Castle Panic® BIG BOX

The forest is filled with all sorts of Monsters. Goblins, Orcs, and even mighty Trolls lurk in the shadows. They watched and waited as you built your Castle and trained your soldiers, but now they've gathered their army and are marching out of the woods. Can you work with your friends to defend your Castle against the horde, or will the Monsters tear down your Walls and destroy the precious Castle Towers? You will all win or lose together, but in the end only one player will be declared the Master Slayer!

Welcome to the world of *Castle Panic*!
Join your friends in a desperate struggle to defend your Castle from a near-endless siege of terrible monsters. Battle Goblins, Orcs, Trolls, Dragons, and more, including Agranok, the Dark Titan!

This Big Box collection includes the base game *Castle Panic*, plus 3 expansions: *The Wizard's Tower, The Dark Titan*, and *Engines of War*. These sets can be combined in any way you wish for a truly customizable experience. Play with just 1, mix up 2 of them, or even combine all 3 for the ultimate *Castle Panic* adventure!

fireside games®

RULES

Number of players: 1 to 6
Ages: 10 and up

OBJECTIVE

Castle Panic is a cooperative game in which the players work together rather than compete. Players use cards to hit and slay Monsters as the Monsters advance from the Forest toward the Castle. Players trade cards and plan strategies together to stop the Monsters from smashing the Castle Towers. To win, players must play through all the Monster tokens, slaying all the Monsters that are revealed and have at least 1 Tower remaining. Players lose if the Monsters destroy all the Castle Towers.

3 VERSIONS

There are three different ways to play *Castle Panic*: Standard, Co-op, and Overlord. The Standard game is described in the rules that follow. For more information on Co-op and Overlord versions, see the Game Variations section on pp. 11–13.

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 series of arcs and rings of different colors with the Castle 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

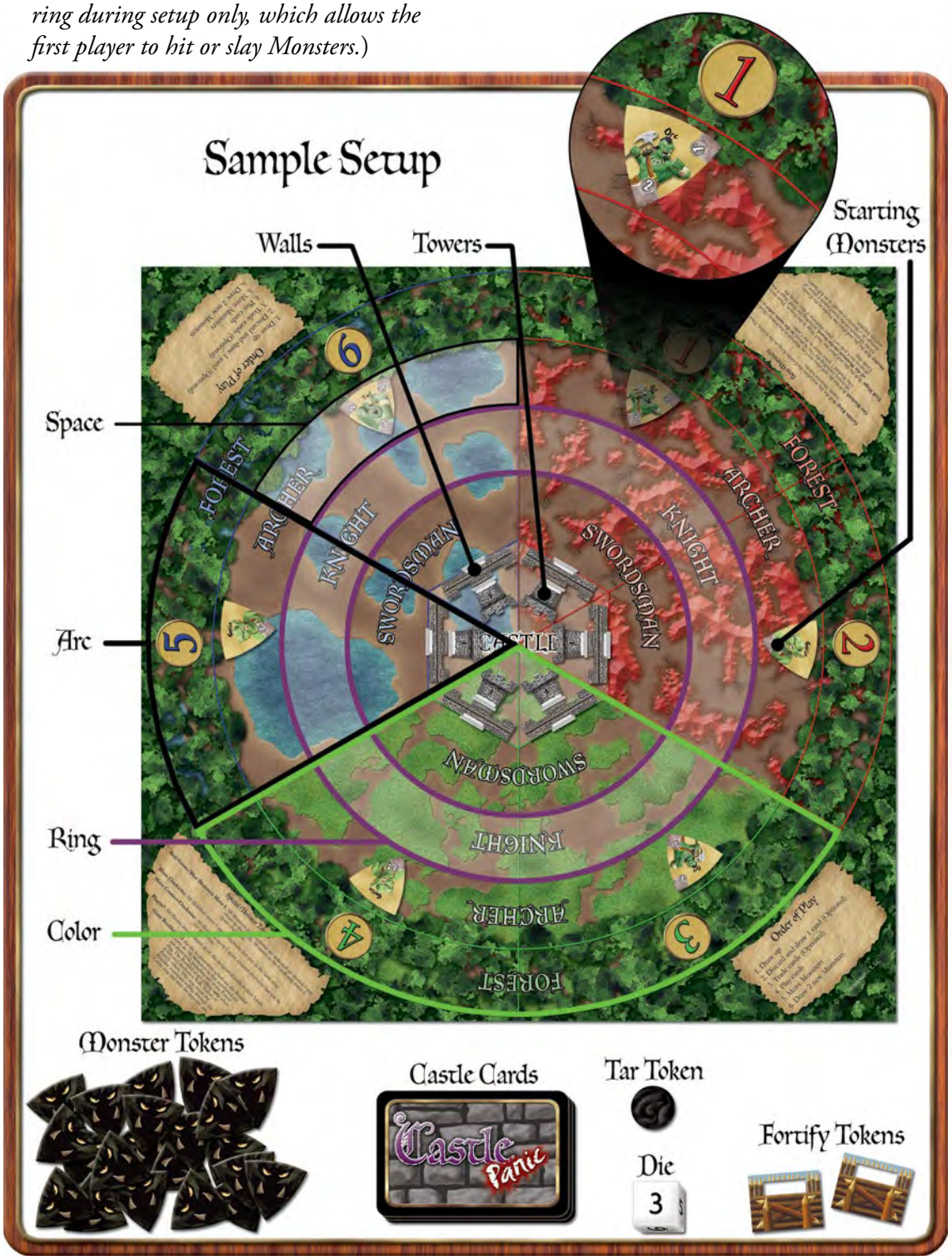
No matter which version of *Castle Panic* is played, the game is always set up the same way.

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 only be 1 Monster in each arc. Place each Monster so that the corner with the highest number is pointing toward the Castle, as shown here.



4. 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.

5. 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	
Number of Players	Number of Cards in a Hand
2	6
3 to 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.

6. 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.

7. 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:

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

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 his or her hand and draw a new card to replace it. Players never have to discard if they don't want to.

3. Trade Cards

On his or her turn, a player can trade cards with other players to improve his or her 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 his or her cards with 1 card from any other player. Each player may make only one trade on his or her turn.
- For a 6-player game, each player can make 2 trades on his or her turn. Each player can trade 2 cards with the same player or trade 1 card with 2 different players.

Trading Cards	
Number of Players	Number of Cards a Player Can Trade
2 to 5	1
6	2

- 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 the cards in his or her hand as he or she is able (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 player that hit the Monster for the last point of damage keeps that Monster token as a trophy. (See *Ending the Game* on page 6 for details on victory points.)
- Monsters that are slain by anything other than hits from players, such as attacking Walls or Giant Boulders, are not kept by any player. Instead those Monsters are put into the 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.

- 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.

See p. 9 of the *Play Details* section for more information.

6. Draw 2 New Monsters

- Draw 2 tokens from the Monster pile, turn them face up, 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 his or her 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).

If the players have won the game, each player then adds up the number of victory points they have in trophies of slain Monsters. The player with the most victory points is declared the Master Slayer!

Each Monster type is worth a different number of victory points:

Boss Monsters: 4 points
Trolls: 3 points
Orcs: 2 points
Goblins: 1 point

In case of a victory point tie, the player that slayed the most Monsters wins.
If there is still a tie, Fireside Games recommends players arrange for a duel of swords at dawn . . .

Strategy

- Work with other players to plan ahead. Trading a card with another player can be a great way to protect the Castle, 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.
- Remember, no one can be the Master Slayer if all the Towers are destroyed.

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 and 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 his 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 takes the Orc token and places it in front of him as a trophy. Joe 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 a token from the Monster pile and turns it face up. It's a Goblin token, so Joe rolls the die and gets a 6. Joe places the Goblin token in the Forest at the space marked 6. He then draws the next Monster token and turns it face up. It is the Monster Effect token "Plague! Archers." This particular token forces all the players to discard any Archer cards they have in their hands. Joe has no cards left in his hand, so he is not affected by this token, but several of his fellow players are. After all the players have dealt with the Monster Effect token, Joe places it in the Monster discard pile and ends his turn.

PLAY DETAILS

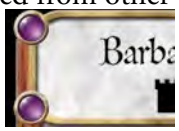
At this point in the rules, players have learned enough to start playing. The following section contains details players will need at certain times during the game, but they can reference this section during play for those specific rules.

Special Terms

Castle Structures Includes any Wall, Tower, or Fortify token. Plus the Wizard's Tower, Keep, Barricades, and Pits from the expansions.

Hit Cards Include the word "hit" and are the Archer, Knight, Swordsman, and Hero cards.

Special Cards Are distinguished from other cards by their purple jewels and have unique rules. (e.g., The 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 ring.
- **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. (See *Slaying Monsters* and *Slowing Monsters* below for more information.)

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.

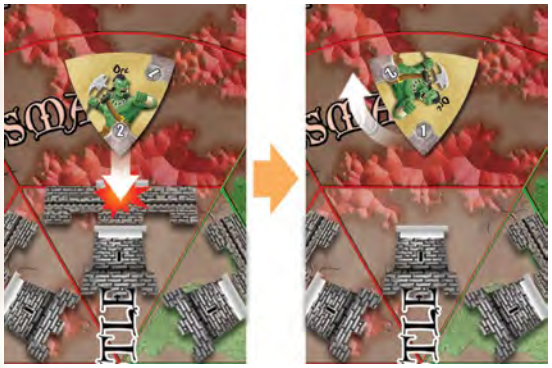
Drawing Cards

- **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 between the Swordsman ring and the Castle ring, 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.



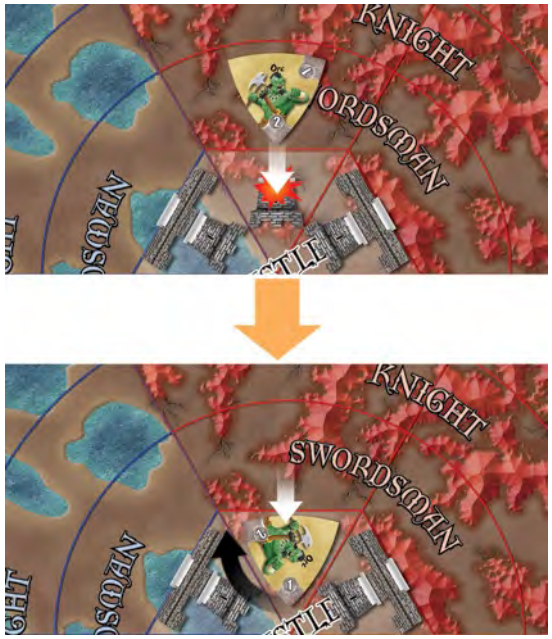
- If **two or more Monsters** move from the Swordsman ring to attack a Wall at the same time, the Wall is removed and **1 Monster (players' choice) takes 1 point of damage.** The others are unharmed.

    - **All** remaining Monsters **stay in the Swordsman** ring until the next Move Monsters phase.

- If no Wall is present between the Swordsman ring and the Castle ring, 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.

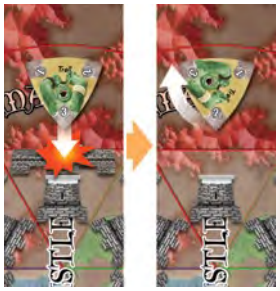


- Monsters in the Castle ring are not affected by Walls. On the next Move Monsters phase, that Monster will move clockwise to the next Castle ring space.

- 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 the Castle 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.

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

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

- **Green Monsters 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 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 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 the Castle! 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; 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

Co-op

In the Co-op version of *Castle Panic*, players still work together to defend the Castle. They will all either win or lose as a team, but there is no Master Slayer. The rules are the same as the Standard game except players do not keep trophies of Monsters they have slain. Instead, all slain Monsters are placed into the Monster discard pile.

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 the Castle.

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 can 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 he or she chooses.

OR

2. Choose 2 Monsters (including Boss Monsters), 2 Monster Effects tokens, or 1 of each from his or her 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 he or she chooses not to.
- The Overlord cannot choose which arc Giant Boulders start in. He or she must roll the die as usual.
- When the Overlord plays either the **Draw 3 Monster tokens**, **Draw 4 Monster tokens**, or **Goblin King** token, he or she draws the indicated number of tokens and adds 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 his or her 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. 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:

Draw 4 Monsters
Orc Warlord
Troll Mage
Plague! Swordsmen
Plague! Knights
1 Green Monsters Move
1 Red Monsters Move
1 Blue Monsters Move
3 Giant Boulders

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, he or she may discard his or her entire hand and draw up to a full hand of new cards. On that turn, he or she 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:

A Man's Home Is His Castle At the start of the game, each player chooses 1 Tower as his or her 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.

A Man's Home Is His Castle—The King's Tower When fewer than 6 players are using the "A Man's Home Is His 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:

Number of Players	Number of Cards in a Hand
1	5
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 his or her turns, each player may place his or her 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 face up, 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 face down 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 face down 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 his or her 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 he or she chooses).

