。
完成修复后，再进入领奖与种植。

01 对白明确目标
安德直接说明先修好风向塔。

02 场景帮助定位
认出塔顶的鸟形装置，走向目标。

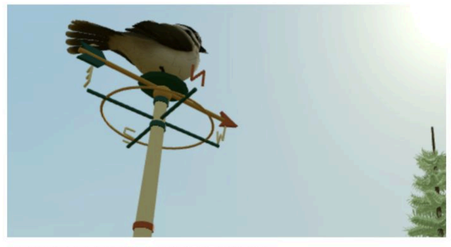
03 走近开始交互
到设施旁，使用现场修复入口。



开场对话 安德点明首个修复目标



出发位置 营地与同行伙伴



目标特征 风向塔顶部的鸟形装置

EN / PAGE TRANSLATION

Dialogue sets the goal; proximity enables the action

The first task is near the camp. Players first learn to move and interact with objects in the scene. Rewards and planting are introduced after the repair is complete.

01 / State the objective in dialogue

Ande directly tells the player to repair the wind-direction tower first.

02 / Use the scene to locate the target

Recognize the bird-shaped device at the top of the tower and walk toward it.

03 / Approach to interact

Move beside the facility and use the repair interaction available there.

Opening dialogue

Ande: I am Ande. This is 2046. The island's facilities have all stopped working. First repair the wind-direction tower and bring this place back to life. Control prompt: E - Continue.

Image captions

Opening dialogue: Ande names the first repair target. Starting location: the camp and traveling companions. Target landmark: the bird-shaped device at the top of the wind-direction tower.

19 / 完成首次修复，再选择下一步

Complete the first repair. Choose what to do next.

ZH / 中文图页

08 关卡 首轮操作与自由探索 去你的鸟宇宙 评审主线

FIRST ACTION FREE EXPLORATION

完成首次修复
再选择下一步

明确起点 保留后续选择

风向塔提供首个修复目标。
完成后获得种子，再学习选址种植。
随后可继续修复，或在岛内观察留影。

01 修复获得奖励
查看设施变化，将种子收入植物口袋。

02 种植由玩家选址
从已有种子中选择，确认后种下。

03 自由安排后续活动
沿湖观察、为鸟留影或继续建设。



01 首次修复｜风向标完成回执与枇杷奖励



02 种植示例｜鹤望兰种下后的场景



03 后续活动｜湖边摄影

实机画面分别展示修复奖励、种植结果和摄影操作。

说明 / NOTES

The first objective is the wind-direction tower; its completion receipt labels the repaired device a weather vane.

EN / PAGE TRANSLATION

A clear beginning with choices afterward

The wind-direction tower provides the first repair objective. Completing it awards seeds, then introduces choosing a planting location. Players can subsequently continue repairs or observe and photograph the island.

01 / Earn a repair reward

See how the facility changes and place the seeds in the Plant Pocket.

02 / Choose where to plant

Select from the seeds already in inventory and plant after confirming the location.

03 / Decide your next activity

Observe along the lake, photograph birds or continue building.

Image captions

01 / First repair: the weather vane completion receipt and loquat reward. 02 / Planting example: the scene after planting bird-of-paradise. 03 / Later activity: lakeside photography. These in-game screens separately demonstrate a repair reward, a planting result and the photography interaction.

Screenshot labels

Achievement reached. Weather vane restoration complete. Loquat seeds x2. Experience +40. Pick up seeds - Put them in the Plant Pocket. The photography example offers 1x, 2x and 3x zoom.

20 / 找到挂鸟牌的树，走近后进入AR

Find a tree with a bird card. Approach it to enter AR.

ZH / 中文图页

09 关卡 地图任务树与步行目标 去你的鸟宇宙 评审主线

WALKING MAP 2026

找到挂鸟牌的树
走近后进入AR

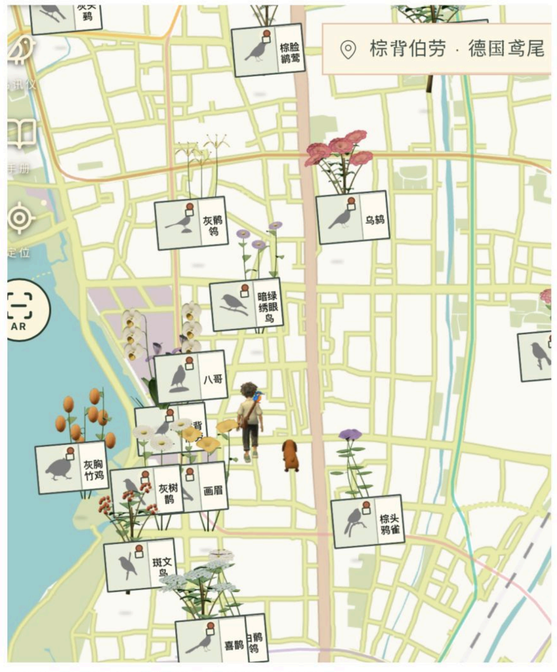
200米至3公里内随机生成任务树

任务树标记可探索的植物与鸟牌。
点击查看鸟种、距离和植物奖励。
沿现实路线到达，完成AR识别与收牌。

01 生成任务树
以生成中心为准，范围200m–3km。

02 选择步行目标
结合鸟影和距离，安排今天的路线。

03 带回2046家园
完成AR收牌，鸟进入“去你的鸟宇宙”。



01 地图目标 挂鸟牌的任务树与角色位置



02 任务卡｜乌鸫与月季奖励

现有扫描提示

30 m

靠近目标后继续操作。
与地图生成范围分别判定。

到达 → AR识别 → 收获鸟牌 → 鸟进入2046家园

地图 © 高德地图 / OpenStreetMap 任务卡为独立操作示例

说明 / NOTES

Task trees are generated within 200 m-3 km. The pictured scan prompt asks the player to move within 30 m.

EN / PAGE TRANSLATION

Random task trees within 200 m-3 km

Task trees mark plants and bird cards available to explore. Tap one to inspect the species, distance and plant reward. Follow a real-world route to the target, then complete the AR recognition and card-collection steps.

01 / Generate task trees

The generation range is 200 m-3 km from the generation center.

02 / Choose a walking destination

Use bird silhouettes and distances to plan today's route.

03 / Bring the result to the 2046 home

Complete AR card collection so the bird enters GO BIRDVERSE. Sequence: Arrive - AR recognition - Collect the card - Bird enters the 2046 home.

A separate scan-distance condition

The displayed scan prompt is 30 m. Move close to the target before continuing. This condition is evaluated separately from the map's task-generation range.

Image captions and screenshot labels

Map targets: task trees bearing bird cards and the character's position. Task card: a blackbird with a Chinese rose reward. The sample offers Chinese rose seeds x1 and Experience +60, followed by Scan bird card, Photograph to identify birds and Identify plants. A separate map label pairs a long-tailed shrike with German iris.

Map credit and task example

Map: Amap / OpenStreetMap. The task card is an independent interaction example rather than a matched continuation of the adjacent map screenshot.

21 / 调整位置角度，让目标清晰入镜

Adjust your position and angle. Bring the target clearly into frame.

ZH / 中文图页

10 玩家 AR入镜与拍摄条件

去你的鸟宇宙 评审主线

iOS测试 AR入镜与拍摄状态

AR FRAMING AND CAPTURE

调整位置角度
让目标清晰入镜

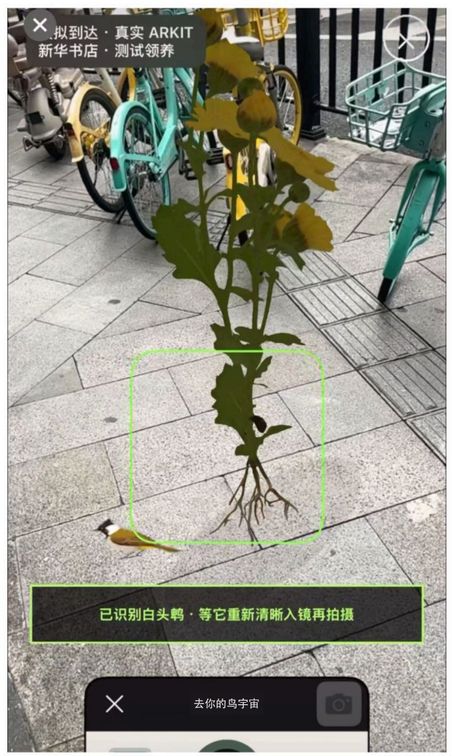
入镜状态决定能否拍摄

AR鸟与植物出现在真实相机中。
玩家调整手机位置和观察角度，
画面提示可拍摄时再按下快门。

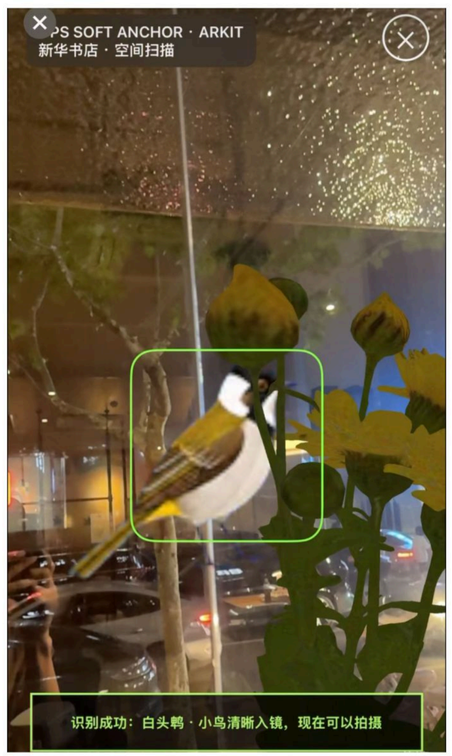
01 目标出框
已识别鸟种，仍需等待重新入镜。

02 重新取景
调整角度，让鸟回到有效画面。

03 清晰入镜
界面提示可拍摄，继续完成留影。



目标出框 等待重新清晰入镜



清晰入镜 界面提示现在可以拍摄

说明 / NOTES

The camera example shows a virtual AR bird. Its test mode uses simulated arrival with real ARKit.

EN / PAGE TRANSLATION

Framing determines whether a photo can be taken

An AR bird and plant appear in the live camera view. Adjust the phone's position and viewing angle, then press the shutter once the interface says the target is ready to photograph.

