# IsleWrights: Wanderers

2-4 players · English print edition · November 2026

## Travel from island to island. Build something new.



In this sequel to IsleWrights, your two architects travel among eight islands, collecting resources, acquiring blueprints and changing the situation with special cards. Shared resources can help your opponents too, so choose the right moment to complete each building.

**The first player to complete 5 buildings wins immediately!**

### Original artwork, current rules

This edition preserves the artwork and colours of the early CACA II edition while using the current Table by Stillwind rules. Play with a piece of the game's design history. The resource-refill rules for this physical edition are on page 7.

### What is included?

| | | |
|---|---|---|
| **Island cards** | 8 | Five resource islands, plus three action islands |
| **Blueprints** | 20 | Five coloured squares show each building's cost |
| **Special cards** | 52 | Interference, movement, resource and other effects |
| **Resource cards** | 80 | 16 each: wood, brick, wheat, sheep and ore |

**160 cards in total.** Also provide one six-sided die, two matching-colour pawns per player, paper and cutting tools. Small paper slips can serve as resource substitutes when needed.

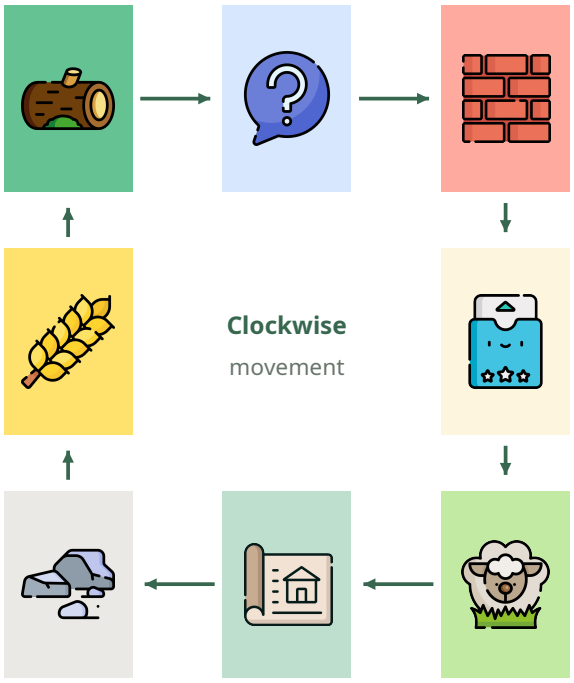
Reading guide: setup (2) / turns and islands (3) / building (4) / special cards (5-6) / quick reference (7) / printing (8).

# Eight islands, two architects

Everyone shares the islands and public decks. Each player controls two architects, which can travel separately.

## 1 Arrange the islands and decks

Shuffle the 8 island cards and lay them face up in a ring with an empty centre. Separately shuffle the resource, blueprint and special-card decks and place them face down. Leave space for their discards.




**Randomise the island order each game.** This is just one possible layout.

Moving to the next island counts as one step. You cannot cross the empty centre.

An island can hold any number of architects, including both architects belonging to the same player.

## 2 Deal hands and reveal the blueprint market

Give each player 5 random resource cards as a private hand and 1 face-up blueprint. Reveal 3 more blueprints in the centre to form the public blueprint market.

## 3 Place architects and choose the first player

Each player takes 2 pawns of one colour. Randomly assign a starting island to each pawn; repeated locations are allowed. Choose a first player at random, then take turns clockwise.

**Public or private?**
Blueprints, completed buildings and resources contributed to islands are public. Keep resource-card faces and unused special cards secret. Reveal a special card when you use it.

# On your turn

Move just one of your architects each turn. When building, you can use the resource islands occupied by either of your architects.

### 1 Before rolling

You may play an interference card or a Chameleon whose effect is legal now. Then roll normally, or use one movement effect instead of rolling.

### 2 Move one architect

Move the full die result clockwise around the ring. Passing the Resource Card Island gives you 1 resource card. If it is your destination, draw only 3 cards in total instead.

### 3 Resolve the island action

Follow the island rules below. After Teleport or Stop, you must still resolve the action of the island where your chosen architect ends up.

### 4 Build and resolve further effects

You may play eligible resource-category special cards or Chameleon, and complete buildings. Recheck whenever resources change. End your turn when no building can be completed and you choose to play no more special cards.

