

Castle Panic®

AGES: 8 AND UP
NUMBERS OF PLAYERS: 1 TO 6

OBJECTIVE

Castle Panic is a cooperative game. Players work together to defend Castle Bravehold against hordes of Monsters, using cards to hit and slay them as the Monsters advance from the Forest.

To win, players must play through all the Monster tokens, slay all the Monsters that are revealed, and have at least 1 Tower remaining. Players lose if the Monsters destroy all 6 of the Castle Towers.

4 Versions

There are four different ways to play **Castle Panic**: Co-op, Master Slayer, Overlord, and Solitaire. The Co-op game is described in the rules that follow. The Master Slayer, Overlord, and Solitaire versions are covered in the Game Variations section on p. 12.



SKIP THE RULEBOOK!

Play-along Interactive tutorial.
Start Playing now!

iOS • ANDROID • DIZED.COM



COMPONENTS

All of the components are described in detail on pp. 8–11.

• 1 Board

• 49 Castle cards:

Players use cards to attack the Monsters and defend the Castle.



• 49 Monster tokens:

These are the Monsters and Special Effects that the players must survive.



• 6 Walls with plastic stands:

Walls keep Monsters out of the Castle and can be rebuilt if they are destroyed. (The first time **Castle Panic** is played, the plastic stands will need to be put on the Walls and Towers.)



• 6 Towers with plastic stands:

Towers are the heart of the Castle. If the Monsters destroy all of the Towers, the players lose the game.



• 1 Tar token:

This token is used when the Tar card is played.



• 2 Fortify tokens:

These tokens are used when the Fortify Wall card is played.



• 1 six-sided die:



• 6 Order of Play cards:

These cards aren't used in the game. They are just helpful reminders of what to do on a turn.



THE BOARD

The board is divided into a series of arcs and rings of different colors with Castle Bravehold at the center.

- An **arc** is numbered 1–6 and is half of a color.
- A **color** comprises 2 arcs of the same color (red, green, or blue).
- A **ring** is 1 of 5 named concentric rings on the board (Forest, Archer, Knight, Swordsman, Castle).
- A **space** is the smallest unit of area on the board and is defined by a ring and an arc (e.g., Archer 5).
- The outermost ring is the Forest. This ring has the arc numbers on it. The numbers are where the Monsters will start on the board.
- The next ring is the Archer ring. The Knight ring is further inward. And the Swordsman ring is closest to the Castle.
- The center of the board is the Castle ring. This is where the Towers of the Castle are placed.
- The line between the Swordsman ring and the Castle ring is where the Walls of the Castle are placed and built.
- The order of play and summaries of some of the more challenging Monster tokens are printed at the corners of the board for easy reference during play.

GAME SETUP

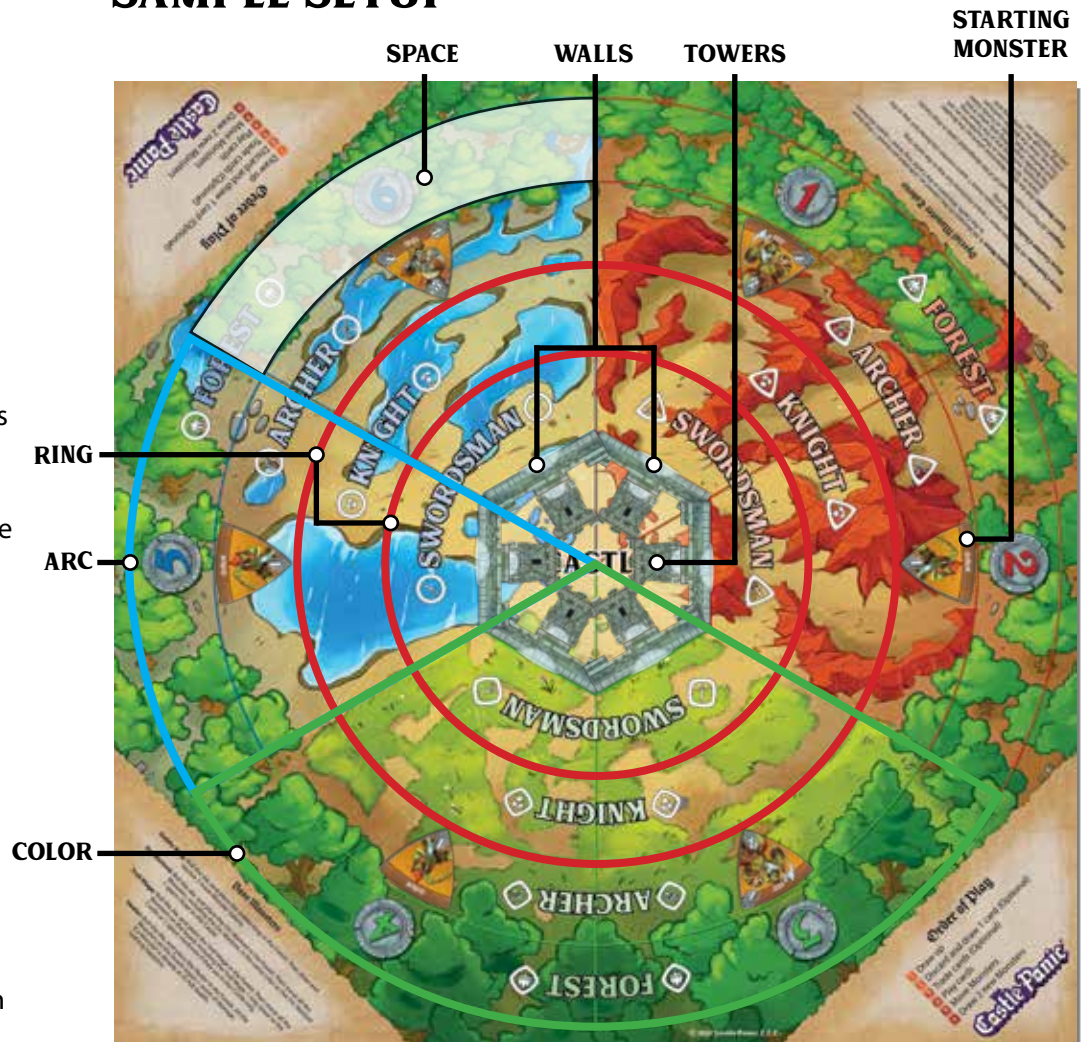
No matter which version of *Castle Panic* is played, the game is always set up the same way.