01 / Target outside the frame

The bird species may already be identified, but the player must still wait until the target is back in view.

02 / Reframe

Adjust the angle to bring the bird back into the valid camera area.

03 / Target clearly in frame

The interface indicates that photography is available. Continue to take the photo.

iOS test captions

Left: target out of frame; wait for a clear view again. Right: target clearly in frame; the interface says it can now be photographed.

Screenshot labels

Xinhua Bookstore - Test adoption. Simulated arrival - Real ARKit. Xinhua Bookstore - Spatial scanning. GPS soft anchor - ARKit. Left prompt: Light-vented bulbul identified; wait until it is clearly back in frame before taking a photo. Right prompt: Recognition successful: light-vented bulbul. The bird is clearly in frame; you can now take a photo.

22 / 确认任务结果，鸟牌归入家园

Confirm the task result. Add the bird card to your home.

ZH / 中文图页



AR留影 照片与测试完成回执

2046家园 岛内场景示例

白头鹎鸟牌 独立收藏示例

EN / PAGE TRANSLATION

Photographs and garden-entry state are separate records

A photograph saves the AR observation. After a formal bird quest is confirmed complete, the bird card, garden-entry state and applicable rewards are updated.

01 / Collect the bird card

Register the corresponding species according to the quest objective.

02 / Welcome it into the home

Return to 2046 and view the birds already brought home.

03 / Add rewards to inventory

Seeds enter the pocket. The player plants them separately afterward.

Scene captions

iOS test and in-game examples: garden entry is determined by quest rules. AR photograph: the image and test-completion receipt. 2046 home: an example island scene. Light-vented bulbul card: a separate collection example.

Screenshot labels and test mode

Light-vented bulbul - Xinhua Bookstore - 2026/9/5. Test adoption complete! Simulation complete; existing bird cards and adoption records remain unchanged. Button: Save the photo and continue birdwatching. The separate species card identifies Pycnonotus sinensis and has an illustration-view toggle.

说明 / NOTES

Test adoption: the displayed simulation leaves existing bird cards and adoption records unchanged.

去你的鸟宇宙

GO BIRDVERSE

WALK · DISCOVER · UNLOCK

去散步，解锁植物与鸟。
Walk. Discover. Unlock.

01 真实位置找任务
Find tasks on the real-world map.

02 完成任务，收获鸟与种子
Complete tasks. Collect birds and seeds.

03 同一份收藏，连接两个世界
One collection, two connected worlds.

48 种植物 · 已适配鸟类支持掌心互动
48 plants · Supported birds can perch on your hand



2026 · 现实 AR
Bring your collection into AR.



2046 · 岛屿种植
Plant seeds. Grow your island.

机制与交互示意 · 01 / 02
Mechanism & interaction references

去你的鸟宇宙

GO BIRDVERSE

PLANT · PERCH · PLAY

种在眼前，落在掌心。

Plant in AR. Meet birds on your hand.

种在眼前
Plant in your space

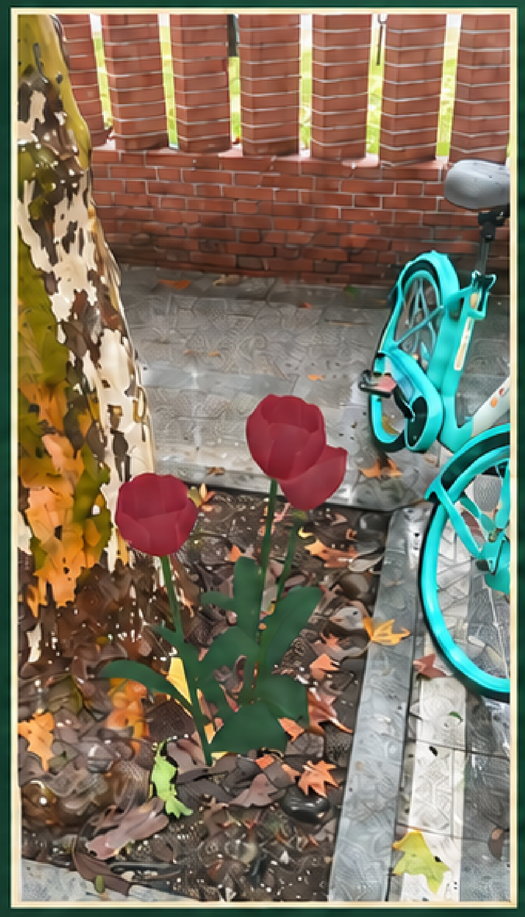
已收藏植物，打开相机即可摆放。
Place collected plants through your camera.

不耗种子；关闭相机后移除。
No seeds spent. Removed when the camera closes.

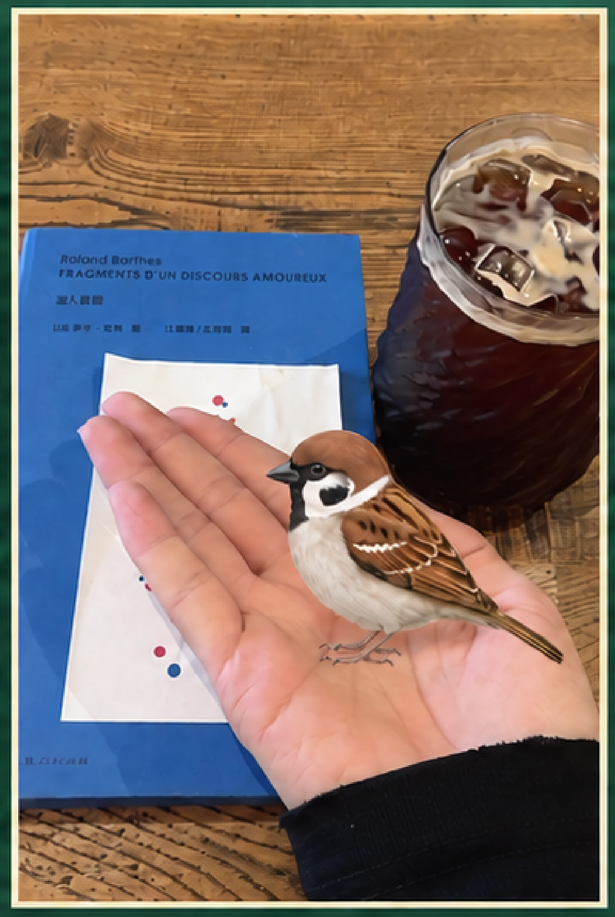
伸手遇鸟
Invite a bird

初始伙伴与已收藏的适配鸟，都能受邀。
Invite starter birds and supported collected birds.

保留：2046 种植 · 芬奇与世界模型场景
Retained: 2046 planting · Finch & world-model scenes



AR 植物
AR planting



掌心停栖
Palm perch



换指换落点
Change the perch

稳手落下
Hold steady → 换指换位
Change perch → 移手飞出画面
Hand leaves, bird flies out

交互素材示意，界面以当前版本为准；
Interaction references; current UI may differ.

02 / 02

25 / 两组鸟类与统一名录

Two bird groups, one collection

ZH / 中文图页

12 集合 两组鸟类与统一名录

去你的鸟宇宙 评审主线

BIRD COLLECTION

24种岛内常驻
24种散步带回

48种鸟共用一份收藏名录

名录按鸟种记录收藏状态。
常驻鸟已在2046岛内生活，
散步鸟通过2026寻鸟任务带回。

01 **岛内常驻**
已有鸟种仍可继续观察与留影。

02 **散步带回**
灰色鸟牌标记尚未带回的鸟种。

03 **按物种收藏**
重复观察不增加已收集鸟种数。



鸟牌名录 已入园与尚未带回



鸟牌正面 物种身份与收藏状态

EN / PAGE TRANSLATION

24 residents + 24 birds brought back from walks

All 48 species share one collection catalogue. Collection status is recorded by species. Resident birds already live on the island in 2046; the other group is brought back through bird-finding missions in 2026.

01 / Island residents

Species already present can still be observed and photographed. Their presence on the island and completion of a photography task are separate states.

02 / Brought back from walks

Grey bird cards mark species that have not yet been brought back. The catalogue distinguishes birds already in the sanctuary from those still to be brought home.

03 / Collected by species

Repeated observations do not increase the number of collected species.

Screenshots and labels

Centre: the bird-card catalogue, showing species already in the sanctuary and those not yet brought back. Example: Black-crowned Night Heron, Nycticorax nycticorax; in GO BIRDVERSE, awaiting a photograph; island location. Its description notes a dark crown and back, pale grey wings and conspicuous red eyes. The displayed photo reward is 1 seed and +20 contribution. Catalogue counters show 24/48 species present and 0/24 photographed. Right: the front of a Great Spotted Woodpecker card, Dendrocopos major, showing species identity and collection status. Controls include Open profile, Go photograph and Flip to back.

26 / 同一角落修复前后

The same place, before and after repair

ZH / 中文图页

13 关卡 同一角落修复前后 去你的鸟宇宙 评审主线

同一角落
修复前后直接对照

巡护艇恢复后
玩家获得登舱与航行入口





修复前

构件散落 巡护艇尚不可用

损坏留在现场，玩家走近后开始修理。

修复后

完成重组 舱门恢复开放

原地出现进舱入口，可继续前往岛外。

行动结果 形态变化 → 功能开放 → 新旅程开始

修复后的设施继续留在场景中，任务完成带来新的行动。

EN / PAGE TRANSLATION

A direct before-and-after comparison

The two views show the same corner of the island. Restoring the patrol airship gives the player access to boarding and travel.

Before repair / Scattered parts, unavailable craft

The damage remains visible in the scene. The player approaches the broken craft to begin repairing it.

After repair / Reassembled, cabin reopened

Once reassembly is complete, a boarding interaction appears at the same location. The player can enter the cabin and continue to destinations beyond the island.

What the action changes

A visible change in form leads to an unlocked function, which opens a new journey. Repaired facilities remain in the scene; completing a task enables further actions rather than simply removing a checklist item.

Screenshot captions

Left: before repair, with the patrol airship's components scattered and the vehicle unusable. Right: after repair, with the craft reassembled and its cabin open. The in-scene interaction is labelled Enter cabin. Bottom sequence: Visible transformation -> Function unlocked -> A new journey begins.