## When you arrive on an island



### The five resource islands

Contribute 1 resource card of any type from your hand, face up beside the island. You must contribute if you have a resource card; skip this only if your resource hand is empty.



### Resource Card Island

Draw 3 resource cards into your hand. Do not add the 1-card passing bonus when this island is your destination.



### Blueprint Island

With fewer than 5 blueprints, take 1 from the market and refill its space. At 5, you may exchange 1 unfinished blueprint with the market, or decline to exchange.



### Mystery Island

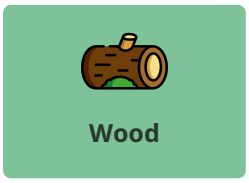
Draw 1 special card into your hand. If the special deck is empty, draw nothing; used special cards are never shuffled back in.

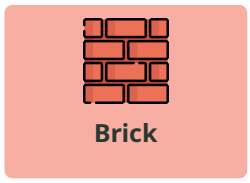
# Turn resources into buildings

Complete buildings only on your own turn, after resolving the island action. Never combine resources from different islands.

## Read the coloured squares

Each square means 1 resource of that colour; every blueprint costs 5 resources in total. Anyone may use an island's public resources, but you can build only on a **resource island occupied by at least one of your own architects**. Meet every required type and quantity.







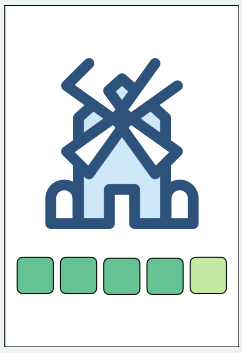






## Available resources = contributions + free resources

**Each architect on a resource island provides 1 free resource of that island's type.** Count everyone's architects, including both pawns of one player. Do not place cards for free resources: they do not accumulate, and change immediately as architects arrive or leave.



Cost: 4 wood + 1 sheep

### Example: 3 architects on the Wood Island

A A B

A has architects here, so A can build here. The 3 architects provide 3 free wood. The island also holds contributions of 1 wood, 1 sheep and 1 ore.

**4 wood and 1 sheep meet the cost; the extra ore does not matter.** After completing this blueprint, discard all contributed wood, sheep and ore. The 3 free wood remain available.

## After completing a building

1. Turn the blueprint sideways or move it to a completed area, face up.
2. Discard **all contributed resources** on that island, including any surplus.
3. Leave the architects in place; they still provide their free resources.
4. Recheck the islands of both your architects. You may complete more buildings.

**You cannot pay directly from your hand to finish a building. Add resources through contributions or legal card effects first. Completing your fifth building wins immediately; do not finish the round.**

# Before you move

Discard a special card after use. You may actively play at most one card from each category per turn.

The four categories are **interference, movement, resource and other**. Match cards to the artwork shown here and on the next page. All special cards have the same pale-blue back.

## Interference | Before rolling or choosing a movement effect



### Devil

Choose 1 resource island. Discard all contributed resources on it. The free resources provided by architects are unaffected.



### Hacker

Exchange 1 of your unfinished blueprints with 1 unfinished blueprint belonging to another player. Completed buildings cannot be exchanged. If that player has an Invincibility Star, the exchange fails.



### Viking

Randomly take up to 3 resource cards from each other player, or all they have if fewer. Pool the loot, keep up to 3 cards in total and discard the rest. Players holding an Invincibility Star are protected.

## Movement | Instead of the normal die roll



### Specified Dice (1-6)

Use the number on the card. Move one of your architects that many steps clockwise. The passing bonus at the Resource Card Island still applies.



### Teleport

Move one of your architects directly to the indicated island. Gain no passing bonus. Resolve the destination island's action as usual.




### Stop

Choose one of your architects to stay where it is. Do not roll or move; simply resolve that island's action.

# After moving, more possibilities

Resource effects apply only to the island of the architect you acted with this turn, not to your other architect's island.

## Resource | After resolving the island action



### Extra Resource

Use only if you successfully contributed a resource card this turn. Add 1 resource of the indicated type to the resource island where you acted, without paying another card from your hand. It counts as a contributed resource and can later be taken or cleared away.



### Magnet

Take up to 2 contributed resources from the island where you acted this turn and add them to your hand. Choose their types. If fewer than 2 remain, take what is available. You cannot take free resources provided by architects.