Secret Forces Before the start of the game, the Overlord player chooses one Monster token and sets it aside face down. (This token does not count toward the number of tokens the Overlord may keep in his or her hand.) The Overlord may play this token on his or her 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 he or she chooses).

Monstrous Choices Each time the Overlord draws up to a hand of 3 Monster tokens, he or she may remove 1 token from his or her hand, draw a new Monster token to replace it, and shuffle the old token face down into the Monster pile.

INTRODUCTION

Your Castle has been rebuilt, and a friendly Wizard, Thalgar, has joined your forces. As long as his Tower stands, you and your friends have access to powerful magic spells. And you'll need them. The Monsters have returned stronger, faster, smarter, and with new abilities to threaten the Castle. You'll fight magical Imps, evasive flying creatures, and more. Make your stand against six new, dangerous Mega Boss Monsters, including the Dragon and Necromancer. Use fire to attack the Monsters, but beware, your Walls and Towers can be burned down as well! The challenge is high but so is the adventure. Can you survive more panic and defend The Wizard's Tower?

OVERVIEW

The Wizard's Tower expands on the fun of *Castle Panic* by providing new choices to make and new threats to overcome. This expansion includes new components to add to *Castle Panic*, some of which will replace select Monsters from the original game. All components in *The Wizard's Tower* have a Wizard hat icon ( ) on them to indicate they belong to the expansion, making it easy to switch out pieces to play with or without the expansion.

New cards have been added to the Castle deck to enhance capabilities, and the new Wizard deck allows players to use magical powers. New Monsters charge out of the forest with higher hit values, special effects, and unique movement, and Flame tokens can be used by players to damage Monsters or by Monsters to weaken Walls and Towers. The objective and order of play are the same as in the base game.

COMPONENTS

(The Wizard's Tower requires the full version of *Castle Panic* to play.)

- **1 Wizard's Tower:** This tower is Thalgar's home. It replaces one of the regular towers at the start of the game.

- **1 Plastic Stand** (for the Wizard's Tower)

- **10 Castle Cards:** These new cards are added to the original deck and are described in detail on page 18.

- **22 Wizard Cards:** These new cards are drawn only after a discard and provide powerful new ways to attack and defend as long as the Wizard's Tower is in play. They are described in detail on p. 19.

- **49 Monster Tokens:** These Monsters are the new threats to the Castle and are described on pp. 20–22.
  - 19 New Monster Tokens
  - 18 Imp Tokens

  - 6 Harbinger Tokens
  - 6 Mega Boss Monster Tokens

- **12 Flame Tokens:** These tokens are used to indicate when a Monster or Castle structure is on fire. See pp. 17–18 for more detail.

- **6 Reference Cards:** These double-sided cards are helpful reminders of the new Monster abilities.

- **Monster Draw Bag**

GAME SETUP

The Wizard's Tower setup is similar to the original edition of *Castle Panic* but includes a few changes related to the new components. The setup described below includes all of the steps.

1. Put 1 Tower in each of the light-colored spaces in the Castle ring. Any Tower can go in any space.
2. Remove 1 Tower and replace it with the Wizard's Tower. Players may choose which Tower to remove or roll the die and replace the Tower in the resulting numbered arc with the Wizard's Tower.

3. Put 1 Wall on each of the lines between the Castle ring and the Swordsman ring.
4. Remove the following Monster tokens from the core game. These will not be used in the expansion play.
   - 2 Giant Boulders
   - 1 Green Monsters Move
   - 1 Blue Monsters Move
   - 1 Red Monsters Move
   - 6 Goblins
   - 6 Orcs
   - 5 Trolls
5. From the expansion, set aside the 6 Mega Boss Monsters and their Harbinger tokens.
6. Set aside all Imp tokens in a separate pile.
7. Add all other Monster tokens from The Wizard's Tower expansion to the Monster bag.
8. Draw 6 Monster tokens at random (**returning any that are effects or Boss Monsters**) and set them faceup, 1 in each space of the Archer ring. If a Monster from this expansion is drawn, see pp. 20–21 for detailed rules.
9. Turn the 6 Harbinger tokens for the Mega Boss Monsters facedown. Shuffle them and draw 3 to add to the Monster bag, keeping them facedown. The other 3 will not be used in the game and should be kept facedown. Keep the actual Mega Boss Monster tokens nearby for later use.
10. Place the Flame tokens within reach of the players.
11. Shuffle the new Castle cards into the Castle deck.
12. Shuffle the Wizard cards and set them aside. Leave room for a discard pile.
13. Give 1 Reference card to each player.
14. Each player draws a hand of Castle cards. For 2 players draw 6 cards, 3 to 5 players 5 cards, or 6 players 4 cards.

If you are combining The Wizard's Tower with any of the other expansions, there will be additional changes made when setting up the game. See the Setup Chart on pp. 38–39 for more details.

Alternate ways to set up the game are included in the Overlord Version and Alternate Rules section on p. 22.

Order of Play Additions

The phases in the order of play are the same as the phases in the original edition of *Castle Panic*, with the following clarifications.

1. **Draw Up** There is no change to this phase. Players draw up from the Castle deck only.
2. **Discard and Draw** Players may discard either a Castle or Wizard card and may draw from either the Castle or Wizard deck. There are no other changes to this phase.
3. **Trade Cards** Players may trade Castle or Wizard cards. There are no other changes to this phase.
4. **Play Cards** Players may play Castle and/or Wizard cards on this phase. See Special Expansion Terms and Mechanics (pp. 16–18) and Component Details (pp. 18–22) for new rules.
5. **Move Monsters** As in the core game, Monsters move on this phase. However, many of the new Monsters have special movement rules. See pp. 16–18 and pp. 20–22 for details.
6. **Draw 2 New Monsters** Players draw 2 Monster tokens from the Monster Bag. See pp. 20–22 for details about resolving new Monsters.

SPECIAL EXPANSION TERMS AND MECHANICS

The Wizard Deck

Wizard cards are not "hit" cards.
For details on each Wizard card, see p. 19.

Drawing Wizard Cards The Wizard deck consists of cards that channel the power of Thalgar to battle the Monsters.

- These cards are drawn on Phase 2 (Discard and Draw) of a player's turn.
- After a player discards 1 card, he or she may choose to draw the replacement card from either the Castle deck or the Wizard deck.
- Some new Castle cards allow players to draw from the Wizard deck during Phase 4 (Play Cards).
- Unless a card specifically mentions the Wizard deck, **draws** and **discards** refer to the **Castle deck**. (For example, "Draw 2 Cards" and "Scavenge" **apply only to the Castle deck**.)

Playing Wizard Cards

- Wizard cards count toward a player's hand size and can be traded or played just like Castle cards.
- Wizard cards are discarded to their own discard pile.
- If the Wizard deck runs out, the discards are shuffled to make a new deck.
- Monsters slain by Wizard cards are kept as trophies.

Losing the Wizard's Tower If the Wizard's Tower is destroyed, the Wizard deck is immediately removed from the game, but players **do not lose the Wizard cards in their hands**. After those cards are played, however, they are removed from the game.

Forest Icon Some Wizard cards allow players to attack Monsters in the Forest. These cards can be identified by a new Forest icon (🌲).

Cards in General

For details on all of the new cards, see pp. 18–19.

Card Manipulation Unless otherwise specified, all references to "drawing cards" or "the discard pile" refer to the Castle deck and discard pile, **not the Wizard deck** or its discard pile.

Monsters

Flying Flying Monsters can be identified by their blue sky background.

- Flying Monsters are **NOT affected** by Knight, Swordsman, Tar, or Drive Him Back! cards.
- Boulders of ANY kind **do NOT damage** Flying Monsters.
- Flying Monsters **are vulnerable** to Archers, Heroes, and the **Barbarian**.
- Archer and Hero cards hit Flying Monsters even if the Monsters are located in the Knight or Swordsman ring. (e.g., A Blue Archer can hit a Flying Monster in the Blue Swordsman ring.)
- Inside the Castle ring, Flying Monsters can no longer be hit by Archer and Hero cards but can be affected by the Barbarian.
- Wizard cards affect Flying Monsters as indicated on the cards.
- Flying Monsters **destroy and are affected by Walls** just as the other Monsters are affected.
- Flying Monsters also **destroy and take damage from Towers and Fortify tokens** as usual.

Harbinger Tokens Harbinger tokens are triangular Monster tokens that announce the arrival of a Mega Boss Monster.

- When a Harbinger token is drawn, it is not placed on the board. Instead, the Harbinger is **removed from the game (not placed in the Monster discard pile)**, and the actual Mega Boss token is placed in the Forest with a die roll.

Mega Boss Monsters

- The Mega Boss Monsters have abilities that are in effect as long as these Monsters are in play.
- Most have effects that trigger when they are drawn, and some have special movement and damage rules.
- If a token moves or rotates a Mega Boss that has special movement rules, **the Mega Boss's special movement rules are followed instead.** Mega Boss special movement rules **do not apply** if the Monsters are moved **by the players**.
- Mega Boss Monsters are **NOT affected** by Giant Boulders, Flaming Boulders, or the Trebuchet.
- All Mega Boss Monsters are worth 5 victory points each.

Victory Points
Conjurer: 4 points (Boss Monster)
Ogre: 4 points
Mega Boss Monsters: 5 points
Imps: 0 points (discarded when slain)
All Other Monsters: equal to their starting health

Imps Imps are small Monsters that are magically summoned by other tokens.

- Imps are placed in a separate draw pile and do not count toward the number of Monsters that must be defeated to win the game.
- When an Imp is slain, it is returned to the Imp pile, not to the discard pile.
- Imps are worth no points and are not kept as trophies.

Other New Monsters For details on all the new Monsters, see pp. 20–22.

Fire

Breathing Fire

- The Chimera and the Dragon breathe fire, giving them a ranged attack.
- When a Monster breathes fire, the fireball travels instantly from the Monster token toward the Castle.
  - The fireball does not stop until it reaches a Wall, Tower, or Fortify token, setting that structure on fire.
  - This may mean the fireball moves completely through the Castle ring and into the opposite arc, similar to a Giant Boulder.

- Unlike a Giant Boulder, however, a fireball does not affect Monsters in its path. Mega Bosses have good aim!

Burning Structures When a fireball hits a Wall or Tower, 1 Flame token is placed on that structure.

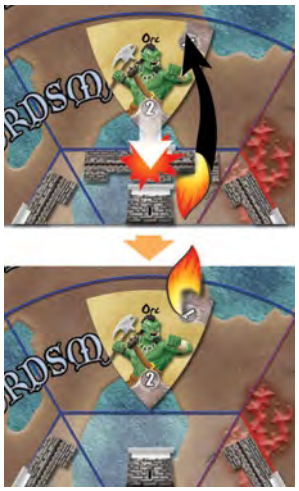
- That structure is now burning and weakened.
- If a structure already has 2 flame tokens on it and is caught on fire for a third time, the structure is destroyed.
- When a fireball hits a Fortify token, the Fortify token is removed.

Extinguishing Flames Players may put out the flames on a burning structure by:

- discarding either 1 Brick or 1 Mortar card during their Play Cards Phase to remove 1 Flame token, or
- Placing a Fortify token on a burning Wall to remove all Flame tokens from the Wall. (The Fortify token is immediately discarded.)

Burning Structures Under Attack

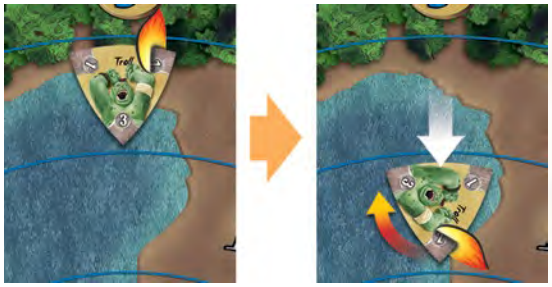
- Because burning structures are weakened by the fire, **they do no damage** to any Monster that attacks them.
- They do **catch the attacking Monster on fire,** transferring **all** Flame tokens from the structure to the Monster.



- The Flame tokens will not damage the Monster until the next time it moves. (see below)
- If **more than 1 Monster** attacks a structure, players decide which Monster catches on fire. **All** flame tokens that were on the structure are transferred to that Monster.
- Burning Walls still keep Monsters in the Swordsman ring for 1 turn.
- Burning structures still stop Giant Boulders and similar effects.

Burning Monsters Some Castle and Wizard cards can catch Monsters on fire.

