

THE ACTION DIE



The action die lets you perform a special action on your turn. You may perform that action before or after you move. Make sure you complete your action before the next player rolls the dice, or it's too late!

If you have any Loot Chest cards with a symbol that matches the action you rolled, you may modify that action—but you may only use **one** of those cards to do so.



Med Mist
When you roll Med Mist, collect **2 HP** from the Bank—but you can never have more than **15 HP**!



Crosshairs
When you roll Crosshairs, choose any player in your line of sight to pay **1 HP** to the Bank.

Note: A player is in your line of sight if they are on the same side of the board as you. That means when you are on a corner space, you have line of sight to two sides of the board. If a player is either on a wall space or on the other side of a wall space from you, they are out of the line of sight.



Boogie Bomb
When you roll Boogie Bomb, all other players pay **1 HP** to the Bank.



Storm Surge
When you roll Storm Surge, take the top card from the Game Mode deck and do what it says. See GAME MODE CARDS: THE STORM.

GAME MODE CARDS: THE STORM



You will take the top card from the Game Mode deck:

- When you roll a Storm Surge with the action die.
- At the end of your turn, if you passed or landed on the GO space.

Note: If you roll a Storm Surge and pass or land on GO, you will draw two Game Mode cards on your turn!

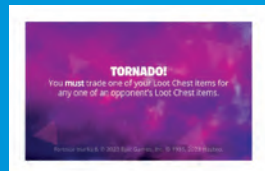
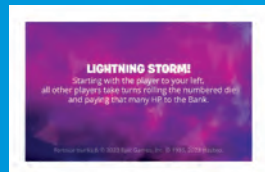


Some Game Mode cards are called "The Storm Rages!" These cards will cause certain locations and corner spaces to be taken by the Storm.

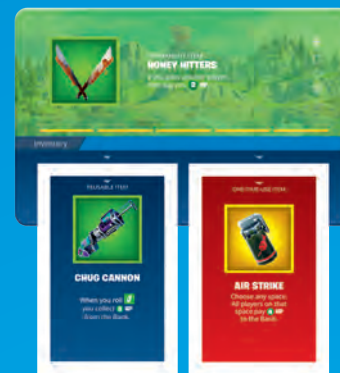
When a location is taken by the Storm, its Location card is placed Storm-side-up on that space. When a corner space is taken by the Storm, the Game Mode card itself is placed faceup on that space. In both cases, players must then follow the rules on the card, not the rules of the space, for the rest of the game! If the Storm takes a space while you're on it, you do not lose any HP.

Once a Storm Rages card has been placed, it cannot be discarded—even if an island tile is later flipped. For example, if you need to flip a tile that has a Storm Rages card on it, remove the card from the board before flipping the tile. Then place the card back on the space.

Other Game Mode cards let you do things like trade Loot Chest items or force other players to roll the numbered die and pay that amount of HP to the Bank! Once a card like that has been used, it must be returned to the bottom of the Game Mode deck.



USING ITEMS ON YOUR LOADOUT



Each Loadout card comes with one permanent item already stored on the card. You may store Loot Chest items on the Inventory section of your Loadout card unless the Loot Chest card says otherwise.

You may store up to two Loot Chest items on your Loadout card unless the permanent item on your Loadout card allows you to store an extra item. If your Inventory is full and you obtain another Loot Chest item, you may exchange one of the items you already have for the new item, or do nothing. Place any items you don't want to keep at the bottom of the Loot Chest deck.

Some Loot Chest items allow you to modify an action you rolled with the action die, while other items allow you to perform additional actions anytime on your turn.

Important: You may only use one Loot Chest item to modify an action, but you might be able to combine it with your permanent item to inflict heavy damage on one or more opponents!

HERE'S AN EXAMPLE:

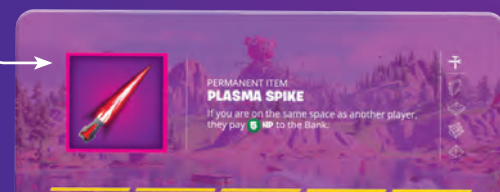
1 You roll a 3 with the numbered die, and Crosshairs with the action die.



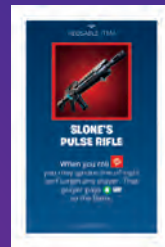
2 You move first and land on Free Parking—a space that is shared by another player.