27 / 巡护艇的航行操控

Patrol airship flight controls

ZH / 中文图页

14 玩家 巡护艇的航行操控 去你的鸟宇宙 评审主线

PATROL CRAFT FLIGHT CONTROLS

驾驶巡护艇
前往任务地点

地图导航与手动飞行

进入巡护艇，打开驾驶舱。
窗外场景随飞行位置和视角变化。
地图提示目标距离，辅助抵达现场。

01 查看目标
打开任务地图，查看目标方向与距离。

02 手动驾驶
调整高度与速度，控制移动和视角。

03 悬停返航
途中可悬停观察，结束后选择自动返航。

2046 岛屿中的航行操作



驾驶舱 高度速度与航向控制



任务地图 目标位置与距离提示

说明 / NOTES

Displayed distances, altitudes and counters are example readings from the cockpit and mission map.

EN / PAGE TRANSLATION

Pilot the patrol airship to a mission site

Map navigation works alongside manual flight. Enter the patrol airship and open the cockpit. The view outside changes with the craft's position and viewing direction. The map displays distance to a target to help the player reach the site.

01 / Check the destination

Open the mission map to see the target's direction and distance.

02 / Fly manually

Adjust altitude and speed, and control movement and camera direction.

03 / Hover and return

Hover to observe the surroundings during the journey. Select automatic return when finished.

Cockpit and map captions

Top: cockpit controls for altitude, speed and heading. Bottom: the mission map indicates target locations and distances. These are flight operations within the 2046 island setting.

Screenshot labels

Auto return; Map; Exit cabin; Mission map; Height above ground; Target altitude; Cruising speed; Low speed; Cruise; Accelerate; Hover; Brake; Cruise control; Movement; View. The example map lists R1 Little Finch at the northeast old station, 92 m away; R2 Big Finch at the northwest old camp, 64 m away; and a beacon-route inspection, 18 m away. The rescue panel shows 0/2 completed and instructs the player to repair each robot and bring it home. For the inspection, fly nearby, descend to 0 m, then leave the cabin to inspect.

28 / 接回芬奇的完整旅程

The complete journey to bring Finch home

ZH / 中文图页

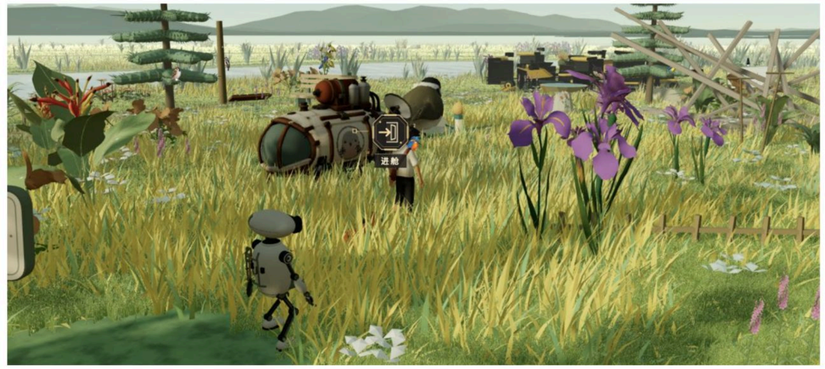
15 角色 接回芬奇的完整旅程 去你的鸟宇宙 评审主线

REPAIR SAIL RESCUE RETURN

修好巡护艇
接回小芬奇

一次任务串起设施 航行与伙伴

1. **修复巡护艇**
   设施恢复后，现场开放进舱入口。
2. **登船前往旧站**
   进入驾驶舱，选择东北旧站。
3. **找到并修复芬奇**
   走近受损伙伴，完成现场修复。
4. **一起登舱返航**
   芬奇恢复行动，跟随玩家回岛。
5. **回到鸟园归队**
   伙伴留在家园，记录本次救援成果。



归队结果 小芬奇回到鸟园，与玩家继续同行


01 修复巡护艇


02 登上驾驶舱


03 抵达东北旧站


04 找到并修复


05 跟随玩家登舱


06 共同返航

说明 / NOTES

Finch, Little Finch and Big Finch are robot companions.

EN / PAGE TRANSLATION

Repair the patrol airship, then rescue Little Finch

One mission connects restored facilities, travel and companionship. Its sequence is repair, travel, rescue and return.

01 / Repair the patrol airship

Restoring the facility opens its boarding interaction at the repair site.

02 / Board and travel to the old station

Enter the cockpit and select the northeast old station as the destination.

03 / Find and repair Finch

Approach the damaged companion and complete the repair on site.

04 / Board together and return

After repair on site, Finch regains movement and follows the player back to the patrol airship. Board together and fly back to the island.

05 / Rejoin the sanctuary

The companion remains in the home world, recording the outcome of this rescue.

Screenshot sequence

Main image: Little Finch has returned to the bird sanctuary and continues accompanying the player. The six smaller images show: 1. Repair the patrol airship; 2. Enter the cockpit; 3. Arrive at the northeast old station; 4. Find and repair the companion; 5. The companion follows the player aboard; 6. Return together. The visible craft control is Enter cabin.

29 / 岛上生命与伙伴的意义

Life and companionship on the island

ZH / 中文图页

16 世界 岛上生命与伙伴的意义 去你的鸟宇宙 评审主线

LIFE AND COMPANIONS

修复之后
岛上有了日常

玩家的改变会留在下一次探险中

鸟类

按活动时段飞行、停栖，可继续留影。

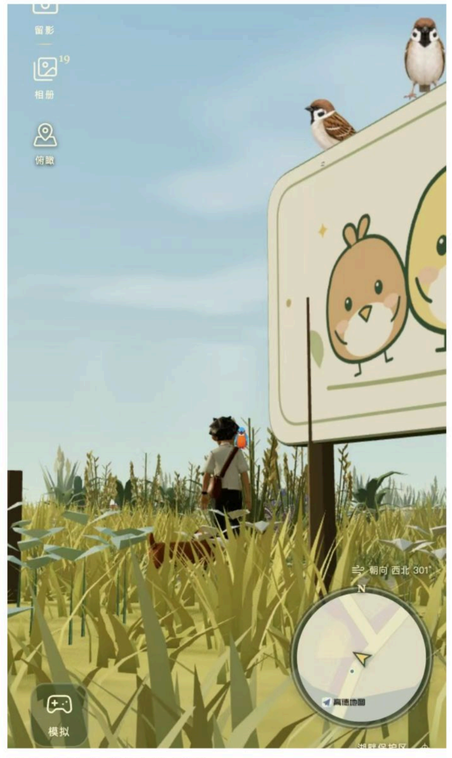
植物与设施

亲手种下植物，修好的设施持续可用。

同行伙伴

小肠随行，救回的机器人恢复行动。

体验目标 从独自修复到共同生活



岛内日常 鸟类停栖与玩家



同行场景 小肠与现场交互

EN / PAGE TRANSLATION

After restoration, everyday life returns

Changes made by the player remain part of the next adventure. Repair is intended to turn an initially solitary activity into a shared life on the island.

Birds

Birds fly and perch according to their activity periods. The player can continue photographing them after the initial task.

Plants and facilities

The player plants vegetation personally, while restored facilities remain available for use.

Travelling companions

Xiaochang, the small dachshund companion, follows the player. Rescued robots regain the ability to move.

Experience goal

From repairing alone to living together: the continuing presence of birds, plants, working facilities and companions makes the player's changes visible during later exploration.

Screenshot captions and labels

Left: everyday island life, with perched birds and the player. Right: a companion scene featuring Xiaochang and an in-scene interaction. The speech-bubble icon marks a conversation. Visible navigation labels include Photograph, Album, Overview, Character view, Simulation and Time of day. These controls belong to the pictured game interface; this page focuses on the meaning of ongoing life and companionship.

30 / 种子收获与种植

Seed rewards, inventory and planting

ZH / 中文图页

17 经济 种子收获与种植 去你的鸟宇宙 评审主线

SEEDS INVENTORY PLANTING

先收进口袋
种下才扣一粒

种子库存与岛内株数分别保存

获得的种子先进入植物口袋。
拿起种子后，可选址并预览。
确认种下后，扣一粒并新增一株。

01 收获入库
修复、观察与散步奖励保留来源。

02 选址预览
取消或位置无效，种子数量保留。

03 确认种下
库存、岛内株数与手册同步更新。



01 植物口袋｜鹤望兰剩余1粒



02 植物档案｜岛内已种1株

鹤望兰 · 数量变化示意

取消预览 · 库存保留	成功种下 · 库存减少	岛内植物 · 新增一株
2 → 2 粒	2 → 1 粒	0 → 1 株

EN / PAGE TRANSLATION

Pocket first, spend one seed only when planted

Seed inventory and the number of plants on the island are saved separately. Earned seeds first enter the Plant Pocket. After picking up a seed, the player chooses a location and previews placement. Confirming planting consumes 1 seed and adds 1 plant.

01 / Receive and store

Rewards from repair, observation and walking retain their source information.

02 / Preview a location

Cancelling the preview or selecting an invalid location leaves the seed count unchanged.

03 / Confirm planting

The inventory, island plant count and field guide update together.

Bird-of-paradise example

Cancel preview: inventory stays at 2 -> 2 seeds. Successful planting: inventory falls from 2 -> 1 seed. Island planting count rises from 0 -> 1 plant. These illustrated transitions explain the rule; the screenshots show the remaining seed and planted specimen after that change.

Screenshots and labels

01 Plant Pocket: 1 bird-of-paradise seed remains. The pocket shows 8 seeds in total: camellia x1, bird of paradise x1, cosmos x1, wild strawberry x2, New York aster x1 and frangipani x2. Control: Pick up seed. 02 Plant profile: 1 bird-of-paradise plant is already on the island. The card identifies Strelitzia reginae, notes its common name, bird of paradise, and records an island reward as its source.