1. Put one Tower in each of the light-colored spaces in the Castle ring. Any Tower can go in any space.
2. Put 1 Wall on each of the lines **between** the Castle ring and the Swordsman ring.

3. Draw 3 Goblins, 2 Orcs, and 1 Troll from the Monster tokens. Place one Monster in each arc of the ring labeled Archer. (**NOTE:** During the rest of the game, Monsters will start in the Forest ring. Monsters are placed in the Archer ring during setup only, which allows the first player to hit or slay Monsters.)

Players choose which Monster goes into which arc, but there should be only 1 Monster in each arc. Place each Monster so that the corner with the highest number is pointing toward the Castle, as shown here.

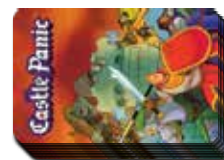
SAMPLE SETUP



MONSTER TOKENS



CASTLE CARDS



TAR TOKEN



FORTIFY TOKENS



DIE



- Separate the 6 Order of Play cards from the Castle cards and give 1 to each player. Keep this card in view to remember the steps of each turn. Set any remaining Order of Play cards aside; they will not be used in the game.
- Shuffle the Castle cards and deal a hand faceup to each player. Since **Castle Panic** is cooperative, there is no need to keep cards secret. The number of cards in the hand depends on the number of players. Use the chart below to determine how many cards to deal to each player.

HAND SIZE	
PLAYERS	CARDS
2	6
3-5	5
6	4

Place the remainder of the Castle deck facedown. This will be the draw pile. Leave room for a faceup discard pile next to the draw pile.

- Turn the remaining Monster tokens facedown and mix them up. Set them aside—this will be the Monster pile. Leave room nearby for a Monster discard pile.
- Place the Tar and Fortify tokens nearby for use when the Tar and Fortify cards are played.

Order of Play

Choose a player to go first. Play continues clockwise around the board. Each player's turn consists of these 6 phases in this order.

- Draw up**
- Discard and draw 1 card** (optional)
- Trade cards** (optional)
- Play cards**
- Move Monsters**
- Draw 2 new Monsters**



ORDER OF PLAY

1. Draw Up

Draw back up to a full hand of cards. When the deck of Castle cards runs out, reshuffle the discards to make a new deck. Because each player has a full hand to start the game, players do not draw up on their first turn.

2. Discard and Draw 1 Card

At the start of a turn, the player may discard 1 (and only 1) card from their hand and draw a new card to replace it. Players never have to discard if they don't want to.

3. Trade Cards

On their turn, a player can trade cards with other players to improve their hand. The number of cards players can trade depends on the number of players in the game.

- For a 2- to 5-player game, a player can trade 1 of their cards with 1 card from any other player. Each player may make only one trade on their turn.

TRADING CARDS	
PLAYERS	CARDS
2-5	1
6	2

- For a 6-player game, each player can make 2 trades on their turn. Each player can trade 2 cards with the same player or trade 1 card with 2 different players.
- Both players choose which cards they want to trade, and players never have to trade if they don't want to.
- Players can't trade with a player that doesn't have any cards and can't simply give a card to another player. It has to be a trade.


4. Play Cards

In this phase, the player can play as many of their cards as possible (as long as they match a target or can complete their effect). Cards can be used to attack Monsters, slay Monsters, slow them down, build Walls that were destroyed, or even draw more cards. Each card is placed faceup into a discard pile as soon as it is played. For more details, see the Play Details section on pp. 8-11.

Attacking Monsters

- To attack a Monster, a player must be able to "hit" it. In order to hit a Monster, the player must play a card that matches both the color and the ring location that a Monster is in, as shown below.
- Several cards can be used to hit multiple Monsters or the same Monster.
- Monsters cannot be hit in the Forest ring.



- Only a few cards can hit Monsters once they are in the Castle ring. Those cards have a  symbol on them to indicate this.
- Each time a Monster is hit, it takes 1 point of damage unless otherwise specified.
- Rotate a hit Monster clockwise so that the next lowest number is now pointing toward the Castle. Each type of Monster begins with a different number of damage points. Goblins have 1 point, Orcs have 2, and Trolls have 3 points.

Slaying Monsters

- When a Monster loses their last point, they have been “slain.” The Monster is then thrown faceup into a Monster discard pile.

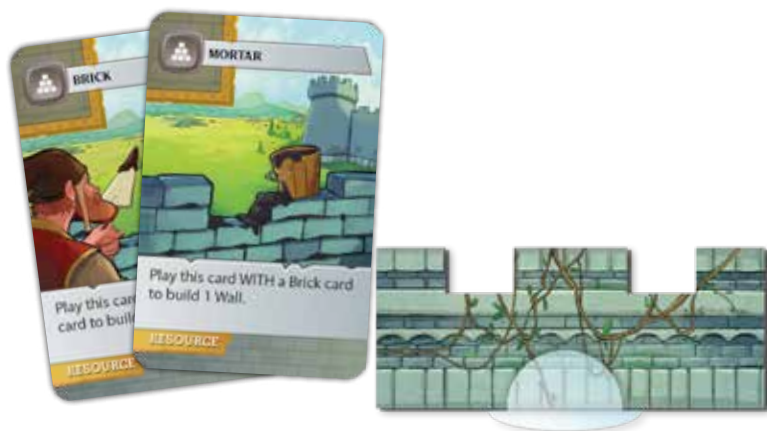
Slowing Monsters

- Some cards do not damage Monsters, but instead slow them down or even move them back into the Forest. For more information, see the Play Details section.

Building Walls

During the Play Cards phase of a turn, the player can also build Walls to replace any that have been destroyed by Monsters.

- To build a Wall, play both a Brick card and a Mortar card.



- Walls can be built even if the corresponding Tower has been destroyed.
- A second Wall cannot be added to a Wall that already exists.

5. Move Monsters

All remaining Monsters on the board move 1 space. See p. 9 of the Play Details section for more information.

Monsters outside the Castle move 1 ring closer to the Castle.

