

Hatfields
Get Hatfields
If you have McCoys, you lose.

McCoys
Get McCoys
If you have Hatfields, you lose.

Get a Ring

Mt. Doom
If you have a Ring, you win.

Get Coals

Newcastle
If you have Coals, you win.

Get a Horse

Water
If you have a Horse, you win.

Get a Frequency

Kenneth
If you have a Frequency, you win.

Get a Last Train

Clarksville
If you have a Last Train, you win.

Get a Cheeseburger

Paradise
If you have a Cheeseburger you win.

Get a Taxi

Airport
If you have a Taxi, you win.

Get Snacks

Party
If you have Snacks, you win.

Get a Ferret

Get a Ferret

If you have two or more Ferrets, you win.

If you have five or more Things, you win.

If you are the only player with no Things, you win!

If you are the only player with Things, and have at least two, you win!

Flip any three tiles

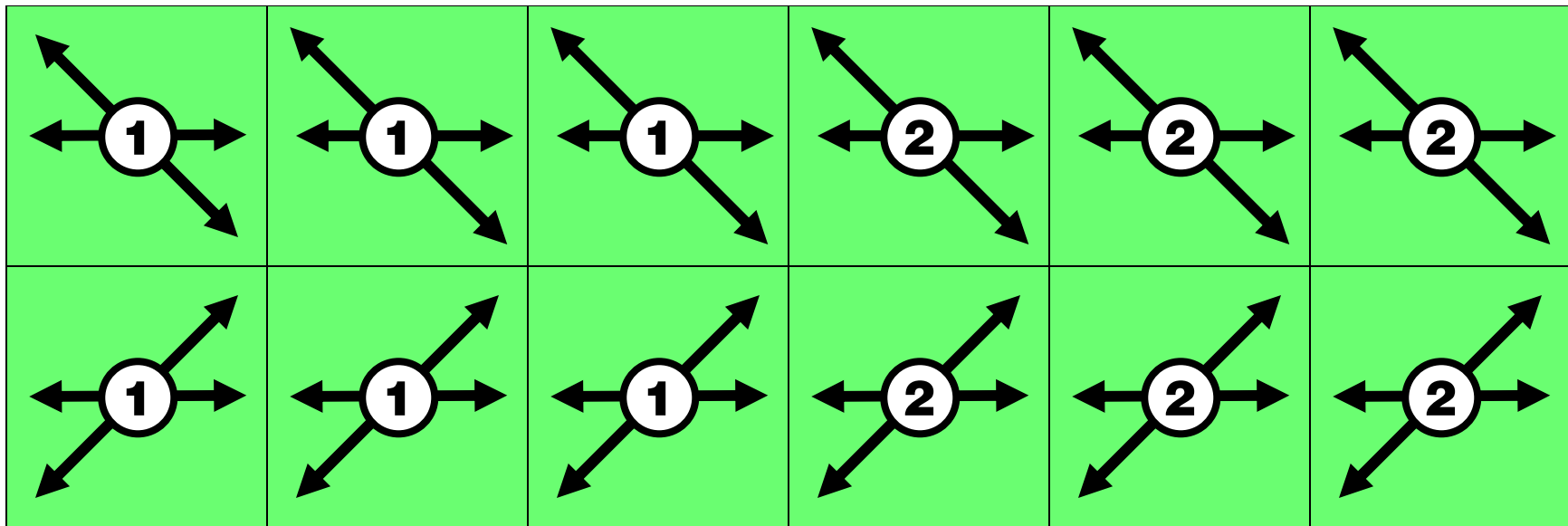
Destroy any one Thing

Destroy all Things

Switch any two tiles

Switch places with any player

Move to any corner tile



Ring	Ring	Coals	Coals	Horse	Horse
Frequency	Frequency	Last Train	Last Train	Heart	Heart
Hatfields	Hatfields	Snacks	Snacks	McCoys	McCoys
Ferret	Ferret	Ferret	Ferret	Ferret	Ferret
Cheese-burger	Cheese-burger	Taxi	Taxi		

WANDERLUST

a sneaky tile game by Ryan Hackel

You Will Need: the 42 tiles, the tokens, these rules, 2-5 players, and a unique pawn for each player. Pick cool ones.

Setup: Randomly lay out the tiles in a 6x7 grid, arrow side up. Starting with the player farthest from home and going clockwise, each player places his or her pawn on any tile.

Gameplay: **On your turn, follow the directions of the tile your pawn occupies.** This may have you move to another tile, get a Thing (see other side of rules), perform an action, or win or lose the game. If you are unable to follow the tile's command, ignore it. **Then**, after that resolves, **flip the tile whose ability you used**, even if you or someone else is on it (not the tile you moved to). Flip (turn over) the tile in any manner as you see fit.

Winning: The winner is the first player who wins as instructed by a tile, or if he or she is the only player left in the game.

**Get a
Heart**

**San
Francisco
If you have a
Heart, you
win.**

**Land Mine
Destroy one
of your
Things, or you
lose!**

**Reverse the
turn order**

**Flip the four
tiles that
share a side
with this one.**

**Each player
loses a Thing
of his or her
choice.**

**Flip any other
occupied tile**

**Take a Thing
from another
player, if able**

**Switch
any two
empty tiles**

**Go to any
arrow tile**

**Switch
any two
occupied tiles**

**Go to any
occupied tile**

WANDERLUST ~ Rules (cont'd):

Arrow Tiles: Move your pawn the indicated number of tiles in the indicated direction. "Any" moves you in the indicated direction as far as you wish. Stop early only if you hit the board edge. If you are unable to move, then ignore the movement, but you must make a move if you have one. You may move onto an occupied tile; each tile can hold any number of pawns.

"Get" tiles give you a **Thing**, an object you carry with you. When you get a Thing, take the appropriate unused token. If you run out of tokens, make more. There is no maximum limit to how many tokens you can carry.

If a tile is moved, any pawns on that tile move with it.

If a tile makes you lose, you are out of the game. Pick up your pawn and wait patiently for the next game to start.

If you have any questions or comments on this game, please contact the designer at deeplogic@excite.com. For more of Ryan Hackel's game designs, visit CeruleansGames.tripod.com. © Ryan Hackel, 2007-08