

# Quick Tips (use along with the original instructions)

## Castle Panic (1-6 players)

(a co-operative game where you work together!)

### Setup:

- Layout the game board. The center 6 triangles are the **Castle Ring**. Place **1 Tower** in each of the 6 triangles. Place **1 Wall** on each of the 6 outer sides of the Castle ring.
- Draw **1 Troll**, **2 Orcs**, and **3 Goblins** from the small triangle **Monster tokens** and place one randomly in each of the six “triangle arcs” of the ARCHER ring. Place them number side up with the highest number facing the castle.
- Put the remaining Monster tokens green side up in a pile – the **Monster draw pile**.
- Shuffle the **Castle Cards**. Deal each player the following number of cards depending on number of players: **2 players-6 cards; 3-5 players, 5 cards; 6 players – 4 cards**. Keep your cards face-up for others to see. Place remaining cards face down in a card **draw pile**.
- Place the **Tar** and **Fortify** tokens near the board for later use.
- Give each player an **Order of Play** card to keep in front of them.

### How to Play: Remember, this is a cooperative game, you will want to help your teammates!

- On a turn, perform the following 6 phases in order (see your Order of Play card):
  1. **Draw Up:** If you do not have a full hand, draw Castle Cards so that you do.
  2. **Discard and Draw 1 Card:** You may decide to discard **1 card** and draw a new one. This is an optional move but must be performed before you continue to the next phase.
  3. **Trade Cards:** You can trade any of your cards with other players! For 2-5 players, you can trade 1 card. For 6 players, you can trade 2 cards.
  4. **Play Cards:** You can play as many cards as you want. Once used, place them into the discard pile. Carefully read each card!
    - Some cards allow you to attack Monsters! To “hit” a Monster, play a card that matches both the **colour** (green, red or blue) and **the ring** that the Monster is in.
    - Once a Monster has been hit, rotate its token so that the next lower number points towards the Castle. If it is at the lowest number (1 point), and gets hit again, the monster has been “slayed” and you can put it in the discard pile.
    - **Building Walls:** Play both a **Brick card** and a **Mortar card** to build a wall (p.5).
  5. **Move Monsters:** All remaining Monsters on the board move 1 space towards Castle.
  6. **Draw 2 New Monsters:** Draw 2 Monster tokens from the pile. Roll the dice twice and place the Monsters in the Forest ring in the space that matches the number rolled.
    - **See Instructions p. 10-11**, for special monster effects and Boss Monsters.

### Game End:

- The game ends when either:
  1. **You all lose!** The last of the 6 Towers in the Castle ring is destroyed.
  2. **You all win!** All Monster Tokens in the game have been played and slain, and there is at least 1 Tower remaining.