31 / 自由探索与现场交互

Free exploration and in-scene interactions

ZH / 中文图页

18 玩家 自由探索与现场交互 去你的鸟宇宙 评审主线

EXPLORE AND INTERACT

沿着岛屿自由走动
靠近后选择互动

行动入口直接出现在场景中

主角视角与跟随视角可直接切换。
靠近巡护艇，可看到对话与进舱入口。
玩家按当前需要选择操作。

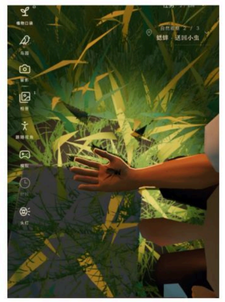
01 自由移动
沿湖岸走动 查看周围环境

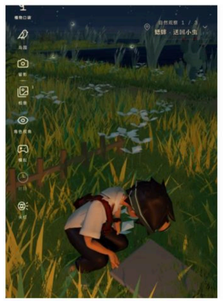
02 切换视角
在主角视角与跟随视角间切换

03 现场交互
对话与进舱使用各自入口



01 跟随视角 观察湖岸与周围活动


02 主角视角


跟随视角



03 现场入口 选择对话或进舱

EN / PAGE TRANSLATION

Walk freely around the island and interact up close

Action controls appear directly in the scene. The player can switch between the protagonist's view and a follow-camera view. Approaching the patrol airship reveals separate controls for conversation and boarding, so the player can choose the action needed at that moment.

01 / Move freely

Walk along the lakeshore and look around the surrounding environment.

02 / Switch viewpoint

Switch directly between the protagonist's view and the follow-camera view.

03 / Interact in place

Conversation and cabin entry each have their own interaction control. The player chooses between them at the object rather than through a single combined action.

Screenshot captions

01 Follow-camera view: observe the lakeshore and activity nearby. 02 Protagonist's view and follow-camera view: examples of the two available perspectives. 03 In-scene controls: choose a conversation or Enter cabin at the patrol airship.

Screenshot labels

The task prompt reads Repair - beacon light. Visible sidebar labels include Plant Pocket, Bird sanctuary, Photograph, Album, Character view, Simulation and Time of day. The speech-bubble icon indicates conversation; the doorway icon is labelled Enter cabin.

32 / 岛内识鸟与留影任务

Identify and photograph the island's birds

ZH / 中文图页

19 玩家 岛内识鸟与留影任务 去你的鸟宇宙 评审主线

ISLAND BIRD PHOTOGRAPHY

在岛内识鸟
为24种鸟留影

去你的鸟宇宙中的观察任务

在2046岛屿寻找常驻鸟。
用相机对准目标，识别后拍摄。
有效留影更新对应鸟种的进度。

01 寻找目标
在林地与湖岸观察鸟的活动。

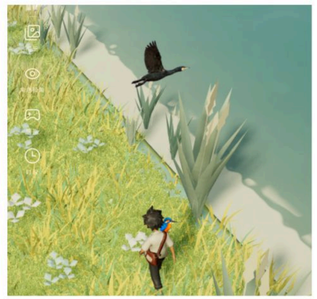
02 对准拍摄
调整视角与倍率，确认画面鸟名。

03 保存记录
照片进入相册，同种鸟进度计一次。

任务目标 24种常驻鸟分别完成留影



相机识鸟 牛背鹭进入取景框



湖岸观鸟



林地探索



相册示例 麻雀

EN / PAGE TRANSLATION

Photograph all 24 resident species

This is an observation task inside GO BIRDVERSE. Search for resident birds on the island in 2046. Aim the in-game camera at a target, identify it and take a picture. A valid photograph updates progress for that species.

01 / Find a target

Observe bird activity in the woodland and along the lakeshore.

02 / Aim and photograph

Adjust the viewpoint and zoom level, then check the bird name shown in the frame.

03 / Save the record

The photograph enters the album. Each species contributes only once to the task's species-completion count. The goal is a valid photograph of each of the 24 resident species, not 24 repeated shots of one bird.

Screenshot captions and labels

Main image: the in-game camera labels a cattle egret in the viewfinder. Smaller images: lakeshore birdwatching; woodland exploration; an album example labelled Sparrow, September 14. Visible counters read Island photographs 1/24 and Album 3. Camera magnification options are 1x, 2x and 3x.

33 / 环岛游览与登乘操作

Boarding the robot for an island tour

ZH / 中文图页

20 玩家 环岛游览与登乘操作 去你的鸟宇宙 评审主线

BOARDING AND ISLAND TOUR

修好环岛机器人
登上平台去游览

自动环岛途中可暂停或下车

登乘游览在机器人完成重组后开放。
行程自动推进，无需持续操控方向。
途中可暂停、切换视角或提前下车。

01 **登乘准备**
到梯旁拿起背篓，再带小肠上平台。

02 **自动环岛**
自动环岛约2分钟，可随时暂停。

03 **自由结束**
可切换角色视角，也可下车继续探索。



环岛机器人 梯口与登乘位置



完成提示 开放环岛游览

说明 / NOTES

The island tour lasts approximately 2 minutes.

EN / PAGE TRANSLATION

Repair the tour robot and climb aboard

The island tour becomes available after the robot has been reassembled. Travel advances automatically, without continuous steering. The player can pause, change the camera view or get off before the route ends.

01 / Prepare to board

Pick up the carrying basket beside the ladder, then take Xiaochang onto the platform.

02 / Take the automatic tour

The trip around the island lasts approximately 2 minutes and can be paused at any time.

03 / End freely

Switch character views to enjoy the scenery, or get off and continue exploring independently.

Screenshot captions

Left: the island-tour robot, with the ladder and boarding location. Right: the completion prompt that opens the island tour.

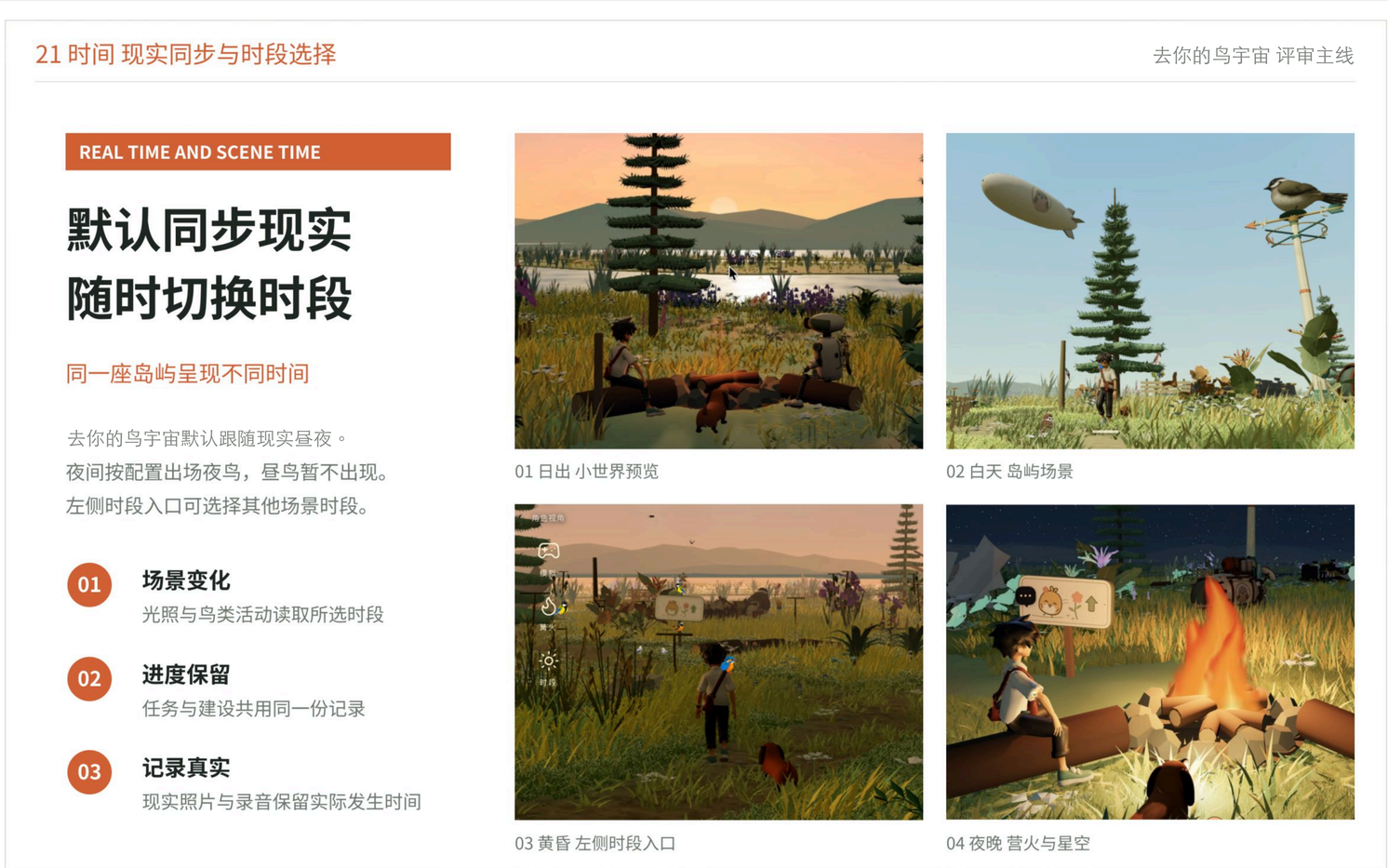
Completion message and rewards

The status panel reads Companions reunited 5/5 and Both Little Finch and Big Finch have returned. The completion message reads Island-tour robot reassembled. Its instructions repeat the basket, companion and platform sequence, the approximately 2-minute duration and the pause, disembark and viewpoint options. The displayed reward is 2 New York aster seeds and +40 experience. Controls: Pick up seeds; Place in Plant Pocket.

34 / 现实同步与时段选择

Real-time sync and time-of-day selection

ZH / 中文图页



EN / PAGE TRANSLATION

Follow real time by default, change the scene time freely

The same island can be experienced at different times of day. GO BIRDVERSE follows the real-world day-night cycle by default. At night, configured nocturnal birds appear while daytime birds are temporarily absent. The time selector on the left lets the player choose a different scene period.

01 / Scene changes

Lighting and bird activity use the selected scene period.

02 / Progress stays

Tasks and construction share the same progress record across time periods. Changing the scene's time does not create a separate set of task or building records.

03 / Records stay truthful

Real-world photos and audio recordings keep the time at which they actually occurred. A manually selected scene time is not substituted for their real capture time.