## Other | Chameleon and Invincibility Star



### Chameleon

Reveal another special card you hold and copy its effect. That card must be legal to use in the current phase. You cannot copy Invincibility Star or another Chameleon.

Discard only Chameleon; keep the copied card. This uses only the "other" category's allowance, not that of the copied category. **If you copy a movement card, you cannot use another movement card or roll the die this turn.**

Example: copying Devil with Chameleon and then playing your original Devil is allowed. Copying Teleport and then playing another Teleport is not.



### Invincibility Star | Automatic defence

When attacked by Viking or Hacker, reveal and discard 1 Star. Viking takes no resources from you; Hacker's entire exchange fails. The attacking card is still spent.

A Star protects only its owner, not other players targeted by Viking. It cannot protect public islands from Devil. Automatic defence does not use a category allowance; spend 1 Star for each attack you block.

# Keep this page at the table

Move and resolve the island action before building. The game ends as soon as a player completes their fifth building.

## Rules to remember

| | |
|---|---|
| **Count every architect** | Each architect on a resource island provides 1 free resource of that island's type, regardless of who owns the pawn. |
| **Either architect can build** | Check each occupied island separately. Do not pool resources from different islands. |
| **Clear every contribution** | Discard surplus resources too. The architects and their free resources remain. |
| **Five blueprints in total** | Your limit includes finished and unfinished blueprints. Only unfinished ones can be exchanged. |
| **No passing bonus for Teleport** | Normal and specified-die movement can earn it. Ending on the Resource Card Island gives only 3 cards. |

## Resource refills for the physical PnP

**When the resource deck runs out, shuffle its discard pile to form a new deck.** If cards are still missing, use labelled paper substitutes. To draw a random substitute, roll: 1 wood, 2 brick, 3 wheat, 4 sheep, 5 ore; reroll a 6. For Extra Resource, take the indicated type from the resource discard pile, or use a paper substitute if none is there. Do not pay from your hand. Substitutes act as normal resources: contribute them, build with them or retrieve them with Magnet. Remove them when discarded; never shuffle them into the deck. Use opaque sleeves or matching backing cards to hide their faces. Include substitutes whenever cards are taken at random from a hand.

Do not recycle used special cards; once their deck is empty, no more can be drawn. Refill the blueprint market to 3 when possible. Stop refilling when the blueprint deck runs out.

## Special-card checklist | 52 cards

| | | |
|---|---|---|
| **Interference** | 2 each: Devil, Hacker, Viking | 6 |
| **Movement** | 2 each: dice 1-6, 7 Teleport destinations, Stop | 28 |
| **Resource** | 2 each: 5 Extra Resource types, Magnet | 12 |
| **Other** | 3 each: Chameleon, Invincibility Star | 6 |

# Print, cut and play

The first eight pages are the rules. Each following pair of pages is one card sheet, front and back. Keep the original page order.

A4 portrait · Actual size 100% · Double-sided

**Flip on the long edge**

One PDF page per side. Disable “Fit”, multiple pages per side and booklet mode. Print in colour: blueprint colours identify resources. Cards are about 44.6 × 65 mm.

### 1 Test one front-and-back pair

First print pages 9-10 of this combined file, or pages 1-2 of the cards-only file. Check size, direction and alignment. The backs already match long-edge flipping; do not mirror or rotate them yourself.

### 2 Choose what to print

The combined file has 28 pages: rules on 1-8, cards on 9-28. Double-sided, it needs 14 sheets. The 20-page cards-only file needs 10 sheets.

### 3 Cut using the marks on the fronts

Each front page contains 16 cards. Back colours fill the gaps and extend 5 mm beyond the whole card grid to allow for print misalignment. There are no cutting marks on the backs.

### 4 Sort by back colour

Peach-beige: islands. Pale green: blueprints. Pale blue: special cards. Cream: resources. Shuffle resources and special cards separately. Backs within each deck must not reveal the card faces.