Monsters that are in the Castle ring move 1 space clockwise, staying in the Castle ring.



6. Draw 2 New Monsters

Draw 2 tokens from the Monster pile, turn them faceup, and resolve them one at a time, completing the first token before revealing the second.

If the token is a Goblin, Orc, or Troll, roll the die and place the Monster in the Forest ring in the space that matches the number rolled. Place the token with the highest numbered corner pointing toward the Castle. More than one Monster may occupy the same space.



- The tokens drawn may also be Special Monster tokens: a **Boss Monster** or **Monster Effect**.
 - Boss Monsters attack the Castle as usual and also have a special effect that triggers when they are drawn.
 - Monster Effects are not placed on the board but instead affect the players or Monsters and are then discarded.

- If there are ever not enough Monster tiles in the Monster pile to draw the required amount, draw all that remain. The Monster pile does not refill.
- Once the Monster pile is empty, skip this phase.
- For more information on all the Monster tokens, see pp. 10–11 of the Play Details section.

End of Turn

After the player has resolved their Monster tokens, the turn is over. The player to the left now begins their turn.

Ending the Game

The game ends when either:

- The last Tower is destroyed, regardless of any Walls remaining (in which case the players lose) OR
- All 49 Monster tokens in the game are played, all the Monsters are slain, and there is at least 1 Tower remaining (in which case the players win).

Strategy

- Work with other players to plan ahead. Trading a card with another player can be a great way to protect Castle Bravehold, even if it's another player's turn!
- Sometimes the biggest threat to the Castle isn't always clear. Pay close attention to the whole board.
- Some cards are more useful than others. Make sure to play them at the most advantageous time.
- Carefully choose which Monsters to attack when.



SAMPLE TURN

Joe is playing a 4-player game, so his hand size should be 5 cards. At the start of his turn, Joe has only 4 cards in his hand, Brick, Blue Knight, Blue Archer, and a Green Archer. On the board, there is an Orc in the Green Archer ring and a Troll in the Blue Knight ring. One Wall has already been destroyed by the Monsters as well.

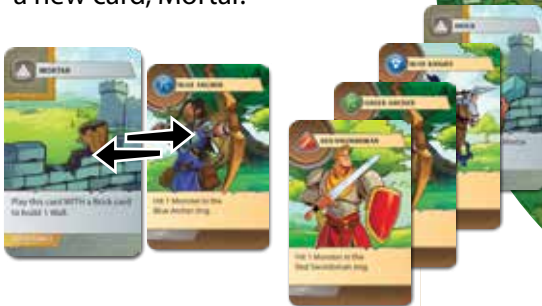
Phase 1: Draw Up

Joe draws 1 card from the deck, a Red Swordsman card, and adds it to his hand.



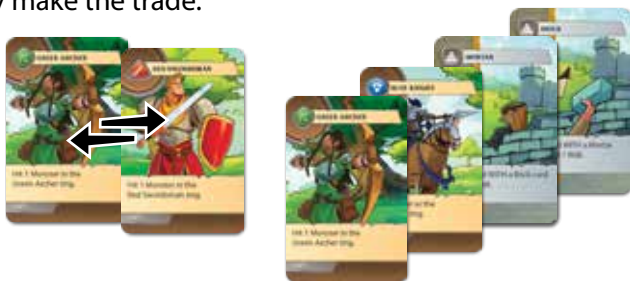
Phase 2: Discard & Draw 1 Card

Joe can discard and draw 1 card. He doesn't need the Blue Archer card, so he discards it and draws a new card, Mortar.



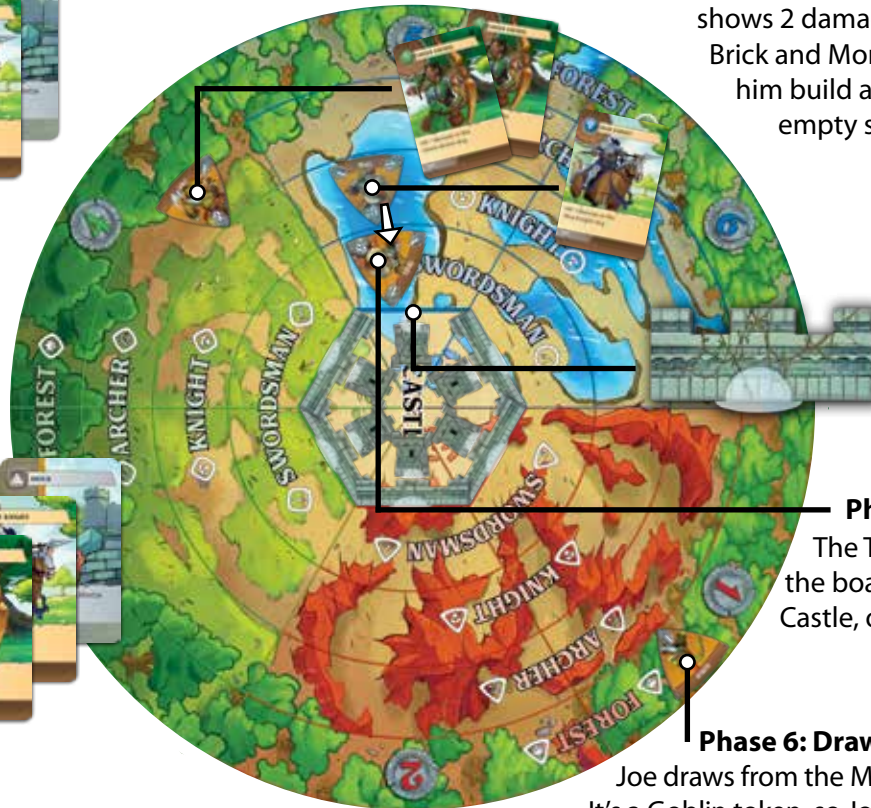
Phase 3: Trade Cards

Joe can trade 1 card with another player. With the cards he has, Joe can hit each of the Monsters on the board once, but he won't be able to slay either of them without some help. After talking with the other players, Joe offers to trade Katie her Red Swordsman card for her Green Archer. She accepts, and they make the trade.