Four scene captions

01 Sunrise: a preview of the small world. 02 Daytime: the island scene. 03 Dusk: the time-of-day entry is visible on the left. 04 Night: a campfire under a starry sky. Together these views illustrate different lighting and activity periods within the same persistent island.

说明 / NOTES

Real-world capture timestamps remain separate from the selected in-game scene time.

35 / 随身硬件识鸟

Bird recognition with a portable device

ZH / 中文图页

HARDWARE BIRD RECOGNITION

硬件随身识鸟
手机同步记录

48种鸟识别 蓝牙连接手机

连接设备后，长按收音，松手结束。
音频传给手机，候选鸟种回到圆屏。
在手机核对结果，确认后保存记录。

01 户外采集
散步或跑步时，随身记录鸟声。

02 结果共享
圆屏看候选，手机查看详情。

03 确认归档
核对鸟种后，保存现场观察记录。



01 硬件圆屏 棕背伯劳识别回显



02 手机手册 鸟种与带回状态

地图底图 © AutoNavi © OpenStreetMap

识鸟协同

音频上传与结果回传通过蓝牙完成

硬件收音	→	手机识别	→	圆屏回显	→	手机确认
长按录音 松手结束		接收音频 处理结果		显示候选鸟种		回听核对 保存记录

现场识鸟记录与 AR 任务鸟牌分别保留来源

EN / PAGE TRANSLATION

Portable recording, phone-synchronised observations

The portable device supports recognition of 48 bird species and connects to a phone via Bluetooth. After connecting, press and hold to record; release to stop. Audio is sent to the phone, and candidate species are returned to the round screen. Review the result on the phone and confirm before saving the observation.

01 / Capture outdoors

Record birdsong while walking or running.

02 / Share results

View candidates on the round display and open detailed information on the phone.

03 / Confirm and archive

Check the species before saving the field-observation record.

Device-to-phone workflow

Device recording: hold to record, release to stop. Phone recognition: receive the audio and process the result. Round-screen feedback: display candidate species. Phone confirmation: replay, check and save. Audio transfer and result return use Bluetooth. Field-recognition records and AR mission bird cards retain their respective source information.

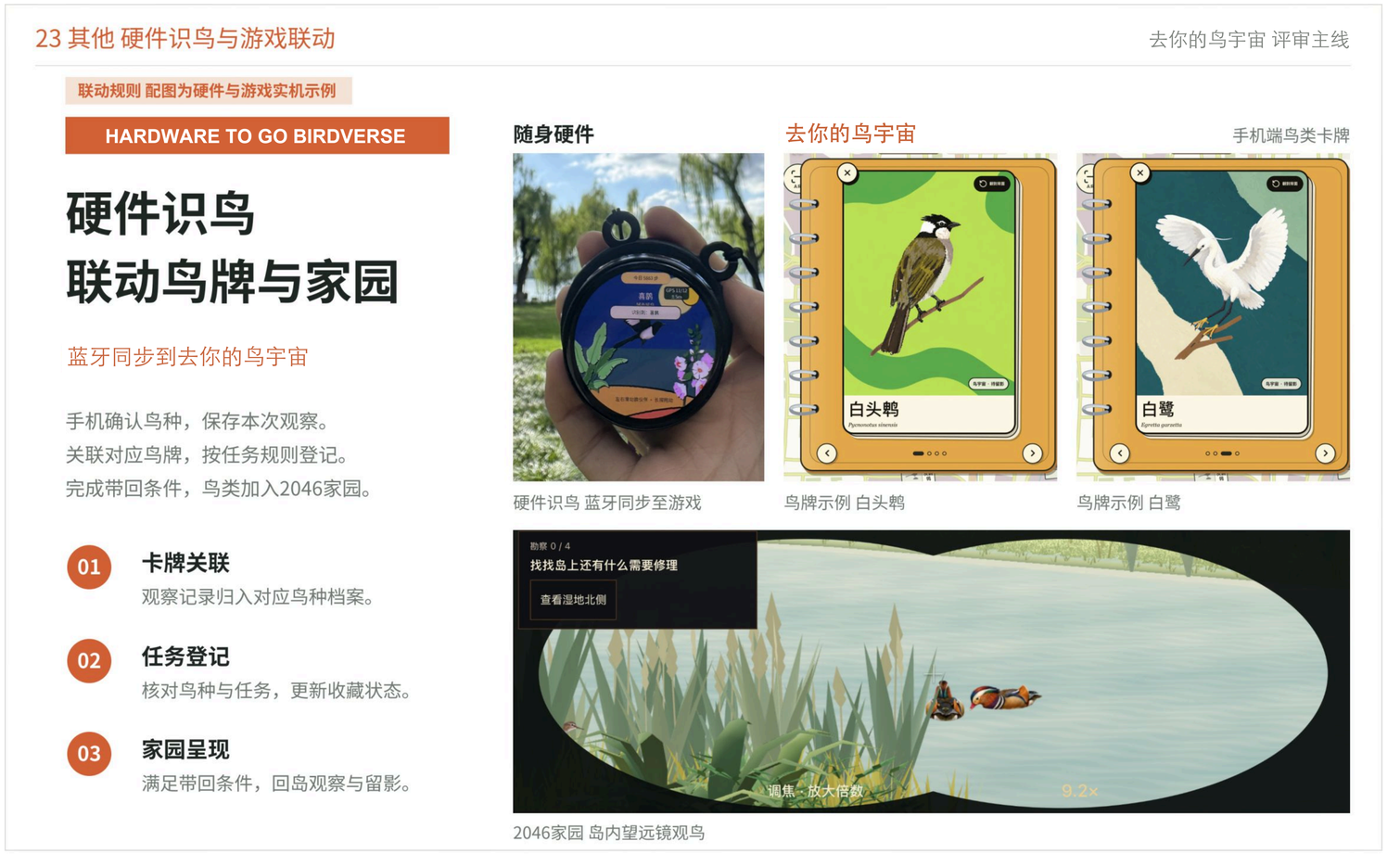
Screenshot captions and labels

01 Round device display: a returned Long-tailed Shrike identification example. 02 Phone field guide: species and brought-back status. Guide tabs are Birds and Plants; the category is City visitors. Status labels distinguish In GO BIRDVERSE, awaiting a photograph from Not yet brought back. Map attribution: AutoNavi and OpenStreetMap.

36 / 硬件识鸟与游戏联动

Connecting field recognition to the game

ZH / 中文图页



硬件识鸟 蓝牙同步至游戏

鸟牌示例 白头鹎

鸟牌示例 白鹭

2046家园 岛内望远镜观鸟

EN / PAGE TRANSLATION

Bird recognition connects to cards and the home world

The device synchronises with GO BIRDVERSE over Bluetooth. Confirm the species on the phone and save the observation. Link it to the corresponding bird card and register it under the mission rules. A bird joins the 2046 home world only after the bring-back conditions are met.

01 / Link the card

Add the observation record to the relevant species profile.

02 / Register mission progress

Check the bird species against the mission and update its collection status.

03 / Represent it at home

Once the conditions for bringing the bird back are satisfied, return to the island to observe and photograph it.

Screenshot captions

The page labels the illustrations as real-device and in-game examples accompanying the integration rules. Top left: portable bird-recognition hardware, synchronising to the game by Bluetooth. Top centre: a Light-vented Bulbul card, Pycnonotus sinensis. Top right: a Little Egret card, Egretta garzetta. Bottom: birdwatching through binoculars in the 2046 home world.

Screenshot labels

Phone bird cards; Flip to back; In GO BIRDVERSE, awaiting a photograph. The island objective reads Survey 0/4, Find what still needs repairing on the island, and Check the northern wetland. Binocular controls show Focus / magnification; the displayed magnification is 9.2x.

37 / 修复指南与完成条件

The restoration guide and completion criteria

ZH / 中文图页

24 结算 修复指南与完成条件

去你的鸟宇宙 评审主线

GOALS AND COMPLETION

查看修复指南
核对完成进度

修复指南集中展示完成进度

修复、鸟牌、植物和勋章列出目标。
从待修复和待解锁条目查看待办，
通过状态文字与计数核对成果。

01 查看目标
从待修复与待解锁事项开始。

02 核对条件
查看前置任务与具体达成标准。

03 汇总成果
分类累计进度，完成后仍可探索。



修复指南 总体进度与修复目标



勋章名录 解锁条件与达成进度

说明 / NOTES

Task points and daily action points are separate categories; the next page explains the achievement requirement.

EN / PAGE TRANSLATION

Check goals and completion progress in one guide

The restoration guide consolidates targets for repairs, bird cards, plants and badges. Start with items awaiting repair or unlock, then use status text and counters to check results.

01 / Review targets

Begin with unfinished repairs and locked entries.

02 / Check requirements

Read prerequisite missions and the specific criteria for each goal.

03 / Summarise results

Progress accumulates by category. Exploration remains available after completion.

Left screenshot / Restoration guide

The guide displays overall progress and repair goals: Tasks 0/138, Today's actions +0, Guardian points 0, Repairs 0/13. Finch is a gardening-care robot awaiting repair. Repair Finch on site at the old station. Once repaired, he follows the player back to the patrol airship; board together and fly back to the island. The displayed reward is 2 seeds and +120 task points. The action reads Repair the patrol airship first. Other visible repair entries include the patrol airship, bird weather vane, island airship, tour robot, lakeside viewing platform, bird drinking fountain, beacon, solar panel, wind-sound observation post, lawn bench and island signs.

Right screenshot / Badge catalogue

Unlock conditions and achievement progress are shown together. The First Action badge requires 1 completed task and 20 task points and unlocks automatically when qualified. The catalogue shows 0/16 achieved. Named goals include Repair Apprentice, Skilled Repairer, Sanctuary Guardian, Reconstruction Expert, GO BIRDVERSE Badge, First Kilometre, Ten-Kilometre Stroll, Hundred-Kilometre Walker, Woodland Badge, Waterside Badge, Park Badge, 24-Species Identifier, Seven-Day Observer, Thirty-Day Recorder and Hundred-Day Nature Companion. Controls include View criteria and Go do tasks; earned badges are marked permanent honours.