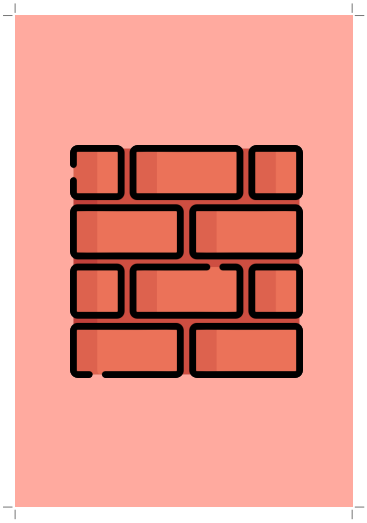
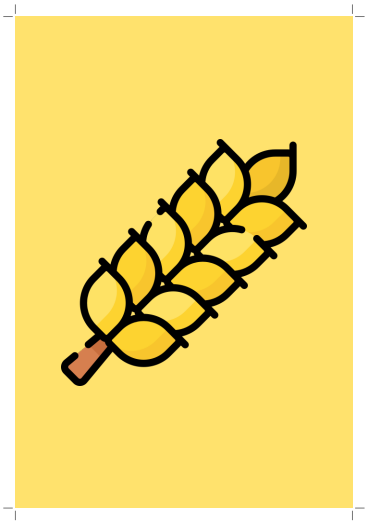
Use opaque paper, backing cards or sleeves so faces cannot be seen through the backs. Check the paper weight your printer supports. For extra resources, cards-only pages 11-20 contain the front/back pairs for wood, brick, wheat, sheep and ore, in that order.



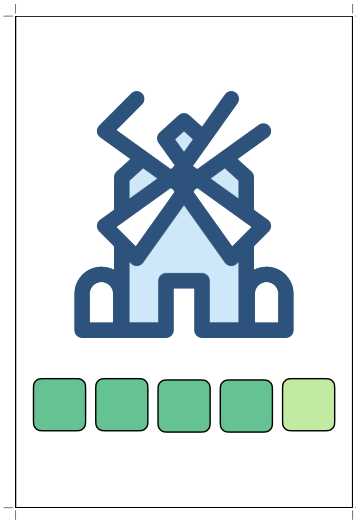
