



Antonin Boccara
Romarie Galonnier



GYOM



RULES



WOMBAT TOWER™

HEEEEELLLLPPPP!

Wombat Tower is under attack!
There's not a minute to lose
– grab whatever you can
and fight off the attackers!

**Look, roll...
and fight them off!**

Goal of the game

Play as a team to fight off all the attackers.
If the game board has no enemies left on it,
the players win!

Components



1 dice tower



1 board with 4 lanes



4 large **Boss** pawns



12 small **Soldier** pawns



14 **Attacker** cards



6 **Machine** cards



1 special die



3 **Shield** tiles

Setup

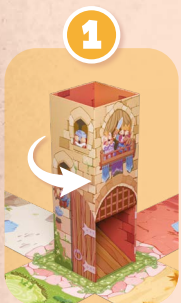


- Place the game board in the middle of the table and put the dice tower on the central square.
- Place 1 **Soldier** pawn on the square furthest from the tower on each of the 4 lanes.
- Shuffle the **Attacker** cards and place them in a face-down pile near the game board.
- Do the same with the **Machine** cards.
- Place all the remaining **Soldier** and **Boss** pawns next to the game board between the lanes, as shown in the example above.
- Place the 3 **Shield** tiles within reach of the players, **Intact Shield** side up.

How to play

Take it in turns, starting with the youngest player.

On your turn, take the 3 actions below, in the following order.



1 Move the tower, if you want to, to face the lane of your choice, making sure it stays within the central square.

2 Roll the die inside the tower. Your aim is to use it to knock over some **Attackers**.



The die has knocked over one or more **Attackers**: yaaay! You fought them back from Wombat Tower! Remove them from the board.



The die moved an **Attacker** off its square but it's still standing: uh-oh! Move it back onto its square.

3 Apply the corresponding effect depending on what is shown on the die.



Attackers

Draw the top card from the **Attacker** card pile.

If the following appears:

■ **1 or 2 Soldiers:**

place each soldier on the corresponding lane, on the empty square furthest from the tower.



■ **1 Boss:**

place them on the corresponding lane on the empty square furthest from the tower. Then move each **Soldier** on that lane one square closer to the tower, including the **Boss**. *Their war cry rouses the troops!*




Charge



As a team, choose 1 lane and move each **Attacker** on it 1 square closer to the tower. Start with the **Attacker** who is closest to the tower and end with

the one furthest away. **Note: you cannot choose a lane with no attackers in it.**

When you are applying a  **Attackers** or

 **Charge** effect, if an **Attacker** cannot be placed (because there are no empty spaces on that lane) or it cannot be advanced (because it is already on the square closest to the tower),



flip over 1 **Shield** token to its **Broken Shield** side and remove the **Attacker** from the board.



BONUS effect

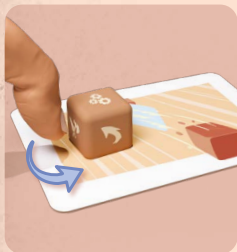


Draw the top card from the **Machine** card pile. Play the card immediately to roll or flick the die again in the way shown on the card, then discard it. (See **Machine Cards**)

If the **Machine** card pile is empty, shuffle the discarded cards to make a new pile.

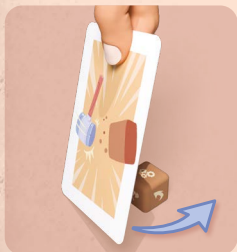
Note: Once you've rolled the die using your Machine card, remember you still need to apply the effect shown on the die.

Machine Cards



Launcher (x2):

Place the card next to the lane of your choice. Place the die on the card, then launch it with a flick of your thumb!



Mallet (x2):

Place the die by the lane of your choice, hold the card between your thumb and index finger, and use it to launch the die.



Plank (x2):

Put the card on top of the tower and place the die on top of it. Push the die with your index finger to launch it from the top of the tower. Be careful not to let the die fall into the tower!

Final assault!

If you roll the  **Attackers** effect but there are no more **Attacker** cards to draw, apply the  **Charge** effect instead, on the lane of your choice.

When a player has rolled the die and applied its effect, their turn is over. It is now the turn of the player to their left.

End of the game

The game can end in 2 ways:

- 1** If, at any time, there are no **Attackers** at all on the game board, you immediately win the game. **CONGRATULATIONS!** *If this happens before you've applied the effect shown on the die, you can ignore it.*
- 2** If the third **Shield** tile is flipped over to its **Broken Shield** side, all players immediately lose the game. *You've failed this trial by Wombat combat!*

Hero mode



Do you want an extra challenge?
Try **HERO MODE!**

During setup, place 1 additional **Attacker** pawn on the central space of each lane. Your battles will be even more epic.
Good luck – you'll need it!

English Translation and Proofreading:
Roland Hall and Lucy Galbraith for The Geeky Pen

©2026 Blue Orange Edition. Wombat Tower and Blue Orange are trademarks of Blue Orange Edition, France.

Game published and distributed under license by Blue Orange International, 97 impasse Jean Lamour, 54700 Pont-à-Mousson, France.
www.blueorangegames.eu