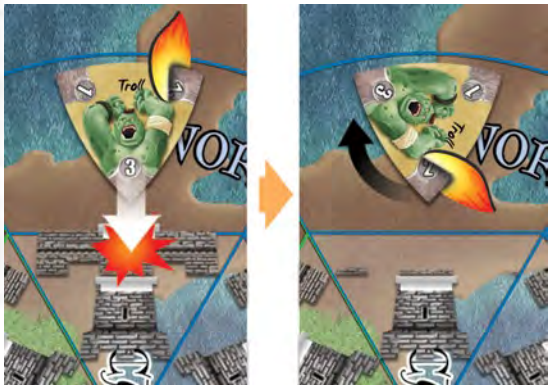
- Place 1 Flame token on a Monster for each time that Monster is caught on fire.
- Monsters **do not immediately take damage** when the Flame token is added.
- Instead, burning Monsters will take 1 point of damage for each flame token attached to them at the start of Phase 5 **after they complete their movement** at the end of Phase 5.



- This damage is assessed **even if the Monster is stopped from moving**.
- If a burning Monster is moved or rotated by another Monster or token, **it DOES take fire damage**.
- If a burning Monster is moved by the players **it does NOT take fire damag**e.
- Flame tokens remain on the Monster until either they are removed by a token or card, or the Monster is slain.
- If a Monster is destroyed by fire, no player claims that Monster.

Burning Monsters Attacking Structures
Burning Monsters that attack a Castle structure will complete their movement and destroy the structure, taking the resulting damage (if any) **before** taking the damage from the Flame tokens.

1. Move all Monsters and then resolve any damage from attacks on structures.
   - If more than 1 Monster attacks a structure, the players choose which 1 Monster takes the damage.



2. Then resolve any damage from Flame tokens.

Note: Monster movement is considered simultaneous, so if movement results in the **Phoenix** catching Monsters on fire, **no damage** from those new Flame tokens are taken since those Monsters have already completed their movement.

Any other timing questions about Monsters attacking Walls/Breathing Fire can be resolved in any order the players choose. It may be easier to resolve "basic" monsters first and then resolve the more complex ones.

Other Fire-Related Cards and Monsters
The Phoenix can catch other Monsters on fire, and the Flaming Boulder catches structures on fire. For more details, see pp. 20–21. Players can use Burning Blast, Fireball, Flaming, and Ring of Fire to catch Monsters on fire. For more details, see p. 19.

COMPONENT DETAILS

New Special Castle Cards

Players **can combine** multiple Special cards with a single hit card. (e.g., Change, Color, Enchanted, and Flaming, with a Red Knight.)

Berserk Draw 1 card from the Castle deck for every **hit** card **you** play during the remainder of this turn, including hit cards drawn for playing hit cards.
- This card must be played **before** hit cards are played.
- Cards played by other players (via Stand Together) **do not count.**

Change Color Play this card with any hit card to change the color of the hit card.

Change Range Play this card with any hit card to change the hit card and play as your choice of Archer, Knight, or Swordsman.
- Hit cards changed to Archers this way **CAN hit Flying Monsters**.

Double Strike Play 1 hit card (not a Special or Wizard card) twice in 1 turn.
- The hit card may be played twice on the same Monster or once on two different Monsters.
- Other Special cards may be combined with the hit card but are only effective **for one hit**.

Enchanted Play this card with any hit card for 2 additional points of damage to the Monster.

Flaming Play this card with any hit card to catch the hit Monster on fire.
- After tracking the damage from the hit card, place a Flame token on the Monster.
- Monsters with Flame tokens are considered "burning." After Monsters move on Phase 5 (Move Monsters), any burning Monsters take a point of damage.

Knock Back Play this card with a hit card to move the hit Monster back 1 space **after** damaging it.
- Monsters in the Castle ring move **1 space counter-clockwise**.
- **No effect** on Centaur, Golem, and Cyclops in their invulnerable rings.

Never Lose Hope
- Play this card.
- Immediately discard (without playing) as many cards as you wish.
- Draw a total number of Castle cards equal to the number of cards you discarded.

Reinforce Each player immediately draws **the top card** from either the Castle or Wizard deck.
- If the Wizard's Tower is destroyed, players may draw from only the Castle deck.
- Exceeding the normal hand size is allowed.

Stand Together
- Choose 1 player. That player may immediately play 1 hit or Wizard card from his or her hand, **not a Special card**.
- He or she may play 1 card only and cannot combine that card with any other card.
- If playing the hit card results in slaying a Monster, the player that slayed the Monster keeps it, not the player that played Stand Together.

Wizard Cards

Arcane Assembly All players may immediately build Walls at the cost of 1 Brick or 1 Mortar per Wall. Players may use as many Brick and Mortar cards in their hands as they wish.

Azriel's Fist Damage 1 Monster anywhere on the board (including the Castle and Forest rings) for 1 point.

Blue Fireball Damage 1 Monster in any ring of the Blue color (including the Castle and Forest rings) for 1 point and catch that Monster on fire.

Burning Blast Set all Monsters in the same space on fire. (This card is not effective in the Castle and Forest rings.)

Chain Lightning Damage all Monsters in the same space for 1 point. This card is effective in the Castle and Forest rings as well as the Archer, Knight, and Swordsman rings.

Eye of the Oracle Draw the top 5 cards from the Castle deck, keep 1, and return the rest to the top of the deck in any order.

Extinguishing Wind Remove all Flame tokens from all Walls, Towers, and Monsters in all rings, and move ALL Monsters (except for those in the Forest) back 1 space **toward the Forest**.

Green Fireball Damage 1 Monster in any ring of the Green color (including the Castle and Forest rings) for 1 point and catch that Monster on fire.

Hammer of Light Slay 1 Monster in the Forest ring.

Hypnotize Use this card to cause 2 Monsters in the same space to attack each other simultaneously.

- Each does as much damage to the other as it has damage points showing.
- *e.g., A 3-point Troll and a wounded Orc 1-point are Hypnotized. The Orc does 1 point of damage to the Troll, and the Troll does 3 points of damage to the Orc. The Troll is now at 2 points, and the Orc is slain.*
- The player who Hypnotized the Monsters claims any slain Monsters as trophies.
- This card is effective in the Castle ring as well as the Archer, Knight, and Swordsman rings.
- If a Monster that is **Hypnotized is burning**, place 1 Flame token on the other Hypnotized Monster that attacked it.

Lightning Bolt Damage 1 Monster for 1 point, and then move that Monster to any arc in the Forest. This card is effective in the Castle ring as well as the Archer, Knight, and Swordsman rings.

Mystical Manufacturing Play this card with 1 Brick or 1 Mortar card to rebuild 1 destroyed Tower.

- The rebuilt Tower can be placed in **any** empty Castle space.
- The rebuilt Tower **can be built "on top of" a Monster** in the Castle ring.
  - The Monster takes 1 point of damage and the Tower is immediately destroyed.
- This card **CAN be played to rebuild the Wizard's Tower**.
- Once the Wizard's Tower is rebuilt, players again have access to the Wizard deck.

Rain of Ice No Monsters move this turn, even if another token would make them move. (essentially Tar for all Monsters)

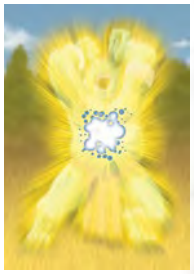
- In addition, **ALL Flame tokens are removed** from all Monsters.
- This card is effective in the Castle and Forest rings as well as the Archer, Knight, and Swordsman rings.

Rain of Iron Damage all Monsters in the same arc for 1 point. This card is effective in the Castle, Archer, Knight, and Swordsman rings, but not the Forest ring.

Red Fireball Damage 1 Monster in any ring of the Red color (including the Castle and Forest rings) for 1 point and catch that Monster on fire.

Ring of Fire Catch all Monsters on fire in all colors of the Swordsman ring.

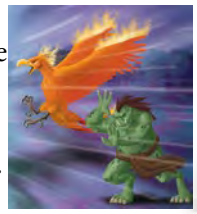
Teleport Move any Monster in play to another space or any Fortify token in play to another Wall.



- This card can be used on Monsters in the Castle and Forest rings as well as in the Archer, Knight, and Swordsman rings.
- Can be used on the Cavalier, Support tokens, and Field Equipment in the expansions.

Thalgar's Blessing All players draw up (from the Castle deck) to a full hand.

Valador's Wave Play this card for 4 points of damage in any one color anywhere on the board, including the Castle and Forest rings. Distribute the damage among as many Monsters as you choose.



Wall of Force Move all Monsters in 1 arc back to the Forest. This card is effective in the Castle ring as well as the Archer, Knight, and Swordsman rings.

War Storm Damage all Monsters in the Archer, Knight, and Swordsman rings of 1 color for 1 point.

Wizard Quake Destroy 1 Tower and **slay all Monsters in the same arc** as that Tower.

- This affects Monsters in the Forest ring of the arc as well.
- Does not affect Walls or Fortify tokens in that arc.
- Does not affect the Cavalier, Support tokens, or Equipment from the expansions.

Monster Tokens

Centaur If the Centaur is **damaged in any way** while it is in the Knight ring, it is immediately slain no matter how many damage points it has remaining.

- The Centaur takes **no damage from hit cards** while in the Archer ring but is affected by other types of damage.
- The Centaur takes normal damage in the Swordsman ring.

Climbing Troll The Climbing Troll bypasses Walls and Fortify tokens, taking no damage and not damaging them. Instead it **moves directly** from the Swordsman ring into the Castle ring.

- The Climbing Troll is still **damaged when attacking Towers**.
- If the Climbing Troll **bypasses a burning Wall**, add Flame tokens to the Troll, but do not remove them from the Wall.

Conjurer The Conjurer **is a Boss Monster, not a Mega Boss Monster** and worth 4 victory points.

- After this Monster is placed in the Forest, the die is rolled again.
- The resulting number of Imps are placed in the Forest ring, 1 per arc, starting with arc 1.
- *e.g., The player first rolls a 2 and places the Conjurer in the Forest of arc 2. The player then rolls again, getting a 3. They place 1 Imp in the Forest of arc 1, 1 in arc 2, and the last 1 in arc 3.*

Cyclops If the Cyclops is **damaged in any way** while it is in the Archer ring, it is immediately slain no matter how many damage points it has remaining.

- The Cyclops takes **no damage from hit cards** while in the Swordsman ring but is affected by other types of damage.
- The Cyclops takes normal damage in the Knight ring.

Doppelgänger The Doppelgänger is **never moved, hit, or slain.**

- Instead, it is **replaced by** the next Monster that is destroyed (excluding Mega Boss Monsters).
- Put the destroyed Monster into the same space where the Doppelgänger was and discard the Doppelgänger.
- The Monster cannot be claimed as a trophy until it is slain again.
- The previously destroyed Monster now functions as if it were just drawn, which may trigger special abilities.
- (If more than 1 Monster is destroyed simultaneously, the players choose which Monster replaces the Doppelgänger. In an Overlord game, the Overlord chooses.)

Flaming Boulder

- Roll die to determine which arc the Flaming Boulder starts in.
- The Flaming Boulder immediately "rolls"within that arc straight across the board, just like a Giant Boulder.
- All non-Flying Monsters in its path are destroyed.
- The Flaming Boulder destroys the first structure it reaches, but unlike a Giant Boulder, it does not stop there.
- Instead, it continues on until it reaches a second structure and catches that on fire.
- If the Flaming Boulder doesn't hit a structure, it continues to roll through the Castle ring and into the opposite arc that it started from, destroying any non-Flying Monsters in that arc (including the Forest).
- After resolving any damage, the Flaming Boulder is discarded.

Gargoyle The Gargoyle is a Flying Monster. As such, the Gargoyle is immune to Knights, Swordsmen, all Boulders, Tar, and Drive Him Back!

Goblin Cavalry This Monster moves 2 spaces at a time.

- The Goblin Cavalry stops its movement when it hits a Wall.
- If **moved by another Monster token**, the Goblin Cavalry also moves 2 spaces as directed by the token.
- Inside the Castle ring, the Goblin Cavalry moves by standard rules.
- If burning, the Goblin Cavalry takes 1 point of damage from each flame token after moving, **not 2 per token**.

Golem If the Golem is **damaged in any way** while it is in the Swordsman ring, it is immediately slain no matter how many damage points it has remaining.

- The Golem takes **no damage from hit cards** while in the Knight ring but is affected by other types of damage.
- The Golem takes normal damage in the Archer ring.
- When attacking Walls, the Golem is damaged, **but not slain**, since it is moving **between** spaces then.

Harbinger Token These tokens are triangular so that players cannot distinguish them from other Monster tokens when drawing them. Harbinger tokens are replaced by the Mega Boss Monsters they represent when put on the board and then removed from the game.

Imp Imps are single-point Monsters that are magically summoned by other tokens.

- All Imps are placed in a separate draw pile and do not count toward the number of Monsters that must be defeated to win the game.
- When an Imp is slain, it is returned to the Imp pile, not to the Monster discard pile.
- Imps are worth no victory points and are not kept by the player that slays them.

Ogre This Monster is worth 4 points and has 4 damage points but is on a standard triangle token.