38 / 勋章门槛与积分判定

Badge thresholds and point eligibility

ZH / 中文图页

25 结算 勋章门槛与积分判定 去你的鸟宇宙 评审主线

ACHIEVEMENT AND CRITERIA

两项条件达标
解锁初次行动

任务完成数与任务积分分别判定

初次行动要求完成至少1项任务，
并累计获得至少20点任务积分。
两项同时满足，勋章记录为已达成。

01 双重门槛
两项条件都满足后才解锁

02 首次累计
同一任务只计入首次完成

03 积分范围
每日行动积分不计入此门槛



01 风向标 岛内修复任务



02 初次行动 两项条件已满足

EN / PAGE TRANSLATION

Meet both conditions to unlock First Action

Completed-task count and task points are evaluated separately. First Action requires at least 1 completed task and at least 20 accumulated task points. The badge is recorded as achieved only when both conditions are satisfied.

01 / A dual threshold

Meeting just one condition is insufficient; both thresholds must be reached before the badge unlocks.

02 / First completions only

A given task contributes only on its first completion. Repeating the same task does not repeatedly add first-completion credit.

03 / Eligible points

Daily action points do not count towards this task-point threshold. The two point categories are not interchangeable for this achievement.

Screenshot captions and values

01 Weather vane: an island repair task. 02 First Action: both conditions have been met. The achievement profile labels the badge Common and Achieved - kept permanently. Its illustrated bird is a sparrow. The example progress reads Completed tasks 9/1 and Task points 530/20, with each condition marked Met. These are achieved amounts compared with the minimum requirements, not additional targets of 9 tasks or 530 points.

说明 / NOTES

The requirement is 1 completed task and 20 task points. The example player has completed 9 tasks and earned 530 task points.

39 / 留影相册与照片下载

The photo album and image downloads

ZH / 中文图页



EN / PAGE TRANSLATION

Open the sanctuary album and revisit each photograph

Saved photographs can be downloaded and kept. The album contains bird photographs and lakeside scenery. Each photo displays a name and capture date. Once downloaded, the image can be viewed outside the game.

01 / Find a photograph

Use the name and date to identify an existing photo in the album.

02 / Download a copy

Save a photograph from the album as a separate image file for viewing beyond the game.

03 / Stored on this device

The current photo collection is stored in the browser on this device.

Screenshot captions and labels

Top left: Sparrow, September 14. Top right: Lakeside scenery, September 14. Bottom: the in-game camera view with a Mallard label. The interface shows Island photographs 1/24, Album 3, and 1x, 2x and 3x magnification choices. These examples connect the in-game photography action to saved album entries, while downloaded image copies remain viewable outside the game.

说明 / NOTES

The island-photo album is stored in the browser on this device. Downloaded copies can be viewed outside the game.

40 / 探险保存与恢复

Save and Resume an Adventure

ZH / 中文图页

27 其他 探险保存与恢复 去你的鸟宇宙 评审主线

LOCAL SAVE AND CONTINUE

退出之后
接着这次探险

已完成的行动保存在本机

再次进入，选择继续探险。
种子库存、种植与任务进度一并读取。
返回已有家园，再选择新的行动。

01 行动保存
收藏与建设结果记入当前探险

02 继续探险
读取已有记录 接着完成任务

03 新探险
重新开始一局 从初始进度出发



01 探险入口 选择继续探险读取本机存档



02 驾驶巡护艇 继续探索



03 相机留影 继续观察

说明 / NOTES

Adventure progress is saved on the current device.

EN / PAGE TRANSLATION

Pick up where you left off

Completed actions are saved on this device. On returning, choose Continue Adventure to load seed inventory, planted vegetation and quest progress together. Return to the home you have already built, then choose your next action.

01 - Save your actions

Collection and construction results are recorded in the current adventure.

02 - Continue Adventure

Load the existing record and continue completing quests.

03 - New Adventure

Start a new run from its initial progress.

Image captions

01 Adventure menu: choose Continue Adventure to load the local save. 02 Pilot the patrol airship and continue exploring. 03 Use the camera to continue observing and taking photographs.

Screenshot labels

New Adventure; Continue Adventure; Saves are stored only on this device. Cockpit controls include Automatic Return, Map, Altitude, Thrust, Hover, Brake and Cruise. The camera view identifies a Cattle Egret and offers 2x and 3x zoom.

41 / 现实寻鸟，赛博建园

Discover Birds Outside, Build a Digital Home

ZH / 中文图页

28 试玩 现实寻鸟赛博建园 去你的鸟宇宙 评审主线

DISCOVER AND RETURN

一次现实寻鸟
带来家园变化

收获鸟牌 对应鸟类进入2046家园

回岛观察新鸟，种下任务奖励的种子。
继续修复设施，与归队伙伴探索岛屿。
收藏与建设成果留在同一次探险中。

https://gobirdverse.throughtheglass.art/



2046家园 已有鸟类、植物与设施继续保留



归队伙伴 小芬奇留在鸟园



种植成果 植物进入岛屿场景

EN / PAGE TRANSLATION

One real-world bird search changes your island

Collect a bird card and the corresponding bird joins the home in 2046. Return to the island to observe the new arrival and plant seeds earned through quests. Continue repairing facilities and exploring with companions who have rejoined you. Collection and construction results remain part of the same adventure.

2046 home

The main screenshot shows the ongoing island home. Existing birds, plants and facilities are retained as the adventure continues.

Returning companion

The lower-left screenshot shows little Finch remaining in the bird garden after rejoining the team.

Planting results

The lower-right screenshot shows planted vegetation becoming part of the island scene.

Screenshot labels

Bird Garden; Photograph; Character View; Simulation; Time; Enter Cockpit.

Current play and project links

Web demo: https://gobirdverse.throughtheglass.art/
Project document and full video:
https://gobirdverse.throughtheglass.art/project/

42 / 总任务与当前目标

Quest List and Current Objective

ZH / 中文图页

A01 关卡 总任务与当前目标 去你的鸟宇宙 机制附录

QUEST LIST CURRENT TARGET

保存总进度
明确下一步

任务记录与现场指引共用完成状态

总清单保留全部任务及其完成状态。
当前目标只提示这一步要找谁、做什么。
任务切换时，按前置条件更新行动入口。

01 总进度
留影、鸟种、种植与修复分项保存。

02 下一步
按前置条件给出对象与具体动作。

03 选择权
玩家选定优先，交互结束再更新推荐。



01 现场任务｜当前步骤与行动入口

任务组织示意

总清单
留影 · 鸟种 · 种植 · 修复
分别保存已完成与待完成事项

↓ 选择任务，检查前置条件

当前目标
找回小芬奇

↓ 结合完成状态，确定下一步

当前行动
走近小芬奇，现场修复
完成后推进登艇、返航与安置

完成结果写回同一份进度

02 机制示意｜总览、目标与行动

总进度持续保存；当前指引随任务完成情况更新。

EN / PAGE TRANSLATION

Keep total progress, clarify the next step

Quest records and in-world guidance share the same completion state. The master list retains every quest and its status. The current objective tells the player only whom to find and what to do at this step. When switching quests, available actions update according to prerequisites.

01 - Overall progress

Photography, bird species, planting and repairs are saved as separate progress categories.

02 - Next step

Prerequisites determine the relevant target and the specific action to take.

03 - Player choice

The player's chosen quest takes priority. Recommended actions update after the current interaction ends.

Quest organization diagram

Master list: photography, bird species, planting and repairs, with completed and pending items retained. Select a quest and check prerequisites. Current objective: Find Little Finch. Use completion state to determine the next step. Current action: approach Finch and repair him on site. After repair, Finch follows the player back to the patrol airship; they board, fly home and settle back on the island. All results write back to the same progress record.

Image captions and labels

01 In-world quest: the current step and its action entry. The screenshot shows Find Little Finch, Repair Little Finch on Site, Approach Little Finch, All Quests and Enter Cockpit. 02 Mechanism diagram: overview, objective and action. Overall progress is saved continuously; current guidance changes as quests are completed.

43 / 修复前置与航行解锁

Repair Prerequisites and Travel Unlocks

ZH / 中文图页

A02 关卡 修复前置与航行解锁 去你的鸟宇宙 机制附录

REPAIR UNLOCK TRAVEL

修好巡护艇
开启岛外路线

完成修复后 登舱与航行功能开放

从修复指南找到待修复巡护艇。
抵达现场修理，再进入驾驶舱。
选择目的地，继续岛外的伙伴任务。

01 查阅与定位
查看设施状态，点击“去修复”。

02 现场修复
完成修理后，开放“进舱”入口。

03 登舱出发
选择航行目标，前往岛外寻找伙伴。



01 登舱入口｜巡护艇修复后，现场出现“进舱”操作



02 航行开放｜修复后进入驾驶舱

EN / PAGE TRANSLATION

Repair the patrol airship to open routes beyond the island

Boarding and travel become available after repairs are completed. Find the damaged patrol airship through the repair guide. Reach its location, repair it and then enter the cockpit. Choose a destination to continue companion quests outside the island.

01 - Inspect and locate

Check the facility's status and select Go Repair.

02 - Repair on site

Completing the repair enables the Enter Cockpit action.

03 - Board and depart

Choose a travel destination and leave the island to find companions.

Image captions

01 Boarding entry: Enter Cockpit appears at the patrol airship after repair. 02 Travel unlocked: access the cockpit after completing the repair.

Screenshot labels

Patrol airship; Cockpit; Automatic Return; Map; Exit Craft; Quest Map; R1 - Little Finch. The example shows a target distance of 82 m. Flight controls include Altitude, a target altitude of 18.0 m, Thrust, Low Speed, Cruise, Accelerate, Hover, Brake, Cruise Control, Movement and View.

说明 / NOTES

Distances and flight-control readings are examples shown in the cockpit.

44 / 步行收种与计步规则

Walking, Seed Rewards and Step-Counting Rules

ZH / 中文图页



01 散步地图 计步与模拟状态

地图 © 高德地图 / OpenStreetMap

02 鹤望兰 尚未收集的植物卡

说明 / NOTES

Design rules: walking-reward thresholds and step-counting conditions.

EN / PAGE TRANSLATION

Design rule - walking reward thresholds

Accumulate real walking steps to earn seeds. Rewards can be triggered by a daily target or by steps accumulated across multiple days. Claiming the daily reward resets the multi-day total. Selection prioritizes plants from the walking reward group that the player has not yet obtained.

01 - Daily total

Reaching 10,000 steps in one day triggers a seed reward.