Phase 4: Play Cards

Joe plays two Green Archer cards to hit the Orc twice, which slays it. Joe discards the Orc token faceup into a Monster discard pile. He then plays one Blue Knight card and hits the Troll for 1 point of damage. He rotates the Troll token clockwise so it now shows 2 damage points. Lastly, Joe plays his Brick and Mortar cards together, which lets him build a Wall. Joe places a Wall on the empty spot between the Swordsman and Castle ring.

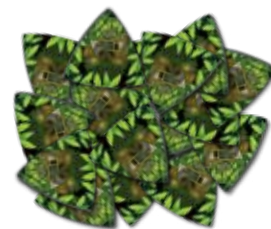


Phase 5: Move Monsters

The Troll is the only Monster still on the board, so Joe moves it toward the Castle, out of the Blue Knight ring and into the Blue Swordsman ring.

Phase 6: Draw 2 New Monsters

Joe draws from the Monster pile and turns it faceup. It's a Goblin token, so Joe rolls the die and gets a 1. Joe places the Goblin token in the Forest at the space marked 1. He then draws the next Monster token and turns it faceup. It is the Monster Effect token "Plague! Archers." This forces all the players to discard any Archer cards they have in their hands. Joe has no cards, so he is not affected by this token, but two of his fellow players are. After all players have dealt with the Monster Effect token, Joe places it in the Monster discard pile and ends his turn.



PLAY DETAILS

At this point in the rules, players have learned enough to start playing. The following section contains details players will need at certain times during the game, but they can reference this section during play for those specific rules.

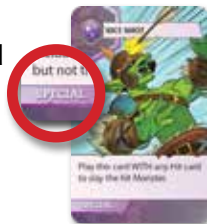
Special Terms

Castle Structures Includes any Wall, Tower, or Fortify token. (Plus the Wizard's Tower and Keep if you are playing with the expansions.)

Hit Cards Are labelled at the bottom left, and are the Archer, Knight, Swordsman, and Hero cards.




Special Cards Are labelled at the bottom left, have purple jewels, and unique rules. (e.g., Barbarian and Nice Shot)



Color Cards Include any card that uses a color in their title, such as a Blue Archer. This includes "Any Color" cards.

Playing Cards

Attacking Monsters

- "Any Color" Archer, Knight, and Swordsman cards can hit Monsters in any color of their respective rings.
- Hero cards can hit Monsters in the Archer, Knight, or Swordsman ring of the color shown on the Hero card.
- Only Barbarian, Tar, and Drive Him Back! can affect Monsters once they are in the Castle ring. These cards have a  symbol on them.

Slaying Monsters

- **Barbarian** This savage warrior can slay any Monster anywhere on the board (including the Castle ring) except the Forest.
- **Nice Shot** This card enhances any regular hit card. Play this card with any card that hits the targeted Monster, and that Monster is slain.

Slowing Monsters

- **Drive Him Back!** Play this card and move 1 Monster anywhere on the board (including the Castle ring) all the way back into the Forest, keeping it in the same numbered arc.
- Monsters moved through Walls and Fortify tokens this way are not injured and do not destroy the Wall or Fortify token.
- The Monster will still move on Phase 5.
- **Tar** This card temporarily stops a Monster in its tracks.
- Play this card and place the Tar token on any 1 Monster anywhere on the board, including the Forest or the Castle ring.
- That monster does **not** move during the Move Monsters phase **nor** during the Draw 2 new Monsters phase of the turn. **Even if a new Monster token would cause the Monster to move, it remains where it is.**
- On the next player's turn, the Tar token is removed and the Monster is hit, slain, or moved as usual.



- **Fortify Wall** This card reinforces one Wall to make it stronger. Play this card and place a Fortify token on any 1 Wall.



- A Wall can never have more than 1 Fortify token on it.
- When a Monster attacks that Wall, the Monster is damaged for 1 point as usual, but the **Fortify token is removed instead of the Wall**. The Monster stays in the Swordsman ring.
- If a Giant Boulder hits a Wall that has a Fortify token placed on it, the Giant Boulder stops, the Fortify token is removed, and the Wall remains in play.
- **Missing** Play this card to avoid drawing any Monster tokens during the Draw 2 New Monsters phase of the turn.
- In the Overlord version of the game, this card prevents the Overlord from drawing or playing any Monster tokens.

Drawing Cards

- **Draw 2 Cards** Play this card to add 2 cards to your hand, even if it exceeds the normal hand size.
- These cards **may be played** during the Play Cards phase of the turn in which they were drawn.
- **Scavenge** Play this card and search through the discard pile for any 1 card. Add that card to your hand.
- That card **may be played** during the Play Cards phase of the turn in which it was drawn.
- You may look through the discard pile before playing Scavenge.

Moving Monsters

Monsters and Walls

- All Monster movement is considered simultaneous, but Walls stop ALL Monsters that hit them.
- When a Monster moves from the Swordsman ring and a Wall is present, the Monster attacks that Wall.
- The Wall is then removed from the board, and the Monster that attacked the Wall takes 1 point of damage.
- If the Monster still has points remaining, that Monster **stays in the Swordsman ring** until the next Move Monsters phase.



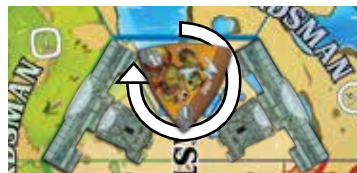
- If **two or more Monsters** move from the Swordsman ring to attack a Wall at the same time, the Wall is removed and **1 Monster (players' choice)** takes 1 point of damage. The others are unharmed.



- All remaining Monsters **stay in the Swordsman ring** until the next Move Monsters phase.
- If no Wall is present, then Monsters pass into the Castle ring with no damage.


Monsters in the Castle Ring

- Unlike Walls, Towers do not stop Monster movement.
- If a Monster moves into the same space in the Castle ring as a Tower, the Tower is removed and the Monster takes 1 point of damage. If the Monster survives, it stays in the space where the Tower was, as shown here.



Monsters in the Castle ring are not affected by Walls. On the next Move Monsters phase, that Monster will move clockwise to the next Castle ring space.



This movement will continue on each turn until that Monster loses its last point or the last Tower is destroyed. Towers that are destroyed can't be rebuilt. If all 6 are destroyed, the players lose the game—so make sure to defend the Towers! Once a Monster is in the Castle ring, it can only be affected by Castle cards that have the  symbol on them.

