PRINT · CUT · PLAY

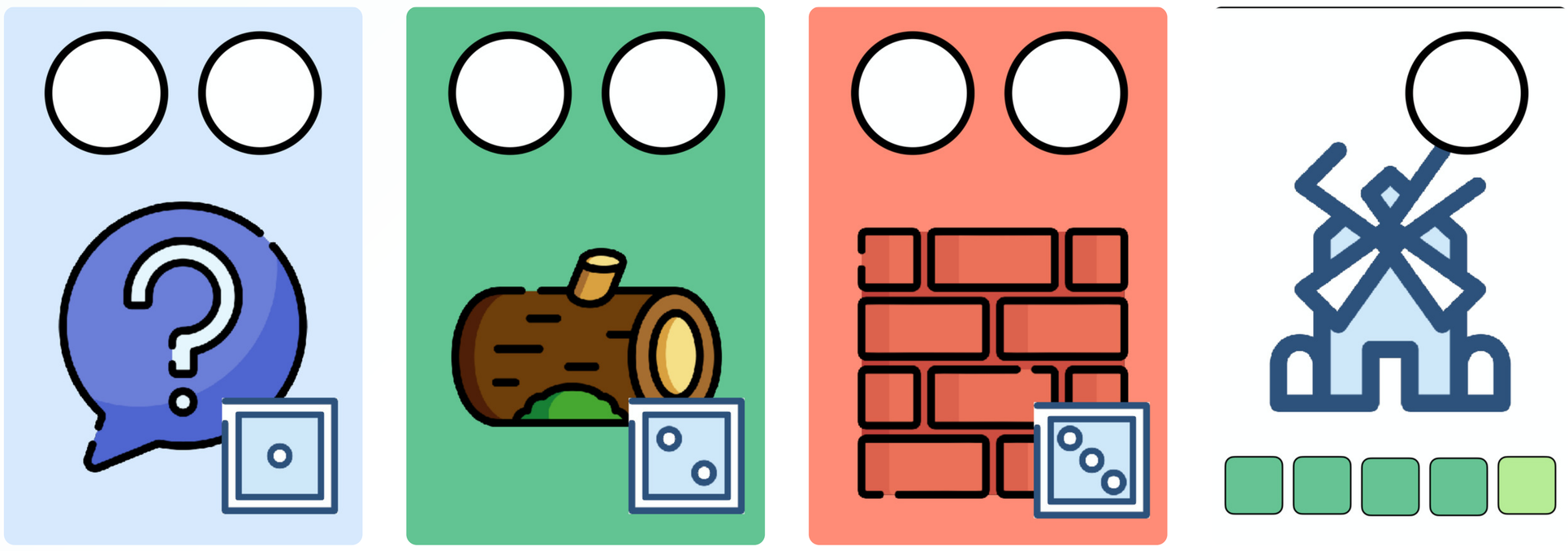
IsleWrights

Original Print & Play

Let the dice reveal opportunities.

Let your decisions shape the outcome.

Collect resources and build five landmarks to win.



2–4 players

Face-to-face strategy

4 dice

Determine island production

5 buildings

First to finish wins

The original prototype card artwork is preserved in this print-and-play edition. The written rules have been updated to match IsleWrights on Table; the printable cards on pages 9–26 are unchanged.

02

Goal & Components

Prepare the pieces, then arrange the table as shown on page 3.

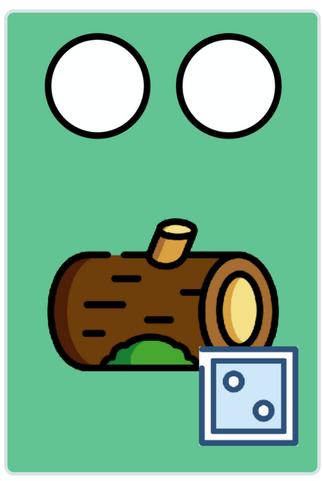
OBJECTIVE Be the first to complete **5 buildings** to **win immediately**. Public Buildings and Special Buildings both count.

What you need

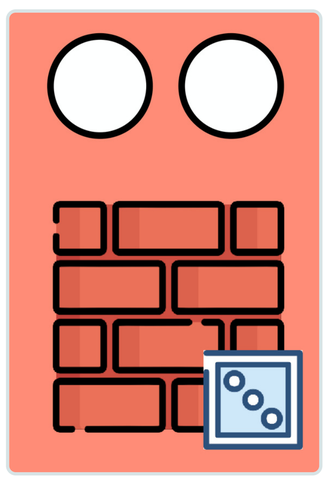
Dice	4
Starting Player token	1
Worker Markers	4 per player (up to 16)
Resource Cards	19 of each of 5 types

Public Building Cards	20
Public Action Cards	3
Public Island Cards	6
Special Island Cards	20

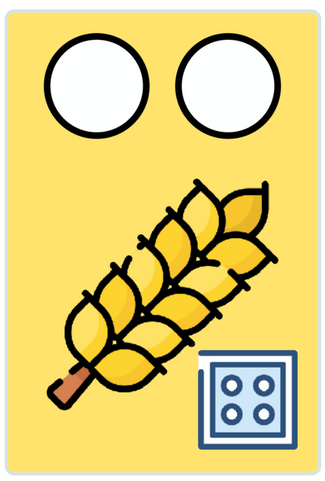
Five resource types



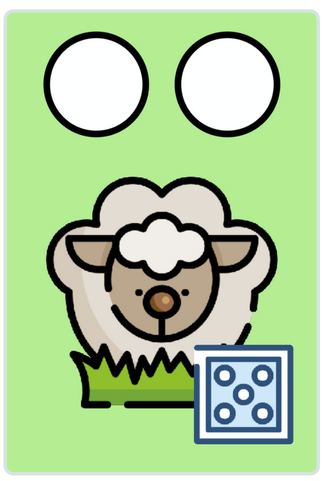
Wood



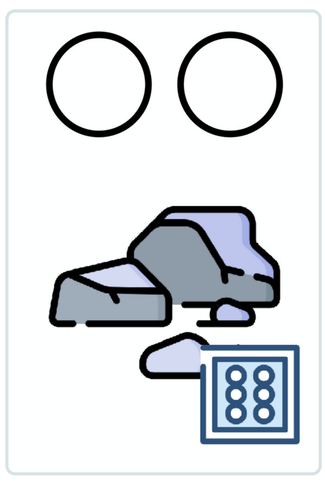
Brick



Wheat



Sheep



Ore

SETUP Each player starts with **4 Worker Markers**, **1 random Special Island Card**, and **no resources**. Shuffle the remaining Special Island Cards and the Public Building Cards into separate decks.

Use the printed Resource Cards to track supplies. The digital game has no resource limit; if you run out of a printed resource type, substitute paper tokens or equivalent markers (see page 7).

03

Table Setup & Betting Slots

This is a layout guide; use the actual printable cards on pages 9–26.

Arrange the public cards in three sections

TOP ROW · THREE PUBLIC BUILDINGS

Building A	Building B	Building C
1 betting slot	1 betting slot	1 betting slot

MIDDLE TWO ROWS · SIX PUBLIC ISLANDS

? 1 · Mystery	● 2 · Wood	▤ 3 · Brick
✳ 4 · Wheat	♧ 5 · Sheep	◆ 6 · Ore

BOTTOM ROW · THREE PUBLIC ACTIONS

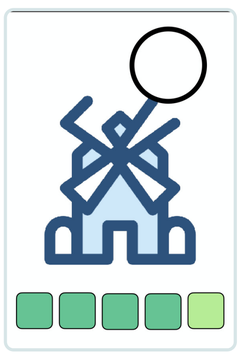
↔ Move	▣ Copy	↻ Reroll

Decks & Player Areas

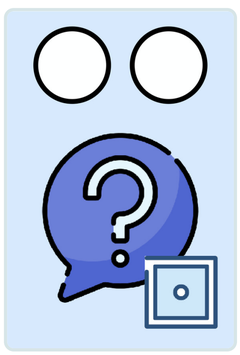
Place the Public Building and Special Island decks nearby. Sort the five Resource Card types. Each player keeps their 4 Worker Markers and starting Special Island Card in front of them.

One marker per slot

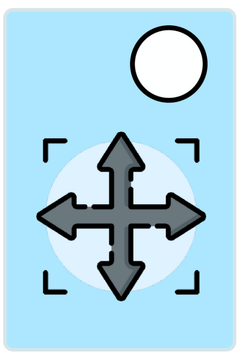
Each **Public Island has 2 betting slots**. Each Public Building, Public Action, and player-owned Special Island Card has **1 betting slot**.



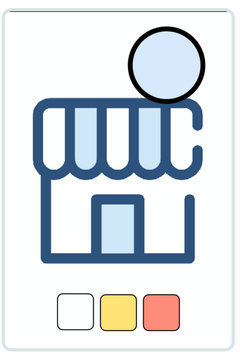
Public Building



Public Island



Public Action



Owned Special Island

Randomly choose the first Starting Player. Pass the Starting Player token clockwise after every round.

04

Three Phases Each Round

Players alternate during Placement and Execution; no one takes all their turns at once.

01

Placement

Starting with the Starting Player, take turns placing **one of your Worker Markers** in an empty betting slot, moving clockwise, until each player has placed all 4 markers.

ALLOWED Bet on a Public Building even if you do not yet have the resources to pay for it.

LIMIT During **initial Placement**, you may directly place a marker on **at most one** of your own Special Island Cards.

02

Dice Roll

The Starting Player rolls **4 dice** and places each die by its value on the matching Public Island. **Resources are not collected yet**; the dice determine which islands can produce later.

1	2	3	4	5	6
Mystery	Wood	Brick	Wheat	Sheep	Ore

03

Execution

Starting with the Starting Player, take turns choosing **one of your own unresolved markers**. Resolve the effect of the space it occupies and retrieve that marker.

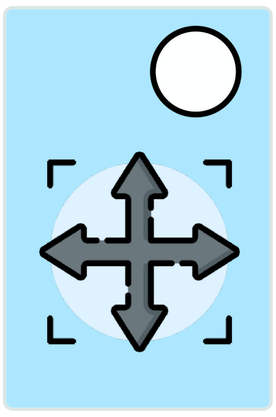
TIP You **choose the order** in which to retrieve your markers. Changing the dice before collecting resources, or collecting resources before building, may change the outcome.

NEXT ROUND After all markers have been retrieved, the next Starting Player begins a new round. The game ends **immediately** when someone completes their fifth building.

05

Actions & Public Islands

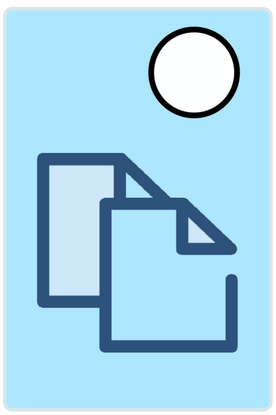
A card’s effect resolves when the corresponding marker is retrieved.



Move

Move the executing marker to **another vacant, legal betting slot**. **Do not resolve its destination immediately**; on a later turn, retrieve it and resolve the new space.

