

BUILDINGS

Building Campsites
As soon as you get a color set, you can start buying Campsites (you don't have to wait for your turn).
Pay the Bank the cost on the Title Deed card, and place a Campsite on the location.

You must build evenly. You cannot build a second Campsite on a location until you've built one on each location in the set. You can only have 4 Campsites on a location.

Building Palaces
Once you have 4 Campsites on all locations in a color set, you can pay to upgrade to a Palace.
Pay the Palace cost on the Title Deed card, return all 4 Campsites to the Bank, and put a Palace on the location.

You can only have 1 Palace per location. You can't add any more Campsites.
You cannot build on a location if any location in its color set is mortgaged.

Not enough buildings?
If multiple players want to buy the last Campsite or Palace, the Banker must auction it. Bids start at 1 coin and anyone can increase the bid by as little as 1 coin. You don't need to follow turn order. Payment goes to the Bank.

No buildings left?
You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or swap property with other players at any time.

You must sell all buildings on a color set to the Bank before you can sell or trade a location. You cannot sell or trade buildings to another player.

Property can be traded for coins, other property, and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Mortgaged property can be traded at any agreed-upon price.
The new owner must immediately:
Repay the mortgage (pay the Bank the unmortgage cost).
Or keep the mortgage.



HELP! I CAN'T PAY!

1 Try to raise money.
If you owe coins and can't pay, try to raise money by selling buildings back to the Bank and/or mortgaging properties.

Selling Buildings
Sell Palaces to the Bank for their cost, and exchange them immediately for 4 Campsites.
Sell Campsites to the Bank for their cost. Campsites must be sold evenly across the color set.

Mortgaging Property
To mortgage a property, you must first sell all buildings in its color set to the Bank for their cost.

To mortgage, turn the Title Deed card facedown, and collect the mortgage value on the back from the Bank.

To repay a mortgage, pay the unmortgage cost to the Bank, then turn the card faceup.

Rent cannot be collected on properties that are mortgaged. However, the increased rent level can be collected on the unmortgaged locations in a color set.
The increased rent on unmortgaged transports and spirits may be collected in the same way.

2 If you're still in debt, you are bankrupt and out of the game!
Do you owe another player?
Give them all your mortgaged properties and any Get Out of Jail Free cards.

The new owner must immediately:
Repay the mortgage (pay the Bank the unmortgage cost).
Or keep the mortgage.

Do you owe the Bank?
Return all your properties to the Bank. Any mortgages are canceled.
All your properties must immediately be put up for auction.
Return any Get Out of Jail Free cards to the bottom of the Team Avatar deck.

The remaining players keep playing until there is only one person left in the game. That player is the winner—you've saved the four bending nations!



TOP TIPS

To keep your game short and sweet, don't use house rules!
Always auction when someone doesn't want to protect the property they've landed on.
Never loan coins to other players or make deals not to charge each other rent.
Never put coins in the center of the board; you don't get a bonus for landing on Free Parking!



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Fast-Dealing Property Trading Game

MONOPOLY

YOUR MISSION
Journey through the four bending nations as a member of Team Avatar and wield your incredible powers to protect the lands from the Fire Lord! Collect rent in the form of coins from other players—but beware the threat of the Fire Nation! The player with the most coins when all other players have lost their wins!



降世神通
AVATAR
THE LAST AIRBENDER

- CONTENTS**
- Gameboard
 - 6 Tokens
 - 6 Character Power Cards
 - 28 Title Deed Cards
 - 29 Team Avatar Cards
 - Appa Card Holder
 - 32 Campsites
 - 12 Palaces
 - 2 Dice (1 numbered die, 1 White Lotus die)
 - 95 Cardboard Coins (53 silver, 42 gold)

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8+
2-6

SET IT UP!

- Choose someone to be the Banker. The Banker's in charge of:
 - The Bank's coins
 - Campsites
 - Palaces
 - Title Deed cards
 - AuctionsThe Banker can play too but must keep their coins separate from the Bank.
- Banker, give each player:
 - 5 x  (worth 1 coin each)
 - 5 x  (worth 5 coins each)(Total = 30 coins)
- Place the Appa card holder here.
- Shuffle the Team Avatar cards, and place them facedown in the Appa card holder.
- Each player chooses a token and places it on GO.
- Take your token's matching character power card (check the token shown on each card) and keep it in front of you.
- Put the dice by the gameboard.

