

A Party Game by Arif Nezih 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







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!





WOMBAT KOMBAT



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.



PLAYER SETUP

BURROW PILE

GLORIOUS WOMBAT PILE



POWER DICE

EVENT DIE



PLAYER THREE'S ARMY

SLORIOUS





STARTING HAND







EVENT DECKS



POO SUPPLY

x10 STARTING POO TOKENS



(10 CARDS)

BURROW PILE

GLORIOUS WOMBAT PILE

PLAYER ONE'S ARMY

PLAYER ONE'S STARTING HAND

CARDS IN DETAIL

There are 9 different Wombat Cards



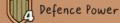


Amount of Poo (VP) also indicates the number of cards available in this type





Attack 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.





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

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.





ACTION 2:

Lay Wombats / Lay Food or Predator / Fight!

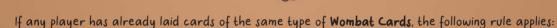
After drawing, cards, you may take one of the three actions below:

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).





• 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**)!

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: Nezih 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.







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.











ACTION 2:

Lay Wombats / Lay Food or Predator / Fight!

G. FIGHT! (continued)

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 Peck 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.
- 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.



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**.





END GAME & COLECTING 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 Peck 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, Nezih 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 **Peck 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: Nezih (18+12+8+6+4) - 9 + 18 = 57 Poo

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









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	Pefens
4	10	Take any card from the discard pile and add it to your hand	2	4	2
C		Take any card from the discard pile and add it to your hand	2	1	3
8	1	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
1G	6	Steal a card from your opponent's hand without looking	4	2	3
18	V	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			