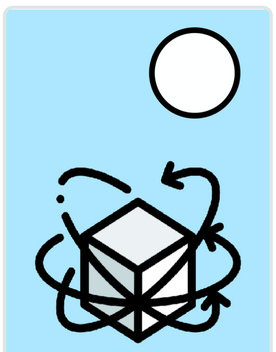
You must actually relocate the marker. You may move onto one of your own Special Island Cards acquired earlier this round.



Copy

Use the effect of **another of your own unresolved markers**. The copied marker remains in place and may still resolve on a later turn.

You cannot copy a Public Building, Special Building, or another Copy. When copying Move, the marker on Copy is the one that moves.



Reroll

Choose **any one die** and reroll it. Its new value affects **only unresolved effects**, never actions already completed.

Resource Islands (2–6)

When retrieving a marker, gain **1 matching resource** if at least one of the four dice currently shows the island's value. Multiple matching dice still grant only 1 resource per marker.

Mystery Island (1)

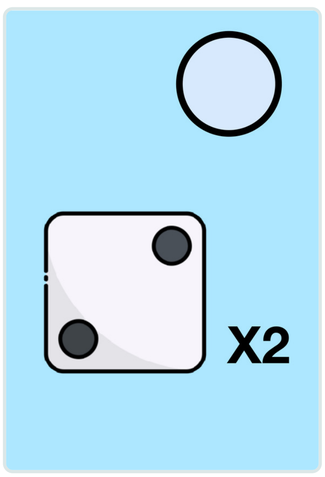
If any current die shows 1, retrieve your marker to draw **1 random Special Island Card**. Once the deck empties, no cards remain; new bets stop **from the next round**.

06

Special Island Cards

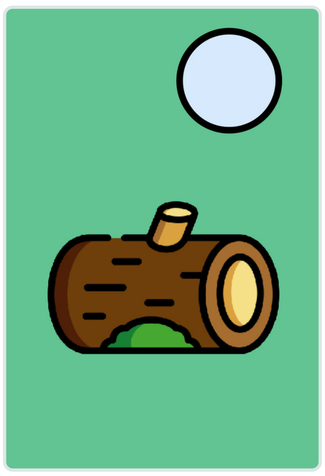
Four types and 20 cards in total; follow each card’s printed value or resource.

OWNERSHIP Your Special Island Cards are **public information**, but only you may place markers on them. A card drawn this round can be reached immediately **using Move**; direct placement must wait until the next round.



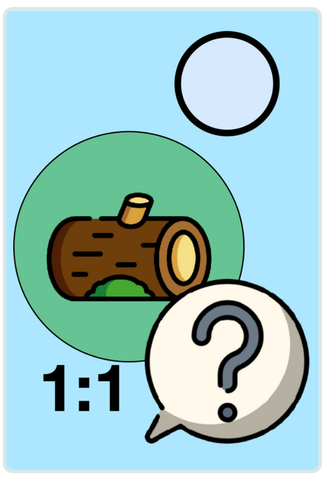
Set Dice

Choose **two different dice** and change their values to the number printed on the card (**2–6**). Dice already showing that value need not change. If no eligible die remains, end this effect.



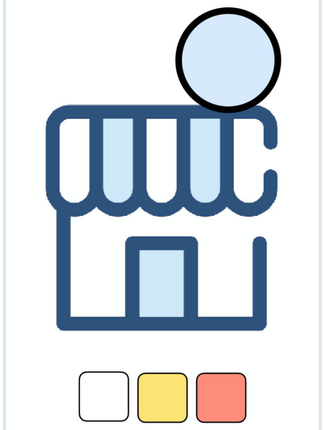
Produce Resource

Immediately gain **1 resource of the type printed on the card**, regardless of the dice.



Exchange Resource

Spend **1 resource of the printed type**, then receive **1 resource of any type** (a 1:1 exchange). You may choose the same type. If you cannot pay, nothing happens.



Special Building

Pay the card’s **3 required resources** to complete **1 building**, then **remove this card from the game**. If you cannot pay the full cost, pay nothing and keep the card.

The initial-Placement limit of one directly occupied Special Island Card does not limit the Special Island Cards you can visit using Move later in the round.

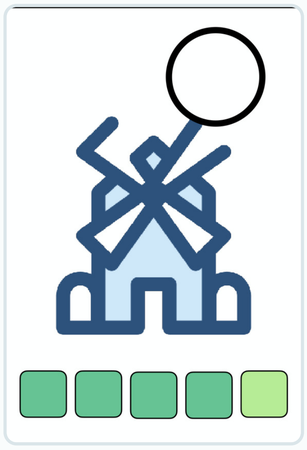
07

Buildings, Resources & Victory

The two building types differ in cost and what happens to the card afterward.

Public Buildings

5 resources

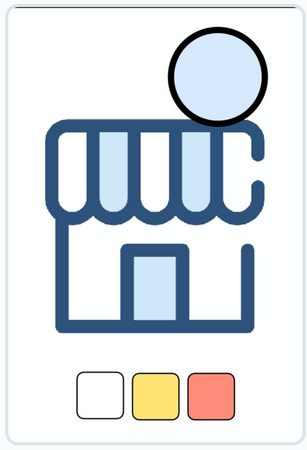


There are 3 Public Building Cards on the table. When retrieving your marker from a building, if you have all resources shown on the card, **you must pay and build it**.

Keep the completed building in your score area. **Immediately reveal** the next Public Building Card, if available.

Special Buildings

3 resources



Pay all resources required by your Special Building Card to complete a building. **Remove that Special Island Card** after it is built.

Public and Special Buildings both count. The **fifth completed building wins immediately**.

SHORT ON RESOURCES?

If you cannot pay a building’s full cost, **spend nothing** and simply retrieve your marker. Keep an unbuilt Special Building Card. You may bet on buildings before you can afford them.

What is public and what is private?

Your **resource types and individual quantities are private**; other players may know only your **total number of resources**. Special Island Cards and their abilities are public. There is **no resource limit**.

✂ **Physical-play note: extra resource markers**

This prototype includes 19 printed cards per resource type. To keep the official no-limit rule, use small paper tokens or equivalent markers when one type runs out. Keep your resource mix hidden from other players.

Printing: See the next page for duplex instructions. The original printable card faces and backs on **pages 9–26** are preserved without any changes.

08

Printing & Assembly

The nine front/back pairs begin on page 9.

CARD SHEETS Print **pages 9–26** only when producing the cards. These 18 pages contain the original fronts and backs, in alternating order.

01

Print on both sides

Select **double-sided (duplex) printing** and **flip on the long edge**. Use **100% / actual size** rather than “fit to page.”

02

Cut along the front side

Cut the cards along the borders printed on the **odd-numbered pages**: 9, 11, 13, 15, 17, 19, 21, 23 and 25.

03

Gather the remaining components

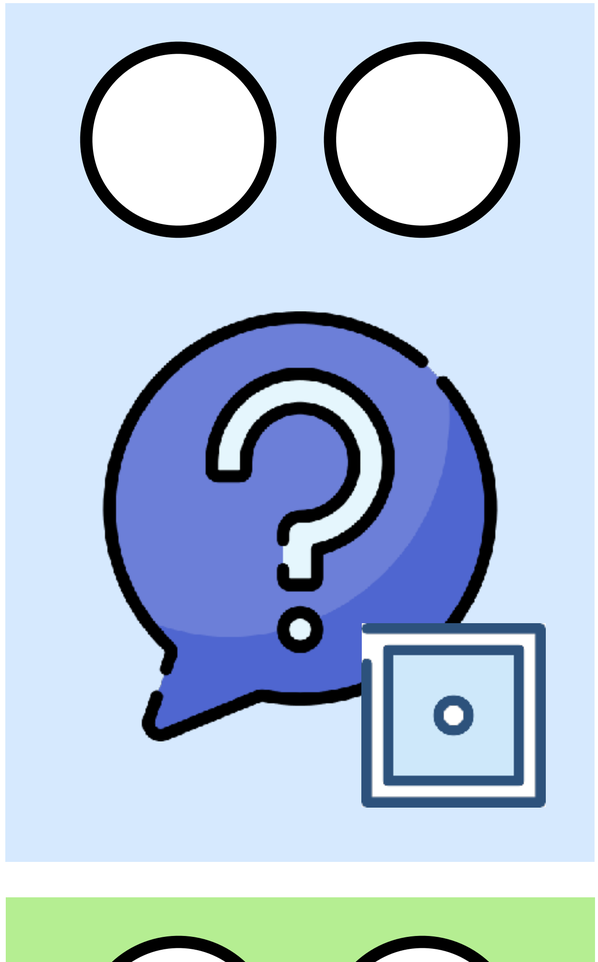
You will also need **four six-sided dice**, one Starting Player token and **four Worker Markers per player**. Coins, counters or small paper discs work well.

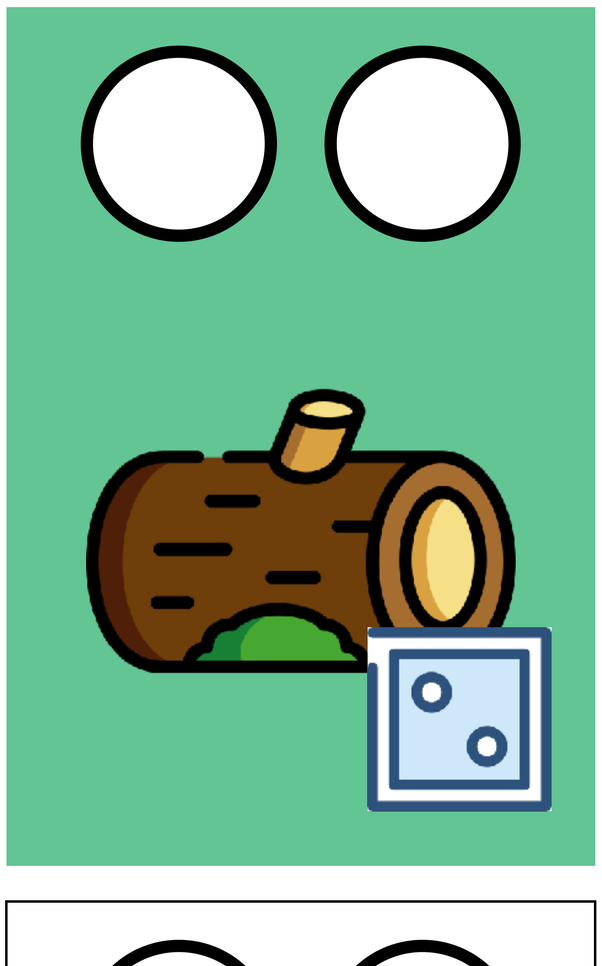
IMPORTANT If your printer does not support duplex printing, print front and back sheets separately, then align them carefully before cutting. Test with one pair of sheets first.