If two or more Monsters move at the same time into the same space as a Tower, the Tower is removed and 1 Monster (players' choice) takes 1 point of damage. The others are unharmed.

- All the Monsters stay in the space where the Tower was.
 - Monsters can be stacked to fit.
- Monster movement example:
- A Troll at full health attacks the Wall, destroying the Wall and taking 1 point of damage.
 - The Troll stays in the Swordsman ring.



- On Phase 5 of the next turn, the Troll moves **INTO** the Castle ring, destroying the Tower and taking 1 point of damage.



- On Phase 5 of the following turn, the Troll moves 1 space clockwise, destroying the Tower in that space and taking its final point of damage.



Drawing New Monsters

Special Monster Tokens

In addition to the regular Monsters, there are many Special Monster tokens that have additional abilities.

Boss Monsters

These Monsters attack Castle Bravehold as usual, but they also have a special effect that occurs when they are drawn. Boss Monsters can be identified by the gold background of their damage points.



Goblin King

This royal Monster never arrives alone. Roll the die, and place the Goblin King in the Forest. Then draw and resolve 3 more Monster tokens, rolling to place each token individually.

Orc Warlord

This fierce warrior leads his troops into battle. Roll the die, and place the Orc Warlord in the Forest. Then move all the Monsters, including the Orc Warlord, **in the same color** as the Orc Warlord 1 ring closer to the Castle or 1 space clockwise if they are in the Castle ring.

Troll Mage

This giant emboldens all Monsters to press the attack. Roll the die, and place the Troll Mage in the Forest. Then move all Monsters on the board, including the Troll Mage, 1 ring closer to the Castle or 1 space clockwise if they are in the Castle ring.

Healer

His mysterious potion rejuvenates his allies. Roll the die, and place the Healer in the Forest. All Monsters on the board regain 1 point of damage. If a Monster is already at its full health, nothing happens.

Boss Monster special effects **only occur when they are first drawn**. After that, they behave like regular Monsters.

Monster Effects

These tokens are not placed on the board but instead affect the players or the Monsters in different ways and are then placed in the Monster discard pile. These tokens have small symbols on them to help explain their effect.

- **Monsters in Blue Move 1** All Monsters in the Blue arc move 1 ring closer to the Castle.



- **Monsters in Red Move 1** All Monsters in the Red arc move 1 ring closer to the Castle.



- **Monsters in Green Move 1** All Monsters in the Green arc move 1 ring closer to the Castle.



NOTE: If the Monsters are in the Castle ring, they move 1 space clockwise. Remember, the Forest and Castle rings are included in the colored arcs.

Monsters Move Clockwise All Monsters move 1 space (arc) clockwise but stay in the same ring. This includes Monsters in the Castle and Forest rings.



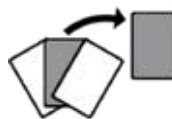
Monsters Move Counter-Clockwise All Monsters move 1 space (arc) counter-clockwise but stay in the same ring. This includes Monsters in the Castle and Forest rings.



Plague! Archers All Players must discard all the Archer cards in their hands.

Plague! Knights All Players must discard all the Knight cards in their hands.

Plague! Swordsmen All Players must discard all the Swordsman cards in their hands.



All Players Discard 1 Card Each player must choose 1 card from their hand and discard it. If a player doesn't have any cards, that player takes no action.



Draw 3 Monster Tokens Draw 3 Monster tokens (in addition to the usual 2) and resolve them after all other tokens are resolved.



Draw 4 Monster Tokens Draw 4 Monster tokens (in addition to the usual 2) and resolve them after all other tokens are resolved.



Giant Boulder

The Monsters have pushed a Giant Boulder from the forest, and it's rolling right toward Castle Bravehold! In their eagerness to attack, however, they may not have noticed that some of their friends might be in the way. Or maybe they just don't care!

Unlike Monsters, Giant Boulders are never placed on the board. Instead, they **instantly** resolve as if they were rolling all the way across the board, starting in the Forest, and destroying **everything** in their path **until they hit and destroy a Wall, Tower, or Fortify token.**



- Roll the die to determine which arc the Boulder starts in.
- The Boulder immediately "rolls" within that arc straight across the board toward the arc on the opposite side of the board.
- All Monsters in that numbered arc are destroyed, including any in the Forest ring. These Monsters are NOT kept as trophies (if playing the Master Slayer version); they are placed in the Monster discard pile.
- Giant Boulders are the only way Monsters can be damaged while in the Forest ring.
- The Boulder does not stop until it hits the first Castle structure in its path (a Wall, Tower, or Fortify token) and destroys it.
- If there are no Walls or Towers in the starting arc, the Boulder continues rolling through the Castle ring and into the opposite arc.
- If no Wall or Tower is present in that arc either, the Boulder continues towards the Forest, destroying any Monsters in its path.
- After resolving any damage, the Giant Boulder token is discarded.

GAME VARIATIONS

Master Slayer

In this version, players keep the Monsters they slay as trophies. Monsters slain by anything other than hits, such as Walls or Giant Boulders, are discarded. The top point value on the Monster indicates how many victory points it is worth. Boss Monsters are worth 4. If at least 1 Tower is standing when the last Monster is slain, each player adds up their victory points. The player with the most points is the Master Slayer. In case of a tie, the player who slayed the most Monsters wins.

Overlord

In this version of the game, one player becomes the Overlord and takes command of the Monsters while the other players work together to defend Castle Bravehold.

Choose a player to become the Overlord. Setup is the same as the Standard game except the Overlord player is not counted as a player and does not receive any cards since he or she will be working **against** the Castle players. Instead, he or she draws a hand of 3 Monster tokens and keeps them hidden from the Castle players.

The Overlord player's turn consists of these 3 steps in this order.

1. Move Monsters
2. Draw up to a hand of 3 Monster tokens
3. Play Monster tokens

The Overlord takes his or her turn at the end of each Castle player's turn, replacing phases 5 and 6 of that Castle player's turn.

After a Castle player has played their cards in phase 4, that Castle player's turn ends. The Overlord player's turn now begins. The Overlord moves the monsters on the board and then draws Monster tokens until he or she has 3 in his or her hand. Now, the Overlord must play Monster tokens in one of two ways.

