



**WOMBAT
KOMBAT**

RULEBOOK

WOMBAT KOMBAT

A Party Game by Arif Nezhir Savi

3 - 6 Players
30 Minutes

COMPONENTS

108 WOMBAT
CARDS



9 FOOD
CARDS



9 PREDATOR
CARDS



37 ACTION
CARDS



20 CONTINUOUS EVENT
CARDS



20 IMMEDIATE EVENT
CARDS



20 END GAME EVENT
CARDS



POO
TOKENS



6 REFERENCE
CARDS



2 POWER
DICE



1 EVENT
DIE



WOMBAT KOMBAT

GAME IDEA

Wombats are cute, serious, and merciless animals that live only in Australia. They poo in cube shapes to announce and protect their territories.

In this game each player is a wombat general, managing their wombats.



Each wombat is a master of certain martial art. Players recruit those fighting wombats with different amounts of Poo. When players have two or more cards of the same wombat in their hands, they can lay these cards on the table (if they want) to collect Poo at the end of the game.

If, however, an opponent lays out more cards of the same type, then the wombats of that type already on the table are **flipped** and placed in the respective player's **burrow**, face-down. The game ends when one player lays down five different wombats in front of him/her or the **Draw Pile** is exhausted, then players proceed to collect Poo.

The player with the most Poo wins. In case of a tie, tied players roll the power dice once (or more if still tied) to break the tie!





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SET UP



Give each player a Reference Card.

Separate the Event Cards (Immediate, Continuous, End-game) from the deck, shuffle them individually then make three separate Event Decks (Immediate, Continuous, End-game) face-down.



Shuffle all the other cards (Wombat, Food, Predator, Action Cards), deal each player 10 cards face-down.

Place the remaining cards face-down to form the Draw Pile.



Finally, each player gets 10 Poo token from the supply.



WOMBAT KOMBAT

3 PLAYER SETUP



WOMBAT KOMBAT

CARDS IN DETAIL

There are 9 different Wombat Cards



Amount of Poo (VP) also indicates the number of cards available in this type

18

Wombat Skill (Some Wombat Cards don't have them)



Attack Power



Defence Power



Food Cards help raise the number of Wombat Cards in your set by one or two

Predator Cards cause one or two of the Wombat Cards to be flipped in a set



Action Cards can be played anytime during the game, just read what each card says and play them when the time is right.



There are 3 types of Event Cards affecting the game of Wombat Kombat, you have to adapt to the changes.



Each Wombat Card depicts a wombat with a different fighting style. The number on a card indicates how many of that wombat are in the game. In the example above, "18" implies that there are eighteen samurai wombats in the game. The number also indicates the amount of Poo that each type of wombat gives during scoring.

Some cards have a special skill icon on the top left corner too, which only activates once as you lay them down. You activate each icon in your set once.



WOMBAT KOMBAT



GAMEPLAY

At the start of each new game, reveal two **Event Cards**; one **Continuous** and one **End-game Event Card**. Whoever last used the bathroom, starts first, after which players take turns in counter-clockwise order.

A turn consists of three consecutive actions:



ACTION 1:

Draw Cards



ACTION 2:

A) Lay Wombats,
B) Lay Food or Predators,
C) Fight



ACTION 3:

End Turn

A yellow sword with a curved blade and a hilt, positioned in the bottom right corner of the page.

WOMBAT KOMBAT

ACTION 1:

Draw Cards



On your turn, you must draw three cards; you can either draw all three cards from the Draw Pile, or draw two cards from the Draw Pile then draw the top card from the Discard Pile.



Action Cards, Food and Predator Cards cannot be drawn from the Discard Pile. This means, at the beginning of your turn, if there's an Action Card, a Food or a Predator Card on top of the Discard Pile, you must draw all three cards from the Draw Pile.



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ACTION 2:

Lay Wombats / Lay Food or Predator / Fight!

After drawing, cards, you may take one of the three actions below:

A. LAY WOMBATS (IN YOUR ARMY)

You must follow these rules when laying **Wombat Cards** to create a **set**:

- A Wombat set can consist of only one type of Wombat.
- Only one Wombat set can be laid per turn.
- The **Wombat Cards** must be laid face-up and overlapping so that their numbers are clearly visible.
- A set should have at least two matching **Wombat Cards**.
- If one of the cards from the set has a special skill icon, the player uses the respective special action immediately (if possible) **one time** (the number of icons doesn't matter in the set).