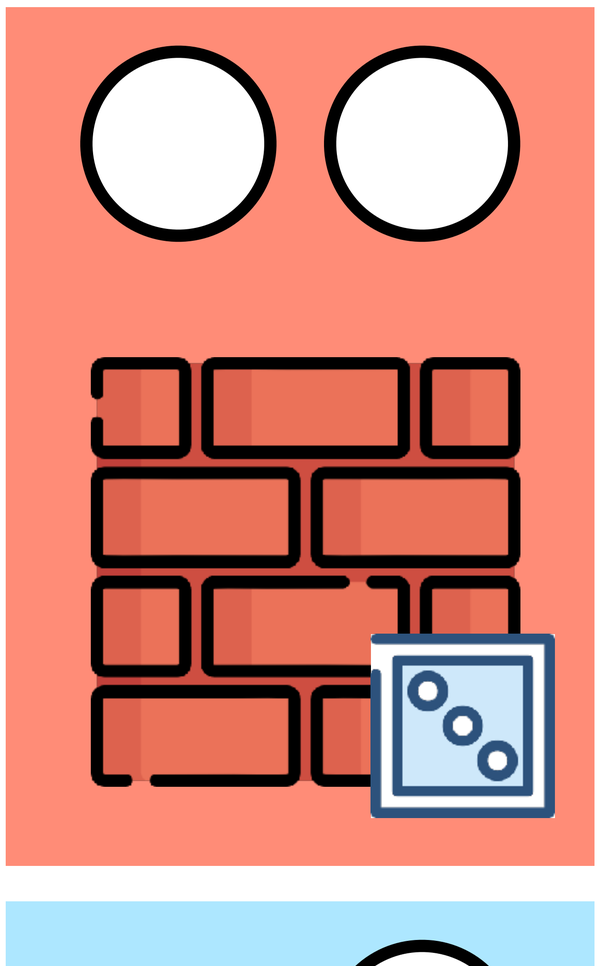
✂

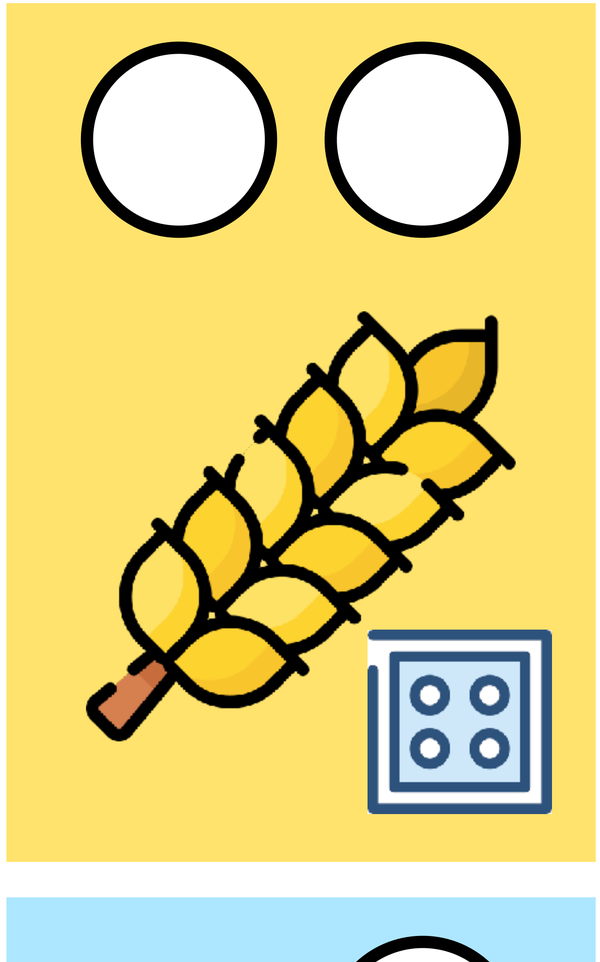
Prototype artwork

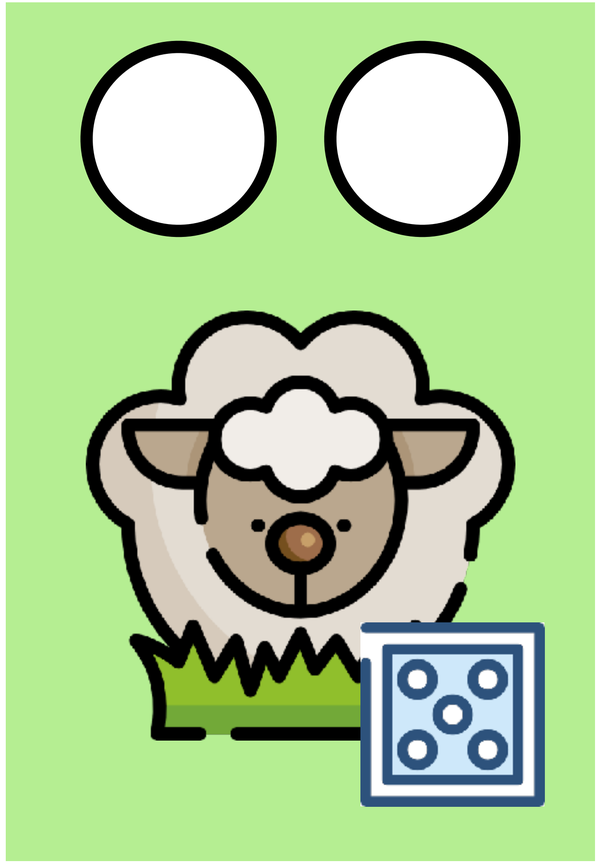
The original card illustrations have intentionally been preserved in this version. They differ from the newer artwork in the digital Table app, but the rules are updated to match.