1. Choose 1 Monster from their hand and place it in any arc of the Forest ring they choose.

OR

2. Choose 2 Monsters (including Boss Monsters), 2 Monster Effects tokens, or 1 of each from their hand. Roll the die for each Monster, placing them in the numbered arc of the Forest ring that matches the number rolled, and resolve the Monster Effects tokens as usual.

- The Overlord can play up to 2 tokens normally but does not have to play any tokens if they choose not to.
- The Overlord cannot choose which arc Giant Boulders start in. They must roll the die as usual.
- When the Overlord plays either the **Draw 3 Monster tokens**, **Draw 4 Monster tokens**, or **Goblin King** token, they draw the indicated number of tokens and add them to their hand. The Overlord can then play that same **number** of tokens, but they do **NOT** need to be the same tokens that were just drawn. This is the only way the Overlord can play more than the usual 2 tokens on their turn. Any Monsters that are placed at this time **MUST** be placed randomly by rolling the die. The Overlord cannot choose their starting place.
- The Castle card **Missing** prevents the Overlord from drawing or playing any Monster tokens, but any Monsters on the board are still moved.

Solitaire Game

Castle Panic can even be played as a solo game by just one player. All the standard rules apply to the solitaire version with the exception that the player draws up to a hand of 6 cards. Also, during the Discard and Draw phase, the player may Discard up to 2 cards at once (instead of just 1), and then Draw 2 cards to replace those. There is no Trade Cards phase, as there is no one to trade with. Be prepared for a challenging game!



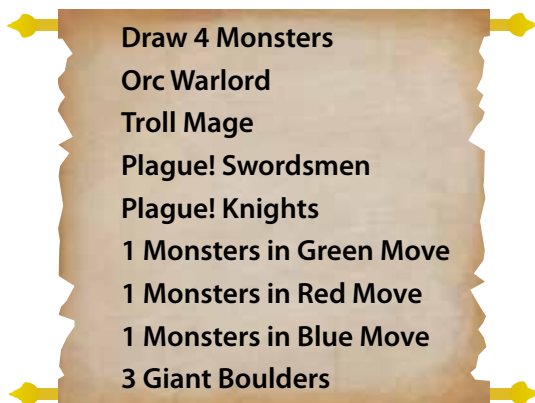
OPTIONAL RULES:

After playing the standard game, players may want to include some of these optional rules to change the game.

Less Panic

For an easier game, try playing with some of these rules:

Easier Battles For younger players, or for a quicker game, try removing the following Monster tokens from the game:



All for One! Play 1 Archer, Knight, and Swordsman card of the same color to slay 1 Monster anywhere in that colored arc (except the Forest or Castle ring) instead of merely hitting it.

Heroic Powers Hero cards can now hit 1 Monster in the Castle ring of their color as well as the Archer, Knight, and Swordsman rings for 1 point of damage.

Desperate Times Call for Desperate Measures Before the Draw Up phase of a player's turn, they may discard their entire hand and draw up to a full hand of new cards. On that turn, they must skip both the Trade Cards and the Play Cards phases. The player must still perform the Move Monsters and Draw 2 New Monsters phases as usual.

A Little More Panic

So, players think the game's too easy? Try playing with some of these rules for more of a challenge:

My Home Is My Castle At the start of the game, each player chooses 1 Tower as their own. Play continues as normal, but if a player's Tower is destroyed, that player is out of the game. When playing with fewer than 6 players, the extra Towers are backups and can be claimed by a player that loses their starting Tower. Only the surviving players count their scores for the Master Slayer version.

My Home Is My Castle—The King's Tower When fewer than 6 players are using the "My Home Is My Castle" Optional Rule, 1 unclaimed Tower is designated as the King's Tower. If the King's Tower is destroyed, all players must immediately discard one card. For the rest of the game, the normal hand size is reduced by 1 card. The players now draw up to the following hand sizes:

PLAYERS	CARDS
1-2	5
3-5	4

Dwindling Resources Each time the Castle Deck is shuffled, remove 1 Brick and 1 Mortar card from the game.

Under Construction Set up the game as usual, but do not put any Walls on the board. Players start the game with no Walls in play. Better get busy building . . .

Under Construction—Random Walls The game begins with no Walls in play. Instead, the die is rolled to determine how many walls will be in play at the start of the game. Then, the die is rolled to determine the arc in which each Wall will be placed. If a number is rolled where a Wall already exists, the die is rerolled until a new placement is determined.

As another option, players may simply choose a set number of Walls (e.g., 3) that they wish to start the game with and roll the die to determine where to place those Walls.

Under Construction—Player Walls The game begins with no Walls in play but with each player holding 1 Wall in his or her possession. During any of their turns, each player may place their Wall at any available Wall space during the Play Cards phase. The players do not need to play Brick and Mortar cards to put these Walls into play; the players simply choose where to place the Walls.



Rough Start Instead of setting up the game by placing the standard set of Monster tokens on the board, players draw 3 Orcs and 3 Trolls. The die is rolled for each token, and each Monster is placed in the Archer ring that matches the number rolled.

Friends Close, Enemies Closer Instead of playing with Castle cards faceup, players play with closed hands. They may discuss strategy and tell other players what cards they have, but they are not allowed to show their cards to each other.

Not Over Yet If there are not enough Monster tokens remaining in the Monster pile to complete Phase 6, shuffle the Monster discard pile facedown and continue drawing the required number of Monster tokens from that pile.

A Lot More Panic

Monster Recycling Program Instead of discarding Monsters that are destroyed by Giant Boulders or by attacking Walls or Towers, players shuffle those Monsters facedown into the Monster pile so they can return to the fight later.

