

Wallaby

An abstract strategy game
for 2-4 players, playable in 15 minutes
by Giuliano Polverari

*Do you know that wallabies are small kangaroos, right? There you go!
These little wallabies just found a field full of tasty plants, with only an old battered scarecrow to protect some ... they jump & bounce all over, to see who eats the most!*

Components

49 square Tiles
(each depicting 1, 2 or 3 plants)

4 Wallaby pawns
(one for each player)

1 Scarecrow pawn

Setup

First, assemble the game Board.

For two players: remove from the game five “1” tiles, four “2” tiles and four “3” tiles.

Shuffle the tiles and place them randomly face up on the table, creating a random 7x7 square Board (6x6 for two players).

*Each player's **Harvest zone** is the space between them and the Board.*

Then, place the Wallabies, collect the initial Harvest and place the Scarecrow.

The youngest player goes first.

The first player places its Wallaby on a perimeter Tile of their choice.

*A **perimeter Tile** is a Tile on the border of the Board (on the first or last row, or on the first or last column).*

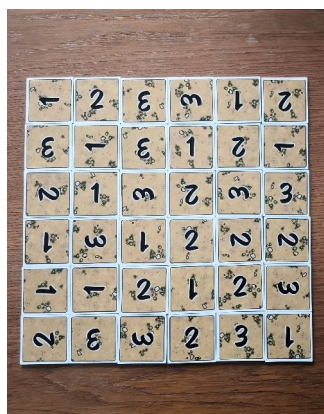
Then, the next player (clockwise) places its Wallaby on a perimeter Tile, and harvests a “1” free Tile.

*A **free Tile** is a Tile not occupied by adversary Wallabies or by the Scarecrow.*

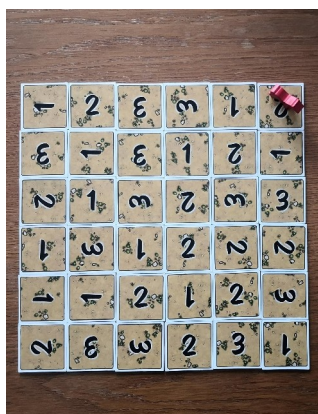
The third player, if present, places its Wallaby on a perimeter Tile, and harvests a “2” free Tile.

The fourth player, if present, places its Wallaby on a perimeter Tile, and harvests a “3” free Tile.

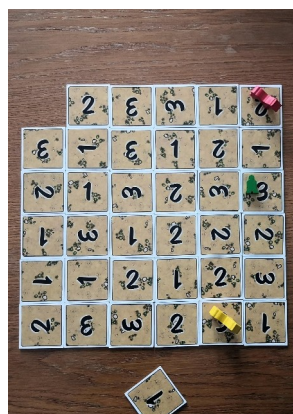
Finally, the last player must place the Scarecrow on any Tile of their choice.



1) Sample setup for 2 players:
create the random 6x6 Board



2) The first player places
their Wallaby



3) The second player places their Wallaby,
collects an “1” tile and places the Scarecrow

Playing the game

The players take turns clockwise. On their turn, the active player:

1. **MUST** do a **Jump** and a **Bounce**, then
2. **MAY Harvest** the Tile they bounced from (and sometimes move the scarecrow), then
3. **MUST** perform a **Ground check**.

Jump

The player must move their Wallaby in a chosen orthogonal direction, for a number of steps equal to the number shown on the Tile they are now on.

The target point of any Jump (and Bounce) MUST be inside the game Board; jumps out of it are not allowed.

Bounce

The Bounce is a second jump, in a chosen orthogonal direction (similar or different from that of the first jump).

If the **starting point of the Bounce is a Tile**, the number of steps is the number shown on the Tile.

If the **Tile on the starting point of the Bounce is missing**, the player can freely choose the number of steps (1, 2 or 3).

The bounce CAN go in the opposite direction of the Jump, but CANNOT bring the Wallaby back to the exact same Tile it occupied at the beginning of the turn.

Harvest

If the Bounce started from a free tile (a tile not occupied by adversaries or by the scarecrow) the player may harvest it, **moving it to its Harvest zone**.

You can always Jump on a Tile occupied by adversaries or by the scarecrow; they only prevent your harvest.

