

nickelodeon.

AVATAR

THE LAST AIRBENDER.

AANG'S DESTINY

A Cooperative Deck-Building Game

BOX 1 RULES



10+



2-4



60 Min.

TABLE OF CONTENTS

OVERVIEW	3
OBJECTIVE	3
SETUP	
Base Setup	4
GAMEPLAY	
Goal	8
1. Reveal and resolve Fire Nation Card(s)	8
2. Resolve Adversary Abilities	8
3. Play Support Cards and Take Hero Actions	10
4. End your Turn	12
End of Game	12
ADDITIONAL RULES	
Defeating an Adversary	14
Bending Cards/Bending Abilities	14
Objectives	15
Advanced Players	15
REMINDERS	
Hero Health	16
Tracking	17
Support Cards	17
Drawing and Discarding Cards	17
Placing cards on top of your Deck	17
Saving Purpose and Attack	17
Adversaries and Fire Nation Cards	17
Storing the Game	18
Card Breakdown	19
Quick Icon Reference	20

OVERVIEW

In this cooperative game, you will take on the heroic role of Aang and his allies, including Appa, Sokka, Katara and more. As a team you will defeat Adversaries, complete Objectives and make your way through the four nations as you seek to restore balance to the world and fulfill Aang's Destiny as the Avatar. This game is designed to be played over a series of seven increasingly difficult adventures that each add new rules and challenges for the players.

OBJECTIVE

Playing cooperatively as the Heroes, you win the game if you defeat all of the Adversaries and complete all of the Objectives before the Fire Nation captures you. You win, for now.

However if the Adversaries manage to track and capture the Avatar, all players will have lost the game.



BASE SETUP

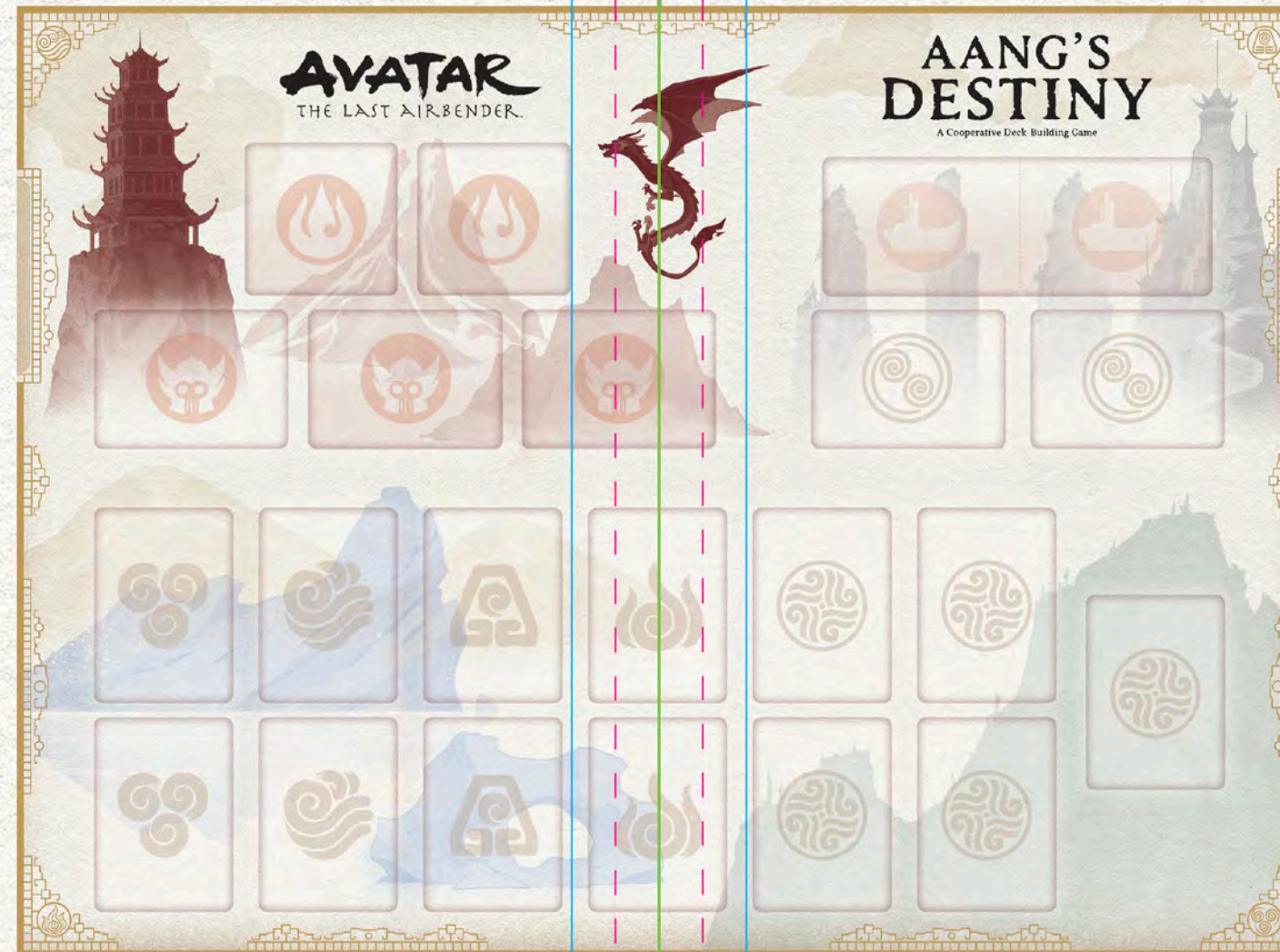
Sort and distribute contents as shown:

BASE COMPONENTS

- Game Board
- 4 Player Boards
- 35 Attack Tokens
- 25 Purpose Tokens
- 10 Health Trackers
- 12 Bending Tokens
- 1 Fire Nation Ship Token

LEAVE IN BOX

- Boxes 2-7
- 9 Sorting Cards



10 HEALTH TRACKERS

Give one to each player. Place Health Tracker on the 10 space on your Player Board.



4 PLAYER BOARDS

Give one to each player.

Note: These rules are designed to be read as you play. View pages 16-17 for component and card information breakdown.



NEXT UP, BOX 1 SETUP

Open Box 1 and proceed to the next page. For your first game you will not need Boxes 2-7, leave these in the game box.

BOX 1 SETUP

BOX 1 COMPONENTS

- 10 Fire Nation Cards
- 5 Adversary Cards
- 27 Support Cards
- 40 Starting Cards
- 10 Fire Nation Tracking Cards
- 8 Objective Cards
- 6 Reward Cards
- 12 Bending Ability Tokens



1

ADVERSARY CARDS

Shuffle the Adversary cards and create a face down deck as shown.

Note: For Box 1 there will only be one active Adversary at a time. Reveal the top card face up in the space beside the deck.

2

SUPPORT CARDS

There are 2 main types of Support cards: General and Bending.

The General Support cards include Action, Item and Ally cards.

The Bending cards include Air, Water, Earth and Fire cards. In Box One, Air and Water are the only Bending cards.

These cards can be recognized by Bending Icon and Bending Tab at the top left of the card.

2A

BENDING SUPPORT CARDS

Separate the Bending cards from the General Support cards. Create a separate stack of face up Airbending cards and Waterbending cards and place them on the matching spaces of the Game Board as shown.

Place one card from each Bending deck in the space below as shown.

6

PLAYER SET-UP

Choose your Hero and place a Turn Reference card and your chosen Hero card above your Player Board.

7

STARTING CARDS

Find the 10 Starting Cards for your Hero. Shuffle them face down and then draw 5 cards.

Note: Each Hero has their own unique starting deck as indicated by the name on the card.

3

FIRE NATION CARDS

Shuffle the Fire Nation cards and form a face down deck as shown.