Final Charge! When all the Monster tokens have been drawn and the last Monsters have been placed on the board, the Move Monsters phase changes for every player's turn. From then on, the die is rolled to see what special movement occurs after the Move Monsters phase. The Monsters then move according to the following chart:

DIE ROLL	RESULT
1	RED MONSTERS MOVE 1
2	GREEN MONSTERS MOVE 1
3	BLUE MONSTERS MOVE 1
4	MONSTERS MOVE CLOCKWISE
5	ALL MONSTERS MOVE 1
6	MONSTERS MOVE COUNTER-CLOCKWISE

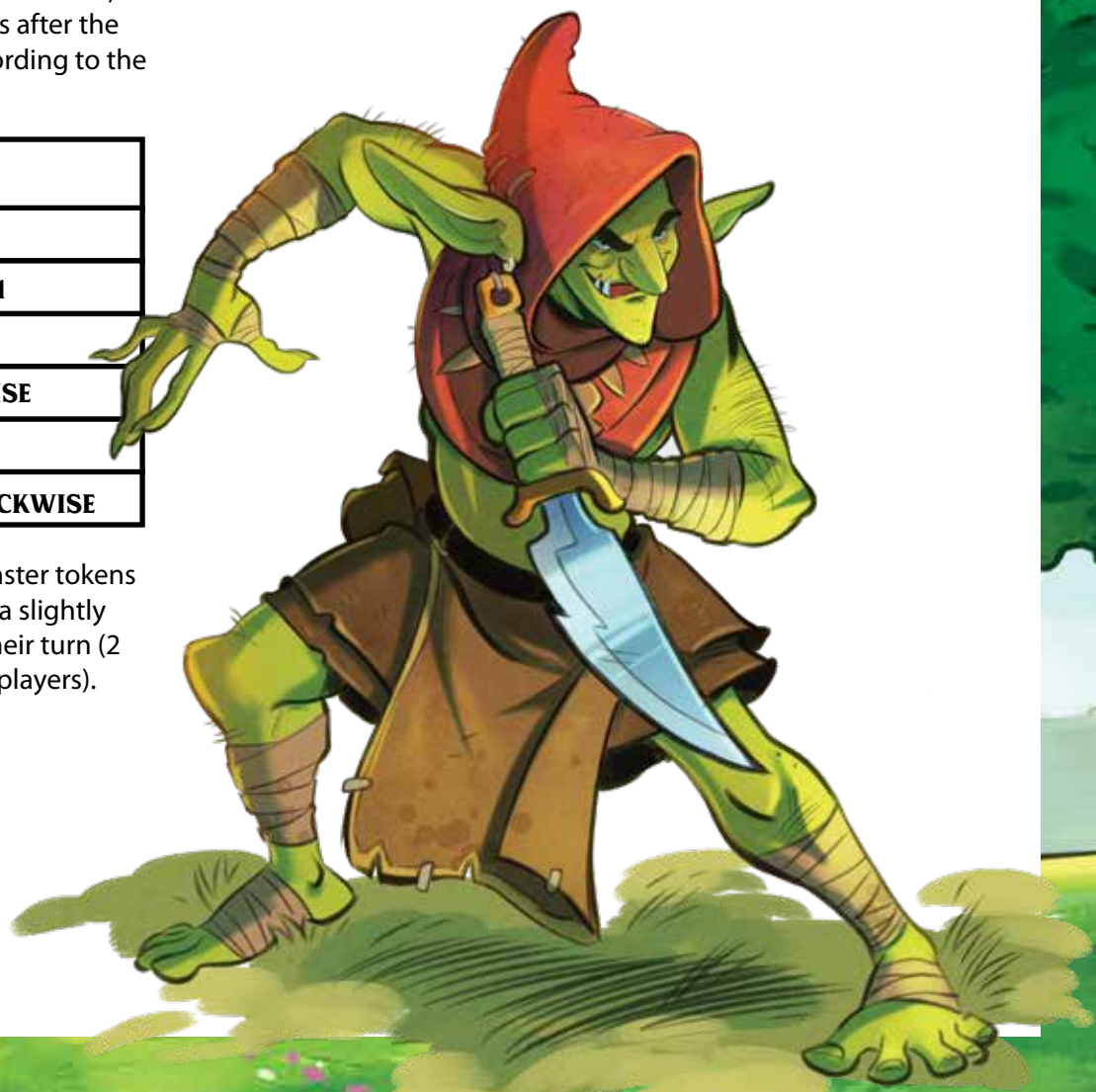
The Charging Horde Players draw and resolve 3 Monster tokens instead of 2 during Phase 6 of each player's turn. For a slightly easier variation, each player may make 2 trades on their turn (2 cards with the same player or 1 card with 2 different players).

Overlord Variations

More Minions The Overlord draws up to a hand of 4 Monster tokens but still plays tokens in the usual way (2 tokens in the Forest ring determined by rolling the die or 1 in any arc of the Forest ring they choose).

Secret Forces Before the start of the game, the Overlord player chooses one Monster token and sets it aside facedown. (This token does not count toward the number of tokens the Overlord may keep in their hand.) The Overlord may play this token on their turn, following the normal Overlord play rules (2 tokens in the Forest ring determined by rolling the die or 1 in any arc of the Forest ring they choose).

Monstrous Choices Each time the Overlord draws up to a hand of 3 Monster tokens, they may remove 1 token from their hand, draw a new Monster token to replace it, and shuffle the old token facedown into the Monster pile.



IF YOU ARE READY TO TAKE YOUR PLAY TO A NEW LEVEL, PICK UP THE EXPANSIONS.



THE WIZARD'S TOWER

Cast powerful spells as a wizard joins your forces. Fight flying, climbing, fire-breathing Monsters, and face down the beastly Mega Bosses.



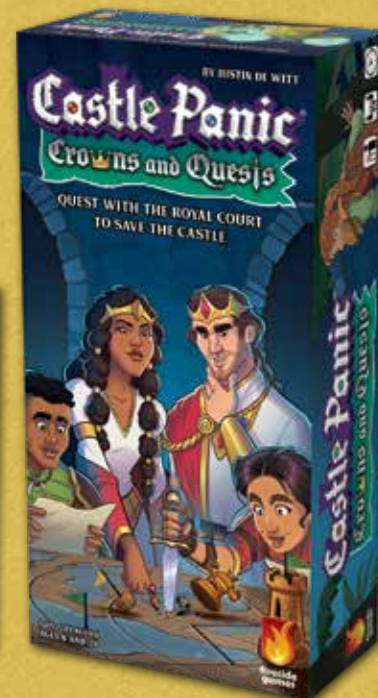
THE DARK TITAN

Enlist the Cavalier and Support Tokens as you make your stand against Agranok and his new Monsters.



