

Wombat Rescue • 2-4 players • 30-60 minutes

Did you know that wombats poop cubes? It's true! Scientists aren't exactly sure why they do, but it's theorized that wombats use their own poop cubes to create a "smell area" that they use to map out territory and move around. Wombats have very poor eyesight but an excellent sense of smell, so using known markers to navigate by smell would be extremely helpful. And because wombat poop is cube shaped, wombats can place the poop cube where they want and not worry about it rolling around or shifting position.

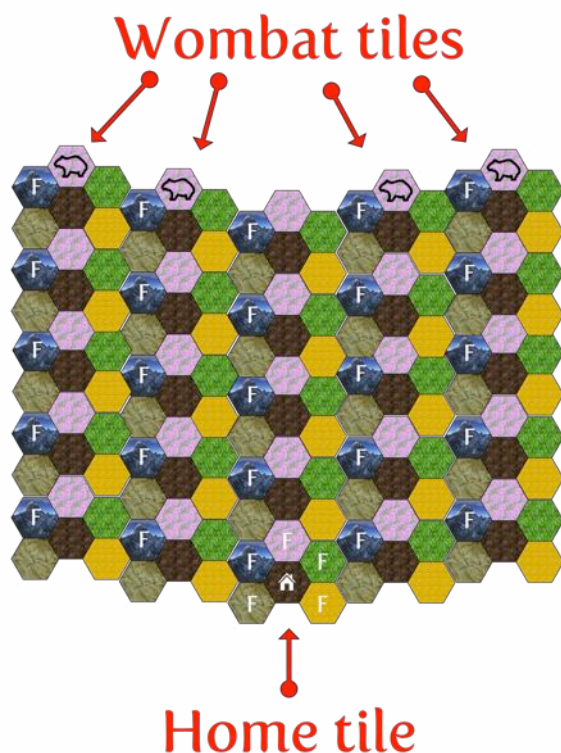
You are playing as the Lead Wombat of your tribe. The mean Dingo stormed your burrow and scared away four baby wombats of your tribe. Those baby wombats are lost and cannot find their way home. You have to create a new smell area so you can move around the board and lead your lost baby wombats home. Be the first to get all your baby wombats home to win!

Components

- 60 food discs (10 black, 20 orange, 30 green)
- 4 Lead Wombat pieces in 4 player colors (1 each)
- 16 baby wombat pieces in 4 player colors (4 each)
- 4 digestive track player boards in 4 player colors (1 each)
- 60 poop cubes in 4 player colors (15 each)
- 16 action cards in 4 player colors (4 each)
- 30 out of area movement cards
- 1 dingo pawn
- 1 dingo die
- 1 dingo card
- 25 playing area tiles (1 home tile, 4 wombat tiles, 20 regular tiles)
- 1 bag (used to draw food cubes)
- This rulebook

Setup

1. Each player chooses a player color and takes all components of that color (1 Lead Wombat, 4 baby wombats, 15 cubes, 4 action cards, 1 player board).



2. Place the home tile on the table.

3. Shuffle the 20 regular tiles and set up the game board according to the diagram. Note that some of the tiles have "D" and "B" spaces on them but they are not shown in the diagram.

4. Place the 4 wombat tiles as shown. The wombat space on each tile is in a different location.

5. Shuffle the out of area movement deck and place it near the board.

6. Place 1 baby wombat of each player color in the designated spaces on the wombat tiles.

7. Place each Lead Wombat and 1 poop cube of each player color on the home space.

8. The person who most recently saw a live wombat is the start player. If no one has seen a live wombat, determine the start player by whatever method makes sense to you. Give the player to the right of the start player the dingo card and the dingo die.
9. The player with the dingo card places the dingo pawn on any of the 3 dingo dens (marked with a "D").
10. Give each player a black food disc and place it on the designated spot on your player board. The second player in turn order takes a green food disc out of the bag and places it on the leftmost spot on their player board. The third player in turn order (in a 3-player game) takes an orange food disc and places it on the leftmost spot on their player board. Similarly, the fourth player (in a 4-player game) take a black food disc and places it on the leftmost spot on their player board.
11. The start player draws food discs out of the bag 1 at a time and places 1 disc on each food spot on the tiles (marked with an "F") until all food spots have 1 food disc each.

