BUILDINGS

As soon as you get a color set, you can start adding buildings (you don't have to wait for your turn).

You'll add purple buildings if you're playing on the side of the Wakandans, or red buildings if you're supporting the Talokanil!



To add a building,

pay the Bank the cost on the Title Deed card, and place a building in your side's color on the location. You can only have 1 building per location.

You cannot add a building to a location if any location in its color set is mortgaged.



Not enough buildings in your side's color?

If multiple players want to buy the last building in your side's color, the Banker must auction it. Bids start at 1 Vibranium and anyone can increase the bid by as little as 1 Vibranium. You don't need to follow turn order. Payment goes to the Bank.

No buildings in your side's color left?

You can't buy any until someone sells theirs back.

DEALS & TRADES

You can buy, sell, or trade 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 cash, 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 may immediately repay the mortgage (pay the Bank the unmortgage cost) or do so on a later turn.

HELP! I CAN'T PAY!

❶ Try to obtain Vibranium

If you owe Vibranium and can't pay, try to obtain some by selling buildings back to the Bank and/or mortgaging properties.

Selling Buildings

Sell buildings to the Bank for their cost.

Mortgaging Property

To mortgage a property, you must first sell all buildings in its color set to the Bank for their cost. Then 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 facilities may be collected in the same way.

❷ If you're still in debt, you have been defeated in battle and are out of the game!

Do you owe another player?

Give them all your mortgaged properties, any Get Out of Jail Free cards, and any other cards you were keeping to use later.

The new owner may immediately repay the mortgage or do so on a later turn.

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 and any other cards you were keeping to use later to the bottom of the appropriate deck.

The remaining players keep playing until there is only one person left in the game. That player has excelled in the epic battle for Vibranium across land and sea—and wins!

TOP TIPS

To keep your game fast-paced, don't use house rules!

Always auction when someone doesn't want to take control of the property they've landed on.

Never loan Vibranium to other players or make deals not to charge each other rent.

Never put Vibranium 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

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BATTLE FOR VIBRANIUM!

Play on the side of the Wakandans or the Talokanil as you race to control key locations, add buildings, and secure as much Vibranium as you can! The last player with Vibranium when all other players have lost theirs wins. Will the forces of Wakanda or the mighty Talokanil claim victory in this epic battle across land and sea?

MARVEL STUDIOS
BLACK PANTHER
WAKANDA FOREVER

CONTENTS
Gameboard
6 Tokens
18 Title Deed Cards
15 Wakanda Cards
15 Talokan Cards
12 Plastic Wakandan Buildings (purple)
12 Plastic Talokanil Buildings (red)
95 Cardboard Vibranium Pieces (55 ones, 40 fives)
Die

8+ | F5405 | 2-6

700W x 161H mm Flat - 175W x 161H mm Folded 4C2S, Z-Fold (Folds in half 2x's)
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SET IT UP!

1. Choose someone to be the Banker. The Banker's in charge of:
   - The Bank's Vibranium (money)
   - Wakandan buildings (purple)
   - Talokanil buildings (red)
   - Title Deed cards
   - Auctions

   The Banker can play too but must keep their Vibranium separate from the Bank.

2. Banker, give each player:

   1 — x 5 (worth 1 Vibranium each)

   5 — x 5 (worth 5 Vibranium each)

   (Total = 30 Vibranium)



3. Shuffle the Wakanda cards, and place them facedown here.

4. Shuffle the Talokan cards, and place them facedown here.

5. Each player chooses a token. Take a silver token if you want to play on the side of the Wakandans, or a gold token if you're supporting the Talokanil. Place your token on GO.

6. Put the die by the gameboard.

PLAY!

How to win

Move around the board taking control of as many Wakandan and Talokanil locations as you can. The more control you have, the more Vibranium you'll be able to collect from other players. If you're the last player with Vibranium when all other players have lost theirs, you win!

Who goes first?

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

On your turn

1. Roll the die.
2. Move your token clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.
4. Your turn ends. Pass the die to your left.

Start playing!

That's all you need to know, so get going. Look up the spaces as you land on them.

THE BOARD SPACES



PROPERTIES

There are two types of properties: locations, which come in color sets, and facilities.

Uncontrolled Properties

When you land on an uncontrolled location or facility, you must take control of it or auction it.

Want to take control of it?
Pay the price on the board space, and take the Title Deed card from the Bank.

Don't want to take control of it? Auction it!
The Banker must auction it. Bidding starts at 1 Vibranium, and anyone can increase the bid by as little as 1 Vibranium. 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 control both locations in a color set:
- You can double the rent for those locations!
- You may add buildings in your side's color and charge even more rent! See BUILDINGS.



Controlled Properties

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



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



Facilities
There are two facilities: Great Ball Court and Landing Pad. Roll the die to determine rent. If the owner has 1 facility, rent is the amount of the die roll. If the owner has 2 facilities, rent is two times the die roll.

ACTION SPACES



GO

When you pass or land on the GO space, collect 4 Vibranium from the Bank.



Transport

When you land on one of these spaces, you may move to any location between that Transport space and the next one. Follow the rules of the space where you land. If you pass GO, collect 4 Vibranium from the Bank. If you don't want to move at all, you can stay where you are.



Wakanda and Talokan

When you land on one of these spaces, take the top card from the matching deck.
- If you're playing on the side of the Wakandans, read the WAKANDAN section.
- If you're playing on the side of the Talokanil, read the TALOKANIL section.

Then do what the card says unless it tells you otherwise. Return the card to the bottom of the deck when done.



Free Parking

Nothing happens. There's a lull in the battle, so conserve your strength!



Just Visiting

Don't worry. If you land here, put your token in the Just Visiting section.



Go to Jail

Move your token to the In Jail space immediately! Do not collect 4 Vibranium for passing GO. Your turn is then over. You can still collect rent, bid during auctions, add buildings, mortgage, and trade while you are in Jail.

How do I get out of Jail?

You have 3 options:

1. **Pay 1 Vibranium** at the start of your next turn, then roll and move as normal.
2. **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 appropriate deck, then roll and move.
3. **Roll a 6** 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 a 6. If you don't roll a 6 by your third turn in Jail, pay 1 Vibranium, and use your last roll to move.

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