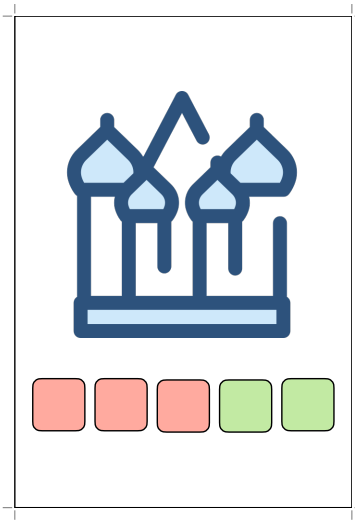
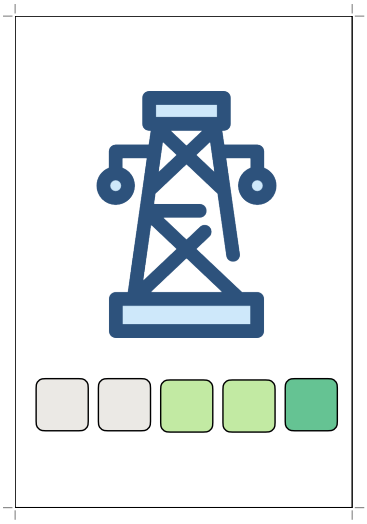
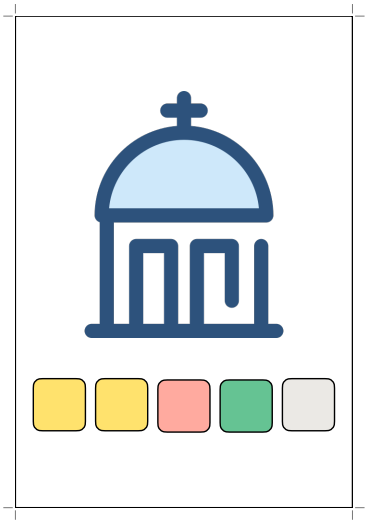
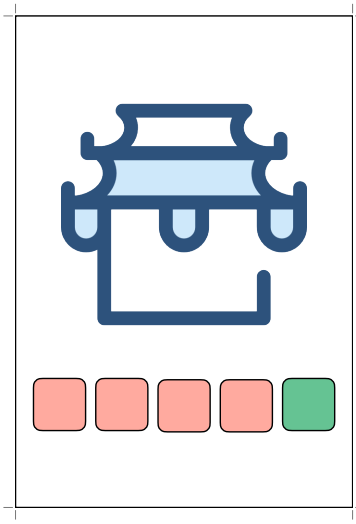
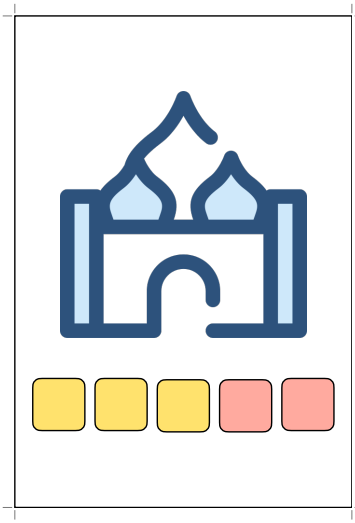
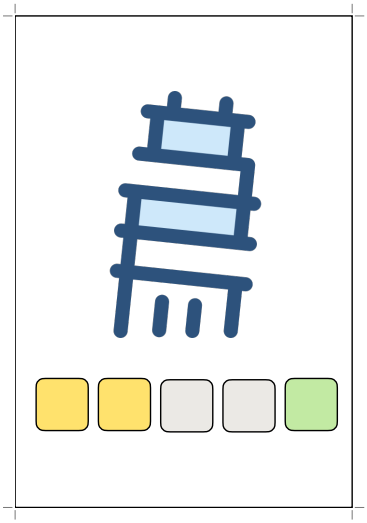
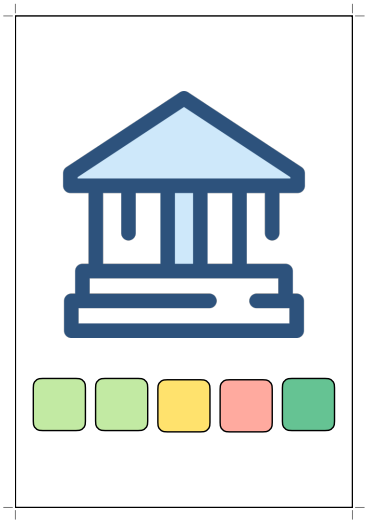
Size check: this line should measure 50 mm when printed.

