

# WallaBee

## The Card Game

### Before You Play

This game can take up a lot of table space, so make sure your play space is clean before starting. Play time takes 20-30 minutes for two people. Add approx. 15 minutes per additional player. It is recommended that players take a look at the different types of cards included before playing for the first time. Recommended for ages 7+.

### Object of the Game

The goal of WallaBee TCG is to successfully conquer a Final Quest by first completing quests, earning achievements, and collecting as many helpful equipment items as your hero can wear. Thwart your opponents with Consumables, as they try to finish quests, to keep your edge.

### How to Win

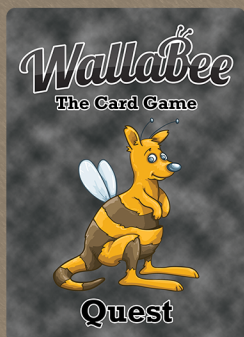
Complete a Final Quest. To take a Final Quest, a hero must first finish five (5) Quests and have earned at least three (3) Achievement cards.

### Starting Off

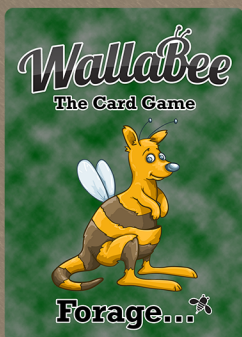
Place all five (5) decks face down in the play area. Roll a die to see who starts. The player with the lowest number goes first. Play moves clockwise throughout the game. Begin with each player drawing one (1) Hero card, placing it face up in front of them. This is the Play Area.

### Direction of Play

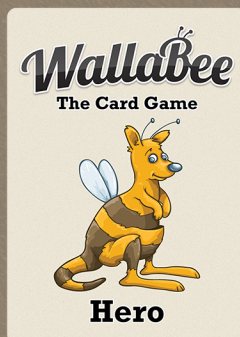
Each player can hold five (5) cards in their hand. Begin your turn by Foraging (drawing from the Forage deck). During your turn, you may equip Usable and Wearable items to your hero (placing them in the Play Area), buy store cards (if HC is available), and take a quest (if HC is available). Taking a Quest ends your turn, whether it is defeated or not. At the end of your turn, any cards in your hand over the limit you can hold must be discarded.



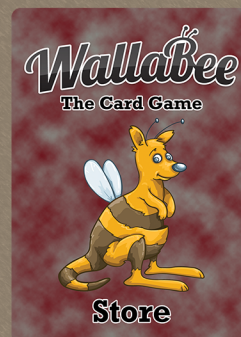
25 Cards



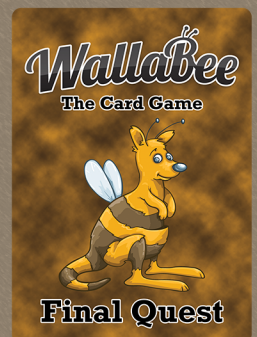
80 Cards



5 Cards



44 Cards



5 Cards



# Attack/Defense Points

These points are necessary to complete Quests.



Heroes have varying **Attack** and **Defense** points. Additional Attack and Defense points can be added to your hero through Equippable Items and Achievements.

These points are permanent, as long as the card is equipped.



Some Quests require Attack, Defense, or both, in order to complete them.

**Final Quest requirements** are at the top of the card.

While **Quest requirements** are at the bottom of the card.



## Optional Game Types/Rules

**Quick Play:** This game type only requires three (3) quests completed in order to take a Final Quest.

**6+ Players:** This game type changes a few rules.

- Only three (3) Quests are needed for a Final Quest.
- Achievements can be stolen if a player has more than two (2) in play.

### Recycling Pile:

This rule can be applied to any game type. A player may discard three (3) Usables, Wearables, or Consumables in order to take a card of their choosing from the Recycling Pile. HC excluded.

### Same Set Icons:

This rule can be applied to any game type. If a player has multiple items equipped that share the same **Set Icon** (top right of card), they receive a two (2) point bonus in both Attack and Defense. If three (3) of the same set icon are equipped, an additional two (2) points in both Attack and Defense are added to their value, for a total of four (4) bonus points for the trio. Multiple set pairs can be equipped, giving the bonus per matching set.





## Achievement Cards

Three (3) must be earned before attempting a Final Quest. Achievement Cards add permanent skill points to your hero. When a Hero defeats a Quest, they may attach an Achievement Card from their hand to the quest they defeated. Achievement cards **may only be played** once a quest has been completed, and only for the quest conquered that turn. Some Achievements have **Conditions**, which must be read and followed before playing. Some Consumables allow Achievements to be stolen, but only if the victim has more than three (3) Achievements in play.



## Final Quest Cards

Completing a Final Quest wins the game. A Hero can attempt a Final Quest once he/she has completed five (5) quests & has three (3) achievements. If a hero fails, they are downed. Place the Final Quest card at the bottom of the Final Quest deck. Your hero may not attempt another quest your next turn.

## Honeycomb (HC) Cards

HC cards come in the amount of: 100, 200, 500, and 1000. HC cards are used to purchase Store, Quest, and Final Quest cards, which cost 200 HC each. After HC cards are spent, they are discarded.

NOTE: Since the 500 HC card is unable to purchase an even amount of cards, other amounts may be added in order to not lose 100 HC. Players may not "make change" with HC in the Recycle Pile.

## Item Cards




### Usables - Attack bonus.


Only two (2) Usables may be equipped at any given time. Left face up in Play Area when equipped by Hero.




### Wearables - Defense bonus.

Only one of each subcategory may be equipped at any given time, for a total of three (3) cards. Left face up in Play Area when equipped by Hero.

Headgear: 

Body Armor: 

Accessories: 



### Consumables - Temp effect.

Can be used on your own hero, on an opponent's hero, or on a quest. Consumables can be played at any time, even when it is not your turn. Discarded after use.



## Pouch Upgrade Cards

Increases the amount of cards a player can hold in their hand.  
When used, place in Play Area. If a player has multiple in their hand at once, only one may be equipped per turn.

## Quest Cards

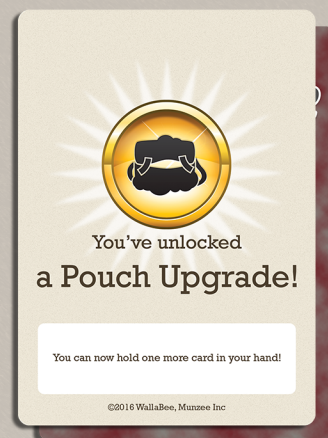
Only one (1) Quest may be purchased per turn. When a Quest card is attempted, the requirements must be met in order to complete it.



Some Quests have **additional conditions**, which are done after the quest has been completed. If a hero fails either the quest requirements or the additional conditions, they are Downed. Downed heroes are unable to go on quests their next turn. Turn your Hero face down until the end of your next turn. A Downed Hero can still forage and play cards during his/her next turn.

Completing quests earns additional cards:

- Easy Quest Award: Forage card
- Hard Quest Award: Store card



## Example Play Area Setup - Player One