02 - Multi-day total

Reaching 20,000 accumulated steps across multiple days triggers a seed reward.

03 - Valid step counting

Simulated movement does not count as steps. The same set of steps cannot earn rewards twice.

Image captions

01 Walking map: step count and simulation status. Map attribution: Amap / OpenStreetMap. 02 Bird-of-paradise (Strelitzia reginae): an uncollected plant card.

Screenshot labels

This Birdwatching Session; 0 species identified; 0 / 10,000 steps; GPS Follow; Movement; View; Recenter; Simulate Walking. Moving the joystick enters simulation and does not count steps. The plant card is No. 234 and shows Flip to Back, Not Yet Collected, Natural Plant, Urban Plant Guide and Collectible.

45 / 档案缺项与行动入口

Missing Collection Items and Next Actions

ZH / 中文图页

A04 集合 档案缺项与行动入口

去你的鸟宇宙 机制附录

ARCHIVE AND NEXT ACTION

档案显示缺项
按钮对应行动

从收藏页面回到具体任务

植物档案显示发现与种植状态。
勋章档案列出尚缺的鸟种数量。
玩家按当前按钮继续对应行动。

01 植物待发现
去岛内收集，寻找可获得的种子。

02 勋章未达标
去观察，继续积累有效识鸟种类。

03 查看计数规则
公园勋章需12种，同种只计一次。



植物档案 待发现与收集入口



公园勋章 12种要求与观察入口

EN / PAGE TRANSLATION

The archive shows what is missing; buttons lead to action

Collection pages link back to concrete quests. Plant records display discovery and planting states. Medal records show the number of bird species still required. The player follows the currently available button to continue the corresponding activity.

01 - Undiscovered plants

Use Collect on the Island to search for obtainable seeds.

02 - Medal requirements unmet

Use Go Observe to continue recording valid bird identifications.

03 - Counting rules

The Park Medal requires 12 species. Each species counts only once.

Plant archive screenshot

Loquat (Eriobotrya japonica), No. 001: Not Yet Discovered; 0 plants in GO BIRDVERSE; island reward; 0 seeds; first planting +20 points; Awaiting Planting; Open Record; Collect on the Island. The visible catalogue lists Loquat, Azalea, Camellia, Canna, Daisy, German Iris, Lavender, Hydrangea, Wild Strawberry, Rose, Dandelion and Silver Wattle. Each is marked Not Yet Discovered. Page 01 / 04 shows entries 1-12.

Park Medal screenshot

Achievement Archive; Park Medal; Epic. Unlock after meeting all requirements. The design depicts woodland and water birds. Bird species identified in 2026: 0 / 12; 12 still required. Complete 2026 bird-finding quests or on-site bird verification. Each species counts once. Actions: Go Observe and Point Rules.

Image captions

Plant archive: undiscovered status and collection entry. Park Medal: the 12-species requirement and observation entry.

46 / 观察记录的地点与来源

Observation Records: Place and Source

ZH / 中文图页



说明 / NOTES

Extension design: multi-location observation records and deduplication. The pictured adoption is a test simulation.

EN / PAGE TRANSLATION

Extension design - repeat observations and deduplication

The same bird species may be recorded more than once. Species count and observation count are tracked separately. AR photographs retain the bird's name, location and date. The proposed extension would save observations from different locations as separate records, organize them by species and provide access to the original media.

01 - Identify the source

Distinguish AR photographs from on-site sound recordings.

02 - Add observations

Encountering the same species again increases only the number of valid observations, not the number of unique species.

03 - Filter duplicates

The same media item or the same quest must not be counted repeatedly.

Image captions

Photo record: Xinhua Bookstore and the capture date. Bird card example: Light-vented Bulbul (Pycnonotus sinensis). AR observation: a Light-vented Bulbul in the camera frame.

Screenshot labels

Light-vented Bulbul; Xinhua Bookstore; 2026/9/5. Test Adoption Complete. Simulation complete: existing bird cards and adoption records remain unchanged. The card shows GO BIRDVERSE - Awaiting Photograph. Camera feedback: Identification successful - Light-vented Bulbul. The bird is clearly framed; you can now take a photograph.

47 / 鸟讯仪与结果确认

Bird Signal Device and Result Confirmation

ZH / 中文图页

A06 玩家 鸟讯仪与结果确认

去你的鸟宇宙 机制附录

内置示例 结果复核与重采为设计规则

BIRD SIGNAL AND CONFIRMATION

识别提供线索
玩家核对结果

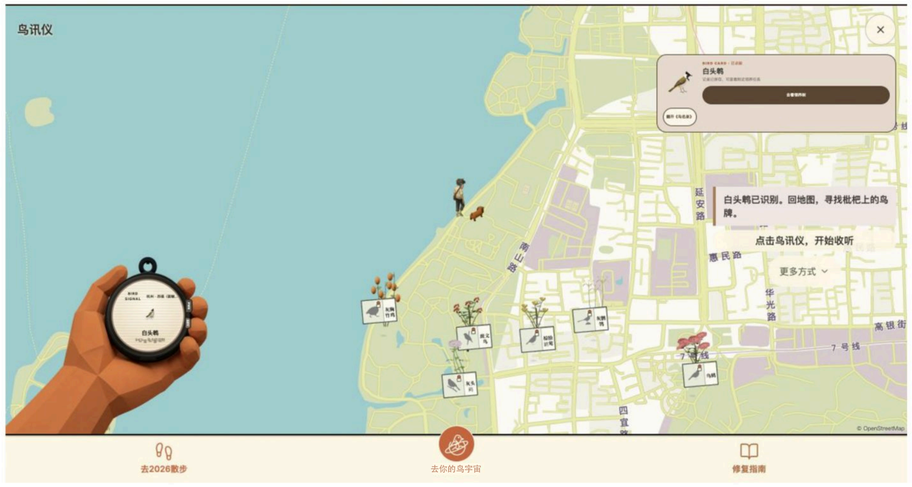
声音输入与结果确认分别处理

鸟讯仪接收录音并显示识别结果。
玩家结合声音与现场观察核对鸟种。
确认规则保留重新采集的选择。

01 采集声音
记录本次声音及其输入来源。

02 核对鸟种
结合回听、外观与现场信息判断。

03 确认或重采
确认后保存，不确定时重新采集。



鸟讯仪 地图背景与内置示例结果



设备局部 识别反馈



结果局部 鸟种与后续入口

说明 / NOTES

The displayed result is a built-in example. Result review and re-recording are design rules.

EN / PAGE TRANSLATION

Built-in example; review and re-recording are design rules

Identification offers a clue; the player checks the result. Audio input and result confirmation are treated separately. The Bird Signal device receives recordings and displays identification results. The player checks the species against the sound and on-site observations. The confirmation flow retains an option to record again.

01 - Capture audio

Record the current sound and its input source.

02 - Check the species

Judge the result using audio playback, the bird's appearance and information from the scene.

03 - Confirm or re-record

Save after confirmation. If uncertain, collect another recording.

Image captions

Bird Signal device: map background with a built-in example result. Device detail: identification feedback. Result detail: the bird species and the next available action.

Screenshot labels

Bird Signal Device; Light-vented Bulbul identified. Return to the map and find the bird card on the loquat tree. Tap the device to start listening. More Methods. Go for a Walk in 2026; GO BIRDVERSE; Repair Guide. The result card shows Light-vented Bulbul, Collected and Go View Details.

48 / 望远镜勘察与视野调节

Binocular Survey and View Adjustment

ZH / 中文图页

A07 玩家 望远镜勘察与视野调节 去你的鸟宇宙 机制附录

BINOCULARS AND SURVEY

先查看目标方向
再放大远处细节

方向提示与镜头调焦配合观察

对准设施，查看损坏与方位提示。
拖动画面环顾，用滑条或滚轮调焦。
观察结束后，可将望远镜放回台面。

01 查看目标
对准设施查看损坏与方位提示

02 调整倍率
放大远处细节并调整观察角度

03 放回台面
结束观察后归还望远镜



01 勘察提示 发现损坏与查看方位



02 角色举镜 可放回台面



03 日间观察 调焦与环顾

EN / PAGE TRANSLATION

Check the direction, then zoom in on distant details

Directional guidance and lens adjustment work together during observation. Aim at a facility to view damage and direction prompts. Drag the view to look around, and adjust the zoom using the slider or scroll wheel. When finished, place the binoculars back on the tabletop.

01 - Inspect the target

Aim at a facility to see its damage and direction prompts.

02 - Adjust magnification

Enlarge distant details and change the viewing angle.

03 - Return to the tabletop

Put the binoculars back after observing.

Image captions

01 Survey prompts: discover damage and inspect its direction. 02 The character holds the binoculars; they can be returned to the tabletop. 03 Daytime observation: adjust the zoom and look around.

Screenshot labels

Exit Binoculars - Esc. Survey 0 / 20. Damage Found - Island-Circling Dove Airship. Hold the binoculars steady. View South Entrance. Focus / Magnification: 3x. Drag to look around; use the scroll wheel or slider to adjust. Return to Tabletop. The daytime example shows 6.4x magnification and a prompt to look for items needing repair on the island.

49 / 掌上观察与归还

Observe in Your Palm, Then Return

ZH / 中文图页

A08 玩家 掌上观察与归还 去你的鸟宇宙 机制附录

OBSERVE AND RETURN

将蟋蟀接到掌上
观察后放回原处

循声寻找并完成一次近距离观察

蟋蟀藏在石片下，虫鸣提示位置。
接起后切换到掌上视角，环绕查看。
观察与归还分别操作，由玩家选择。

01 循声寻找
靠近石片后点击掀石接虫

02 掌上观察
拖动画面查看触须翅膀与足

03 放回原处
观察结束后点击归还按钮



掌上观察 蟋蟀与周围草丛的近距离视角

EN / PAGE TRANSLATION

Lift a cricket onto your palm, then put it back

Follow its sound to complete a close-up observation. The cricket hides beneath a stone, and its chirping indicates the location. Picking it up switches to a palm-level view that can be examined from different angles. Observing and returning the cricket are separate actions chosen by the player.

01 - Follow the sound

Approach the stone, then tap to lift it and pick up the cricket.

02 - Observe in your palm

Drag the view to examine its antennae, wings and legs.

03 - Return it to the same place

When finished observing, tap the return button.