Check the set: 8 islands, 20 blueprints, 52 special cards and 80 resources. Add one six-sided die and two matching-colour pawns per player, and you are ready to play.











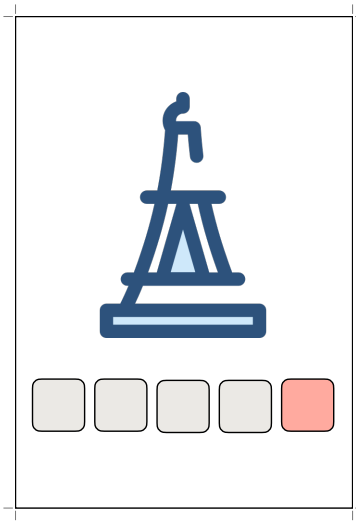
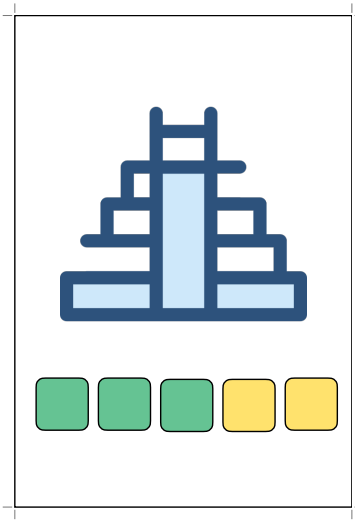
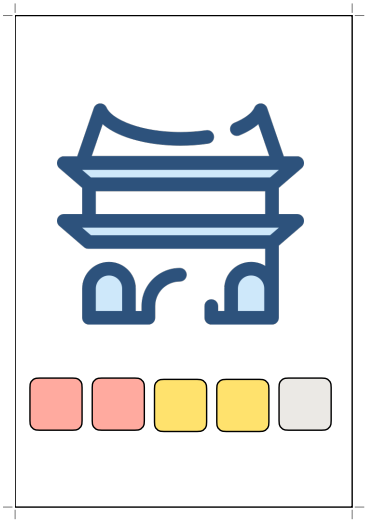
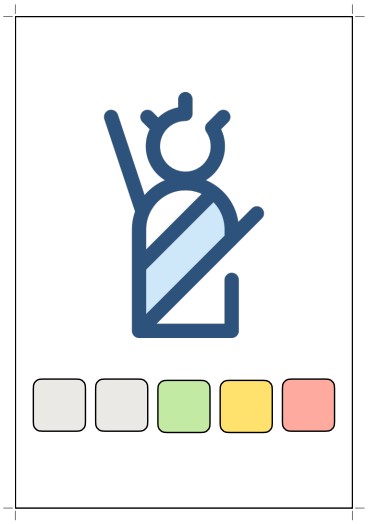
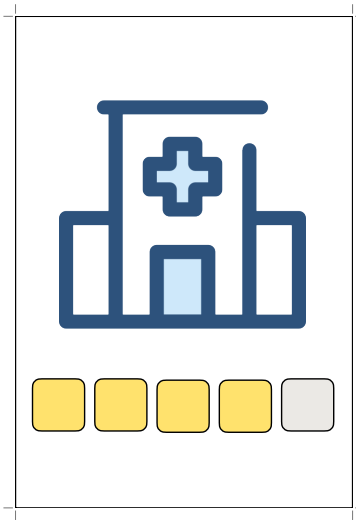
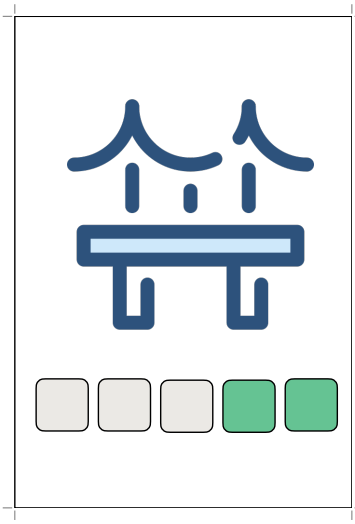