4

FIRE NATION TRACKING CARDS

Place the two Tracking cards onto the Game Board as shown. Place the Fire Nation Ship token on the 1 space of the path.

5

OBJECTIVE CARDS

DO NOT shuffle the Objective cards. These cards follow the story of Aang's Destiny in order. Place the deck on the Game Board face down as shown. Reveal the top card and place it face up beside the deck. The Objective deck also contains special Support cards known as Reward cards, which are explained in more detail on page 12.

2B

GENERAL SUPPORT CARDS

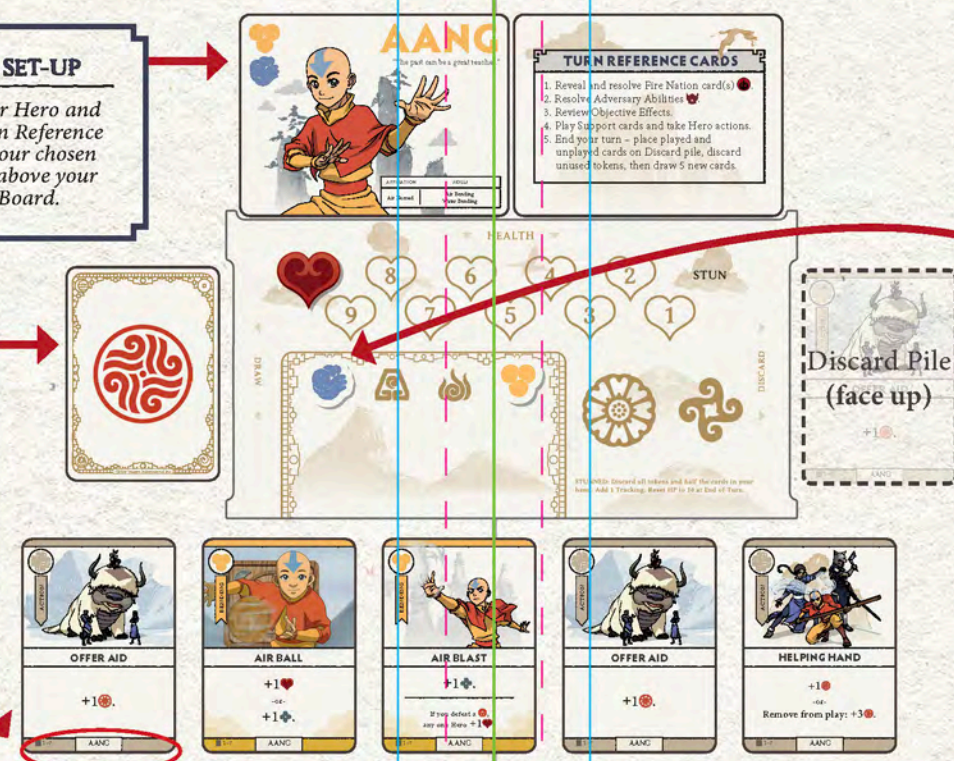
Shuffle the remaining Support cards and form a face down deck and place it on the board as shown. Reveal the top 4 cards, placing them into the indicated spaces on the board.

In both the General and Bending Support card areas, if there are ever duplicate cards revealed, stack these cards into the same face up space, and reveal additional cards until each face up card/stack is unique.

8

BENDING ABILITIES

In Box 1 some Heroes have the ability to Bend elements. The Bending tokens are placed onto their Player Boards as a reminder. To start, Katara places 1 token on Water, Aang places tokens on Water and Air, and Appa places a token on Air. Though Sokka is a fierce warrior and master strategist, he is not a bender.



NEXT UP, GAMEPLAY

GOAL

Playing cooperatively as the Heroes. You win the game if you defeat all of the Adversaries and complete all of the Objective cards in play. However, if the token ever reaches the end space of the Tracking Path, the Fire Nation will capture Avatar Aang and you will immediately lose the game!

Each game consists of players taking turns until you win or lose the game. Each turn consists of 5 Steps that are taken by the Active Hero.

