



# WOMBAT RESCUE

**Wombat Rescue** - In this novel game by designer Matt Wolfe, you play a Mama wombat. The dastardly dingo has stormed your burrow and chased away 4 of your baby wombats!

You will need to eat and digest food in order to produce poop cubes, with which you will build smell areas so you can navigate your environment, find your baby wombats, and bring them home. The player who best plans their smell areas and moves most efficiently will find their 4 babies, bring them home and prove victorious!

**Don't be fooled** by the wonderfully colorful and unique art by Polish Artist Mateusz Szulik, or the unusual theme from US Designer Matt Wolfe.

**Wombat Rescue** is not a kid's game. It is really a family game for ages 10 and up or a light to medium gamer's game for 1 to 4 players that takes about one hour to play!



### Components

- 1 Rulebook
- 24 6-Hex Terrain Tiles
- 30 "Wander" Cards
- 60 Food Disks & 1 Food Bag
- 1 Dingo & 1 Dingo Die
- 4 each in Player Colors:
  - Player Board
  - Mama Wombat
  - 4 Baby Wombats
  - 15 Poop Cubes
  - 4 Action tiles

**Game Designer:** Matt Wolfe

**Artwork By:** Mateusz Szulik

**Published By:** Eagle-Gryphon Games

Made in China

Players/Ages:	1 – 4 / 10+		Case Size:	6
Playing Time:	60 minutes		Weight/Unit:	4 lbs.
SKU:	101654		Box Dims:	12" x 9.5" x 2"
UPC:	609456647342		MSRP:	\$49.99

### *Did you know that wombats poop cubes?*

**It's True!** Scientists theorize that, due to extremely poor vision but an excellent sense of smell, wombats use their poop cubes as "smell markers" to help them navigate their environment. Because their poop is cube-shaped it is less likely to roll away or be moved!



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