1 Imp per Tower Draw 1 Imp for every Tower currently in play. Place 1 in the Forest space of every arc that contains a Tower.

Phoenix

- The Phoenix is a Flying Monster.
- When the Phoenix is destroyed, it bursts into flames.
- All Monsters in the same space as the Phoenix catch on fire (but will not be damaged by those Flame tokens until the **next time** they move).
- The Phoenix **does not catch Castle structures on fire**.
- See Burning Monsters Attacking Structures on page 8 for additional detail.

Trebuchet

- Roll die to determine which arc the Trebuchet launches its projectile from.
- The projectile instantly "flies" within that arc straight across the board, like a flying Giant Boulder.
- All Flying Monsters in its path are destroyed.
- The projectile does not stop until it reaches and destroys a Castle structure.
- If there are no Castle structures in its path, the projectile continues to roll through the Castle ring to the opposite arc that it started from, destroying any Flying Monsters in that arc (including the Forest).
- After resolving any damage the Trebuchet is discarded.

Mega Boss Monster Tokens

(See also p. 16.)

Basilisk

When Drawn All players must discard down to a hand of 2 cards.

In Play All players skip Phase 2 (Discard and Draw) of their turns.

Note: *The Basilisk is **very** difficult in solitaire play! We recommend not including it in solo games.*

Chimera

When Drawn The Chimera breathes fire when placed on the board. See Breathing Fire on p. 17.

In Play

- First, the Chimera moves 1 space counter-clockwise **and then** 1 space toward the Castle.
- Immediately after completing its movement, the Chimera breathes fire.
- The Chimera does not breathe fire **if it does not move or is destroyed while moving.**
- Inside the Castle ring, the Chimera moves by the standard rules and no longer breathes fire.

Dragon

When Drawn The Dragon is a Flying Monster that breathes fire when placed on the board.

See Breathing Fire on p. 17.

In Play

- Roll the die and consult the table below for the Dragon action.
- The Dragon **will breathe fire** even if its movement is stopped by the edge of the board.
- The Dragon **does not breathe fire** if it is stopped from moving by a card.
- Inside the Castle ring, the Dragon moves by the standard rules and no longer breathes fire.

1	Moves 1 space clockwise, and then breathes fire.
2	Moves 1 space forward, and then breathes fire.
3	No movement. Breathes fire.
4	Moves 1 space backward, and then breathes fire.
5	Moves 1 space forward, and then breathes fire.
6	Moves 1 space counter-clockwise, and then breathes fire.

Hydra

When Drawn No effect.

In Play

- Draw 2 Imps for every point of damage to the Hydra (except for the last point) and **place them in the Forest ring** in the same arc as the Hydra.
- This DOES include damage caused by fire and structures.
- Do not draw any Imps when the Hydra is slain, whether it is slain in **one hit (i.e. Barbarian, Hammer of Light) or in the last of a series of hits**.

Necromancer

When Drawn Draw 2 Monsters (not Monster effects) randomly from the Monster discard pile (not players' trophy piles) and move them, facedown, to the regular Monster draw pile.

In Play

- If the Necromancer attacks a structure, he **destroys the structure and is immediately slain**.
- For every damage point the Necromancer had remaining **before it attacked the structure**, 1 regular Monster (**not a Monster effect or Mega Boss Monster**) is drawn randomly from the discard pile (not players' trophy piles) and mixed facedown into the Monster draw pile.
- If there are fewer Monsters in the discard pile than damage points remaining on the Necromancer, draw as many Monsters as possible.
- Monsters that were destroyed at the same time as the Necromancer may be drawn from the discard pile.

Warlock

When Drawn All players must discard 1 Wizard card.

In Play

- The Warlock is **unaffected by Wizard cards**.
- On Phase 5, roll the die and move the Warlock **to that numbered arc** (keeping the Warlock in the same ring), and then move the Warlock **one space closer to the Castle**.
- Inside the Castle ring, the Warlock moves by the standard rules.

OVERLORD VERSION

Die Rolls When a die roll determines a Monster movement or effect, the Overlord rolls the die.

Doppelgänger If more than 1 Monster is destroyed simultaneously after the Doppelgänger appears on the board, the Overlord chooses which Monster replaces the Doppelgänger.

Flaming Boulder and Trebuchet As with the Boulder, these tokens must be resolved with a die roll.

Setup The Overlord selects which Mega Boss Monsters will be included in the game. As with the other Monsters, 2 may be placed randomly or 1 may be placed in the arc of the player's choice.

Solitaire Game

- The card *Stand Together* has no effect in a solitaire game, so we recommend removing it.
- In a solo game, the Basilisk does not force the player to skip Phase 2. Instead it limits the player to only being able to Discard and Draw 1 card.

ALTERNATE RULES

Less Panic

Death Benefit If the Wizard's Tower is destroyed, each player's hand size is increased by 1 card for the remainder of the game.

Flaming Tar If a Monster has a Flame token and a Tar token on it at the same time, players add 1 additional Flame token to that Monster.

Goblin Cavalry Hobble After the first hit, Goblin Cavalry moves only 1 space per turn.

Monster Shortage To play a 1-hour game, the Monster configuration should be as follows:

- 2 Orcs
- 3 Trolls
- 1 Goblin King
- 1 Orc Warlord
- 1 Troll Mage
- 1 Healer
- 2 Blue Monsters Move 1
- 2 Green Monsters Move 1
- 2 Red Monsters Move 1
- 1 Monsters Move Clockwise
- 1 Monsters Move Counter-Clockwise
- 1 Plague! Archers
- 1 Plague! Knights
- 1 Plague! Swordsmen
- 1 All Players Discard 1 Card
- 1 Draw 3 Monster Tokens
- 1 Draw 4 Monster Tokens
- 2 Giant Boulders
- 1 Cyclops
- 1 Centaur
- 2 Climbing Trolls
- 1 Doppelgänger
- 1 Flaming Boulder
- 2 Gargoyles
- 2 Goblin Cavalry
- 1 Golem
- 3 Ogres
- 2 Phoenix
- 1 Trebuchet
- 2 of these Mega Boss Monsters: Chimera, Dragon, and Warlock

More Panic

It's quiet. Too quiet. If the players clear the board of all Monsters, 1 Imp is placed in each arc of the Forest ring.

Mega Boss Monster Bulk Up Add more than 3 Harbinger tokens to the Monster draw pile.

Growing Fire On Phase 6 (Draw 2 New Monsters), when a Monster is placed in an arc that also contains 1 or more burning structures, 1 additional Flame token is immediately placed on all of those structures.

Random Panic

Necromancer Randomizer Necromancer returns ANY random Monster token, not just Monsters.

Random Monster Mix Instead of following the setup rules for the Monsters, 21 Monster tokens are removed from the core game at random.

"The arrogance of these humans," Agranok thought, "building their castle on our sacred ground." His hundred-year banishment in the Void was coming to an end, and as the veil between worlds thinned, he could see a wood-lined clearing and a stone fortress in the distance. "Soon I will show the humans what suffering is, and they will learn to fear the Dark Titan!"

The Dark Titan can be played in combination with *Castle Panic* only or with any other mix of the other expansions. All components in *The Dark Titan* have a special icon ( ) that identifies them as part of this expansion, making it easy to add or remove pieces to play any version of *Castle Panic*.

OBJECTIVE

The objective of *The Dark Titan* is the same as that of *Castle Panic*. Players must defeat all the Monsters and have at least 1 Tower standing to win the game.

COMPONENTS

(*The Dark Titan* requires the full version of *Castle Panic* to play.)

- **Agranok Token:** The Dark Titan

- **5 Agranok Cards:** Different versions of Agranok, each with their own difficulty (pp. 25–26)

- **5 Castle Cards:** New help for the players (pp. 24–25)

- **17 Monster Tokens:** New threats to the Castle (pp. 26–27)

- **3 Support Tokens:** Helpful bonuses for players (not Monsters but in the Monster bag) (p. 27)

- **1 Cavalier Token:** A piece that players move on the board to fight Monsters (pp. 24–25)

- **1 Plastic Stand:** The Cavalier's stand
- **1 Rulebook**

GAME SETUP

The Dark Titan setup is very similar to the setup for *Castle Panic*. The only changes will be to the Castle deck and Monster pile. Place Walls and Towers on the board as you would normally and then follow the directions below.

If Playing with *Castle Panic* Only

1. Remove the following Monsters from the game. They will not be used with this expansion.
   - 3 Goblins
   - 4 Orcs
   - 3 Trolls
2. Add all the Monster tokens and Support tokens from *The Dark Titan* expansion to the Monster draw pile.
3. Place the same starting Monsters as usual (3 Goblins, 2 Orcs, 1 Troll), with 1 in each arc of the Archer ring. (Players choose which Monster to place in which arc.)

If you are combining The Dark Titan with any of the other expansions, there will be additional changes made when setting up the game. See the Setup Chart on pp. 38–39 for more details.

- **Prepare the Agranok card:** Players can either choose a version of Agranok they wish to fight or draw a version at random. See pp. 25–26 for details on the different versions.
  - If drawing at random, shuffle the Agranok cards and draw 1 card facedown. Do not look at the front of the card.
  - Regardless of how a card is chosen, place it facedown near the board and put the Agranok token (8-point side up) on the card in the space indicated. The remaining Agranok cards will not be used in the game and should be returned to the box.

GAME SETUP (CONTINUED)

- **Place the Cavalier token in its plastic stand** and set it aside.
- **Shuffle the new Castle cards** into the Castle deck. *NOTE: If playing a 1-player game, do not include the Barrage card.*
- **Deal out Castle cards.** Hand size and card trading limits are unchanged from *Castle Panic*.

# of Players	# of Cards in a Hand	# of Cards a Player Can Trade
2	6	1
3 to 5	5	1
6	4	2

The Order of Play is unchanged. However, the Cavalier acts after Phase 4 and before Phase 5. See also Cavalier, pp. 24–25.

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

SPECIAL TERMS

Hit Cards
Boiling Oil cards are NOT hit cards.

Color Cards
In this expansion, new Plague tokens and the Support tokens interact with cards by their Red, Green, or Blue color. Color cards are any card (Castle or Wizard) that use color in their title, **including "Any Color" cards.** Blue Archer, Any Color Knight, Red Fireball, and Green Boiling Oil are all examples of color cards.

Banish
This expansion introduces the term "banish" to the game. Whenever a card is banished, it is removed from the game and **returned to the box, not the discard pile**. A banished card cannot be used again until the next time the game is played.

CASTLE CARDS

Barrage

- Choose 1 ring or 1 color.
- Starting with the current player and continuing clockwise, all players may immediately play as many Hit cards of that type as they wish. (Hit cards **cannot be combined with a Special card** during Barrage.)
- If choosing a color, this **would include "Any Color" cards**.
- If choosing a ring, this **would include Hero cards**.
- If a player slays a Monster during a Barrage, he or she keeps it, **not the player that played Barrage**.

Blue Boiling Oil Damage all Monsters in the Blue Swordsman ring for 1 point.

Green Boiling Oil Damage all Monsters in the Green Swordsman ring for 1 point.

Red Boiling Oil Damage all Monsters in the Red Swordsman ring for 1 point.

Note: Boiling Oil damages Elite Monsters with **no roll required** and **can be used against Flying Monsters**.

Boiling Oil cards **are NOT hit cards**.

Cavalier This horse-mounted warrior is controlled by the players as he moves on the board, fighting Monsters wherever he encounters them.

Placing the Cavalier

When the Cavalier card is played, place the Cavalier token in any arc of the Swordsman ring. (There can be only 1 Cavalier in play at a time.)

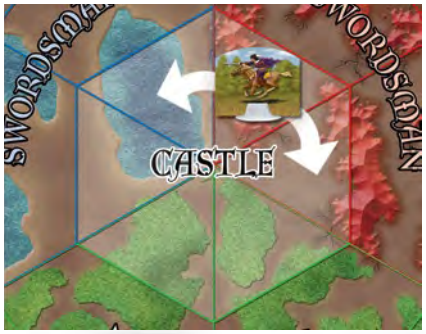
Using the Cavalier

- The Cavalier acts between phases 4 and 5—AFTER a player has played all their cards but BEFORE the Monsters move. (Think of it as phase 4.5.)
- He can move and attack, or attack and move, but he cannot fight or move twice.

Moving the Cavalier

- Movement is 1 space only—forward, backward, left, or right (not diagonal).
- He may enter the Forest and Castle rings.
- He moves through Walls and can be in the same space as a Tower.