1 REVEAL AND RESOLVE FIRE NATION CARD(S)

Look at the Tracking Path to determine how many Fire Nation cards to reveal. The number of cards revealed is based on the position of the token at the start of a Hero's turn, even if Fire Nation or Adversary cards cause the token to advance to a higher number space on the Tracking Path.

Fire Nation cards have a variety of detrimental effects. One at a time, reveal and resolve the Fire Nation cards and place each one in the discard pile beside the deck.



EXAMPLE

This Fire Nation card instructs you to add 2 Tracking. Advance the two spaces on the Tracking Path.

2 RESOLVE ADVERSARY ABILITIES

Each Adversary has an ability. Some of these abilities happen every turn, while others are triggered by Fire Nation cards, other Adversaries, or other game events.



EXAMPLE

Prince Zuko's ability states that each time an effect adds any number of the active Hero loses 2 . In the previous example, the Fire Nation card added 2 , which would activate Prince Zuko's ability causing the Active Hero to lose 2 , moving their Token 2 spaces down on their Player Board track (see Hero Health on page 16 for details).

Some effects will target the Active Hero, i.e. the player whose turn it is, while other effects may target a Hero of your choice or even all Heroes.



NEXT UP, GOAL AND GAMEPLAY

Proceed to the next page for the active Hero's chance to play cards and take actions.

3 PLAY SUPPORT CARDS AND TAKE HERO ACTIONS

As the active Hero, you may do all of the following in any order you choose, and as many times as you are able.

3A PLAY CARDS TO GAIN RESOURCES (☁ AND 🍊 TOKENS) AND GENERATE EFFECTS

As you play out cards, set them to the side to indicate that they have been played. Tokens you gain are collected on your Player Board. Cards and resources cannot be saved from one turn to the next, so it is advisable to use everything each turn.

See Hero Health on page 16 for information on effects that allow Heroes to gain Health.

3B ASSIGN ☁ ATTACK TO ADVERSARIES

Place ☁ tokens you collected on Adversary(s) in play.



When the number of tokens on the Adversary card is equal to its HP value, the Adversary is defeated (see End Your Turn 4B on Page 12 for details).

3C ASSIGN RESOURCES/COMPLETE TASKS ON OBJECTIVE CARDS

Objective cards may require Heroes to assign certain resources, discard cards or complete other actions in order to complete them. When all of the tokens are assigned and any required actions have been carried out, the Objective is completed (see End Your Turn 4C on page 12 for details).

3D USE 🍊 PURPOSE TO ACQUIRE NEW SUPPORT CARDS

The face up Support cards are available to acquire to create a more powerful deck. You can acquire multiple cards as long as you have enough 🍊. Support cards in the 4 general Support spaces include Action, Ally and Item cards. In the color coded spaces, Heroes can find Bending cards (see End Your Turn 4D on Page 12 for details).

IMMEDIATELY place any newly acquired cards in your discard pile (not in your hand) unless otherwise noted. Typically, you will not play new cards on the same turn you acquire them.

When your deck runs out of cards, you will shuffle your discard pile to form a new deck including these newly acquired cards.

EXAMPLE

While playing as Aang, your starting hand includes: 2 Offer Aid Cards, 1 Helping Hand, Air Blast and Air Ball.

