



# WOMBATTLE



A game for 3-10 players by Andrea Szilágyi and Judit Maróthy for ages 10 and up

*Anyone may enter the battle of wombats but the Wombat always wins! You wouldn't believe what a Wombat will do for victory... Any obstacle is overcome for a real reward! How far would you go for glory?*

## Objectives

The players try to outdo each other in challenge after challenge. The winner of each trial will dispose of an obstacle. Whoever gets rid of all obstacles first will be the winner and receives the Grand Prize in Wombattle. A special Players Choice prize also goes to the person with the most votes for witty solutions.

## Components

- 1 1 throwing board
- 2 1 throwing stone
- 3 16 double sided challenge cards
- 4 75 voting tokens (60x1, 15x5)
- 5 30 obstacle markers



## Setup

**THE REWARD:** Before the game, all players must come up with a reward and write it on a piece of paper. Fold these and place them in the game box, under the throwing board. The reward can be anything, a hug, a movie together, or even a promise. The Grand Prize and the Players Choice prize will be drawn from these at the end of the game. The winners receive the rewards on the spot, or if not possible, agree on the delivery.

Insert the throwing board into the lower half of the box, than slide the lid on the lower half as shown in the illustration. Place the complete box onto the table in an easily reachable place. Draw a challenge card and place it on the table showing the chosen side. Place the common stock of voting tokens next to it. Deal the obstacle markers to each player (3-6 players: 5 markers, 7-10 players: 3 markers/player). Put aside some pen and paper. Now look around carefully, as the environment is an important aspect of the game!

## Gameplay

The first game master (the person that last saw a wombat) takes the throwing stone. In each round different player will take on the role of game master. The master has full authority over the round, he chooses the winner, he makes the decision in all questionable cases, but he must also oversee the round. A round consists of 4 parts:

### 1. TRIAL

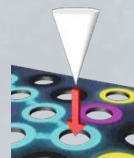
The game master picks up and examines the current challenge card, then throws the throwing stone. This decides the category for this round (see later: *Throwing stone*). The game master has half a minute to come up with a Trial for the other players, one which is connected to the challenge card and is of the current category.

### 2. BATTLE

The players battle each other. They carry out the trial set by the game master in the last phase.

### 3. ANNOUNCEMENT OF RESULTS

The game master ends the trial and announces the winner of the round, or a tie. The winner places one of his/her obstacle markers in the position of the throwing stone.



In case of a tie, if several players completed the trial equally well, or if all failed the trial, the person that yells out "Wombat" the quickest is considered the winner.

### 4. PLAYERS VOTE

At the end of a round, if a player found a fellow player's solution the wittiest, he may give that player 1 voting token from the common supply. Each person may only vote once in each round. Then game master does not vote, but can receive votes. If at least one player voted in the current round, then the game master receives a voting token for overseeing a pleasing round.

Then the game master passes the throwing stone to the person on his left - they will be the next game master.

## Game end

The rounds continue until a player first gets rid of all his obstacle markers. He wins the Grand Prize, and hence can draw a reward. Then the person with the most player votes can draw the Players Choice prize. In case of equal number of votes, the Players Choice prize goes to the player that yells "Wombat" first. If you win the reward you offered yourself, just reward yourself!

## Throwing stone

The throwing stone must be thrown in such a way, that it must first touch a vertical surface before bouncing on the throwing board. If this is unsuccessful, the player may throw it again. If the stone ends up in a coloured hole or coloured square, the hole's or square's colour decides the category for the round. If the stone stops on the board in the dark blue area and does not roll into any holes, then the challenge card is replaced, the thrower draws a new one and throws again.

At the end of the round, the winner places his/her obstacle marker in the stone's location, or if the stone was on a coloured square, on a freely chosen hole with a colour corresponding to this round's category.

## Categories

### Arts

Create something in any kind of art form, which is possible under the game circumstances!

### Movement

For this trial, you must move away from your current position!

### Bravery

Test your bravery and think up something memorable!

### Mememe

What do you know about the game master? This trial must be connected to the challenge card and the game master.

## Additional rules for the trial

- The players may pass at any time, after which they are out of the round.
- If the game master does not set any other aspects (most, prettiest, best, most accurate, most exciting...), then the one that completes the trial the quickest is the winner.
- The game master may set the time available for completion of the trial, the tools to be used, the mode or place of the trial, or may define if the players compete simultaneously or one after the other.
- If the time runs out before the game master comes up with a trial, or if all players pass, the round is over, and a new game master takes a turn and draws a new challenge card.
- A challenge may conform to several categories at once (eg. any dance is a movement and art at the same time, or may even in some cases pass for a bravery challenge), but it must always fit the current category chosen.
- A challenge is only valid if the trial results can be decided here and now.

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Examples based on the picture:

**Arts:** The first to start singing a Christmas song is the Wombat!

**Movement:** Whoever can imitate an emergency landing the best is the Wombat!

**Bravery:** Whoever can make the best selfie with a stranger is the Wombat!

**Mememe:** Whoever can guess most accurately my age, when I stopped wearing superhero pajamas is the Wombat!

**Important:** Never set a dangerous task!