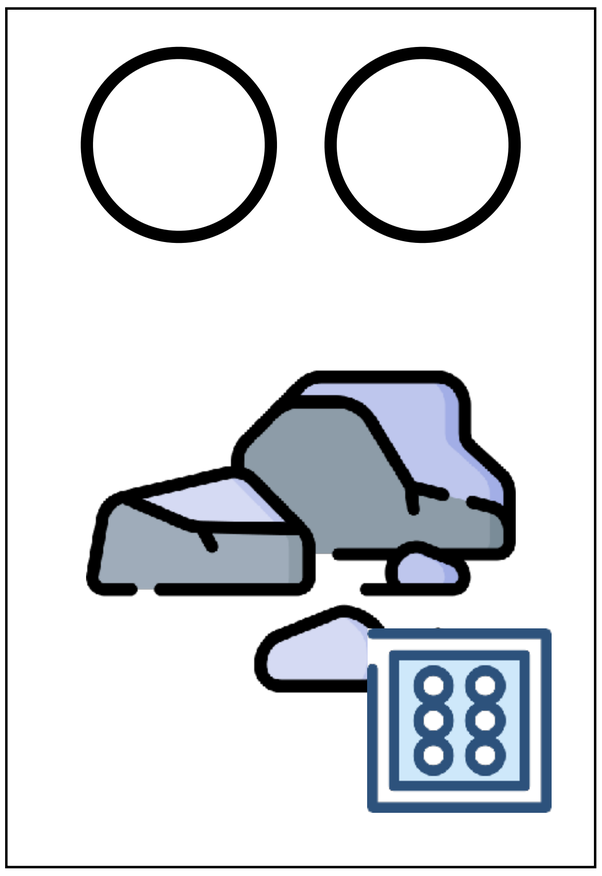


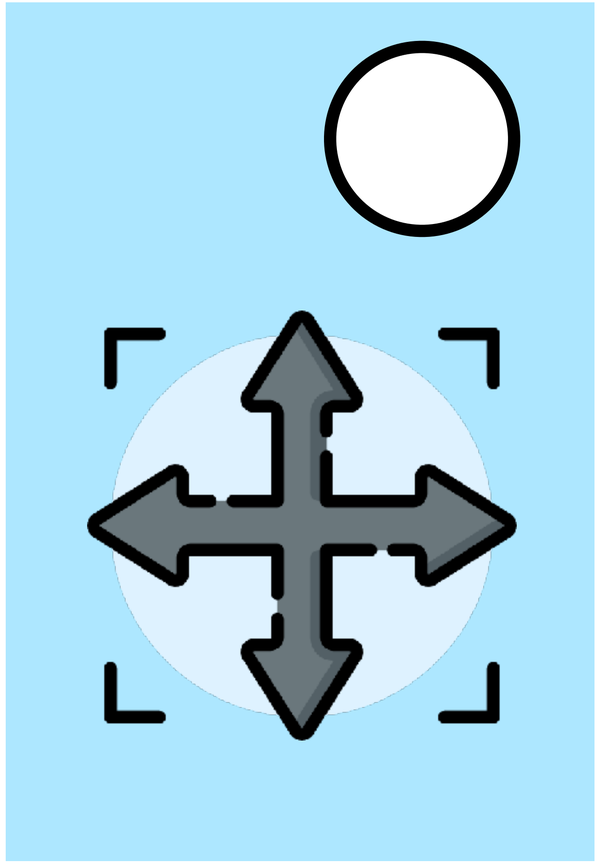


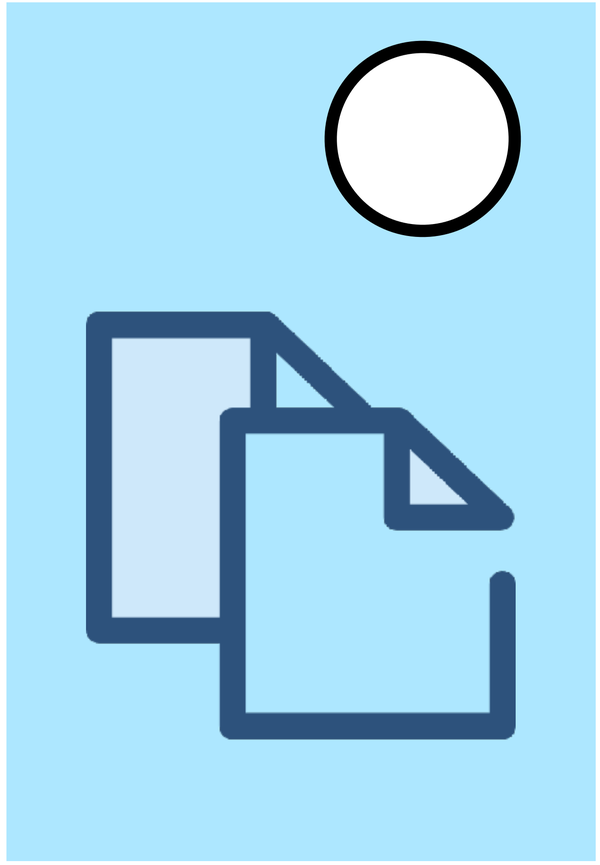


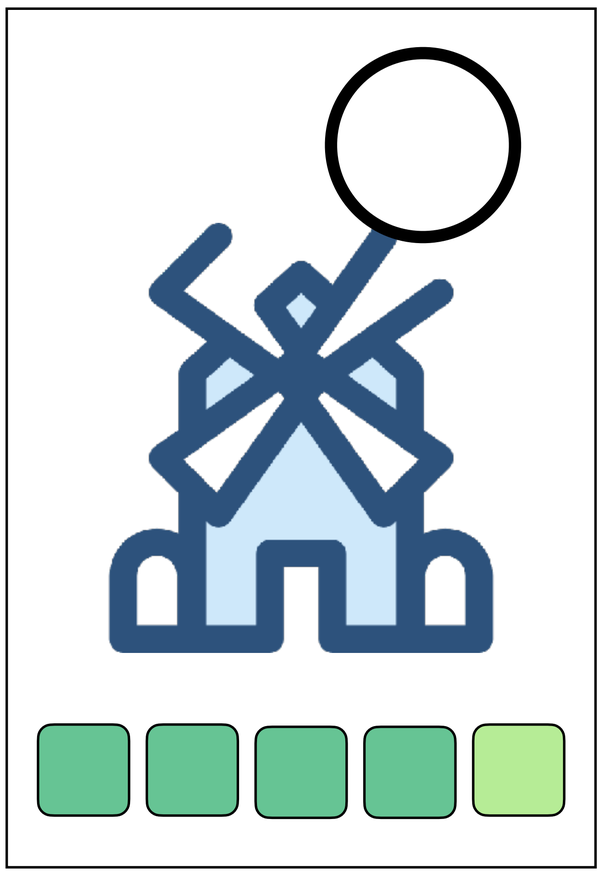


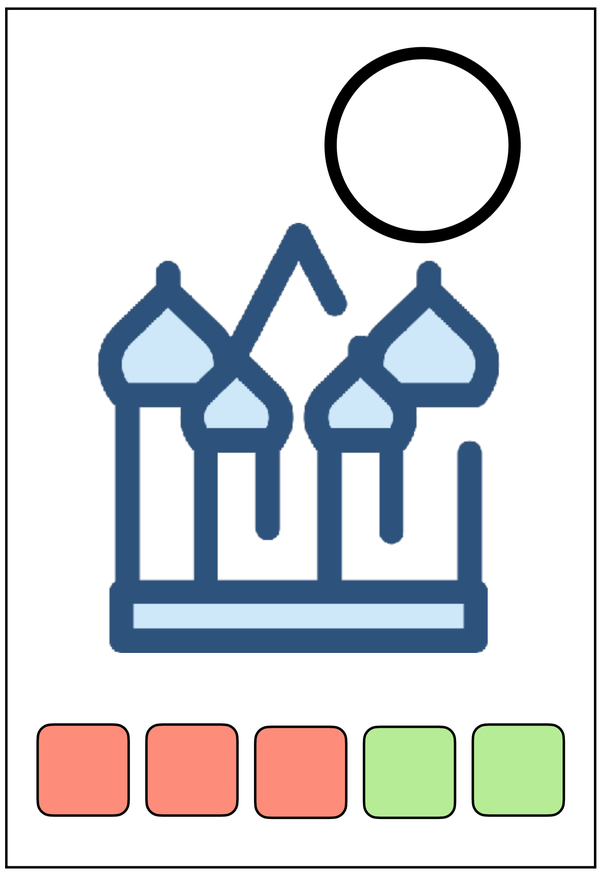


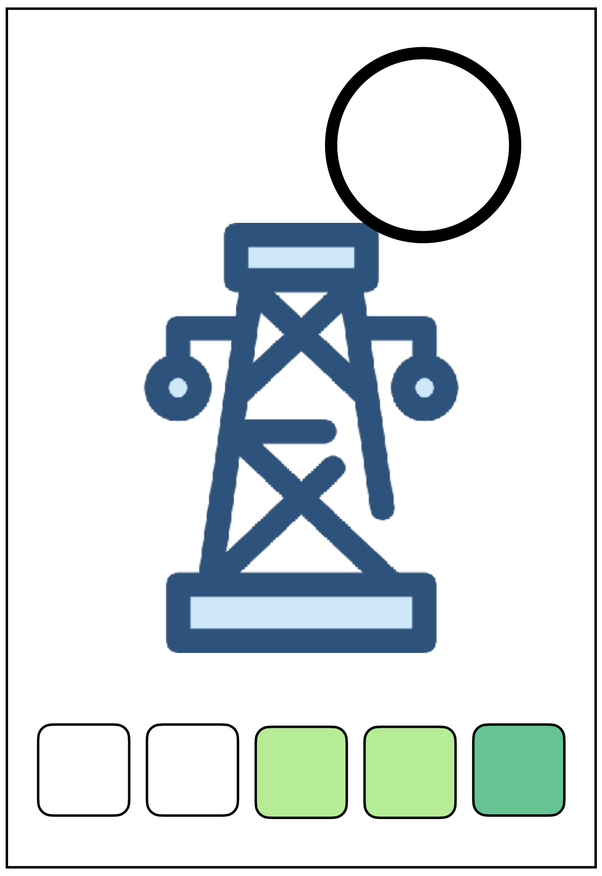


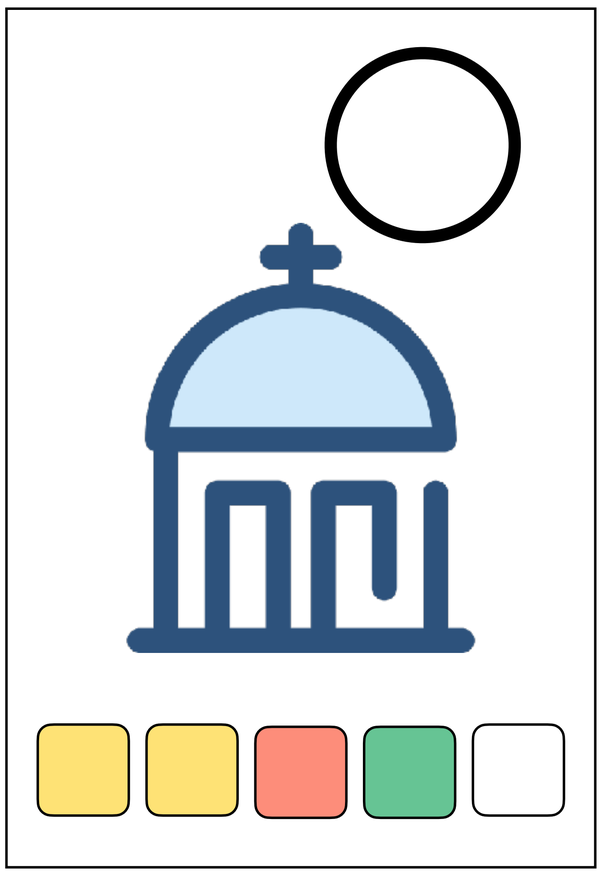


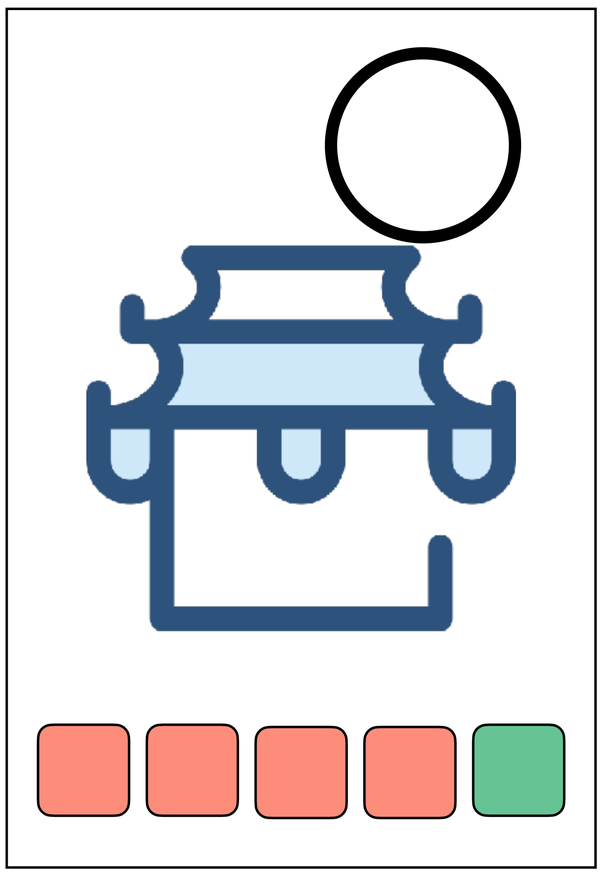


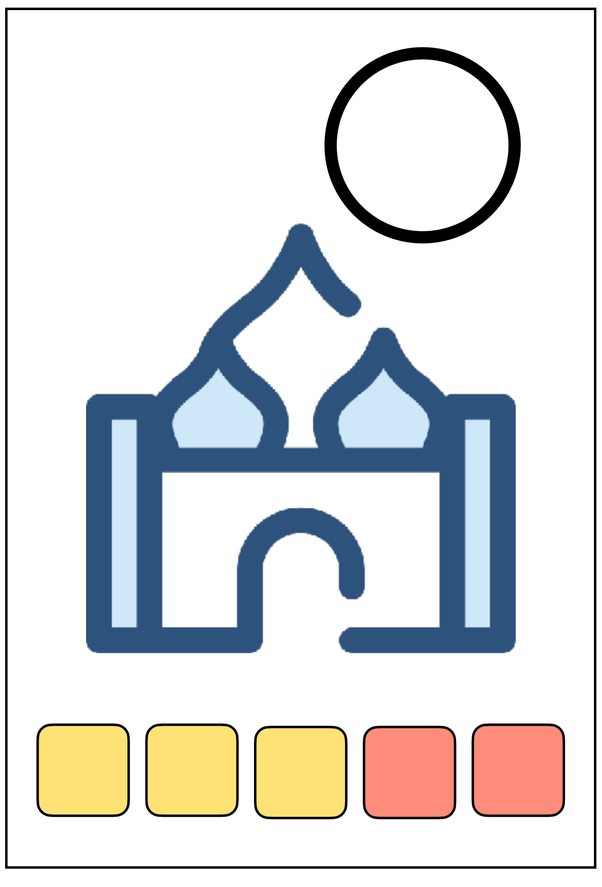


