


WOMBAT! RULES

DOUBLE-SIDED VERSION: FRONT


cut



12 min.

WOMBAT!

by Kid Beyond



2 - 20
age 7+

- 1 **Get the special timer app** at WombatGame.com.
- 2 Take all the **non-blue cards** and put them aside.
- 3 **Cut the deck** into 4 roughly even piles. Put them at the edge of the table, with the **letters facing up**.
- 4 **Move a card** into the middle.
Say a word that has the letter(s) on the card. **Start the timer.**
 You are now the Wombat!

C

CAT!
- 5 **From then on, anyone (except the Wombat) can...**
Say a new word that fits the card.
 Now they're the new Wombat!
 Restart the timer.

C

ACE

CITY
- 6 **Or... Add a new card, and say a new word** that fits **all** of those cards! (Again, new Wombat; restart the timer.)

N

C

NICE!
- 7 **Play continues** like this, free-for-all style –
Say a new word, or...

N

C

CAN

ONCE
- 8 **Add a new card + say a new word.**
 ...and so on...

H

N

C

INCH!
- 9 **Until the timer runs out!** The Wombat **wins** all the cards! She takes them away and starts a **new round**.
- 10 **When 2 of the piles are gone:** That's the **last round**.
 Finish out the round, then add up the donuts on your cards. The player with the **most donuts wins!**
 Wombats love donuts.

▶▶ On the back: Special cards + Invalid plays ▶▶

cut

WOMBAT! RULES

DOUBLE-SIDED VERSION: BACK

SPECIAL CARDS

- 11 Now, let's put some **special cards** back in the deck. Start with the **PURPLES**, which are **sounds**:



- 12 Then the **GREENS**, which limit the word's **length**:



- 13 Then the **REDS**, which are **power-ups**: play them **on top of** letters or sounds (blue or purple cards).



INVALID PLAYS

- 14 **You can't add more than 1 card at a time.**
For a more epic game, ignore this rule.
- 15 **Letter pairs** on cards, like TR, have to stay together. So TRY would be okay, but not TAR, ART or RUT.
- 16 **Variants of earlier words** are invalid. If DO was said: DOING, DOES, UNDO and DOER are invalid. But **compounds** like HAIRDO + EVILDOER are okay.
- 17 **Cards don't overlap.** So if S and SH are in the middle, SASH would be okay – but not WISH.
- 18 **After a round**, you can **challenge** the final word. **The Wombat app** has a **huge dictionary!** If the word isn't in there, or half the room feels it's invalid, **rewind** to the last valid word and restart the timer. (The overruled player sits out the rest of the round.)

@WombatGame   WombatGame.com

WOMBAT! RULES

SINGLE-SIDED VERSION

12 min.

WOMBAT!
by Kid Beyond

2 - 20
age 7+

- 1 **Get the special timer app** at WombatGame.com.
- 2 Take all the **non-blue cards** and put them aside.
- 3 **Cut the deck** into 4 roughly even piles. Put them at the edge of the table, with the **letters facing up**.
- 4 **Move a card** into the middle.
Say a word that has the letter(s) on the card. **Start the timer**.
You are now the Wombat!
- 5 **From then on, anyone (except the Wombat) can...**
Say a new word that fits the card.
Now they're the new Wombat!
Restart the timer.
- 6 **Or... Add a new card, and say a new word** that fits **all** of those cards! (Again, new Wombat; restart the timer.)
- 7 **Play continues** like this, free-for-all style –
Say a new word, or...
- 8 **Add a new card + say a new word.**
...and so on...
- 9 **Until the timer runs out!** The Wombat **wins** all the cards! She takes them away and starts a **new round**.
- 10 **When 2 of the piles are gone:** That's the **last round**.
Finish out the round, then add up the donuts on your cards. The player with the **most donuts wins!**
Wombats love donuts.

▶▶ On the back: Special cards + Invalid plays ▶▶

SPECIAL CARDS

- 11 Now, let's put some **special cards** back in the deck. Start with the **PURPLES**, which are **sounds**:



- 12 Then the **GREENS**, which limit the word's **length**:



- 13 Then the **REDS**, which are **power-ups**: play them **on top of** letters or sounds (blue or purple cards).



INVALID PLAYS

- 14 **You can't add more than 1 card at a time.**
For a more epic game, ignore this rule.
- 15 **Letter pairs** on cards, like TR, have to stay together. So TRY would be okay, but not TAR, ART or RUT.
- 16 **Variants of earlier words** are invalid. If DO was said: DOING, DOES, UNDO and DOER are invalid. But **compounds** like HAIRDO + EVILDOER are okay.
- 17 **Cards don't overlap.** So if S and SH are in the middle, SASH would be okay – but not WISH.
- 18 **After a round, you can challenge** the final word. **The Wombat app** has a **huge dictionary!** If the word isn't in there, or half the room feels it's invalid, **rewind** to the last valid word and restart the timer. (The overruled player sits out the rest of the round.)

@WombatGame   WombatGame.com



WOMBAT!

the game of word combat!

WOMBAT!

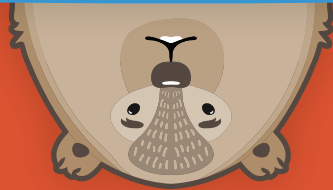
the game of word combat!

WOMBAT!

the game of word combat!

WOMBAT!

the game of word combat!



wombatgame.com

© Kid Beyond

wombatgame.com



WOMBAT!

the game of word combat!

WOMBAT!

the game of word combat!

WOMBAT!

the game of word combat!

WOMBAT!

the game of word combat!



wombatgame.com

© Kid Beyond

wombatgame.com

© Kid Beyond

B



C



D



F



B

C

D

F

G

H

J

K



G

H

J

K

L



M



N



P



T

W

N

d

Q

R

S

T



Q

R

S

T

V



W



X



Z



^

M

X

Z

AL



AM



AN



AR



AL

AM

AN

AR

AT



CH



EN



ER



TA

HC

NE

RE

IN



LL



NG



NT



NI

LT

GN

TN

ON



OR



RE



SH



NO

OR

RE

SH

SS



ST



TH



TR



SS

ST

TH

TR

ay



ee



eye



ay

ee

eye

oh



oo



ow



yo

oo

wo

**BEGINS
WITH:**



**WITH:
BEGINS**

**ENDS
WITH:**



**WITH:
ENDS**

**BEGINS
WITH:**



**WITH:
BEGINS**

**MORE
THAN 1:**



**THAN 1:
MORE**

6

LETTERS OR LESS



LESS OR LETTERS

9

8

LETTERS OR MORE



LETTERS OR MORE

8