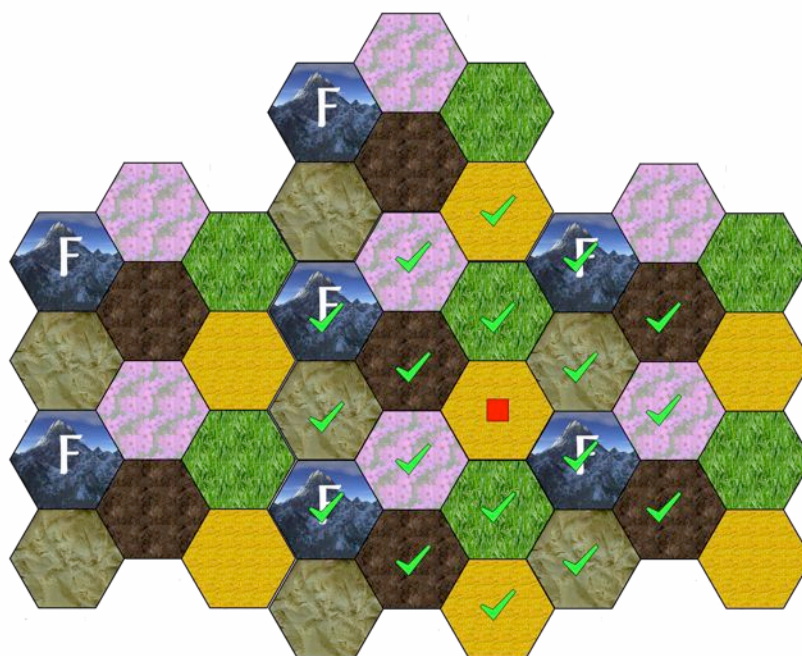
How to play

Wombat Rescue is a turn-based game. You complete your turn in full before the player to the left begins her turn. Turns are comprised of 2 phases: a movement phase and a digestion phase.

Smell areas

The key to moving your Lead Wombat around the board quickly is by creating smell areas on the board. You create smell areas by eating food, digesting that food, and then pooping cubes to expand your area. A single poop cube in a space has a smell radius of 2 spaces, 2 cubes of the same color in a space has a radius of 3, and 3 poop cubes of the same color in a space has a radius of 4. (The maximum number of cubes each player can have in a space is 3.) As long as you are still in the radius of any of your poop cubes on the board, you are in your area.

In the example below, the red player has a cube on a yellow hex. That single red cube has a smell radius of 2 and all the spaces marked with a green checkmark are in the smell area created from that single red cube.



Adding more poop cubes to the board will increase your smell area and the spaces you can travel in a single move.

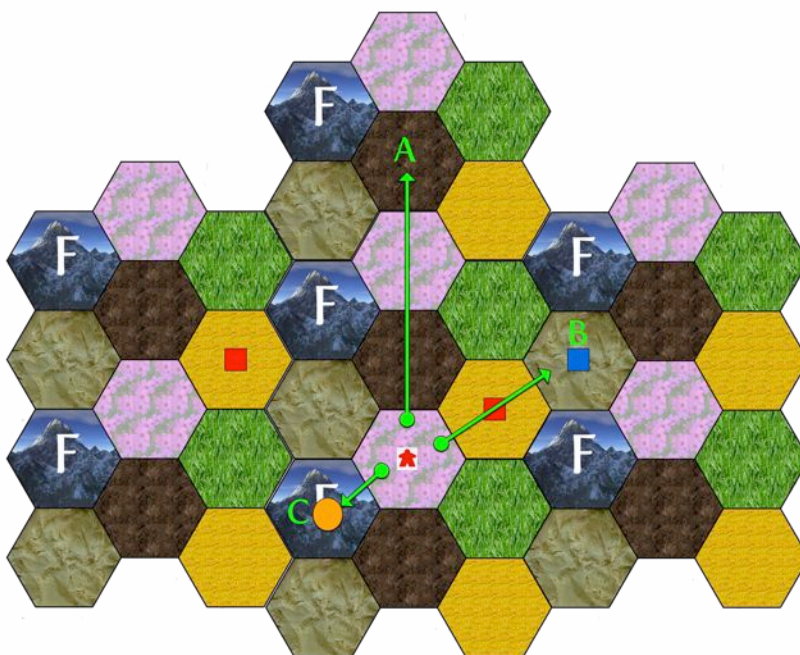
Movement phase

Each turn you can have your Lead Wombat make up to 3 individual moves. You can always choose to use fewer than 3 moves, if desired. There are 2 types of movement: in smell area and out of smell area.