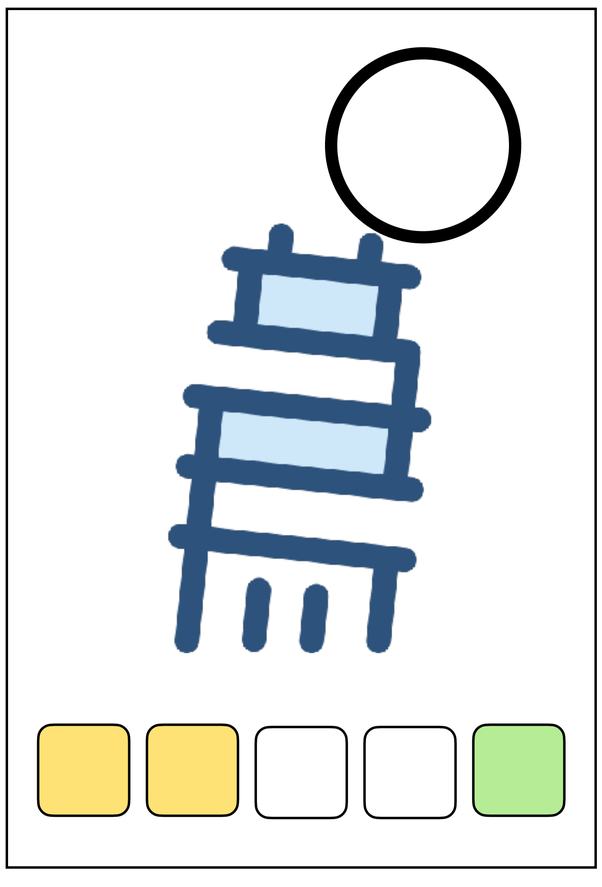


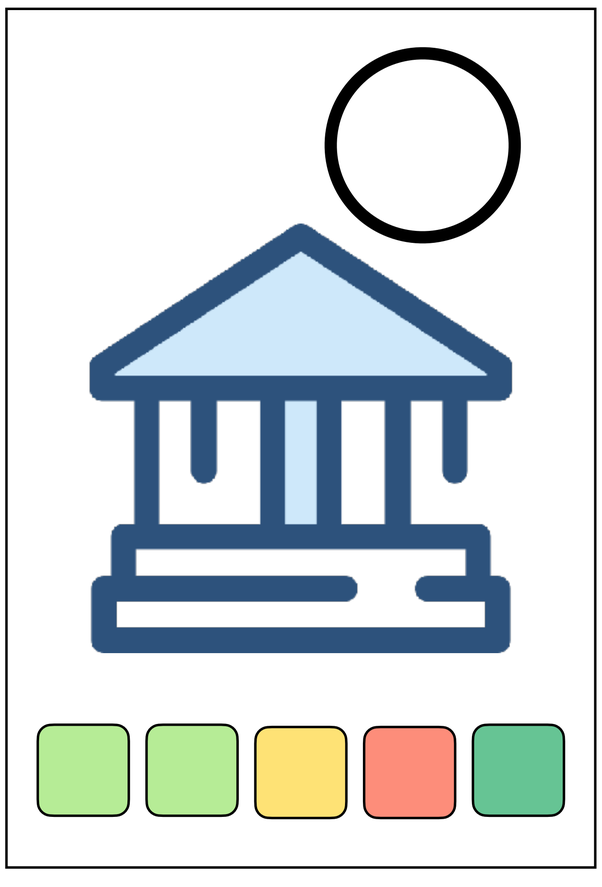


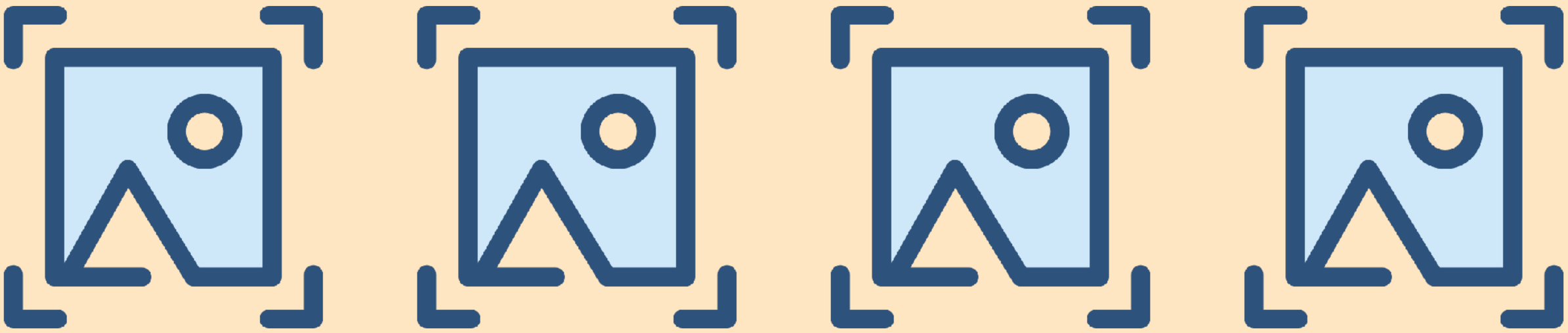


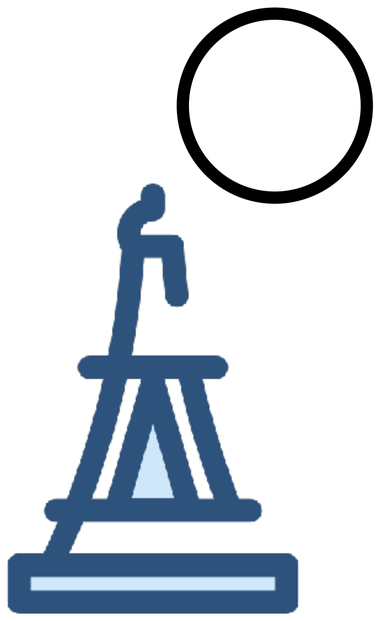


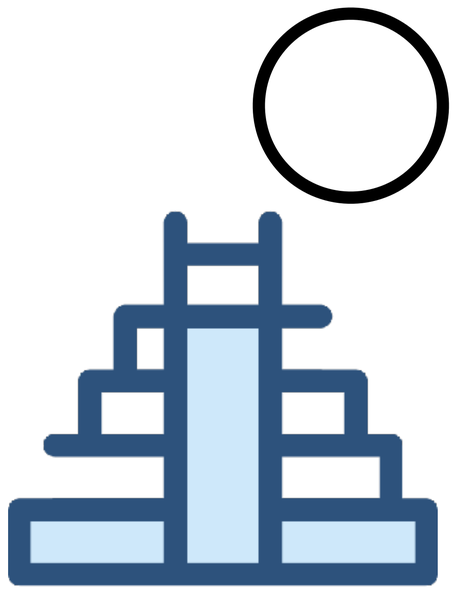




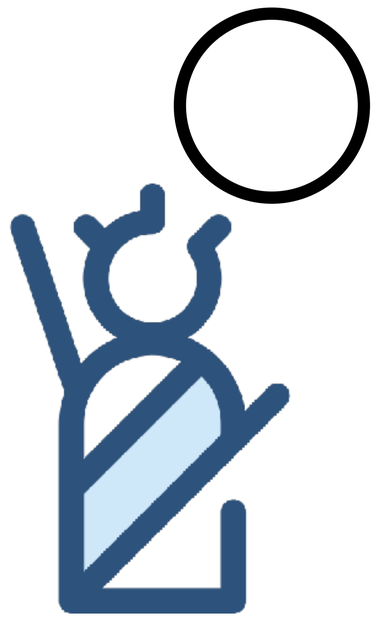


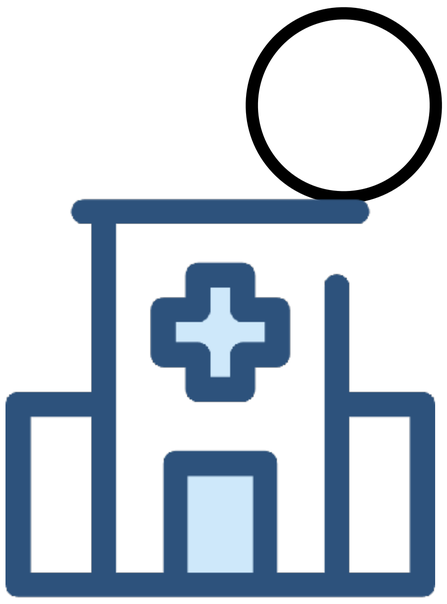


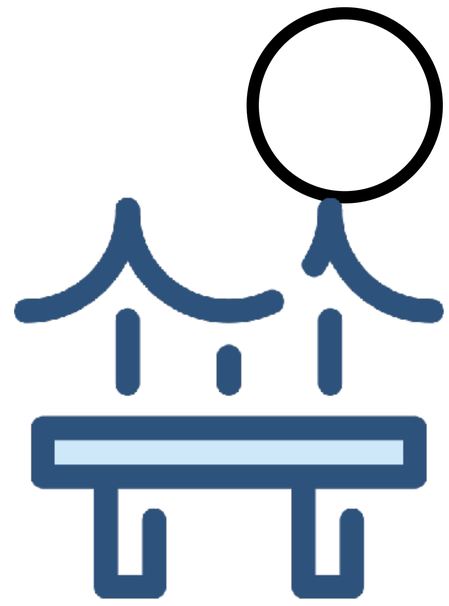


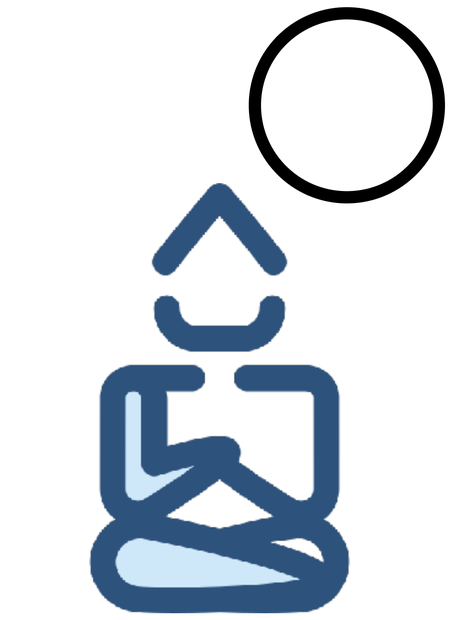