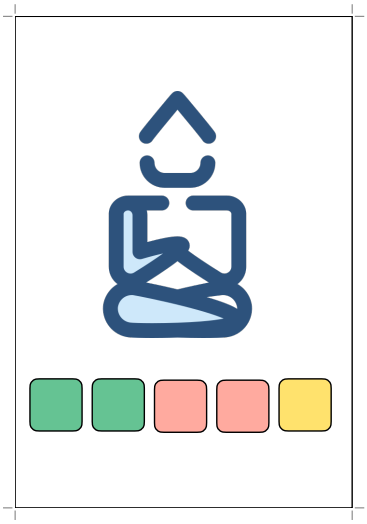
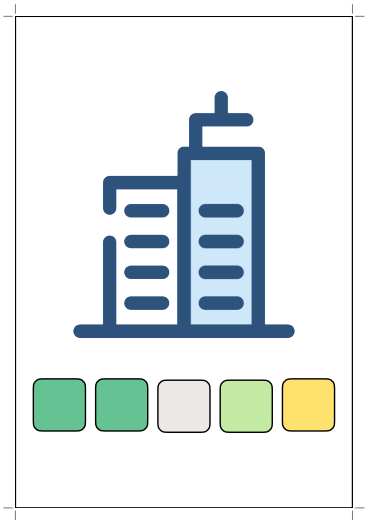
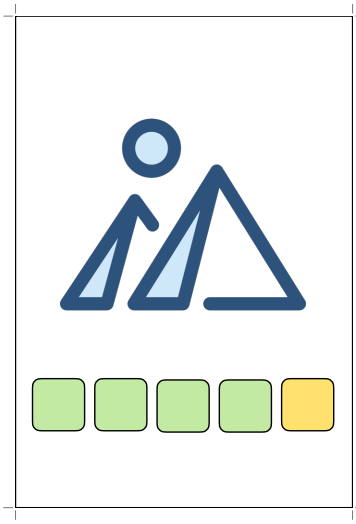
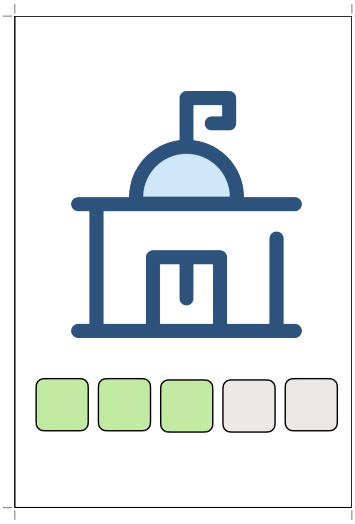
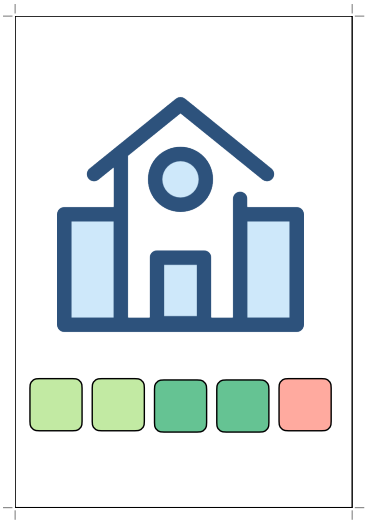
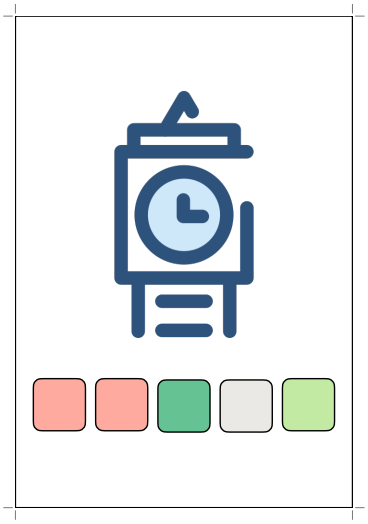
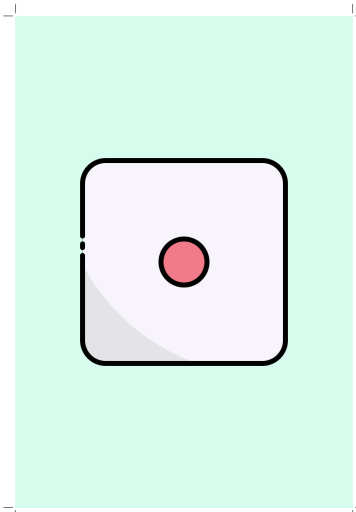
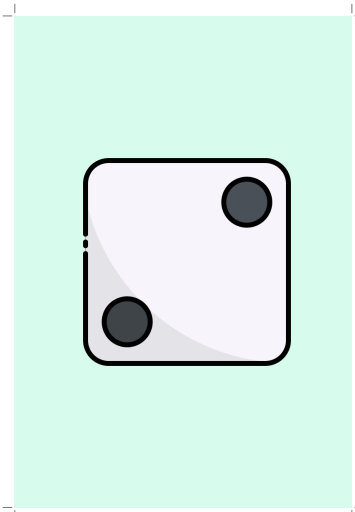
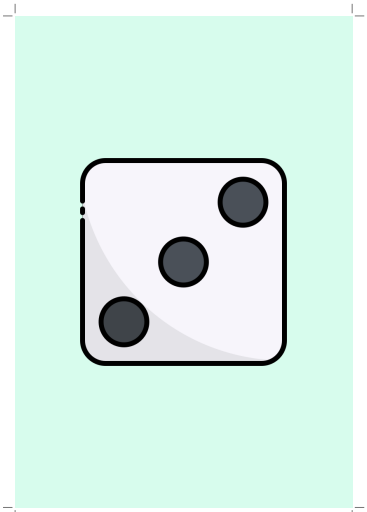
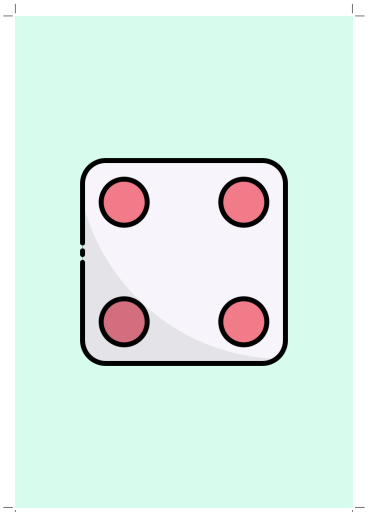
