If any player has already laid cards of the same type of **Wombat Cards**, the following rule applies:

- The player laying cards must lay down more cards than the total number of this type currently on the table. After this, the opponent player who has the fewer set of cards of this type in front of him/her, must **flip all these cards** and place them in his/her **burrow** which may score negative points at the end of the game. Players can also play a higher number of sets in front of themselves if they want, **flipping** their own fewer set of cards.

Note: Flipped cards **always** placed in players' **burrow** pile.

Note: Once one type of **Wombat Card set** has been laid, a player may not add further cards to this set on subsequent turns (if not stated the opposite by an **Event Card**)!



WOMBAT KOMBAT

ACTION 2:

Lay Wombats / Lay Food or Predator / Fight!

B. LAY FOOD OR PREDATORS

You must follow these rules when laying Food or Predator Cards:

- Only one Food or Predator Card can be laid per turn.
- Food Cards can only be added to the laid-down sets of Wombat Cards and **cannot** be added to a set while laying a wombat set down.



Example: Players cannot lay "18,18,18, +2(corn)" as a set during a turn, but they can lay "18,18,18" if possible, then on a later turn, they can add "+2(corn)" to their set, making the number of cards in their set a total of 5.

Predator Cards (fox or eagle) cause one or two of the **Wombat Cards** to be **flipped** in a set. If there's a **Food Card** in one of the sets, **Predator Cards** neutralize the **Food Cards** first, then may cause a **Wombat Card** to be flipped.



Example: Nezhil lays his "-2(fox)" on his opponent's "18,18,18" set during his turn, two of the 18 **Wombat Cards** are **flipped** and placed in his opponent's **burrow**, making the number of cards in the "set" just 1. **Predator Cards** played are placed on top of the **Discard Pile**.



WOMBAT KOMBAT



ACTION 2:

Lay Wombats / Lay Food or Predator / Fight!

C. FIGHT!

You can attack another player (only if they have **at least 7 cards** in his/her hand) on your turn and the kombat takes place in **five steps**:

1. First, the attacking player must choose three **Wombat Cards** from his/her hand, he/she plays them **face-down** and moves to an open spot on the table. Then, declares who he/she is attacking.



2. Next, the defending player must fight back! He/she must also choose three **Wombat Cards** from his/her hand. He/she plays them **face-down** and moves them to confront the attacking wombats.

If the defending player doesn't have three Wombat Cards to fight back, he/she must show his/her hand to everyone on the table to prove it. In that case, no kombat happens and attacking players action ends. if caught lying, he/she flips three Wombat Cards and send them in his/her burrow.

3. Once both parties have chosen their wombats, they **reveal** their face-down **Wombat Cards** at the same time; Attacking player adds up all the attack power points on his/her cards, then defending player adds up all the defense power points on his/her cards. After that, the attacking player rolls the attack die and the defending player rolls the defense die. Then, they add the result to their power total. Players may now play their **Action Cards** **after** rolling their **Power Dice**. The player with the higher power wins, if tied, the defending player wins.



WOMBAT KOMBAT







ACTION 2:

Lay Wombats / Lay Food or Predator / Fight!

G. FIGHT! (continued)

4. When the kombat ends, there is a winner and a loser; the winner takes the following actions: He/she takes **one** of his/her own three **Wombat Cards** then places it face-up next to his/her burrow, forming the **Deck of Glorious Wombats**, then, takes the two remaining cards back to his/her hand. He/she, then, takes the following actions in **four steps**:



-  **PUNISH** → Flips one of the loser's Wombat Cards and places them in the loser's burrow.
-  **KIDNAP** → Takes one of the loser's Wombat Cards and adds it to his/her hand.
-  **SPARE** → Returns the remaining card to the loser's hand.
-  **REWARD** → Takes 3 Poo (if any) from the loser.