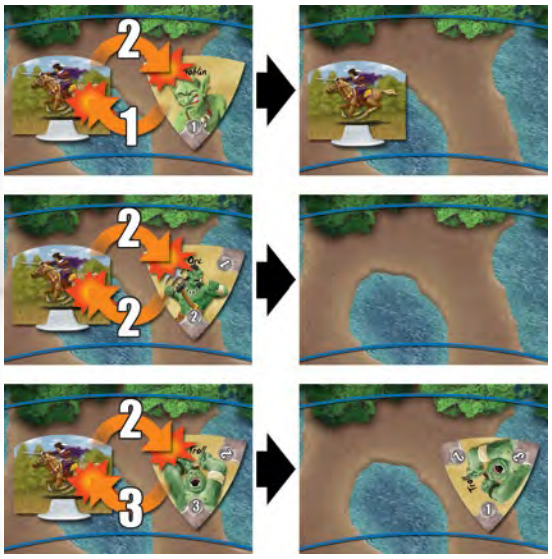
- When moving through the Castle ring, he must move clockwise or counter-clockwise. He cannot move through the middle of the board.



Fighting with the Cavalier

The Cavalier fights only 1 Monster on his phase (regardless of how many Monsters are in the space) by dealing 2 points of damage to the Monster and taking damage equal to the Monster's health before the fight.

- The Cavalier **does not have to fight**, even if he is in the same space with Monsters.
- If the Cavalier only takes 1 point of damage, **it is negated** and the Cavalier stays on the board. He will fight at his full 2-point strength next turn.
- If the Cavalier takes 2 or more points of damage, **he is destroyed** and removed from the board. (He can return to the game if a player plays the Cavalier card again.)



- The Cavalier **does not require a die roll** to damage an Elite Monster.
- If a player uses the Cavalier to slay a Monster, he or she keeps that Monster as a Trophy.
- The Cavalier only fights during his Phase. He does not fight Monsters who **enter or leave the same space as him during Phase 5 or 6**.
- The Cavalier is **destroyed by Boulders**.

Notes for The Wizard's Tower:

- If the Cavalier is ever **in the path of a fire-breathing Monster** when it breathes fire, the Cavalier is immediately destroyed, no matter what his health is, and the fire continues.
- The Cavalier cannot be **damaged or caught on fire** by the players.
- The Cavalier **fights a "variable" Monster** (e.g., Cyclops) at the Monster's current health. However, if the fight occurs in that Monster's special vulnerable ring, the Monster is destroyed.
- If the Cavalier **slays the Boom Troll**, the Cavalier is destroyed as well.
- The Cavalier CAN **attack Flying monsters**.
- If the **Phoenix dies in the same space**, it destroys the Cavalier.

MONSTER TOKENS

Agranok and Heralds

There are 5 versions of Agranok, represented by the 5 Agranok cards. Each version is a different level of difficulty. The difficulty is indicated by the number of red pips on the front of the card (✦), with 1 being the easiest and 5 being the most difficult. If playing with younger or new players, we recommend choosing the Level 1 version. More experienced players will want to pick a higher level.

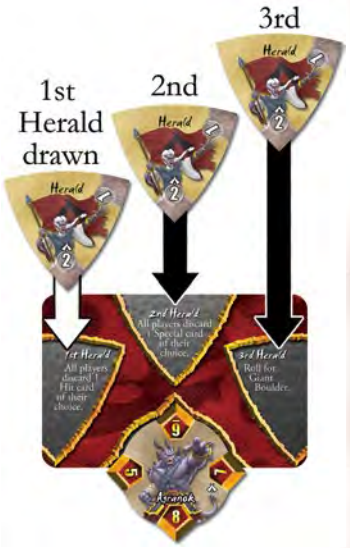
Agranok's Health Points

- Agranok is a two-sided token with his starting side showing 5–8 points of health and his wounded side showing 2–4 points.
- When Agranok is at his lowest health (2 points), he cannot be injured by a single damage point. He must take 2 points of damage **in the same Phase** to be killed.
- Agranok takes NO damage when he destroys a Castle structure.

Summoning Agranok and Placing Heralds

Agranok is not drawn like a standard Monster token. Instead, he is summoned into play by his Heralds. There are 5 Heralds in the game. The first 3 will be used to summon Agranok.

- **When the first 3 Heralds are drawn**, they are **not placed on the board**. Instead they are placed (in order) onto the numbered Herald spaces on the Agranok card.



- **Each time a Herald is placed**, there is an immediate effect that must be resolved.
- **When the 3rd Herald is placed**, resolve its effect and then roll the die and place Agranok in the Forest.
- **Once Agranok is brought into play**, the 3 Herald tokens that summoned him are put into the Monster discard pile and the Agranok card is flipped faceup.

The Fourth and Fifth Heralds

- **A Herald drawn while Agranok is on the board** is placed in the Forest as a 2-point Monster. **Then players roll to cause Agranok's effect**, unless Agranok is in the Castle ring.
- **A Herald drawn after Agranok has been destroyed** is treated as a regular Monster with 2 points of health and no special effect.

Agranok's Effects and Movement

- Agranok moves 1 space following normal Monster movement rules on Phase 5.
- Levels 2–5 of Agranok feature random effects that trigger after he moves on Phase 5.
- **After moving Monsters, roll the die** and resolve the resulting effect as indicated on the Agranok card.
- Agranok **does NOT roll after moving** if he
  - does not move,
  - moves himself by die roll,
  - is moved by another Monster token/Card effect, or
  - is in the Castle ring.
- When levels 3 and 4 of Agranok cause the placement of a discarded Herald, players **do NOT roll** to cause another of Agranok's effects.

Damaging Agranok

- Slay cards played against Agranok do not kill him but instead cause 4 points of damage and are Banished from the game. This includes **any card that uses the term "slay,"** such as Barbarian, Nice Shot, Wizard's Quake, or Hammer of Light.
- Any time Agranok is flipped to his wounded side, ALL players must immediately discard 1 card from their hand **at random**.
- Agranok takes NO damage when he destroys a Castle structure.

Slaying Agranok

- When his health is at its minimum of 2 it takes 2 points of damage in the same Phase to slay him. (e.g., 2 Hit cards)
- If Agranok is destroyed, he turns into smoke and returns to the Void. So, no player may claim his body as a Trophy.
- Agranok is not affected by Boulders of any type.

Notes for The Wizard's Tower:

- **Agranok can be set on fire** like any other Monster and takes fire damage after movement, even if he moves himself.
- **Once his health has reached its minimum of 2**, the resulting 1 point of damage from a single fire token after movement is **not enough** on its own to destroy him. So, Agranok would remain at 2 points of health.
  - If Agranok had more than 1 flame token on him **those points would be enough to slay him**.
- **Wizard's Quake** does affect Agranok (see Damaging Agranok).

Boom Troll

This Troll has a huge explosive strapped to his back.

- When the Boom Troll is slain, it self-destructs, causing **1 point of damage to all Monsters in the same space** as the Boom Troll.

- If this Monster **hits a Castle structure**, it self-destructs, destroying ALL Castle structures (**Wall, Tower, and Fortify token**) in that arc as well (not the whole color).
- If the Boom Troll is **slain in the Swordsman or Castle ring**, it does not cause any damage to the Castle.
- If **slain by the Cavalier**, the Cavalier is destroyed as well.
- If a player slays the Boom Troll and the **explosion destroys additional Monsters**, he or she keeps those Monsters as Trophies as well.

Dark Sorceress

This powerful magician casts a crippling spell on the players.

- When drawn, all players must discard 1 card **of their choice**.
- As long as the Dark Sorceress is on the board, the normal hand size is reduced by 1.
- The red border is to remind players of her lasting effect.
- The Dark Sorceress is **not** a Boss Monster or Mega Boss Monster.

Elite Monsters

These highly trained Monsters are the backbone of Agranok's army. They are veteran warriors who can dodge attacks.

- **Whenever a hit card is played against them, the player must roll the die.** On 1 or 2, the attack misses and the hit card is discarded. Otherwise, the attack is successful, and the Monster is damaged as normal.
- **If an attack using a hit card and a Special card** (such as Nice Shot or Enchanted) is made against an Elite Monster, the player must declare use of the Special card BEFORE rolling the die.
  - If the attack fails, both the hit card and the Special card used are discarded with no effect.
- Rolling to hit an Elite is only required when playing hit cards. **Players do not roll when attacking Elite Monsters with Wizard Cards, the Barbarian, Boiling Oil, or the Cavalier**. These attacks are always successful against Elites.
- **When an Elite and a Support token fight**, they damage each other for 1 point. There is no need to roll.

Blue Plague All players must discard all Blue color cards (Color Cards, p. 24).

Green Plague All players must discard all Green color cards (Color Cards, p. 24).

Red Plague All players must discard all Red color cards (Color Cards, p. 24).

Note: *"Any Color" and Hero cards ARE affected by color Plagues.*

Wither Banish the top card from the Castle deck.

- If the Castle deck has run out, shuffle the deck and then Banish the top card.
- Remember, Banished cards are **removed from the current game entirely**, not just discarded.

SUPPORT TOKENS

- There are 3 Support tokens in the game: Reserve Squad, Stonemason's Cart, and the Supply Wagon.
- These tokens are new components that represent friendly forces, which provide special help to the players if they reach the Castle ring.
- Although they are triangle shaped, are included in the Monster pile and feature the same back as a Monster token, Support tokens **are NOT Monster tokens**.
- Drawing a Support token DOES still **count towards drawing a Monster token** on Step 6 of the Order of Play.
- Support tokens cannot be **damaged or caught on fire** by the players.

Placing Support Tokens

When drawn, Support tokens are placed in the Forest by a die roll.

Moving Support Tokens

Support tokens **DO NOT move** during the Move Monsters phase.

- During a player's Play Cards phase, he or she may discard any color card (p. 24) to move a Support token **1 space back, forward, left, or right (not diagonally)**.

- If the color of the discarded card matches the color the Support token is currently in, the player moves the Support token **2 spaces** in any combination of directions.
- Color cards discarded to move a Support token **cannot** also be used to hit a Monster.
- Players may discard as many color cards as they wish to move a Support token.
- Support tokens moving into a space with a Monster **must fight that Monster.**
- Since they are not Monster tokens, Support tokens are NOT affected by any movement or healing effects from Monster tokens.

Using Support Tokens

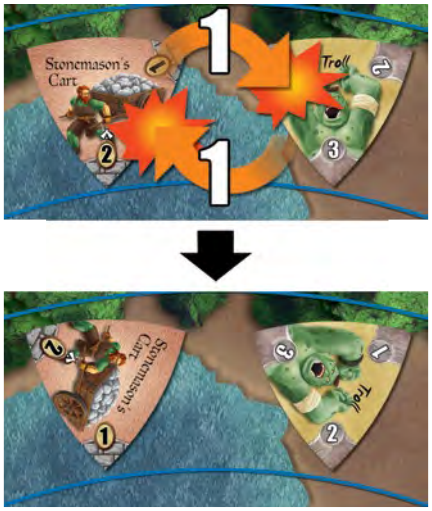
Once a Support token reaches the Castle ring, it is removed from the board (without fighting any Monsters present) and immediately gives the players its benefit.

- **Reserve Squad:** The current player distributes points of damage equal to the current health of the Reserve Squad to any Monster anywhere on the board, including the Forest and Castle rings.
- **Stonemason's Cart:** The current player builds a number of walls equal to the current health of the Stonemason's Cart.
- **Supply Wagon:** Each player, starting with the current player, draws a number of cards from the Castle deck equal to the current health of the Supply Wagon. (Exceeding the normal hand size is allowed.)

Fighting with Support Tokens

Any time, during any Phase, if a Monster token and a Support token are in the same space (except the Castle ring), they immediately do battle.

- Each token inflicts 1 point of damage on the other, so each token loses 1 health.



- If multiple Monsters and/or multiple Support tokens are in the same space, each Support token fights only once.
  - Players choose which Monster(s) is/are fought and in what order the Support token(s) fight.
- Support tokens **hit by Boulders** are always destroyed.

OVERLORD VERSION

- Playing with Agranok at Level 1, 2, or 3 (not 4 or 5) and letting the Overlord choose one of those at random is recommended.
- When the Overlord draws a Support token, he or she **must include it** as one of the tokens played that turn. The Overlord cannot keep a Support token in his or her hand.
- In the rare event that the Overlord draws all 3 Support tokens at once, he or she **must play all 3 that turn**.

Solitaire Game

- The card *Barrage* has no effect in a solitaire game, so we recommend removing it.

ALTERNATE RULES

Less Panic

Burning the Midnight Oil If Boiling Oil is played on a Monster currently on fire, it causes 1 additional point of damage to that Monster.

Slippery Slope Boiling Oil may be played in the Castle OR Swordsman ring.

Sigh of Relief When Agranok is destroyed, all players draw 1 card from the Castle Deck.

More Panic

Demolition Man If the Boom Troll hits a Castle structure at full health, his explosion destroys all structures in BOTH arcs of the color he is in.

The Gang's All Here Include additional Harbinger tokens to the draw pile.