Moving in smell area

Moving in smell area means moving in a straight line as long as you don't leave your area. You can move as far as you want in a straight line in your smell area as long as you do not run into a food disc, a poop cube from another smell area, the edge of the board, baby wombats, the Dingo, or you move out of your smell area. That individual move immediately ends if you meet any of that criteria.

In the example below, if the red Lead Wombat moves in the A direction, he would have to stop at the space indicated because that space is out of the smell area. If the Lead Wombat moves in the B direction, he would have to stop at the poop cube of the blue player. If the Lead Wombat moves in the C direction, he would have to stop at the orange food disc. For both examples B and C, the Lead Wombat is still in the smell area at the end of that individual move.



Moving out of smell area to food discs or baby wombats

If you are out of your smell area but within 1 space of a food disc, you can move to that food disc as if you are in a smell area. *Wombats have an excellent sense of smell, after all.*

If you are out of your smell area but within 1 space of 1 of your baby wombats, you can move to that wombat as if you are in a smell area. *Clearly you can smell your own babies if you are within 1 space of them.* You cannot use the baby wombats of other players to move in this manner.

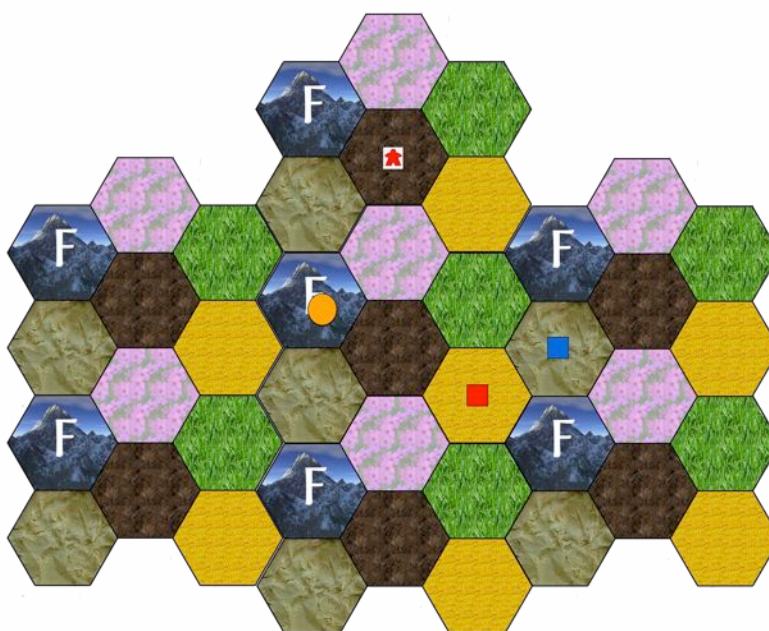
Moving out of smell area

If you are not in your smell area, a food disc, or 1 of your baby wombats, you are lost and don't know where to go! You must flip a card from the out of area movement deck and move to 1 of

the 2 hexes indicated on the card. Place the card on the discard pile. If the card has an “F” symbol on it, set the card aside for now.

If you are at the edge of the board and there are no hexes adjacent to your current location indicated by your card, flip more cards until you reveal a card that does allow you to move. If you use the entire deck, shuffle the discard pile to create a new draw deck. You must move to a hex when you reveal a card, if possible.

In this example, the red Lead Wombat is out of the smell area. He will have to flip an out of area card to determine which space he can move to.



Running into another Lead Wombat

Lead Wombats are too regal to share spaces, but not too regal to shove each other around! If there is another Lead Wombat in the direction you are moving, you can push that Lead Wombat up to 2 spaces. You must stop your movement if the Lead Wombat you are pushing encounters an obstacle, just as you would have to stop your movement if you encountered an obstacle.

Other than the home space, Lead Wombats will never share a space on the board. If you cannot push a Lead Wombat out of a space, you cannot move into that space.

Resolving actions after moving

When you end an individual move, you may have an action to resolve.

Eating a food disc

If your move ended on a space with a food disc, take the food disc and place it on the leftmost space of your player board.

Stopping at the home space

The home space is a safe area and the Dingo cannot get you at home. Multiple Lead Wombats can share the home space. You cannot move through the home space without stopping due to the multiple poop cubes.