5. Finally, the winner rolls the **Event Die** then reveals one of the three **Event Cards** (**Immediate, Continuous, End-game**) from the top of the respective **Event Deck** according to the die result. The events revealed affect the game as long as they're visible. Later in the game when a second **Event Card** of the same type is revealed, the new card is placed on top of the previous **Event Card**, thus canceling the previous effects.



Note: You **cannot** attack a player holding less than seven cards in his/her hand.

Note: Action cards cannot be used in a set unless it's the **Copycat Card**.

WOMBAT KOMBAT

EVENT DECKS IN DETAIL

There are three types of Events in the game; *Immediate*, *Continuous* and *End-game*.



Immediate Event Cards affect the game **only one time** right after they're revealed. They're removed from the game after their effect take place.



Continuous Event Cards affect the game as long as they're visible, until the next **Continuous Event**.



End-game Event Cards affect the game during scoring, when the game ends, score according the top **End-game Event Card** currently visible.



ACTION 3:

End Turn

At the end of your turn, you must place a card from your hand face up on the **Discard Pile**. Each player finishes their turn with this mandatory discard (if not stated the **opposite by an Event Card**). If you have more than 14 cards in your hand after you discard a card, you **must discard down to 14**.



WOMBAT KOMBAT

END GAME & COLLECTING POO

The game ends immediately when one of the conditions below occurs at the end of any player's turn:

- One player has laid **five** (3 player) / **four** (4 player) / **three** (5-6 player) different types of **Wombat Cards** in front of him/her,
- **The Draw Pile** is exhausted. (The next player cannot draw three cards.)

All the players discard all the cards from their hands to proceed to scoring, cards in a player's hand don't score anything.

All players collect **Poo** from the supply by counting the **number of Poo** of each type of **Wombat Card** they have in front of them (in their army), disregarding the **number of Wombat Cards** they have of each type.

Players lose 1 **Poo** for each card **flipped** in front of them (cards in a player's **burrow**).

Players gain 3 **Poo** for each card in their **Deck of Glorious Wombats**.

Players gain or lose **Poo** depending on the **End-game Event Card** currently visible.

The player with **the most Poo** wins the game and is declared the most cruel Wombat General in the world!

In case of a tie, tied players roll the power dice once (or more if still tied) to break the tie!



Example: At the end of the game, Nezh has five different types of **Wombat Card** sets (18, 12, 8, 6, 4) and 9 cards **flipped** in his **burrow**. He has 6 cards in his **Deck of Glorious Wombats**.

Enes has only two different types of **Wombat Cards** in front of him, but he doesn't have any cards **flipped**. He has 7 cards in his **Deck of Glorious Wombats**.

The round ends. The **Poo** each player is calculated as follows:

Nezh $(18+12+8+6+4) - 9 + 18 = 57$ Poo

Enes $(20+16) + 21 = 57$ Poo [Shown on the right]



WOMBAT KOMBAT



THANK YOU

We've been working hard for years to be able to create a game that needs to exist in the board gaming community, combining our love for games and wombats, and with the help from you, Wombat Kombat will reach a wider audience. We'd like to thank you for being a part of our journey, hope you enjoy and love the game as much as we do!

NeoTroy Games Team










WOMBAT KOMBAT

VARIANT: STRATEGIC EVENTS

When a kombat ends, instead of rolling the Event Die, the winner chooses one of the three Event Decks (Immediate, Continuous, End-game) and reveals a new Event Card from the top of the Event Deck.

CARD REFERENCE

Value	Icon	Ability on some of the cards	Abilities on how many of the cards?	Attack power	Defense power
4		Take any card from the discard pile and add it to your hand	2	4	2
6		Take any card from the discard pile and add it to your hand	2	1	3
8		Take the top card from the draw pile and add it to your hand	2	1	2
10		Take the top card from the draw pile and add it to your hand	3	2	3
12		Discard any card from another player's "army"	3	3	2
14		Discard any card from another player's "army"	3	4	1
16		Steal a card from your opponent's hand without looking	4	2	3
18		Steal a card from your opponent's hand without looking	4	2	4
20		Get 3 poo from the common supply at the end of the game	4	3	2
-1		Makes the total number of cards in a set minus 1			
+1		Makes the total number of cards in a set plus 1			
-2		Makes the total number of cards in a set minus 2			
+2		Makes the total number of cards in a set plus 2			