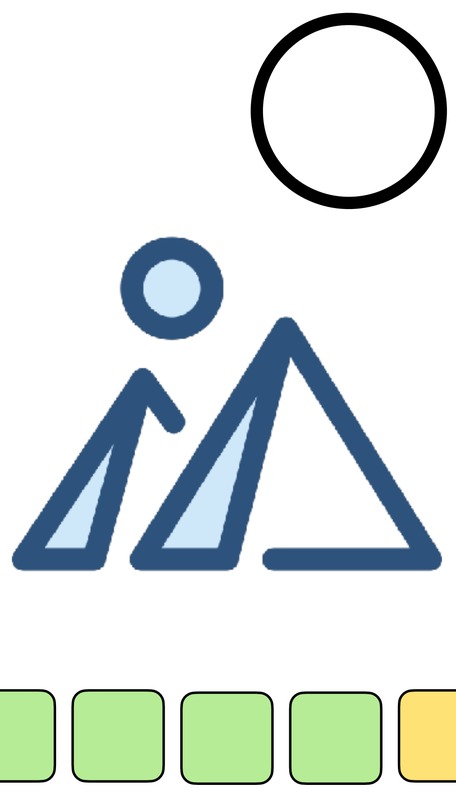


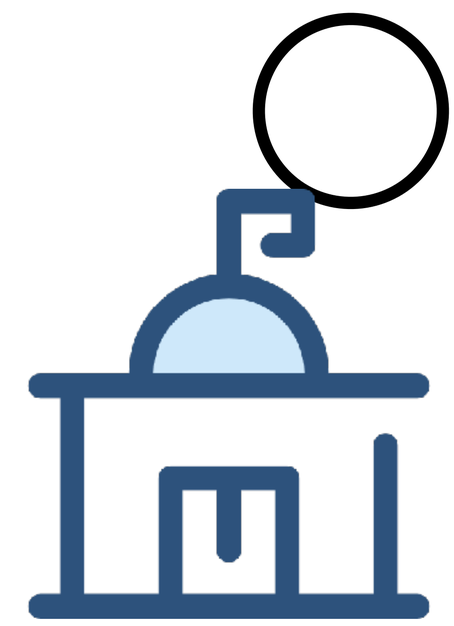


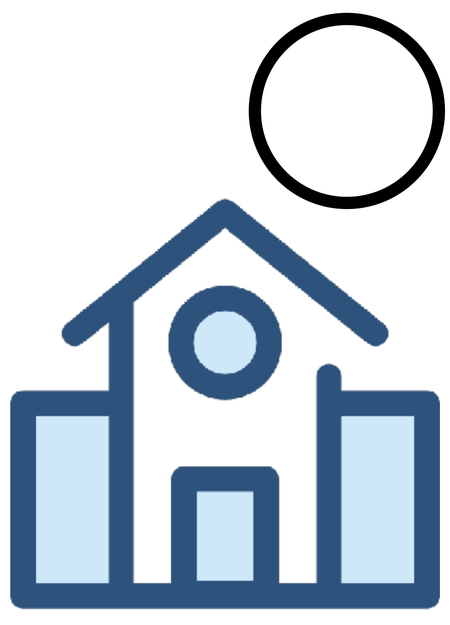


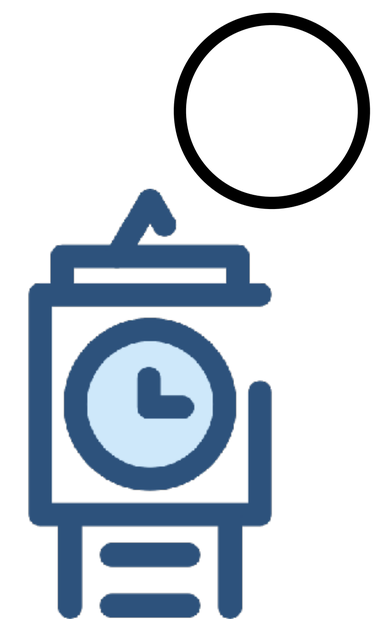


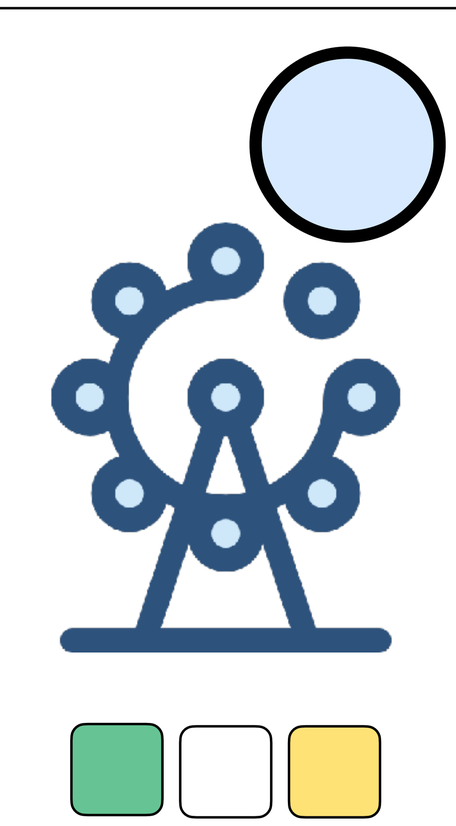




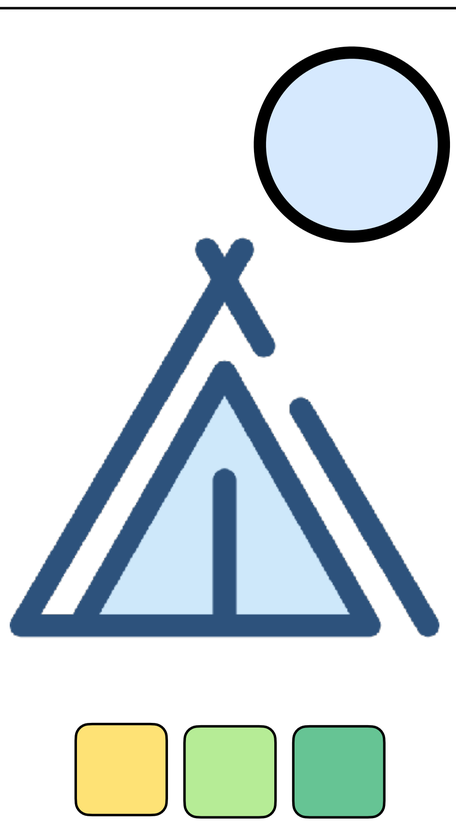




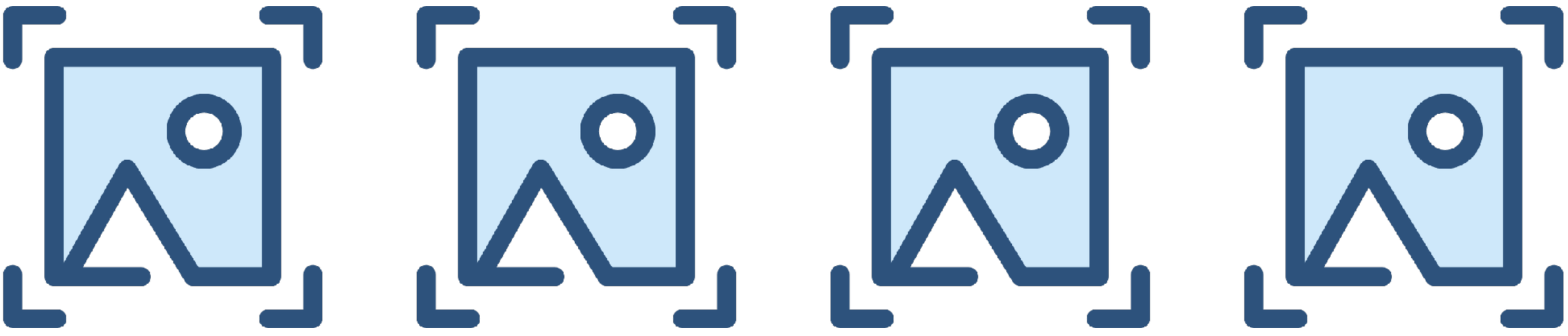


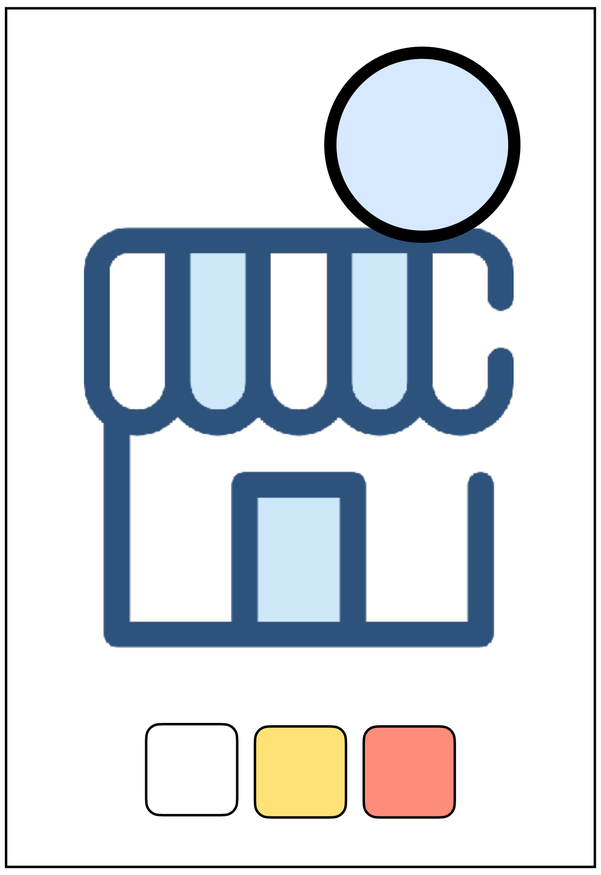


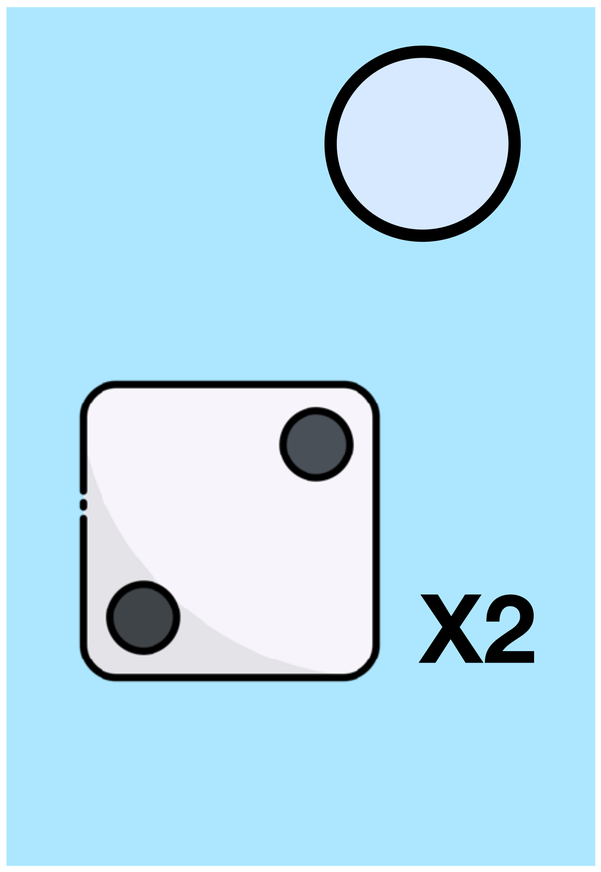