Victory Points

Boom Troll: 3 points
Dark Sorceress: 5 points
Elite Goblin: 2 points (starting health +1)
Elite Orc: 3 points (starting health +1)
Elite Troll: 4 points (starting health +1)
Agranok: 0 points (remember that he is discarded when he is slain)
All Other Monsters: Equal to their starting health.

INTRODUCTION

The Monsters have been busy. Sounds of hammering have echoed through the forest for days and then, silence. Suddenly they emerge. Hidden behind their Siege Tower, War Wagon, and Battering Ram and joined by powerful new allies, the attackers burst from the woods. You respond with new equipment. With the help of your Engineer, you build Pits, Traps, and Barricades to slow the Monsters' advance. With enough resources, you can build the Ballista and Catapult to unleash powerful attacks. The battle has begun anew!

OVERVIEW

Engines of War is the 3rd expansion for *Castle Panic*, introducing equipment for both the players and the Monsters. Players can now use Resource cards to build equipment and new weapons. New Monsters, such as the Shaman, Breathtaker, and Goblin Saboteur, bring new threats. Encampments change how monsters enter the battle, and Siege Engines give the Monsters new ways to breach the Castle walls.

Engines of War can be played with *Castle Panic* only or with *Castle Panic* and/or *The Wizard's Tower* and/or *The Dark Titan* expansions. All components in *Engines of War* have a special icon ( ) that identifies them as part of this expansion. (See Game Setup for more information.)

OBJECTIVE

The objective of *Engines of War* is the same as that of *Castle Panic*. Players must defeat all the Monsters and have at least 1 of the 6 Towers standing to win the game. The Keep **DOES NOT** count as a Tower and has no impact on the end condition of the game.

COMPONENTS

(*Engines of War* requires the full version of *Castle Panic* to play.)

- **Keep Token:** where Catapults and Ballistas are built
- **Engineer Tile:** used to build Equipment
- **Task Tile:** double-sided; determines what the Engineer is building

- **2 Spring Trap Tokens:** drive Monsters back
- **2 Pit Tokens:** damage Monsters
- **2 Barricade Tokens:** slow the Monsters
- **1 Catapult Token:** causes 3 damage in 1 space
- **1 Ballista Token:** damages Monsters in multiple spaces
- **16 Resource Cards:** 4 each of Brick, Mortar, Wood, and Rope
- **11 Monster Tokens:** new threats to the Castle
  - 1 Siege Tower
  - 1 War Wagon
  - 1 Battering Ram
  - 1 Shaman
  - 1 Breathtaker
  - 2 Goblin Saboteurs
  - 1 Equalizer
  - 1 Roll and Move
  - 1 Forward Camp
  - 1 Barracks
- **3 Reference Cards:** handy guides to refer to during play
- **1 Rulebook**

GAME SETUP

- Place Walls and Towers on the board as you would for *Castle Panic*, *The Wizard's Tower*, or *The Dark Titan*, depending on which game you are playing.
- Place the Keep in the exact center of the Castle.
- Place the Engineer and Task tiles off to the side of the board, but separated.
- Set aside the Trap, Pit, Barricade, Ballista, and Catapult tokens for later use.

- Modify the Castle deck: **Remove the Brick and Mortar cards** and return them to the box. There are new Brick and Mortar cards in the Resource deck.
- Create the Resource deck: Shuffle the new Brick, Mortar, Rope, and Wood together and set them aside facedown.
- Remove 6 Orcs from the Monster draw pile and set them aside. (*They will become the crew that man the siege engines!*)

If Playing with *Castle Panic* **Only**

1. Remove the following **Monster tokens** from the game. They will not be used with this expansion:
   3 Goblins, 2 Trolls, 2 Giant Boulders, 1 Red Monsters Move, 1 Green Monsters Move, 1 Blue Monsters Move
2. Add all the **Monster tokens** from the *Engines of War* expansion to the Monster draw pile.
3. Place the same **starting Monsters** as usual (3 Goblins, 2 Orcs, 1 Troll), with 1 in each arc of the Archer ring. (Players choose which Monster to place in which arc.)
4. Deal a **starting hand** to each player:

# of Players	# of Castle Cards in Starting Hand	# of Resource Cards in Starting Hand	# of Cards in a Hand	# of Cards a Player Can Trade
1 to 2	5	1	6	1*
3 to 5	4	1	5	1
6	3	1	4	2

* In a 1–player game, you may Discard and Draw 2 cards.

As an alternative setup, instead of 6 Orcs, try setting aside different Monsters to be the crew for the siege engines. Mix in Goblins and Trolls, or even choose 6 Monsters at random.

If you are combining Engines of War with any of the other expansions, there will be additional changes made when setting up the game. See the Setup Chart on pp. 38–39 for more details.

ORDER OF PLAY ADDITIONS

The phases in the order of play are the same as in *Castle Panic*, with the following clarifications.

1. **Draw Up** Players may now draw up, 1 card at a time, from either the Castle deck **OR** from the Resource deck.
2. **Discard and Draw** Players may discard Castle, Resource, or Wizard cards and draw from any deck.
3. **Trade Cards** Players may trade Castle, Resource, or Wizard cards.
4. **Play Cards** Players may play Castle, Resource, and/or Wizard cards on this phase.
5. **Move Monsters** Many of the new Monsters have special movement rules. See p. 35 for details.
6. **Draw 2 New Monsters** See pages 34–36 for details about resolving new Monster tokens.

The Resource Deck

Rope, Wood, and new Brick and Mortar cards comprise the Resource deck. These Resources are used with the Engineer to build Equipment.

Drawing Resource Cards They are drawn 1 at a time on:

- Phase 1 (Draw Up)
- Phase 2 (Discard and Draw)
- Possibly during Phase 4 (Play Cards) of a player's turn.
- Players may draw as many Resource cards as they wish, following hand size limit rules.
- Unless a card specifically restricts it, **draws** and **discards** include the Resource deck. [For example, "Draw 2 Cards" applies to the Resource deck, but "Reinforce" (*The Wizard's Tower*) still applies **only** to the Castle or Wizard deck.]
- **Scavenge** does not apply to the Resource deck.

Playing Resource Cards

- Resource Cards count toward a player's hand size and can be discarded, traded, or played just like Castle cards.
- Discarded to their own discard pile.

Shuffling the Resource Deck As the battle rages on, your resources begin to dwindle. If the Resource deck runs out and a player wants to draw cards, shuffle the discards and **Banish 2 Resources at random from the deck.**

The Engineer

This worker can be given a task and turn raw materials into powerful weapons. To bring Field Equipment (p. 32) or Castle Equipment (pp. 32–33) into play, the players must first build them by committing Resource cards to the Engineer of the type and amount indicated.

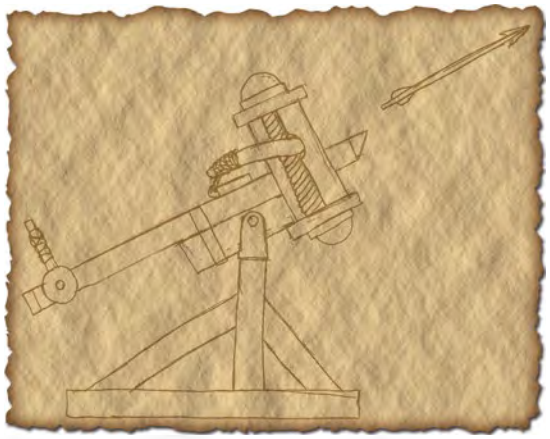
Using the Engineer Players can use the Engineer during the Play Cards phase of their turn.

Assigning a Task

- Fit the Task tile so that the notch in the Engineer tile is aligned with the Equipment the player wishes to begin building.
- **Until a Resource card is committed** to the Engineer, his assigned task can be changed. (*The illustration shows the Engineer assigned to build a Catapult.*)

Commit Resource Cards

- Resource cards cannot be committed **until a task has been assigned.**
- Once a task is assigned, **any player** (not just the player that began the task) **can commit the required Resource cards toward completing that task on their turn.**
- There is **no limit to the number of Resource cards a player can commit** to the Engineer.
- **Resource cards committed to the Engineer tile remain there** until the task is completed OR canceled.
- **Once the Engineer has begun a task, it cannot be changed.** It must be completed or canceled.



Completing a Task

When all the Resource cards committed to the Engineer match the required resources for the Equipment, **that task is complete and the Equipment is built.**

1. Discard all Resource cards on the Engineer.
2. Move the Task tile away from the Engineer. He is no longer assigned a task.
3. Immediately put the completed Equipment token into play.

- Players can complete tasks and assign new ones on the same turn.
- The amount of Equipment in play is **limited to the number of tokens** in the game.
- **Players cannot "double up" on Resource cards** to build multiple pieces of Equipment at once. Each piece of Equipment is completed individually and a new task begun.
- A single player may complete a task on their own, but some tasks may take several turns to complete.
- **Field Equipment and Walls are one use only** and must be rebuilt after Monsters trigger them.
- **The Catapult and Ballista are permanent and remain in play.** They may be used repeatedly. They are rebuilt only if they are destroyed.

Canceling a Task

- Players can cancel tasks and assign new ones on the same turn.
- Players can cancel the current task to assign a new task to the Engineer, but they lose all the resources that have been committed toward the current task.
  - **Discard all Resource cards** currently committed to the Engineer.
  - **Adjust the Task tile** so the desired Equipment is the current task.

Equipment

The Engineer can build 7 different pieces of Equipment. Each piece has different uses and a unique cost in resources.

- **Field Equipment** includes the Barricade, Pit, and Spring Trap.

- **Castle Equipment** includes the Ballista, Catapult, Keep, and Wall.

Field Equipment

- May be placed in any space (except the Forest) that **does NOT currently contain a Monster.** CAN be placed in the **same space with a Tower**. A Monster entering a space with a piece of Field Equipment AND a Tower **triggers the Field Equipment effects BEFORE** attacking the Tower.
- Only 1 Field Equipment token can be in a space at a time.
- **Destroyed if hit by a Boulder or Fire** and does not stop the Boulder/Fireball.
- **Pits and Barricades are considered Castle structures** for triggering Monster effects (from the Necromancer, Boom Troll, Goblin Saboteur, etc.). **Spring Traps are not.**
- All Field Equipment is **one use only**. After it is triggered by a Monster, that token is discarded and must be built again to be used again.
- Field Equipment does not affect and is not effected by a Monster that is moved to the Forest using **Drive Him Back!**

Barricade Cost: This stack of bricks lashed together with rope **functions like a Wall that can be built in a space.**

- ALL Monsters moving into the same space with a Barricade stay in the previous space they were in, *even if the Monster moves clockwise, counter-clockwise, or backwards into the Barricade.*
- 1 Monster hitting the Barricade takes 1 point of damage (player's choice if more than 1 Monster hits the Barricade) and the Barricade token is discarded.
- **Flying Monsters** are stopped by Barricades.

Pit Cost: These sharp sticks hidden in a mortar-filled pit **damage a Monster.**

- 1 Monster moving into a space with a Pit takes 1 point of damage and the Pit token is discarded.
- Flying Monsters are NOT affected by Pits.

Spring Trap Cost: This spring-loaded snare **functions like Drive Him Back.**

- 1 Monster moving into the same space with a Spring Trap is immediately moved to the Forest ring, staying in the same numbered arc, and the Spring Trap token is discarded.
- The Spring Trap causes no damage.
- Flying Monsters are NOT affected by Spring Traps.
- Spring Traps are **NOT considered Castle structures** for triggering Monster effects (from the Necromancer, Boom Troll, Goblin Saboteur, etc.).

Castle Equipment

Wall Cost: Walls function exactly the same as in *Castle Panic*, but now they are built using the Engineer and the Resource deck.

Keep Cost: This tall structure provides a platform in the center of the Castle for the powerful Catapult and Ballista to be fired from. If the Keep is destroyed, the Engineer can rebuild it at the cost of 1 of each Resource.

- The Keep does NOT count as a normal Tower and has no impact on the end condition of the game.
- The Keep is destroyed by Boulders, and stops them just like a Tower does. If the Keep is destroyed, any Catapult or Ballista placed on the Keep is destroyed as well.
- The Keep is destroyed by 3 flame tokens.
  - Fire that hits the Keep with a Catapult or Ballista present, removes 1 weapon, player's choice, instead of adding a flame token.
  - If a Catapult or Ballista is not present, then flame tokens are added to the Keep.

Catapult and Ballista

Ballista Cost: This giant crossbow shoots a large bolt that damages Monsters in several spaces. (See p. 33 for details.)

Catapult Cost: This weapon hurls a massive stone that causes heavy damage in 1 space. (See p. 34 for details.)

Setup These powerful pieces of Castle Equipment are placed on the Keep when they are built by the Engineer.

- When the first Catapult or Ballista is built, place it on top of the Keep and rotate the Keep so the weapon is facing the color of your choice. (The Keep can be rotated again p. 34).