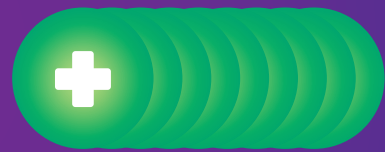
3 You have **PLASMA SPIKE** as your permanent item, which means that the player who shares your space must pay **5 HP** to the Bank!



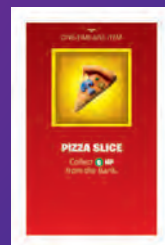
4 You also have a reusable item, **SLONE'S PULSE RIFLE**, which allows you to modify your Crosshairs action. You could use it to target a different player, but you choose to target the same player again. They must pay **4 HP** to the Bank instead of the standard **1 HP**!



5 Because you targeted the same player twice by using your permanent item *and* a Loot Chest item, that player must pay a total of **9 HP** to the Bank!



6 You also have a one-time-use item, **PIZZA SLICE**, and as you only have **3 HP** left, you decide to use it to perform an additional action! You collect **5 HP** from the Bank, place the **PIZZA SLICE** at the bottom of the Loot Chest deck, and then end your turn.



WHAT IF I RUN OUT OF HP?



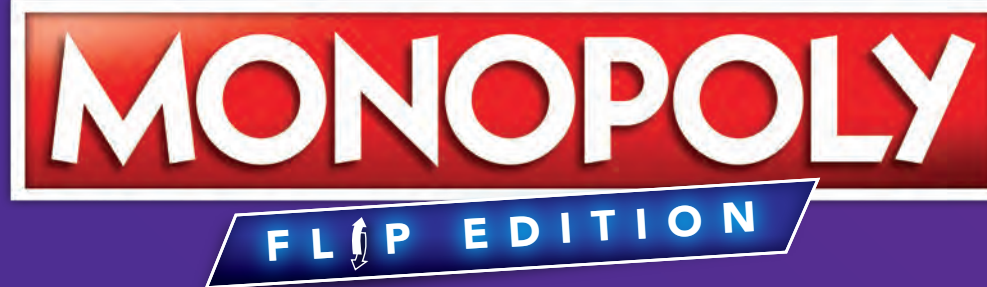
As soon as you lose your last HP, you're out of the game!

Do the following:

1. Remove your character from the board.
2. Place any Loot Chest items you have onto the space where you lost your last HP. The next player to pass or land on that space picks them up! That player must then decide whether to keep the items or place them at the bottom of the Loot Chest deck.
3. Place any Location cards you have Storm-side-up on their matching board spaces. They've been taken by the Storm!

THE END OF THE GAME THE GAME ENDS WHEN ONLY ONE PLAYER IS LEFT STANDING.

♦ Fast-Dealing Property Trading Game ♦



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♦ Fast-Dealing Property Trading Game ♦



FLIP EDITION



FORTNITE

FLIP. OUTSMART. SURVIVE.

In this MONOPOLY FORTNITE game, it's not about what you own—it's about how long you can survive! But watch out! This is FLIP EDITION, which means you'll flip island tiles on the gameboard to bring more chaos and excitement to your battle royale than ever before! **Be the last player standing to win!**

CONTENTS: Gameboard • 4 Plastic Character Tokens • 8 Cardboard Island Tiles • 16 Plastic Tile Brackets • 4 Loadout Cards • 16 Location Cards • 16 Game Mode Cards (The Storm) • 16 Loot Chest Cards • 4 Reference Cards • 1 Numbered Die • 1 Action Die with Labels • 70 Cardboard Health Point Chips

WHAT'S DIFFERENT ABOUT MONOPOLY FLIP EDITION: FORTNITE?



FLIP ISLAND TILES!

At the start of the game, you'll attach eight island tiles to the gameboard. Each tile has two locations on it, separated by a Flip space. When someone lands on a Flip space, they must flip its tile. If the locations are faceup when the tile is flipped, those locations will be turned facedown to reveal a wall, a cozy campfire, or a damage trap on the reverse side of the tile! Then if someone lands on that Flip space again, they must flip its tile back to the locations that were faceup before!



BUILD YOUR LOADOUT!