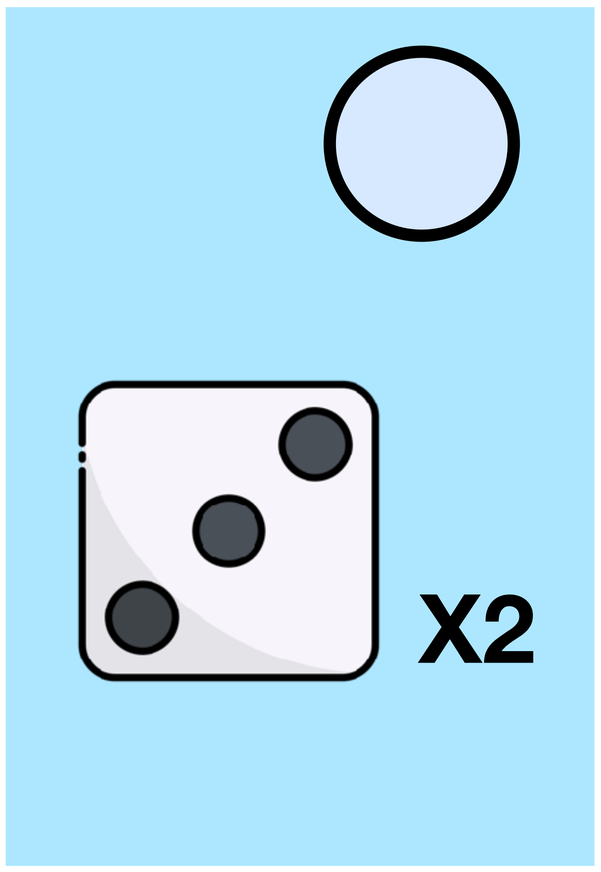


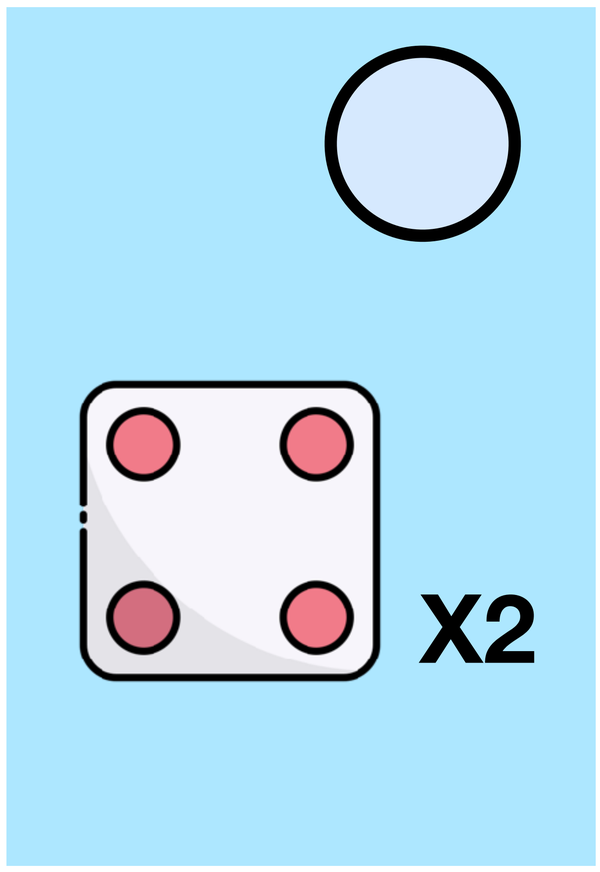


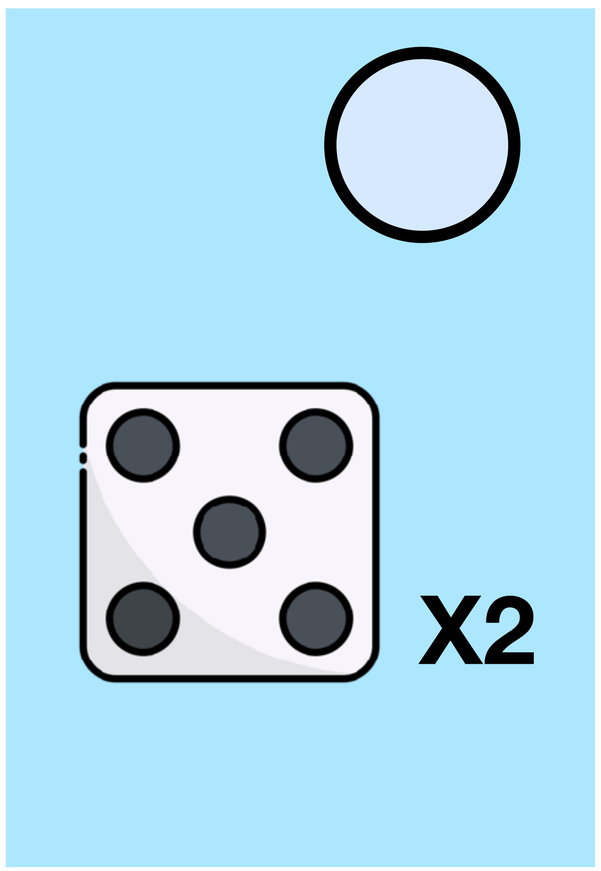


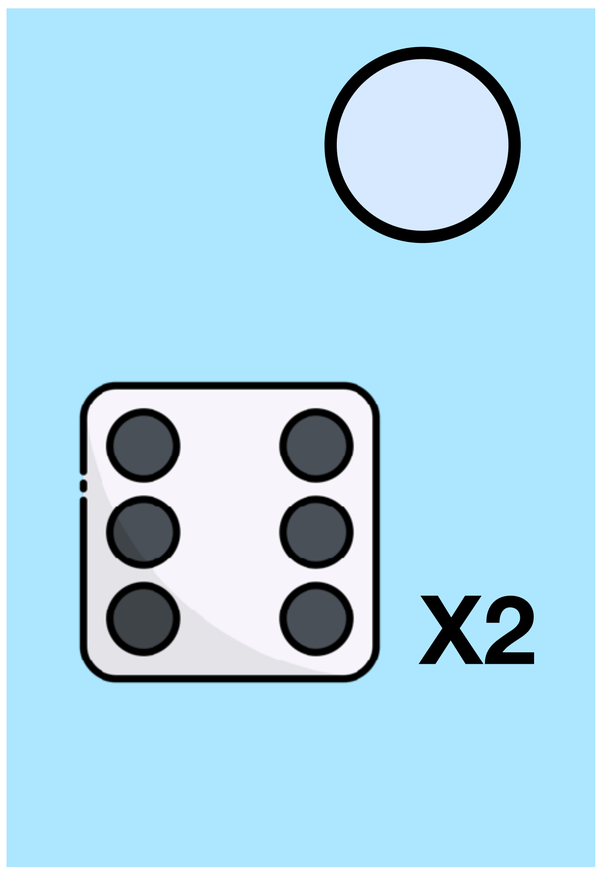


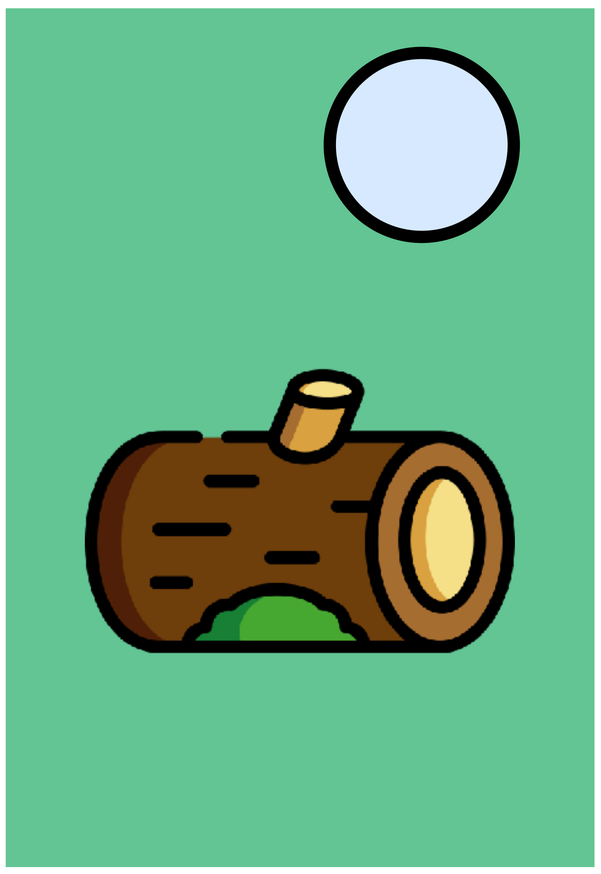

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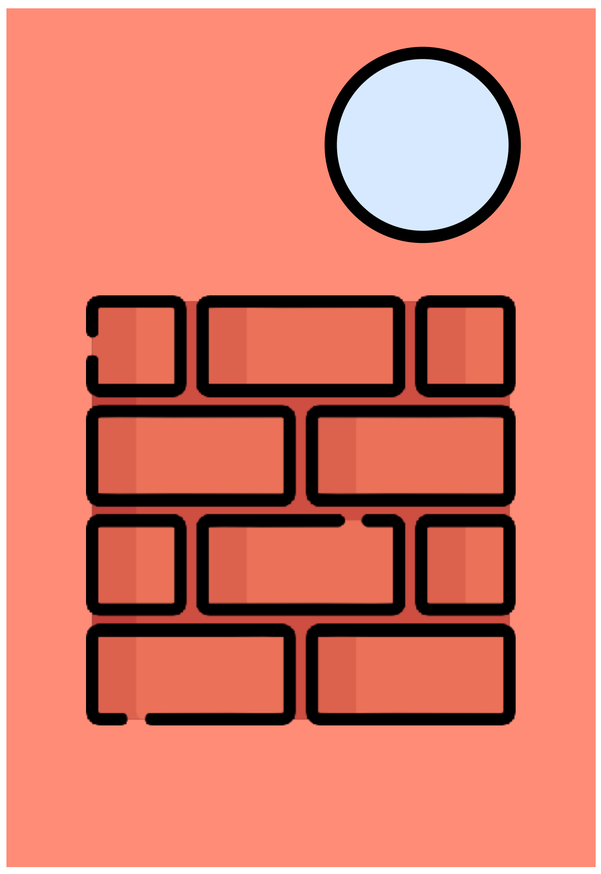

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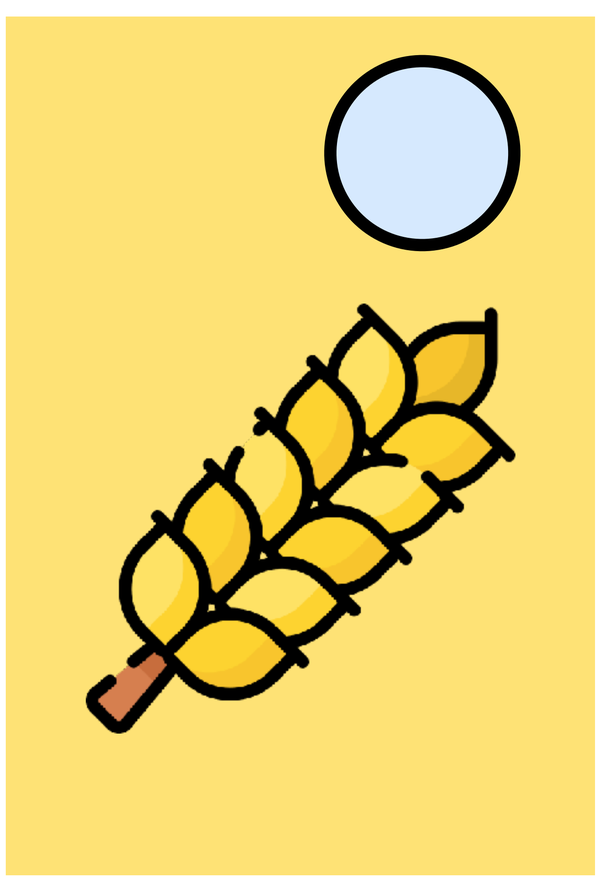