- The Keep may have both 1 Ballista AND 1 Catapult on it at the same time.
- The Catapult and Ballista can be placed on the Keep only if it is not burning, and they must face the same direction.

In this image, they are facing Green.

Using the Catapult and Ballista To attack with the Catapult or Ballista, the weapon must be facing the color of the Monster the player wants to attack.

- The Catapult and Ballista can **target Monsters in either arc** of the color they currently face.
- Catapult and Ballista attacks **DO damage Flying Monsters and Mega Boss Monsters.**

Targeting Monsters

- The Catapult and Ballista **CANNOT target Monsters in the Castle ring.**
- The Catapult and Ballista **may be fired ONE time each** on a player's turn.
- To fire the Catapult or Ballista, a player must discard **2 cards that together match the ring and color** of the targeted Monster's current space.
    - This could mean discarding **1 card for the color and 1 card for the ring.**

The Troll is in the Blue color and the Knight ring. This attack uses a Blue Swordsman card to match the color and a Green Knight card to match the ring.

- This could also mean discarding **1 card that matches both the color AND the ring of the targeted Monster, along with a second card of any type.**
- Every attack with a Catapult or Ballista **requires at least 2 cards**, so the second card could be any Castle, Wizard, or Resource card.

*The Troll is in the Blue color and the Knight ring. This attack uses a Blue Knight card to match both the color and ring, **and** a Rope card as the second card.*

- The 2 cards discarded to fire the Catapult or Ballista do NOT have any additional effect, regardless of their text. They simply count as the components needed to fire the weapon.
- **A card can be played for its effect OR discarded as 1 of the 2 cards needed to fire the weapon, not both.**
- Change Range and Change Color can still be used to modify 1 of the 2 cards to help target a Monster, but if used that way, **they would not also count as the "second card."**
- **Hero cards** count as either Archer, Knight, or Swordsman ring cards.
- **Any Color Cards** count as Red, Green, or Blue color cards.
- **Boiling Oil** matches the Swordsman ring AND the indicated color.

Ballista and Catapult Damage

Ballista Fires a powerful bolt that can pass through Monsters, damaging several in a row.

- The **targeted Monster** takes 2 points of damage, and then **1 point of damage is dealt to 1 Monster in every space** of the same arc behind the target Monster.
- Damage behind the targeted Monster **DOES include the Forest ring**.
- Damage CANNOT change arcs.
- If more than 1 Monster is in any affected space, the player firing the Ballista chooses which Monster takes the damage.
- The Ballista **CANNOT target an empty space** in order to apply damage to the spaces behind it.

Sample Ballista attack targeting the Troll in the Blue Knight space of arc 6. Damage continues into the Forest.

Catapult Hurls a massive stone that does heavy damage in a single space.

- **Distribute 3 points of damage** in the target space.
- CANNOT target a Monster in the Forest ring.
- If there is more than 1 Monster in the target space, the player firing the Catapult may distribute that damage among all Monsters in that space in any way he or she chooses.
- If used against a Siege Engine, any excess damage carries over to the Monsters under the Siege Engine. (See Siege Engines on pp. 35–36.)

Sample Catapult attack targeting the Orc and Goblin in the Blue Archer space of arc 6. The player splits the 3 points of damage between both Monsters.

Rotating the Keep The Keep can be rotated once on a player's turn so it faces a different color. This may be done before or after firing a Catapult or Ballista.

Keeping Trophies Monster tokens slain by Catapults and Ballista attacks are kept as trophies by the player that made the attack.

MONSTER TOKENS

Breathtaker This mysterious creature steals the very breath from your lips.

- As long as the Breathtaker is in play, players cannot trade cards. The red border reminds players of this lasting effect.
- The Breathtaker is not a Boss Monster or Mega Boss Monster.

Goblin Saboteur This fiendish creature sacrifices itself to disrupt the Castle's reserves.

- The Goblin Saboteur may be attacked as usual, and **if slain by the players has no effect.**
- If he takes ANY damage from destroying a Castle structure (including Pits and Barricades), **he destroys the structure and is immediately slain.**
- Players must immediately **banish the top card from every deck in play** (Castle, Resource, and Wizard) equal to the health of the Goblin Saboteur when he died.
- If there are no cards in the draw pile of a deck, banish the top card of the discard pile.

Shaman This powerful healer sustains the Monster warriors.

- As long as the Shaman is in play, all Monsters in the same color as the Shaman (including herself) **recover 1 point of health** at the end of Phase 5 (Move Monsters). The red border reminds players of this lasting effect.
- **All damage to Monsters from movement** (i.e., hitting Castle structures and fire) is resolved BEFORE the Shaman heals.
- The Shaman is not a Boss Monster or Mega Boss Monster.

The Shaman **does not bring back slain Monsters.** She heals damaged ones.

- It may be helpful to treat the Shaman as if she is the very **last Monster to move.**
- The Shaman **cannot heal Siege Engines or Encampments.**
- If the Shaman is **moved by another token, she DOES heal.**
- If the Shaman is **moved by the players, she does NOT heal.**
- If the Shaman **does not move, she does NOT heal.**
- **Inside the Castle ring,** the Shaman no longer heals.

MONSTER EFFECTS

Equalizer Count the number of Monsters on the board. If there are 5 or fewer, draw and resolve Monsters from the Monster draw pile (**returning Monster effects, Heralds, Encampments, The Goblin King, or Support tokens to the pile**) until there are at least 6 on the board.

- If Siege Engines are present, **count the 2 Orcs underneath but not the Siege Engine token.**
- Do not count Encampments.
- The Equalizer **can bring Siege Engines into play.**
- Monsters slain while resolving Equalizer **still count toward the 6.**

Roll and Move Roll the die and move ALL Monsters on the board 1 space according to the results:

- 1–2: Clockwise
- 3–4: Forward
- 5–6: Counter-clockwise

SIEGE ENGINES

These powerful contraptions give the Monsters new ways to breach the Castle walls while protecting the Monsters that operate them.

- There are 3 Siege Engines included in *Engines of War*: the **Siege Tower**, **War Wagon**, and **Battering Ram.** Each one has a unique ability, but they all share the common elements listed below.

- Siege Engines are not living creatures, so **they cannot regain damage points** by the Healer or Shaman.

Drawing a Siege Engine token:

1. Roll the die to determine the arc that it will enter the Forest from.
2. Draw 2 Orcs from the 6 that were set aside at the start of the game. *These Orcs are now the "crew" that operates the Siege Engine.*
3. Place the Siege Engine token on top of the 2 Orcs to create a stack of 3 Monster tokens. Make sure to keep all 3 tokens aligned so they all have their highest number pointing toward the Castle.

Moving a Siege Engine Siege Engines and the Orc crew underneath are moved together as if they are 1 token. Siege Engines move on Phase 5 (Move Monsters) as usual. The War Wagon has special movement (see p. 36).

- Siege Engines **are affected by player movement cards** such as Tar, Rain of Ice, Drive Him Back!, etc.
- Siege Engines **are moved by other Monster tokens.**

Attacking a Siege Engine Siege Engines can be damaged like regular Monsters. However, **ALL damage is first applied to the Siege Engine and not the Monsters underneath**, who are protected.

- When damaging a Siege Engine, make sure to **rotate down ONLY the Siege Engine token and not the Monsters underneath.**

- **"Slay" cards**, such as Barbarian, Nice Shot, Hammer of Light, or Wizard Quake, **destroy only the Siege Engine**, NOT the Monsters underneath.
- **Any form of Boulder** that hits a Siege Engine **destroys only the Siege Engine**, NOT the Monsters underneath.
- When a Siege Engine's health is reduced to 0, discard the Siege Engine token and separate the 2 Orc tokens, keeping them in the space where the Siege Engine was.
- If a Siege Engine is **destroyed by fire**, the Monsters underneath **are NOT caught on fire.**
- If the amount of damage done to a Siege Engine exceeds the remaining health of the Siege Engine, the damage transfers to the Monsters underneath. Players may distribute the damage as they choose. (*For example if a Catapult attack of 3 is used on a Battering Ram that has only 1 point of health left, the Battering Ram is destroyed and the remaining 2 points of damage can be applied to the Orcs underneath.*)

Siege Tower This ladder-like construction is used to breach walls and prevent new walls from being built.

- **Takes NO damage** when destroying Castle structures.
- Destroys Field Equipment when hit.
- IS moved by Spring Traps.
- DOES stop moving after destroying a Wall, Barricade, or Fortify token.
- NEVER moves from the Swordsman ring to the Castle ring. Instead, if no Wall is present, the crew of Orcs breaches the Castle ring and the Siege Tower remains in that arc.
- Move both Orcs into the Castle space as they would normally, resolving any Field Equipment present before destroying any Tower present.
- Move the Siege Tower so that it **straddles the line between the Castle and Swordsman ring** (the same way Walls are placed). Monsters can move through those spaces, but the players **cannot build a Wall in that arc** until the Siege Tower is destroyed.

- The Siege Tower can still be attacked and is considered to be in both the **Castle AND Swordsman spaces** for the purposes of targeting.
- Once the Siege Tower has breached the Walls, it **cannot be moved** by the players or Monster tokens because it has no living crew to operate it.
  - A Siege Tower in this state **does NOT have to be destroyed** in order to achieve the win condition.

War Wagon This armored transport provides protection for its crew while they charge erratically at the Castle.

- **DOES take damage** when destroying Castle structures.
- IS affected by Pits, Spring Traps, and Barricades.
- If the War Wagon is returned to the Forest by its forward movement into a Spring Trap, it ends its movement and does NOT roll for additional movement.
- DOES stop moving after destroying a Wall, Barricade, or Fortify token.
- Outside the Castle, the War Wagon always moves 1 space forward and then 1 space either clockwise or counter-clockwise as determined by rolling a die.
    - **1, 2, or 3:** 1 arc counter-clockwise
    - **4, 5, or 6:** 1 arc clockwise
- If a token moves or rotates the War Wagon, the War Wagon moves forward and rolls for additional movement. This does not apply if the War Wagon is **moved by the players**.
- **Inside the Castle** ring the War Wagon moves 1 space clockwise, and there is no additional rolled movement.

Battering Ram This fearsome machine destroys Walls and Towers with ease.

- Takes NO damage when destroying Castle structures.
- Destroys Field Equipment when hit.
- IS moved by Spring Traps.
- DOES stop moving after destroying a Wall, Barricade, or Fortify token.
- **Inside the Castle**, the Battering Ram moves 1 space clockwise.

ENCAMPMENTS

The Monsters build these structures to bring their armies closer to the Castle, changing how Monsters enter the game.

- **When drawn**, Encampments are placed in the Forest by die roll as usual.
- Encampment effects are in play for as long as the token is on the board.
- **CANNOT be moved** (either by the players or by Monster tokens).
- Are **NOT affected by any type of Boulder.**
- Can be damaged or destroyed by attacks that reach the Forest.
- **If on fire**, Encampments take 1 point of damage for every flame token attached to them at the end of Phase 5 (Move Monsters).
- Are not living creatures, so **they cannot regain damage points** by the Healer or Shaman.
- **Do NOT have to be destroyed in order to win the game.** They are not Monsters, so they may still be present when all other Monsters have been slain and the players achieve the win condition.

Barracks From the time Barracks appear, **the next Monster drawn, and the 1st Monster drawn on every turn after, is placed in the same Forest space as the Barracks.**

- Any subsequent Monsters drawn (including Siege Engines) are placed by die roll as usual.
- Boulder placement is still determined by die roll.

Forward Camp This token is placed on the intersection of the 2 arcs for the color that matches the number that was rolled.

- **From now on, ANY Monsters placed in either arc of the same COLOR as the Forward Camp are placed in the Archer ring instead of the Forest.** This includes Imps placed by the Conjurer, Hydra, or the 1 Imp per Tower token.
- The **Orc Warlord** and **Troll Mage** immediately move into the Knight ring.
- Monsters moved into the Forest **by players** still move into the Forest.
- The Forward Camp is considered to be **in both arcs** of the color it occupies for the purposes of targeting.

The Barracks and Forward Camp **do not affect the initial placement of each other**. Each is still placed in the Forest by die roll.

If the Barracks and Forward Camp are in the same color, **their effects DO combine** so that the 1st Monster drawn is placed in the Archer ring of the same arc as the Barracks.

Victory Points

Shaman: 5 points
Breathtaker: 5 points
Siege Engines: 3 points
Encampments: 2 points
All Other Monsters: Equal to their starting health.

Solitaire Game

- The Breathtaker has no effect in a solitaire game. We recommend not including it in solo games.

PROMO ITEMS

Over the years, a variety of special items have been created to help promote *Castle Panic.* You can include these promotional cards and Towers in your game to add a new twist in your battle to defend the Castle!