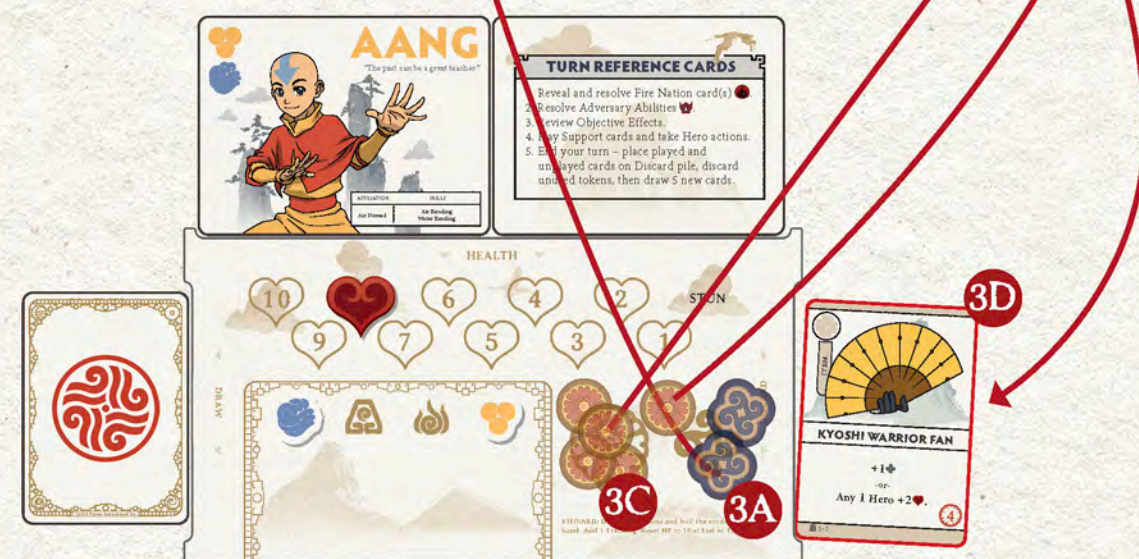
1. Play Air Blast to gain 1 ☁.
2. Play Air Ball. Tracking is at zero, so choose to gain another ☁. Add both ☁ tokens to Prince Zuko.
3. Play both Offer Aid cards to gain a total of 2 🍊.
4. Play Helping Hand, which provides a choice: gain 1 🍊 and keep the card, or remove it from play to gain 3 🍊.

Examine the available Support cards to see your options:

If you gain 1 🍊 from Helping Hand for a total of 3, you can use them to gain the Kyoshi Warrior fan.

Or, if you remove Helping Hand from play to instead gain 3 🍊, you will have a total of 5. Now you can instead gain Tyro for 4, leaving 1 extra 🍊 to assign to the Objective card, or you could instead use all 5 🍊 to gain the Air Kick Bending card.

Any Support card(s) you acquire are immediately placed on top of your discard pile.



NEXT UP, END YOUR TURN

Proceed to the next page for End Your Turn and End of Game.

4 END YOUR TURN

After playing cards, taking actions and using tokens, do the following at the end of your turn.

- 4A** Check if the Adversaries have reached the end space of the Tracking Path. If so, the Heroes have lost the game!
- 4B** If you assigned enough to defeat an Adversary this turn, replace it with the next one from the Adversary stack.
- 4C** If you completed an Objective card this turn, replace it with the next one from the Objective stack.
- 4D** Refill empty spaces for Support cards. Bending cards are replaced with the same element of Bending cards, and non-bending cards are replaced from the general Support deck. Remember, if any of the new cards match a card already available, stack the matching cards and continue drawing until each space has a unique card.
- 4E** Place all cards played this turn in your discard pile. You cannot save cards for your next turn. This does not activate any 'Discard' abilities on the cards.
- 4F** Discard any unused and tokens. If you played cards that allow other Heroes to gain tokens, they DO get to keep them to use on their turn.
- 4G** Draw a new hand of five cards. ONLY shuffle your discard pile to form a fresh draw deck when you need to draw or reveal cards and your deck is empty.

THE NEXT HERO'S TURN

Game play will continue clockwise with the next player as the active Hero, taking the same 4 steps on their turn.



END OF GAME

The game can end in 1 of 2 ways:

THE HEROES DEFEAT ALL THE ADVERSARIES AND COMPLETE ALL OBJECTIVES

CONGRATULATIONS! You win and move one step closer to restoring balance to the world. You are honing your skills, building alliances and helping the people of the four nations!

Open the Box 2, and follow the instructions enclosed.

Each card has a range indicator that shows which Boxes the card is used for. The numbers indicate the first Box the card appears in, and the last Box in which the card should be used. Objective cards are only used for one Box. They do not carry forward to future games. (See example on page 13).