ENGINES OF WAR

Use the Engineer to build Catapults, Ballistas, Barricades, and more. Survive the attack from enemy Siege Engines and even more powerful Monsters.



CROWNS AND QUESTS

Play as a royal or friend of the court with unique abilities that help you complete special quests to win the game.

CREDITS

Game Design by Justin De Witt Editing by Anne-Marie De Witt Graphic Design by Matt Paquette and Justin De Witt

Development by Justin and Anne-Marie De Witt Illustration by Tad Lambert Layout by Sam Simons

DEI Consultant: Timm Metivier

Castle Name: Jacob R. Jackson

Playtesters:

Gary and Lisa Anselmo-Marnach, Kim, Oriana, and Skylar Barthelmes, Angela Bumstead, Heidi Burau, Neal Carter, Mary Crawford, Cleveland Dear, Eric and Karyn Derby, Lauren Gilbert, Lindsey Gilbert, Adam Gretencord, Joel Hobbs, Owen Houd, Laura James, Pauline Johnson, Rene and Thad Martin, Madeline, Michelle, and Kyle Parsons, Meredith and Steve Paterson, Scott Peterson, Dillon Pittman, Hannah Pritchard, Isaac Reyes, Lauren Rincon, Gabby Ruenes, Jesse Samford, Chris, Corey, and Steve Souza, Ariana Triesault, Melanie Ulrich, Susan, Mike, David, and Gabriel Walker, Anne Woods, James Zuniga

Special Thanks to:

Rick and Roberta De Witt, Jim Gardner, Sibone Jacques, Phil Reed

© 2009, 2011, 2015, 2016, 2019, 2021 Fireside Games, LLC. Castle Panic and all game and company logos and slogans are trademarks or registered trademarks of Fireside Games, LLC. P.O. Box 151164, Austin, TX, 78715. All rights reserved. No part of this product may be reproduced without permission from the publisher. Please retain this information for future reference.

SUMMARY PAGE

Many of the game's play details are summarized on this page. Keep this side up as a reference during play.

Order of Play

1. Draw up
2. Discard and draw 1 card (opt)
3. Trade cards (opt)
4. Play cards
5. Move Monsters
6. Draw 2 new Monsters

HAND SIZE		TRADING CARDS	
PLAYERS	CARDS	PLAYERS	CARDS
2	6	2-5	1
3-5	5	6	2
6	4		

Castle Cards

Barbarian Play this card and slay any Monster anywhere on the board (including the Castle ring) except the Forest.

Draw 2 Cards Play this card to add 2 cards to your hand, even if it exceeds the normal hand size. These cards may be played during the Play Cards phase of the turn in which they were drawn.

Drive Him Back! Play this card and move 1 Monster all the way back into the Forest, keeping it in the same numbered arc.

Fortify Wall Play this card and place a Fortify token on any 1 Wall. When a Monster attacks that Wall, the Monster is damaged for 1 point as usual, but the Fortify token is removed instead of the Wall. The Monster stays in the Swordsman ring. If a Giant Boulder hits a Wall that has a Fortify token placed on it, the Giant Boulder stops, the Fortify token is removed, and the Wall remains in play.

Missing Play this card to avoid drawing any Monsters during the Draw 2 new Monsters phase of the turn. In the Overlord version of the game, this card prevents the Overlord from drawing or playing any Monster tokens.

Nice Shot Play this card with any card that hits a Monster, and that Monster is slain.

Scavenge Play this card and search through the discard pile for any 1 card. Add that card to your hand. That card may be played during the Play Cards phase of the turn in which it was drawn.

Tar Play this card and place the Tar token on any 1 Monster anywhere on the board, including the Forest or the Castle ring. That monster does not move during the Move Monsters phase nor during the Draw 2 new Monsters phase of the turn. Even if a new Monster token would cause the Monster to move, it remains where it is. On the next player's turn, the Tar token is removed and the Monster is hit, slain, or moved as usual.

Boss Monsters

Goblin King Roll the die, and place the Goblin King in the Forest. Then draw and resolve 3 more Monster tokens.

Orc Warlord Roll the die, and place the Orc Warlord in the Forest. Then move all the Monsters, including the Orc Warlord, in the same color as the Orc Warlord 1 ring closer to the Castle or 1 space clockwise if they are in the Castle ring.

Troll Mage Roll the die, and place the Troll Mage in the Forest. Then move all Monsters on the board, including the Troll Mage, 1 ring closer to the Castle or 1 space clockwise if they are in the Castle ring.

Healer Roll the die, and place the Healer in the Forest. All Monsters on the board regain 1 point of damage. If a Monster is already at its full health, nothing happens.

Monster Effects

Monsters in Blue Move 1 All Monsters in the Blue arc move 1 ring closer to the Castle.

Monsters in Red Move 1 All Monsters in the Red arc move 1 ring closer to the Castle.

Monsters in Green Move 1 All Monsters in the Green arc move 1 ring closer to the Castle.

NOTE: If the Monsters are in the Castle ring, they move 1 space clockwise. Remember, the Forest and Castle rings are included in the colored arcs.

Monsters Move Clockwise All Monsters move 1 space clockwise but stay in the same ring. This includes Monsters in the Castle and Forest rings.

Monsters Move Counter-Clockwise All Monsters move 1 space counter-clockwise but stay in the same ring. This includes Monsters in the Castle and Forest rings.

Plague! Archers All Players must discard all the Archer cards in their hands.

Plague! Knights All Players must discard all the Knight cards in their hands.

Plague! Swordsmen All Players must discard all the Swordsman cards in their hands.

All Players Discard 1 Card Each player must choose 1 card from his or her hand and discard it. If a player doesn't have any cards, that player takes no action.

Draw 3 Monster Tokens Draw and resolve 3 additional Monster tokens.

Draw 4 Monster Tokens Draw and resolve 4 additional Monster tokens.

Giant Boulder

Roll the die to determine which arc the Boulder starts in. All Monsters in that numbered arc are destroyed, including any in the Forest ring. The Boulder stops rolling only when it hits and destroys a Wall, Tower, or Fortify token. This may mean the Boulder continues rolling through the Castle ring and into the opposite arc.