PLAY!

How to win

Move around the board protecting as many properties as you can from the Fire Lord. The more you protect, the more rent you'll be able to collect from other players. If you're the last player with coins when all other players have lost theirs, you win!

Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left.

On your turn

- Roll both dice.
- If you roll , activate your character's special power! See **CHARACTER POWERS** to the right or your character power card for details.
- Move your token clockwise the number of spaces shown on both dice unless you activated your power, and that power tells you to move differently. Note:  always counts as a zero.
- Where did you land? Carry out the rules of that board space. See **THE BOARD SPACES**.

Did you roll doubles?

Roll the dice again, and take another turn. **Watch out!** If you roll doubles 3 times in a row, you must immediately go to Jail! Do not complete your third turn.

- Your turn ends. Pass the dice to your left.

CHARACTER POWERS

Each character has a unique power! When you roll to move, if you roll , activate your power! For most characters, after you activate your power, you'll use the dice to move and take your turn as normal. For some characters, the power will change the way you move. When that is the case, move according to the rules of your power.



Aang—Collect 3 coins from the Bank or take the top card from the Team Avatar deck. (Immediately do what the card says unless it tells you otherwise. Return it to the bottom of the deck when done.)



Katara—Add up to 3 to your movement.



Sokka—Collect 1 coin from the Bank for each property you own.



Toph—Collect 1 coin from each player.



Zuko—Collect the amount of coins from the Bank equal to the number shown on the standard die.



Suki—Collect 2 coins each from any two players.

Start playing!

That's all you need to know, so yip yip, off you go - it's time to save the four nations! Look up the spaces as you land on them.

THE BOARD SPACES

PROPERTIES

There are three types of properties: locations, which come in color sets, transports, and spirits.

Unprotected Properties

When you land on an unprotected location, transport, or spirit, you must protect it or auction it.

Want to protect it?

Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to protect it?

The Banker must auction it. Bidding starts at 1 coin, and anyone can increase the bid by as little as 1 coin. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the property, that's fine. No one pays anything, and the Title Deed stays with the Bank.

Collect color sets!

When you own each location in a color set:

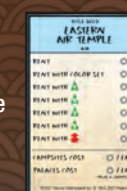
- You can double the rent for those locations!
- You may build Campsites and Palaces, and charge even more rent! See **BUILDINGS**.

Protected Properties

When you land on a property that someone else has protected, that player must ask you for rent. If they do, you must pay. If they don't ask before the next player rolls the dice, you don't have to pay!

Locations

Pay the rent shown on the location's Title Deed card.



Transports

Pay rent based on the number of transports the owner has.



Spirits

There are two spirits: Hei Bai (the Black and White Spirit) and Tui (the Moon Spirit). If the owner has protected 1 spirit, roll the standard die to determine rent. If the owner has protected 2 spirits, roll both dice to determine rent. Remember,  counts as a zero.



ACTION SPACES



GO

When you pass or land on the GO space, collect 2 coins from the Bank.

Team Avatar

Take the top card from the deck, and immediately do what it says unless the card tells you otherwise. Return it to the bottom of the deck when done.

Beware the Fire Nation symbol on some cards—it spells danger!

Admiral Zhao and Princess Azula

Pay the Bank the amount shown on the space.

Free Parking

Relax! Nothing happens. Maybe this is the perfect time to lounge around like a snail sloth or make an Appa sand sculpture! (But Sozin's comet is rapidly approaching, so maybe not!)



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section. You've had a lucky escape, and some calming jasmine tea is probably in order. (Where's Iroh when you need him?)

Go to Jail

Move your token to the In Jail space immediately! Do not collect 2 coins for passing GO. Your turn is then over. You can still collect rent, bid during auctions, buy Campsites and Palaces, mortgage, and trade while you are in Jail.

Note: You cannot activate your character's special power while in Jail.

How do I get out of Jail?

You have 3 options:

- Pay 5 coins** at the start of your next turn, then roll and move as normal.
- Use a Get Out of Jail Free card** at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the Team Avatar deck, then roll and move.
- Roll doubles** on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn. You can use up to 3 turns to try for doubles. If you don't roll doubles by your third turn in Jail, pay 5 coins, then roll again and move.