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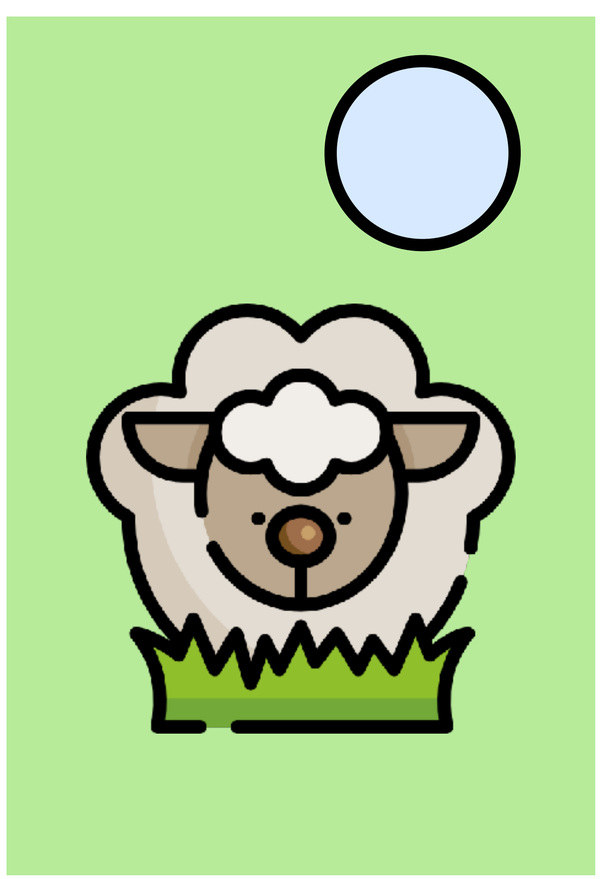

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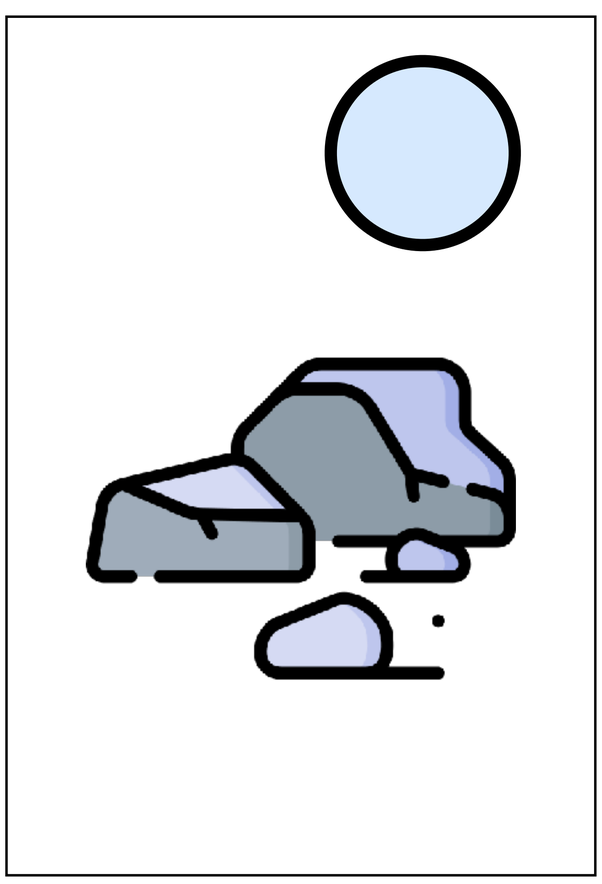

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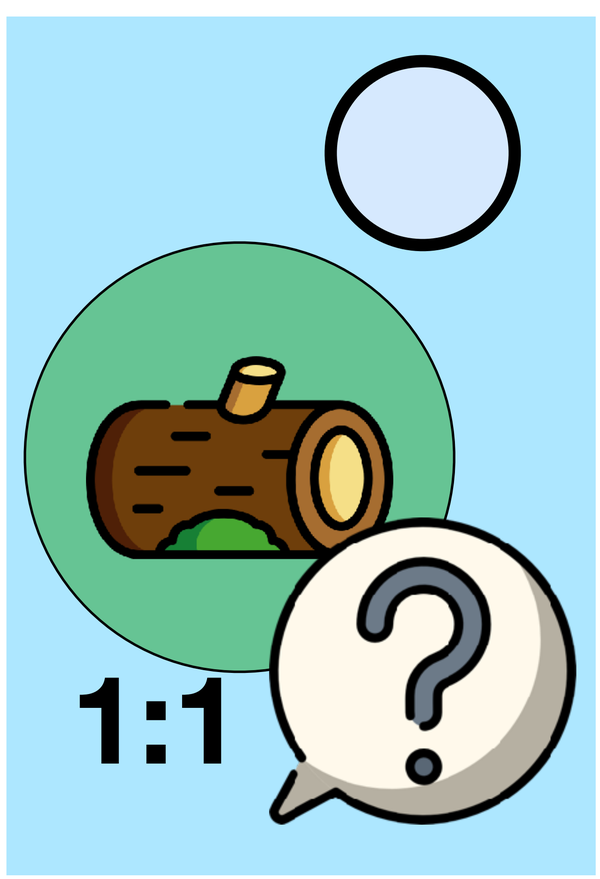


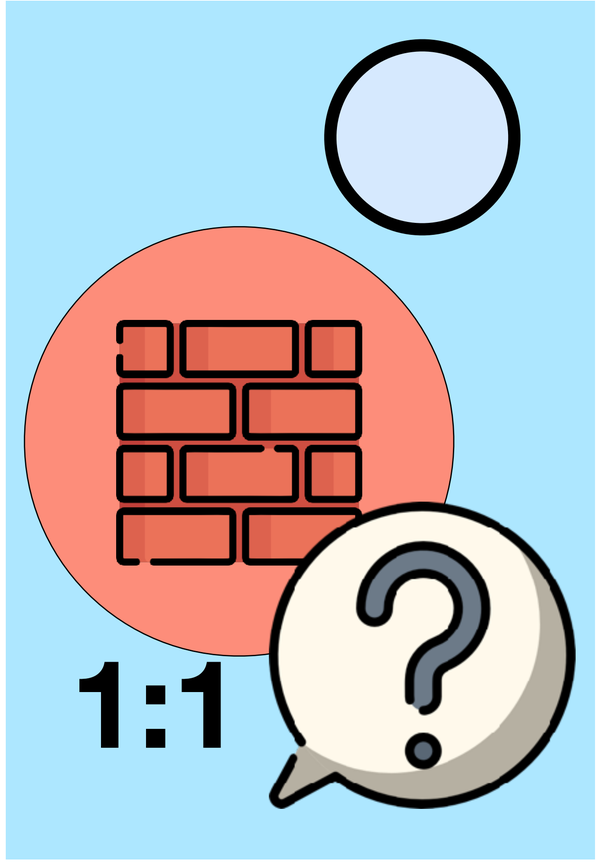


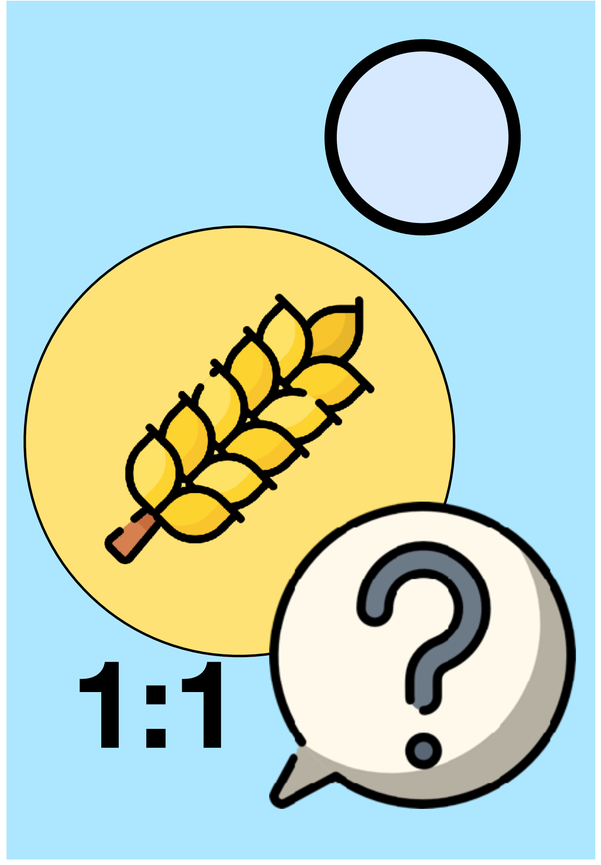


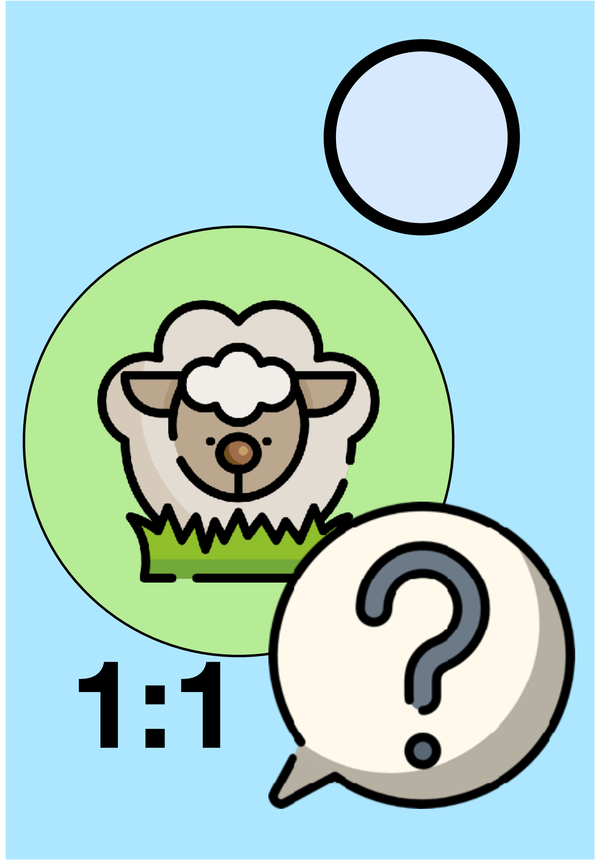


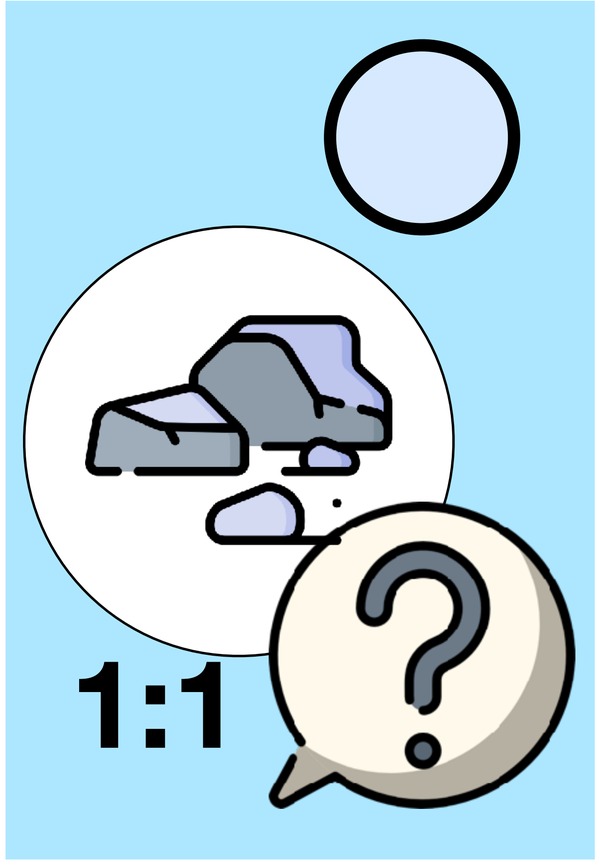



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