THE TOKEN REACHES THE END OF THE TRACKING PATH.

If the token reaches the final space of the Tracking Path, the Fire Nation has successfully captured the Avatar and you immediately lose the game! You are not yet ready to advance to Box 2 and need to practice your bending and fighting skills more. Reset the Box to its starting configuration and try again! (See Set Up on pages 2-5).

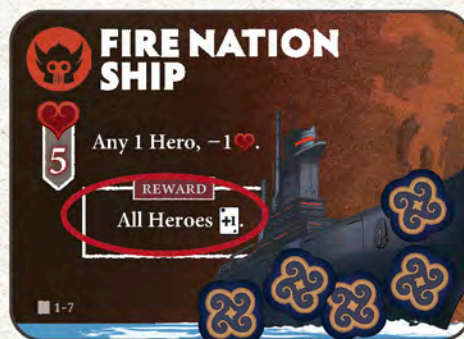


EXAMPLE
King Bumi first appears in Box 1. After completing Box 3, this card will be returned to the Box and not used for Boxes 4-7.

NEXT UP, ADDITIONAL RULES

DEFEATING AN ADVERSARY

When the ♣ tokens assigned to an Adversary equal its HP (hit points), the Adversary is defeated! You immediately gain the reward listed on the Adversary card, and place it in a discard pile beside the Game Board. Return the ♣ tokens assigned to the Adversary back to the supply. At the end of your turn, replace the defeated Adversary with the next Adversary card from the top of the stack.

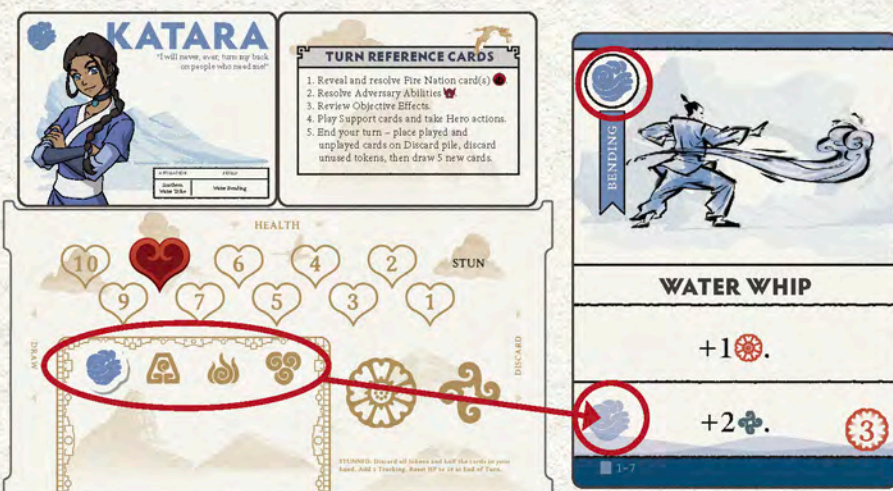


EXAMPLE REWARD

After defeating the Fire Nation Ship, each Hero draws a card. The Active player will use this card on the same turn in which they defeated the Adversary. All other players will add their newly drawn card to their hand to play on their next turn.

BENDING CARDS/BENDING ABILITIES

Some Heroes have Bending abilities, which are shown on their Player Boards. Katara is a Waterbender and during set up placed a token on the Water space of her Player Board to indicate this. Starting Bending cards work like any other card. Bending Support cards that are obtained from the supply work slightly differently. Any Hero may obtain Bending cards from the supply by spending the required ☀. However, when playing a Bending card, only a Hero with the indicated bending type (e.g. Water) will be able to activate the ability text in the Bending area of the card.



EXAMPLE

Water Whip is a Waterbending card. Any Hero can add this card to their deck and when played they will use the top ability "Gain 1 ☀." A Waterbender, like Katara, will also activate the bottom text "Gain 2 ♣." In Box 1 Heroes can only use Bending abilities that match the Bending they start with.