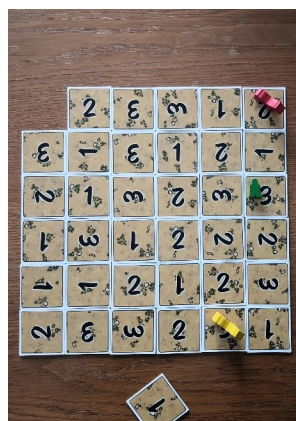
If the harvested Tile is a “1”, the player may also **move the Scarecrow** on a Tile in the Board of its choice.

Let's see a sample turn for the first player (red Wallaby):

- Jump left (2 steps)
- Bounce south (3 steps)
- Harvest the “3” Tile. It's not a “1”, so the Scarecrow can't be moved.

Left image: situation as the turn starts.

Right image: the end of the turn.



Ground check

At the end of the turn, the Wallaby needs to rest on good land!

If the **Tile on the destination point of the Bounce is missing**, the player must take one of their own Tiles (harvested in this or previous turns) and place it at the destination; if the player has no Tiles to choose from, instantly loses the game.

Let's summarize the turn: you jump from A to B, then you bounce from B to C, then you can harvest the tile on B and maybe move the scarecrow; finally, if the tile on C is missing, you have to put one of you harvested tiles there. That's it!

End of the game

The players compete to be the **first to harvest** a given amount of plants:

- 2 players: 25 plants
- 3 players: 20 plants
- 4 players: 15 plants

At the end of any turn, the player that has reached the goal amount is the winner!

Game variants for children

When playing with children, you can remove the Scarecrow to play an easier game.

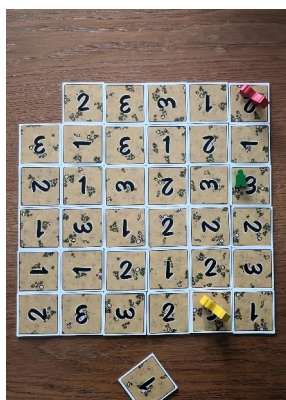
Also, in a 2-player game you can set up the full 7x7 Board, to have more space and more tiles available in the final rounds.

Game variant: The Valley

The Valley is an alternative Board setup for Wallaby, featuring a new Jump mode. These rules apply:

- before setup, remove a random Tile from the game;
- set up the game Board as a 6x8 rectangle (in 2 players a 5x7 rectangle);
- the target point of any Jump can now also be outside the game Board (you can consider the grid extending 3 cells in any direction, with missing Tiles); anyway the subsequent Bounce MUST bring the Wallaby back inside the Board.

Sample 2-players game



Game setup done, let's name the players RedNorth & SouthYellow.



Turn 1: RedNorth jumps left, bounces south and harvests the "3" tile. Current score: 3-1.



Turn 2: SouthYellow jumps left, bounces north and harvests the "3" tile. Current score: 3-4.



Some turns later, middle game.



SouthYellow jumps south.
There's no tile, so SouthYellow
decides to bounce 1 step left,
and harvests nothing.



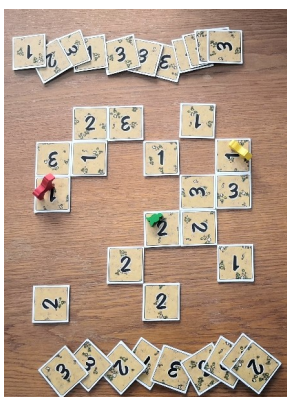
RedNorth jumps left, bounces south
and harvests the "1" tile,
unlocking the Scarecrow.
RedNorth puts the Scarecrow
on a "2", so SouthYellow
won't be able to harvest
that Tile in the next turn.



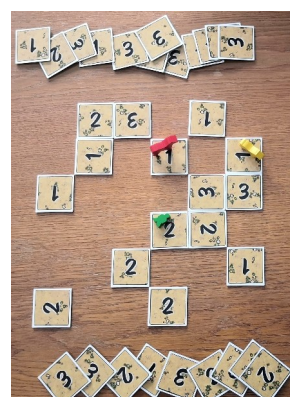
Some other turns later,
SouthYellow is the active player.
Current score: 16-14.



SouthYellow jumps south, bounces north and harvests the "1" tile.
The Tile on destination point of the bounce is missing,
so SouthYellow takes a "1" from their own harvest and put it there.
In this turn SouthYellow's score has not changed.



Let's skip to the last turn.
RedNorth is the active player.
Current score: 22-20.



RedNorth jumps north, bounces right and harvests a "3" tile,
reaching 25 points. The game is immediately over: RedNorth wins!