Running into the Dingo

Oh no, the Dingo found you! You swipe your claws and hiss, then run as fast as you can back to the home space and safety. If you wind up in the same space as the Dingo, you must move your Lead Wombat back to the home space. If you had a baby wombat with you, that baby wombat is so scared it runs back to the place where you found him. The Dingo is so satisfied that he goes back to 1 of his dens. You pick which den he goes back to and you take the dingo card and the dingo die from the player who currently has it. (If you already have the dingo card, you give it to another player of your choice.) You can choose to move into the Dingo if you determine that would be advantageous.

Digestion phase

Any food discs in the 3 rightmost spaces on your player board now move 1 space to the right. If you have food discs with a total value of 3 or more on the leftmost space of your player board, you have now eaten enough food to start the process of creating a new poop cube! Move **all** those discs to the next space on your player board. (If you have a value higher than 3, you do not get “change”.) At the end of each of your next turns, move those food discs 1 space to the right. If the food discs are already in the rightmost space, the discs move off your board and you’re ready to poop!

Green discs are grasses and have a value of 1; orange discs are herbs and have a value of 2; and black discs are roots and have a value of 3.

You can have more than 1 set of food discs moving through your digestive track at any given time. Sets of food discs will never combine with other sets.

How to poop

If you have completely digested some food discs (the food discs are to the right of your player board), place those food discs back in the bag and take 1 poop cube from your supply. Place that poop cube in your current location on the board. *You’ve just expanded your smell area!* You only produce a single poop cube, no matter how much food you ate that turned into the poop cube.

If you do not have any more poop cubes in your supply, take any of your poop cubes on the board and put it on your current location.

Rescuing wombats

When you reach the location where 1 of your baby wombats are located, you've found that baby wombat and he now travels with you until you get back to the home space or until the Dingo catches you. Place the baby wombat in your pouch at the bottom of your player board. If you make it back to the home space, you have rescued that baby wombat! Move him to the home area on your player board.

If, however, the Dingo catches you while you are escorting a baby wombat, the baby wombat flees back to the location where you found him while you run back to the home space. You'll have to find that baby wombat again to rescue him. You can only rescue 1 wombat at a time. Your pouch just isn't big enough for more.

Playing action cards

You have 4 action cards that you can use at any time during your turn. Your turn ends when you digest, so you must play any cards before then. Playing action cards does not count as one of your 3 individual moves for the turn. Each card can only be used once during the game, so use them wisely! After using the card, turn the card over to show that it has been used.

Run home

Play this card to immediately return to the home space. You can use this card when escorting a baby wombat. *This action makes you so exhausted you know you'll never be able to move that fast again this game.*

Hold it in!

Play this card to stop a set of food discs from moving off the rightmost space on your player board for this turn. Any other sets of food discs on your player board do move 1 space if possible.

Scamper 1 space

Play this card to move 1 space in any direction, regardless of whether you are on or off network. You cannot play this card after encountering the dingo.

High fiber diet

Play this card to move the rightmost set of food discs in your digestive track all the way off your board so that you produce a poop cube immediately. No other sets of food discs in your digestive track move. You cannot use this card if you do not have any food discs that you've already started digesting.

Moving the Dingo

After the player who currently has the Dingo card completes her turn, she rolls the dingo die and moves the Dingo towards the nearest Lead Wombat the number of spaces indicated by the die. If there is a tie between 2 or more Lead Wombats for nearest Lead Wombat, the player decides

which direction to go. The player can choose the spaces the Dingo moves towards the nearest Lead Wombat as long as each space of the path brings the Dingo closer to the Lead Wombat. The Dingo stops moving if the Dingo moves into a space with a Lead Wombat and catches the Lead Wombat, even if he still has movement to take.

The Dingo ignores any Lead Wombats on the home space, even if those wombats are the closest to him. *It's not sporting to chase a wombat at home.* If all Lead Wombats are on the home space, the Dingo does not move that turn.

If the Dingo catches a Lead Wombat, that Lead Wombat flees to the home space. Give the dingo card and dingo die to that player and that player decides which dingo den to move the Dingo to. *The Dingo must return to a den after he catches a Lead Wombat. He needs to gloat to all his dingo buddies.* You cannot place the Dingo into a den a Lead Wombat currently occupies. In the rare case when Lead Wombats occupy all Dingo dens, the Dingo stays where he is.