OBJECTIVES

Objective cards require Heroes to assign tokens and/or complete actions in order to complete the mission and advance the storyline. All tokens must be assigned before any additional actions (e.g. discarding cards) are completed. When all requirements of an Objective are completed, gain the Reward immediately and then discard the card. At the start of the next Hero's turn, draw the next Objective card from the stack and place it face up on the Game Board. Remember, if all of the Objectives are completed AND all of the Adversaries are defeated, the Heroes win the game!

Reward cards are included in the Objective deck and will immediately follow the Objective card with the related Reward. After completing an Objective that provides Reward cards, draw them off of the Objective and place them into Hero or Support decks as directed.

When an Objective requires ♥ tokens, Heroes may use any Support card or effect that would allow them, or another player to gain ♥. For each ♥ that would be gained by the effect, Heroes can instead place 1 ♥ token from the supply onto the Objective card. Heroes may NOT choose to decrease their Health Track in exchange for the required ♥ tokens on an Objective.

Heroes may not gain ♥ for Health or Objectives if a Fire Nation or Adversary ability prevents them from gaining ♥.



EXAMPLE

The current Objective is "Visit The Southern Air Temple." To complete this Objective, any Hero may assign 1 or 2 ☀ tokens on their turn. When a total of 2 have been assigned, the Heroes immediately gain the Rewards. Reward card 1 is placed on Appa's Discard pile, and Reward card 2 is placed on Aang's Discard pile.

If a Hero that is not in play gains a Reward card, be sure to check if the Reward card is a Starting card. If so, add it to the Hero's Starting cards for future games in case you choose to add another player or change Heroes.

ADVANCED PLAYERS

Aang's Destiny is designed to level up in complexity as each new Box is added. This allows fans of Avatar: The Last Airbender, who may be less familiar with deck-building games, an approachable entry point to the gaming system. As such, more experienced hobby gamers may find the first 2 Boxes to be lighter than other deck-building games. It is possible to skip ahead to Box 3. If you choose to do so, make sure to open and review all of the content in Boxes 1, 2, and 3 and to incorporate all of the new cards into their appropriate decks while also carefully reviewing the rule changes in Boxes 2 and 3.

**NEXT UP,
REMINDERS**

HERO HEALTH

Some Fire Nation and Adversary abilities cause your Hero to lose ♥ (Health) and some Support cards and Rewards on Adversary and Objective cards allow you to gain ♥. Gaining and losing Health is tracked by moving a Health token up and down the track on your Player Board. Support card abilities that gain ♥ effect the active player, unless otherwise noted. If an Ability says any Hero gains Health, the active player must choose who gains the Health and may choose themselves.

If you lose all your ♥, you are immediately stunned and must halt play to resolve the following steps:



- 1 You cannot lose or gain any more ♥ on this turn. However, you may still use abilities that would gain ♥ to add ♥ tokens to Objective cards that require them.
- 2 Discard any ☀ and ♣ tokens you may have saved on your Player Board.
- 3 Discard half the cards in your hand, rounded down. For example, if you have five cards, choose two to discard. If a card has an effect generated by being discarded, you DO still get that effect.
- 4 Advance the 🐉 token 1 space on the Track.
- 5 If it is your turn, you may still play cards and take actions with whatever you have remaining after being stunned.
- 6 At the end of the active Hero's turn, you have recovered. Reset your Hero's ♥ to its maximum value (10).

*Note: It is possible to get Stunned on another Hero's turn. If more than one Hero is stunned at the same time, each one completes the steps above.



TRACKING

The Tracking cards create a path that represents the Fire Nation's pursuit of the Heroes and their attempt to catch Avatar Aang. If the token advances to the [GAME OVER] space, the game ends immediately and the players have lost.

Any time an Adversary ability or Fire Nation ability adds 🐉, move the 🐉 token forward on the Tracking path. If a Support card ability or Reward reduces 🐉, move the token backwards towards the start of the path.