*Note: Most of these promotional items will actually make the game **easier**, so use them with care. You might want to try playing with some of the Alternate Rules (pp.12–13, 22, and 28) to modify the difficulty.*

Promo Cards

All Promo cards can be identified by their special exclamation point icon (!).

Any Color Hero

- Hit 1 Monster anywhere on the board except for the Castle and Forest rings.
- Deals 1 point of damage.

Feather

- Any Monster with a Tar token on it is immediately slain.
- If used against Agranok while tarred, it deals 4 points of damage.
- This card can only be used 1 time and must be **Banished** (not discarded) after it is used.

Crossbow This special weapon allows a Knight or Swordsman to hit a Flying Monster.

- Play this card WITH a Knight card to hit a Flying Monster in the Knight ring or WITH a Swordsman card to hit a Flying Monster in the Swordsman ring.
- The total damage is 1 point.
- This card can be used only 1 time and must be **Banished** (not discarded) after it is used.

Fickle Fortune

- This card can be played at **any time, on any player's turn**.
- Play this card immediately after a die is rolled for any reason (Monter placement, Giant Boulder starting arc, Elite Monster attack, Agranok effect, etc.).
- Reroll the die, keeping the second result.

All for One

- Players discard **a combined total of 5 cards** to damage 1 Monster anywhere on the board for 1 point.
- The 5 cards can come from as few or as many players as necessary to reach the total.
- A player does not have to discard any cards if they don't want to.
- Players can discuss their planned discards before playing All for One.

Agranok Level 6

- This version of Agranok has 2 possible fiendish effects after moving, based on a die roll:
  - 1–3: Each player must Banish 1 card (of their choice) from their hand.
  - 4–6: Agranok moves 2 additional spaces.

Jury Rig

- The player that commits this card to the Engineer must declare what kind of Resource it will count as (Brick, Mortar, Rope, or Wood) when this card is played.
- Once committed, its Resource type cannot be changed.
- Counts as 1 Resource.

Promo Towers

Starting in 2015, we created a special Tower each year with a unique rule. Replace a regular Tower with a Promo Tower and make your stand.

2015 Tower

- A Monster destroying this Tower is damaged for 2 points instead of just 1.

2016 Tower

- One time per game, this Tower can be rebuilt.
- Draw 3 slain Trolls from the Monster discard pile and roll the die for each Troll, placing it in the Forest.
- The Tower can be placed in any empty Castle space, not just the one it was originally in.

2017 Tower

- When this Tower is destroyed, all players immediately draw up to a full hand.
- After drawing up, all players may then Trade 1 card with 1 other player.

2018 Tower

- When this Tower is destroyed, roll the die.
- A number of Monsters equal to the number rolled are damaged for 1 point.
- Any damage points remaining are lost.

2019 Tower

- When this Tower is destroyed, all the Monsters in the same arc as this Tower are moved back to the Forest.
- Includes the Castle ring.

SETUP CHART

The table below shows which Monsters and how many of each should be included when setting up the game. The setup varies depending on which expansions you are playing together.

Monster	# In Box	CP	CP + TWT	CP + TDT	CP + EOW	CP + TWT + TDT	CP + TWT + EOW	CP + TDT + EOW	CP + TWT + TDT + EOW
Goblin	6	6	0	3	3	0	0	0	0
Orc	11	11	5	7	11	4	6	8	0
Troll	10	10	5	7	8	4	5	5	3
Goblin King	1	1	1	1	1	1	1	1	1
Orc Warlord	1	1	1	1	1	1	1	1	1
Troll Mage	1	1	1	1	1	1	1	1	1
Healer	1	1	1	1	1	1	1	1	1
Blue Monsters Move	2	2	1	2	1	1	1	0	0
Green Monsters Move	2	2	1	2	1	1	1	0	0
Red Monsters Move	2	2	1	2	1	1	1	0	0
Monsters Move CW	1	1	1	1	1	1	1	1	1
Monsters Move CCW	1	1	1	1	1	1	1	1	1
Plague Swordsmen	1	1	1	1	1	1	1	1	1
Plague Knights	1	1	1	1	1	1	1	1	1
Plague Archers	1	1	1	1	1	1	1	1	1
All Players Discard 1	1	1	1	1	1	1	1	1	1
Giant Boulder	4	4	2	4	2	2	1	2	1
Draw 3	1	1	1	1	1	1	1	1	1
Draw 4	1	1	1	1	1	1	1	1	1
1 Imp/Tower	1		1			1	1		1
Centaur	1		1			1	1		1
Climbing Troll	2		2			1	1		1
Conjurer	1		1			1	1		1
Cyclops	1		1			1	1		1
Doppelgänger	1		1			1	1		1
Flaming Boulder	1		1			1	1		1
Gargoyle	2		2			1	2		1
Goblin Cavalry	2		2			1	1		1
Golem	1		1			1	1		1
Ogre	3		3			1	2		2
Phoenix	2		2			1	1		0
Trebuchet	1		1			1	1		1
Basilisk Harbinger	1		Choose 3 at random.			Choose 2 at random.	Choose 3 at random.		Choose 3 at random.
Chimera Harbinger	1								
Dragon Harbinger	1								
Hydra Harbinger	1								
Necromancer Harbinger	1								
Warlock Harbinger	1								
Elite Goblin	2			2		2		1	0
Elite Orc	2			2		2		1	0
Elite Troll	2			2		2		1	2
Herald	5			5		5		5	4
Boom Troll	1			1		1		1	1
Dark Sorceress	1			1		1		1	1
Wither	1			1		1		1	1
Blue Plague	1			1		1		1	0
Green Plague	1			1		1		1	0
Red Plague	1			1		1		1	0
Siege Tower	1				1		1	1	1
War Wagon	1				1		1	1	1
Battering Ram	1				1		1	1	1
Shaman	1				1		1	1	1
Breathtaker	1				1		1	1	1
Goblin Saboteur	2				2		2	2	2
Equalizer	1				1		1	1	1
Roll and Move	1				1		1	1	1
Forward Camp	1				1		1	1	1
Barracks	1				1		1	1	1

Designer's Note: While we suggest Monster mixes for the game, the world of *Castle Panic* has grown, and we want you to customize it to fit your group. Put different Monsters in, take others out, make the game yours. The most important thing is to have fun with it! Thank you, Justin De Witt

Castle Panic–CP
The Wizard's Tower–TWT
The Dark Titan–TDT
Engines of War–EOW

When setting up the game, use the chart below to determine which Monsters start the game in the Archer ring, what cards (if any), need to be removed from any decks, as well as any changes needed for a solitaire game.

	CP	CP + TWT	CP + TDT	CP + EOW	CP + TWT + TDT	CP + TWT + EOW	CP + TDT + EOW	CP + TWT + TDT + EOW
Starting Monsters in Archer ring	3 Goblins 2 Orcs 1 Troll	6 Monsters at random *(returning any that are effects or Boss Monsters)*	3 Goblins 2 Orcs 1 Troll	3 Goblins 2 Orcs 1 Troll	6 Monsters at random *(returning any that are effects, Support tokens, Heralds, or Boss Monsters)*	6 Monsters at random *(returning any that are effects, Boss Monsters, Siege Engines, or Encampments*	2 Trolls 1 Elite Orc 1 Elite Goblin 1 Goblin Saboteur 1 Orc	1 Ogre 1 Gargoyle 1 Goblin Saboteur 1 Troll 1 Goblin Cavalry 1 Centaur
Deck Changes	None	None	None	Remove all Brick and Mortar cards from Castle deck	None	Remove all Brick and Mortar cards from Castle deck Remove Arcane Assembly, Azriel's Fist, Eye of the Oracle, and Thalgar's Blessing from the Wizard deck	Remove all Brick and Mortar cards from Castle deck	Remove all Brick and Mortar cards from Castle deck Remove Arcane Assembly, Azriel's Fist, Eye of the Oracle, and Thalgar's Blessing from the Wizard deck
Modifications for Solitaire Play	None	Remove Stand Together from the Castle Deck Remove Basilisk	Remove Barrage from Castle Deck	None	Remove Stand Together and Barrage from the Castle Deck Remove Basilisk	Remove Stand Together from the Castle Deck Remove Basilisk	Remove Barrage from Castle Deck	Remove Stand Together and Barrage from the Castle Deck Remove Basilisk

Use the chart below to determine the changes to starting hands, hand size, and trade limits for any combination of expansions and any number of players.

	CP		CP + TWT		CP + TDT		CP + EOW			CP + TWT + TDT		CP + TWT + EOW			CP + TDT + EOW			CP + TWT + TDT + EOW		
# of Players	# of Cards in Hand	# of Cards a Player Can Trade	# of Cards in Hand	# of Cards a Player Can Trade	# of Cards in Hand	# of Cards a Player Can Trade	# of Starting Cards in Hand	Hand Size	# of Cards a Player Can Trade	# of Cards in Hand	# of Cards a Player Can Trade	# of Starting Cards in Hand	Hand Size	# of Cards a Player Can Trade	# of Starting Cards in Hand	Hand Size	# of Cards a Player Can Trade	# of Starting Cards in Hand	Hand Size	# of Cards a Player Can Trade
1	6	2*	6	2*	6	2*	5 Castle 1 Res	6	2*	6	2*	6 Castle 1 Res	7	2*	5 Castle 1 Res	6	2*	6 Castle 1 Res	7	2*
2	6	1	6	1	6	1	5 Castle 1 Res	6	1	6	1	6 Castle 1 Res	7	1	5 Castle 1 Res	6	1	6 Castle 1 Res	7	1
3	5	1	5	1	5	1	4 Castle 1 Res	5	1	5	1	5 Castle 1 Res	6	1	4 Castle 1 Res	5	1	5 Castle 1 Res	6	1
4	5	1	5	1	5	1	4 Castle 1 Res	5	1	5	1	5 Castle 1 Res	6	1	4 Castle 1 Res	5	1	5 Castle 1 Res	6	1
5	5	1	5	1	5	1	4 Castle 1 Res	5	1	5	1	4 Castle 1 Res	5	1	4 Castle 1 Res	5	1	4 Castle 1 Res	5	1
6	4	2	4	2	4	2	3 Castle 1 Res	4	2	4	2	4 Castle 1 Res	5	2	3 Castle 1 Res	4	2	4 Castle 1 Res	5	2

* In a 1 player game, there is no trading, but you may Discard and Draw 2 cards.

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CROSSOVER NOTES

When playing with more than 1 expansion, there are new interactions between some cards and tokens. Most of these interactions are described in the rules for the game to which the piece in question belongs. Some interactions crossover and make locating those rules more challenging. This list summarizes those changes depending on which combination of games you are playing.

The Wizard's Tower + The Dark Titan

Cards

- **Teleport** This Wizard card can be used to move the Cavalier or a Support token to anywhere on the board.
- **Berserk** If a player has played Berserk and then plays a hit card against an Elite but misses, he or she **still draws a Castle card** for that hit card.

Support Tokens

- If a Support token is **in the path of a fire-breathing Monster** when it breathes fire, the Support token is immediately destroyed, no matter what its health is, and the fire continues.
- If the **Phoenix dies in the same space** as a Support token, the Support token is destroyed.
- **Discarding Double Strike with a color card** doubles the usual movement of that card.
- Discarding a color card to move a Support token is **NOT playing the card**; therefore, it does not count toward the number of cards played **when using Berserk**.

The Wizard's Tower + Engines of War

Cards

- Rope and Wood CANNOT be used to **remove Flame tokens.**
- Cards discarded to attack with Catapult or Ballista **do NOT count toward Berserk.**
- Hammer of Light **DOES destroy Encampments.**
- Mystical Manufacturing CAN be used to **rebuild the Keep.**
- Teleport CAN be used to **move a piece of Field Equipment.**
- Wizard Quake CANNOT be used to **destroy the Keep.**

Monsters

- Necromancer and Doppleganger **CANNOT bring back Encampments or Siege Engines.**
- The Climbing Troll is **NOT stopped by Barricades.**
- The Goblin Cavalry **stops moving** when he encounters Field Equipment.
- The Cyclops and other **"variable" Monsters ARE affected by Field Equipment**, even in their invulnerable ring.

The Dark Titan + Engines of War

Cards

- Do not roll when **attacking Elite Monsters with Catapult or Ballista.** These attacks are always successful against Elites.

Agranok

- Damaged for **2 points by Catapult attacks.** (3rd point can be distributed to another Monster in the same space)
- Damaged for **1 point by Ballista attacks,** whether he is the target or behind it.
- Affected by **Field Equipment.**

Monsters

- Boom Troll **DOES destroy the Keep.**

Support Tokens

- Barracks and Forward Camp do not control placement of Support tokens.
- Are NOT affected by Field Equipment OR Catapult or Ballista attacks.
- DO fight Siege Engines and Encampments.
- The Supply Wagon DOES allow **drawing from the Resource or Castle deck**, but not the Wizard deck.

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