As well as choosing your character at the start, you'll also choose a Loadout card. Each card has one permanent item on it, which might allow you to do things like reroll the numbered die and move differently, or force another player to pay you or the Bank. You can store Loot Chest items on your Loadout card, and use them to attack or heal!



HEALTH POINTS

Health point (HP) chips replace money. You earn HP by rolling a Med Mist symbol, by landing on a Cozy Campfire board space, or by using certain Loot Chest items. You lose HP if you are attacked by another player, you land on a damage trap, or you encounter the deadly Storm!



DROP FROM THE BATTLE BUS!

In this game, you don't have to start on GO! Instead, at the beginning of the game, players take turns placing their character anywhere on the board. This makes it easier for everyone to spread out and try to avoid getting attacked early in the game.



AN ACTION DIE

Roll this along with the numbered die. On your turn, you'll move AND you'll activate an action such as targeting one or more players, collecting HP from the Bank, or drawing a Game Mode card! You may move first and then activate your action, or vice versa! Also, if you have any Loot Chest items, you might be able to modify your action or perform additional actions!



A GAME MODE DECK

You'll draw from this deck every time you pass GO or roll the Storm Surge symbol on the action die. Some of these cards tell you which board space you must cover with the Storm, while other cards tell you to do things like move to a different space or flip over up to two island tiles!

SET IT UP!

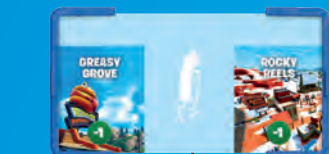
- 1 Each player takes 15 HP chips and a Reference card.



Place the remaining HP chips in a separate pile as the Bank.

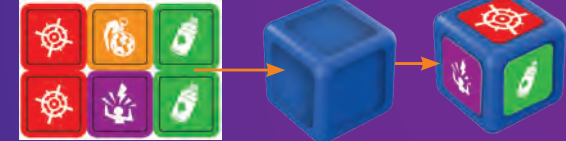
Note: You can never have more than 15 HP. If you have 15 HP and any action requires you to collect more, do not collect any.

- 2 Place each island tile location-side-up onto its matching section on the board.

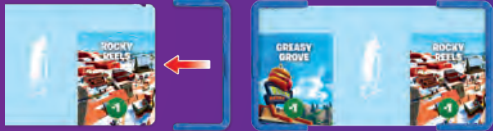


THE FIRST TIME YOU PLAY

1. Apply one label to each side of the action die in any arrangement.



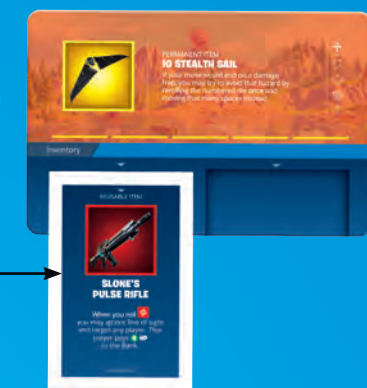
2. Slide one tile bracket onto each end of every island tile.



- 3 Each player chooses a Loadout card and places it in front of them. Each Loadout card has one permanent item on it.



- 4 Shuffle the Loot Chest cards, then deal one to each player. Place your Loot Chest card faceup on one of the spaces in the Inventory section of your Loadout card unless the Loot Chest card says otherwise.



- 5 Place the rest of the Loot Chest cards facedown here.

- 6 Shuffle the Game Mode cards, and place them facedown here.



- 8 Each player chooses a character, then rolls the numbered die. The highest roller places their character on the board first, on any space. Then the player to their left places their character on any space, and so on, until everyone has placed their character.

Note: Do not carry out the rules of your starting space.

PLAY!

HOW TO WIN

Make your way around the board claiming locations, flipping island tiles, battling opponents, and avoiding any hazards. The last player standing when all other players have run out of HP wins!

WHO GOES FIRST?

The player who placed their character on the board first goes first. Play continues to the left. Remember, on your first turn, do not carry out the rules of your starting space.

ON YOUR TURN

1. Roll both dice, and do the following in any order:

• **Move your character** clockwise the number of spaces shown on the numbered die.

Where did you land? Carry out the rules of that board space. See THE BOARD SPACES.

• **Carry out the action** on the action die.

Remember to check your Loadout card and any Loot Chest items you have to see if you can modify the action you rolled or perform additional actions.