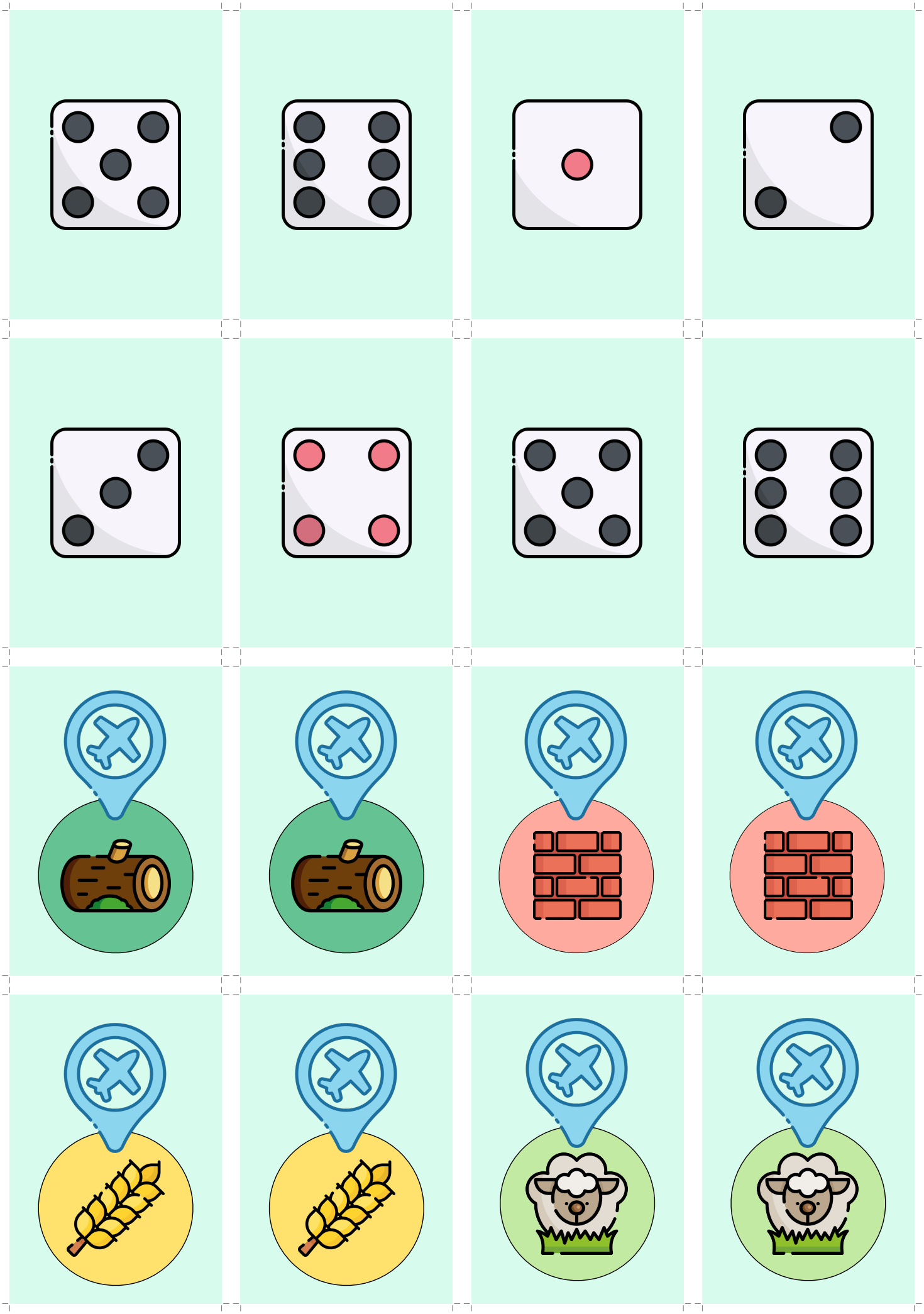




















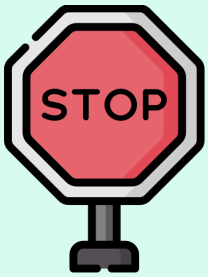
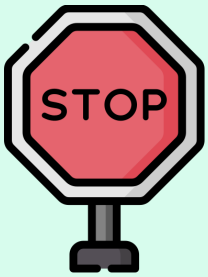












STOP

STOP