Image caption

Palm observation: a close-up view of the cricket and the surrounding grass.

说明 / NOTES

An in-game close-up observation in the palm of the character's hand.

50 / 鸟类归属与活动状态

Bird Collection and Activity States

ZH / 中文图页

A09 角色 鸟类归属与活动状态 去你的鸟宇宙 机制附录

COLLECTION AND ACTIVITY

收藏状态持续保留
鸟类按时段出场

入园状态与留影进度分别记录

乌鸫的灰色鸟牌标记尚未带回。
已在园内的昼鸟，夜间暂停出场。
常驻鸟的留影任务另行完成。

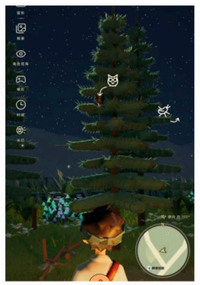
01 是否入园
以名录状态确认鸟类归属

02 是否出场
活动时段变化时保留收藏

03 是否留影
已有常驻鸟仍可处于待留影



01 乌鸫 尚未带回



02 夜间发现



取景识别



03 黑水鸡 已在鸟宇宙 待留影

EN / PAGE TRANSLATION

Collection persists; birds appear at their active times

Garden membership and photography progress are recorded separately. The Chinese Blackbird's grey card marks it as not yet brought home. Day-active birds already in the garden stop appearing at night without leaving the collection. Resident birds have separate photography tasks.

01 - Has it joined the garden?

Check the catalogue status to confirm whether the bird belongs to the garden.

02 - Is it currently visible?

Collection status remains intact when the bird's active time changes.

03 - Has it been photographed?

A bird may already be resident while still awaiting its photograph.

Image captions

01 Chinese Blackbird: not yet brought home. 02 Night-time discovery and camera-frame identification. 03 Common Moorhen: already in GO BIRDVERSE, awaiting a photograph.

Screenshot labels

No. 006 - Chinese Blackbird (Turdus mandarinus). Status: Not Yet Brought Home. Location: 2026 - Walking. The male is black overall, with a conspicuous yellow bill and eye-ring, and often searches for earthworms in grass. Common Moorhen (Gallinula chloropus): GO BIRDVERSE - Awaiting Photograph. Flip to Back.

51 / 伙伴日常与共同观察

Companion Routines and Shared Observation

ZH / 中文图页

A10 角色 伙伴日常与共同观察

去你的鸟宇宙 机制附录

设计方案 共同观察条件

COMPANION ACTIVITIES

芬奇归队后
参与岛上日常

拟按生境 鸟种与时段开放共同观察

在已完成伙伴归队的基础上，
拟增加观察区、鸟种与时段条件，
条件满足后，触发一次共同观察。

01 **准备区域**
伙伴已安置 观察地点可用

02 **匹配鸟类**
鸟种已入园 当前时段可见

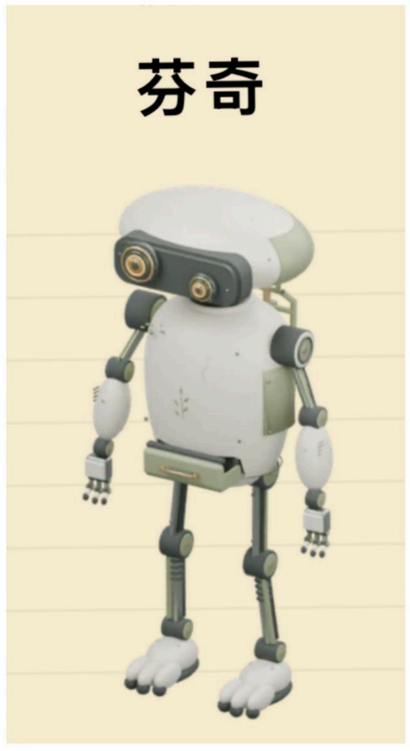
03 **保留经历**
首次记入档案 后续可再次参与



01 岛上场景 伙伴与玩家



02 营地场景 休息与停留



03 芬奇 角色形象

说明 / NOTES

Design proposal: shared-observation conditions and archive behavior.

EN / PAGE TRANSLATION

Design proposal - conditions for shared observation

After Finch rejoins the team, he returns to island life. The proposed shared-observation system adds conditions for habitat, bird species and time of day. Building on the completed companion-return sequence, the proposal requires an observation area, an eligible species and a suitable time. Meeting these conditions would trigger a shared observation.

01 - Prepare the area

The companion must already be settled, and an observation location must be available.

02 - Match the bird

The species must have joined the garden and be visible during the current time period.

03 - Retain the experience

The first shared observation would be recorded in the archive. The activity could be joined again afterward.

Image captions

01 Island scene: companion and player. 02 Campsite scene: resting and lingering. 03 Finch: character appearance.

Screenshot labels

Finch. Time-of-day choices visible in the island scene include Daytime, Sunset and Night.

52 / 种植选址与空间校验

Plant Placement and Space Validation

ZH / 中文图页

A11 解决 种植选址与空间校验 去你的鸟宇宙 机制附录

PLANT PLACEMENT

选好一处空地 再确认种植

空间不足时说明原因

拿起种子后，点击地面选择位置。
与树木或设施过近时，暂停种植。
换到可用位置后，再确认种下。

01 选择落点
通过地面预览查看植物位置

02 查看限制
提示拥挤原因 种植按钮暂不可用

03 调整位置
换到空位后点击种在这里



01 种植结果 鹤望兰进入场景



02 空间不足 调整落点



03 位置可用 允许确认

EN / PAGE TRANSLATION

Choose an open spot, then confirm planting

A message explains why planting is blocked when there is not enough space. After picking up a seed, tap the ground to choose its position. If the location is too close to a tree or facility, planting is paused. Move to a valid position before confirming.

01 - Choose the placement point

Use the ground preview to check where the plant will stand.

02 - Check restrictions

A message explains why the spot is crowded, and the planting button is temporarily unavailable.

03 - Adjust the position

Move to an open location, then select Plant Here.

Image captions

01 Planting result: a bird-of-paradise is added to the scene. 02 Insufficient space: adjust the placement point. 03 Valid position: confirmation is enabled.

Screenshot labels

Choose Planting Location. Bird-of-paradise. This spot is next to a tree or facility; leave a little more room for the new plant. Plant Here. At a valid location: tap Plant Here to confirm.

53 / 林缘生境的组合条件

Combined Conditions for a Woodland-Edge Habitat

ZH / 中文图页

A12 解决 林缘生境的组合条件

去你的鸟宇宙 机制附录

设计方案 生境组合判定

HABITAT COMPOSITION

补齐三类环境
建成林缘观察区

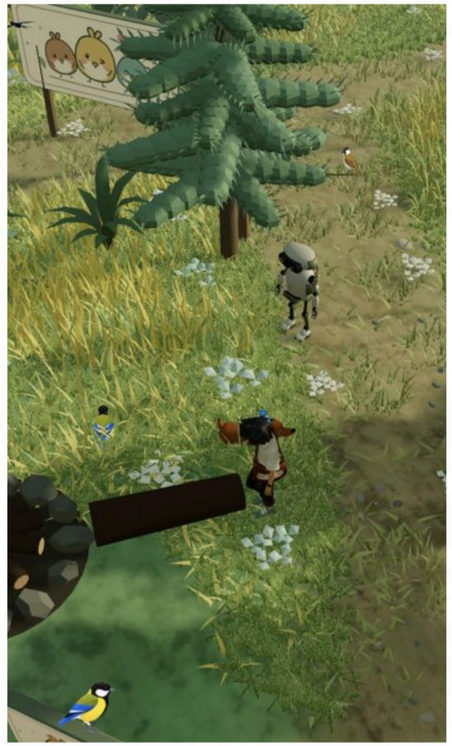
树荫 遮蔽 停栖共同构成生境

拟以树荫、低层遮蔽和停栖位置判定。
区内至少亲手种下一株，才算建成。
条件齐全后，向适用鸟类开放活动点。

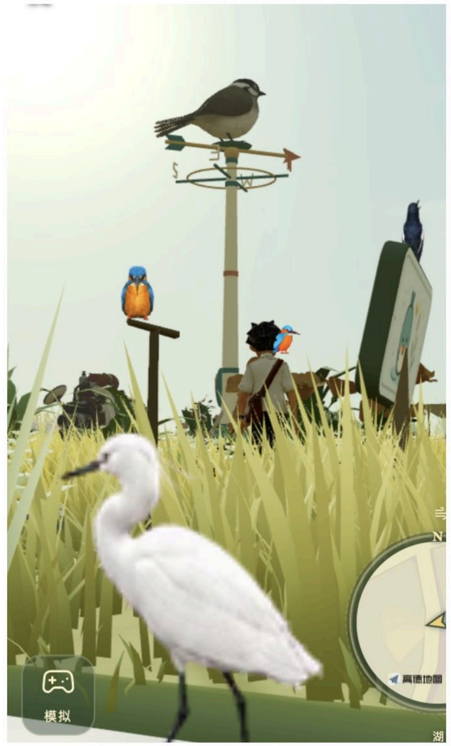
01 按缺项补齐
显示还缺哪类条件 引导继续布置

02 组合可以替换
同类条件叠加不重复加成

03 调整后重算
重算当前条件 保留首次建成记录



01 林缘场景 树木与地被



02 停栖场景 鸟类与枝杆

说明 / NOTES

Design proposal: habitat evaluation and bird activity locations.

EN / PAGE TRANSLATION

Design proposal - evaluating habitat composition

Complete three environmental components to establish a woodland-edge observation area. Tree shade, shelter and perching places work together to form the habitat. The proposed evaluation would check for tree shade, low-level cover and a perch. The player must personally plant at least one plant within the area for it to count as complete. Once all conditions are met, activity locations would become available to suitable birds.

01 - Fill in missing conditions

Show which type of condition is still missing and guide the player to continue arranging the area.

02 - Allow alternative combinations

Different objects may supply equivalent conditions. Stacking multiple instances of the same condition does not provide repeated bonuses.

03 - Recalculate after changes

Re-evaluate the current conditions whenever the arrangement changes, while preserving the record of the area's first completion.

Image captions

01 Woodland-edge scene: trees and ground cover. 02 Perching scene: birds and branches or poles.

Screenshot label

Simulation.