SUPPORT CARDS

When playing, it is possible for the Support cards in either the general supply and/or any of the Bending supply piles to run out of cards to acquire. When this happens, continue playing with the remaining Supply cards in other piles and the cards in the decks you have built until the end of the game.



DRAWING AND DISCARDING CARDS

Some cards have an effect to +1 "Draw a card." When you play these, always draw from your Hero deck. Additionally, if a card has an effect to ✖ "Discard a Card", you may choose any card in your hand to discard, even if it is not a card you just drew.

Other cards have an effect that only happens if you choose to discard them, not when you play them. These discard abilities only activate when you choose to discard the card as the result of an effect on an Objective, Fire Nation or Adversary card, or from being Stunned. You cannot simply choose to Discard the card instead of playing it if no game effect causes you to do so.



PLACING CARDS ON TOP OF YOUR DECK

Some card abilities allow you to place newly acquired cards on top of your deck. This is a good thing. Rather than having to wait until your discard pile is shuffled to gain access to a card, these abilities ensure that the card will come into your hand much sooner.

SAVING PURPOSE AND ATTACK

If you gain ☀ or ♣ tokens on another Hero's turn, you may save them on your Player Board until your turn. At the end of your turn, any tokens that you have not used must be discarded to their supply piles.

ADVERSARIES AND FIRE NATION CARDS

As the games progress in difficulty, many of the Adversary abilities and Fire Nation cards may have compounding effects.



EXAMPLE

The Fire Blade causes the Active Hero to ✖ "Discard a Card", which then activates the Fire Nation Soldier ability causing the Hero to also lose a ♥.

STORING THE GAME

You do not need to play all seven games at once. Included in the tray are nine Sorting cards. When you are ready to pack the game up, use the dividers to sort the cards by type instead of by Box. This will make setting up your next game faster.

COMPONENTS



7 Box Boxes



Fire Nation Cards



Adversary Cards



Fire Nation Tracking Cards



Objective Cards



Support Cards
(General, Bending, Rewards)



4 Starting Hero Decks of 10 cards.
(Appa, Aang, Sokka and Katara)



4 Turn Reference & 4 Heroes



25 Purpose Tokens



10 Health Tokens



35 Attack Tokens



1 Fire Nation Ship Standee



12 Bending Tokens



Game Board



4 Player Boards



CARD BREAKDOWN

INFORMATION ON ADVERSARY CARDS

- 1 Adversary Name.
- 2 Range of Boxes this Adversary should be used in.
- 3 Adversary Ability.
- 4 Hit Points (HP)—the number of ♣ needed to defeat the Adversary.
- 5 Reward—Immediately earned when the Adversary is defeated.



INFORMATION ON SUPPORT CARDS

- 1 Range of Boxes the card should be used in.
- 2 Card Type—Action, Item, Ally, Bending (Earth, Air, Fire, Water). Some effects may reference these types.
- 3 Card Name.
- 4 Card Effect—gained when you play the card.
- 5 Value—Amount of ♣ you must use to acquire it. Some effects may reference this Purpose value.



INFORMATION ON FIRE NATION CARDS

- 1 Range of Boxes the card should be used in.
- 2 Card Name.
- 3 Card Effect—activated when you reveal the card.



QUICK REFERENCE

ICONS



PURPOSE



ATTACK



HEALTH



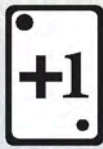
ADVERSARY



FIRE NATION



TRACKING
(FIRE NATION SHIP)



DRAW A CARD



DISCARD A CARD



CARD BOX



SUPPORT CARD



REWARD CARD

SUPPORT CARD TYPES



BENDING
ALLY
CARDS



NON-BENDING
ALLY
CARDS



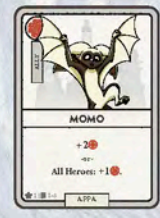
BENDING
CARDS



ITEM
CARDS



ACTION
CARDS



REWARD
CARDS

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