See THE ACTION DIE and USING ITEMS ON YOUR LOADOUT.

2. At the end of your turn, if you passed or landed on GO, flip over the top Game Mode card. See GAME MODE CARDS: THE STORM.

DEALS & TRADES!

At any time on your turn, you may offer to trade locations and/or Loot Chest items with other players.

THE BOARD SPACES LOCATIONS

UNCLAIMED LOCATIONS

When you land on a location that no player has claimed, you may claim it for free! You don't need to pay anything. Take the Location card.

If a location is facedown because its island tile has been flipped, you may not claim it. Only locations that are faceup may be claimed.

COLLECT COLOR SETS!

When you have claimed both locations in a color set, any time you land on one of those locations, you may collect 2 HP from the Bank.

CLAIMED LOCATIONS

When you land on a location that someone else has claimed, pay the number of HP shown on the space to the Bank.

Important: If a location is facedown because its island tile has been flipped, follow the rules for the reverse side of that space—it might be a wall, a cozy campfire, or a damage trap! See ACTION SPACES.

LOCATIONS TAKEN BY THE STORM

You may not claim a location that has been taken by the Storm.

A location is taken by the Storm when its Location card is placed Storm-side-up on that space. If you land on a location taken by the Storm, you must pay the number of HP shown on the Storm side of the Location card to the Bank. Do not follow the rules of the space. See GAME MODE CARDS: THE STORM.

If you must flip an island tile, and a location taken by the Storm is on that tile, remove the Location card from the board, flip over the tile, and then place the Location card Storm-side-up back on the space. Continue to follow the rules on the Storm side of that card, not the rules of the space that has been revealed!

ACTION SPACES

GO

When you pass or land on the GO space, collect 2 HP from the Bank. Then, at the end of your turn, flip over the top Game Mode card! See GAME MODE CARDS: THE STORM.

If the Storm has taken the GO space, do not collect 2 HP. Instead, pay 2 HP to the Bank! At the end of your turn, flip over a Game Mode card as normal.

FREE PARKING

Relax! Nothing happens.

JUST VISITING

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

GO TO JAIL

If you land here, do the following:

1. **Move your character to the In Jail space immediately.** Do not pass GO. Do not collect 2 HP.
2. **Draw a Game Mode card** and do what it says. Your turn is then over.

Note: If you move to Jail and the Storm has taken the In Jail space, you do not draw a Game Mode card. Roll and move as normal on your next turn.

WHILE IN JAIL

If the Storm takes the In Jail space while you are in Jail, you get out for free because the Storm destroyed Jail! Roll and move as normal on your next turn. You may not use your permanent item or any Loot Chest items while you're in Jail, but other players may still attack you—so try to get out of Jail fast!

HOW DO I GET OUT OF JAIL?

You have 2 options:

1. **Pay 2 HP** to the Bank at the start of your next turn, then roll and move as normal.
2. **Roll a 6** on your next turn. If you do, you're free! Roll both dice, and take your turn as normal. 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, get out of Jail for free, and use your last roll to move.

FLIP

When you land here, remove your character (and any other characters on that island tile) from the board. Then flip over the tile and place any characters back where they were. They do not follow the rules of the spaces that have been revealed.

WALL

When you land here, you can't be targeted by an opponent who rolls Crosshairs (even if they are on the same wall space as you) unless they have a Loot Chest item that allows them to ignore line of sight.

Note: Walls do not protect you from Boogie Bombs. Also, if you reach a wall but have moves left, you must pass the wall and complete your move.

COZY CAMPFIRE

When you land here, collect 1 HP from the Bank.

DAMAGE TRAP

When you land here, pay the number of HP shown on the space to the Bank.

LOOT CHEST

When you land here, draw a Loot Chest card. There are two types of Loot Chest cards:

Reusable items
You may use these items once per turn, and most of them can be used to modify an action you rolled. If you no longer want to keep one of these items, place it at the bottom of the Loot Chest deck.

One-time-use items
You may use these items once on your turn, and most of them cannot be used to modify an action you rolled. Place these items at the bottom of the Loot Chest deck immediately after use.

You must store Loot Chest items on your Loadout card unless the Loadout card says otherwise. See USING ITEMS ON YOUR LOADOUT.