Adding food discs to the board

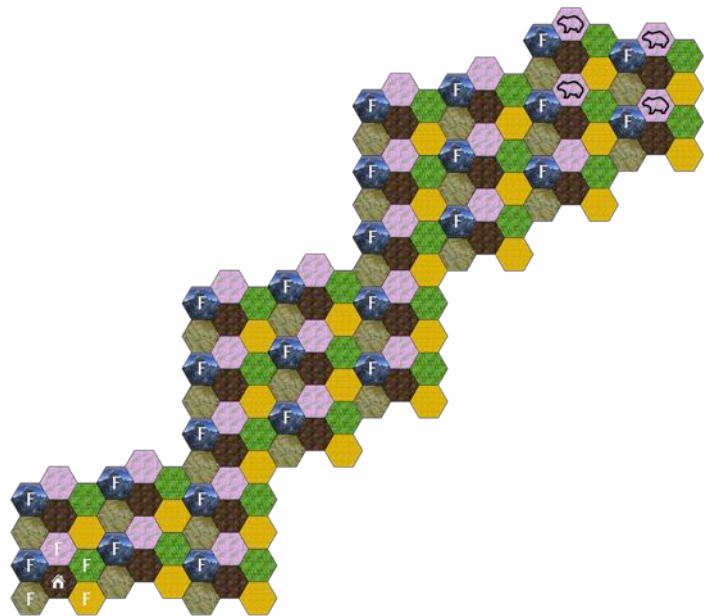
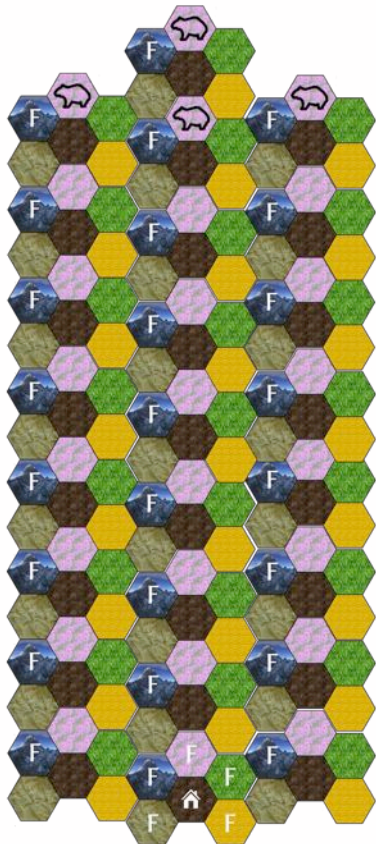
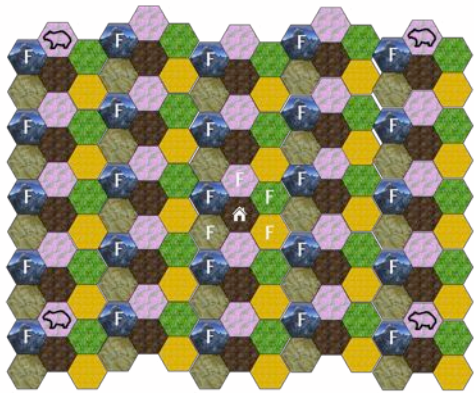
Any time a player reveals an out of area movement card that has an "F" symbol, place that card next to the board. When the third such card is revealed, refill all empty food spaces on the board with food discs blindly drawn from the bag at the end of the turn. Do not refill any spaces that contain poop cubes, wombats, or the Dingo. Play continues with the next player after all empty food spaces are filled. Add the "F" symbol cards to the discard pile.

Winning

The first player who rescues all 4 of their wombats immediately wins the game!

Alternate board layouts

The modular nature of the tiles allows you to create lots of different playing areas. Here are some suggested layouts. Feel free to create your own!



Variants

Dingo eats poop!

Experienced players who want a more cutthroat game can use the Dingo to disrupt smell areas. While moving the Dingo, if the Dingo moves into a space with any poop cubes, the Dingo eats the poop. Return the poop cubes to the respective supplies.

Boulders

Experienced players who want a little more challenge can use the boulders variant. During setup, place a boulder token on each “B” space on the tiles. Boulders are obstacles, and Lead Wombats and the Dingo cannot move through them. Boulders do not interrupt smell areas. The Dingo can still smell Lead Wombats around boulders, so continue to use the most direct path for determining which Lead Wombat the Dingo will move towards.