



# My First Castle Panic™

## RULES

Ages 4+ 1-4 Players 20 Minutes

### INCLUDES

1 Board

1 Castle (1 front piece and 2 side pieces)

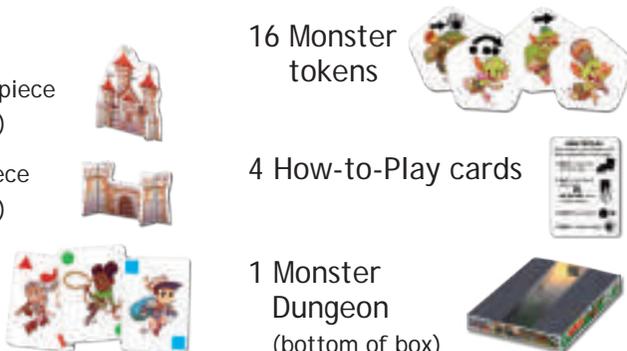
1 Wall (1 front piece and 2 side pieces)

26 Castle cards

16 Monster tokens

4 How-to-Play cards

1 Monster Dungeon (bottom of box)



**OBJECT** A group of monsters is racing out of the woods and towards your castle! Can you catch them in time? If the players catch all the monsters, they win. But if the monsters smash the castle flat, the players lose.

*My First Castle Panic* is a cooperative game. You can show your cards to each other and talk about the best way to catch the monsters. Work as a team to win!

**SETUP** Place the castle in the castle space of the board and the wall in the wall space in front of the castle. Find the 3 monsters with a STAR and place them on the first three spaces on the board, beginning with the START space. Mix the rest of the monsters up and set them face down next to the board. Keep the bottom of the box nearby. (This will be the monster Dungeon.) Shuffle the deck of Castle cards, and deal 1 card face up to each player. Set the remaining cards to the side face down, creating your draw deck. The youngest player goes first, and play continues clockwise.



### HOW TO PLAY

Each player's turn consists of 4 steps completed in this order:

1. **DRAW** 1 card from the draw pile
2. **PLAY** 1 card from your hand

**OR**

3. **ASK FOR HELP** from 1 other player
3. **MOVE** the monsters
4. **DRAW** 1 monster token

**Draw 1 Card** Draw the top card from the deck and add it to your hand. If the draw pile runs out, shuffle the discards to make a new one. There is no limit to the number of cards you can have in your hand.

**Play 1 Card** To catch a monster, you must play a card that matches both the color AND the shape of the space that the monster is on.



**Hero cards** can match 1 monster in any of the shapes of the color shown.



**Any-color cards** can match 1 monster in any color of the shape shown.

Put all the caught monsters into the Dungeon.



Put the card that was played to catch the monster face up next to the draw pile. This will be the discard pile.

**Ask for Help** If another player has a card that matches, you can ask that player to play their card instead. (You can ask for help even if you have a card that matches.) If no player has a card that matches, move to the next step. (See also More Help Variation.)

### Special Cards

The wall card rebuilds the wall if it gets knocked flat by a monster.



The Boot card lets you pick any monster on the board and boot it facedown back into the monster pile (not the Dungeon).

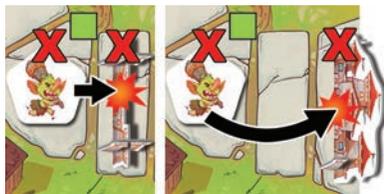


Remember, you can play only 1 card on your turn, whether it's from your hand or by asking for help. So choose carefully!

**Move the Monsters** The next step is to MOVE all the monsters 1 space closer to the castle.



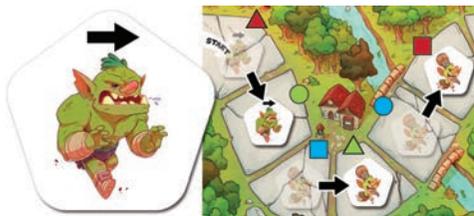
If a monster hits the wall, they both get knocked flat. Add the monster to the Dungeon, and set the wall aside. If a monster hits the castle, they both get knocked flat. With no castle to call home, the game is over and the players lose!



**NOTE:** Monsters can never land in an empty wall space!

**Draw 1 Monster** The last step of every turn is to draw 1 monster token from the monster pile, and put that token on the board. The new monster always goes on the START space. If there are no more monsters in the pile, you skip this step. There are 4 types of monsters in the game. One is a regular monster, but 3 are special:

- **Shover:** After putting the Shover on the START space, move all the monsters (including the Shover) 1 more space closer to the castle.



- **Runner:** This monster is in a hurry! Instead of putting this monster on the START space, place it on the space in front of the monster closest to the castle. If the closest monster is in front of the wall or castle, that means the Runner hits the wall or castle!



- **Marcher:** After putting the Marcher on the START space, move all the monsters (including the Marcher) 1 more space closer to the castle and then draw 1 more monster token and place it on the board. If you draw another special monster, follow the rules for that monster too!



- **NOTE** These monsters only do their special trick when they are added to the board. After that, they just move like regular monsters.

**GAME END** There are 2 ways the game can end. If the castle gets knocked flat, the game ends and the players lose. If the players catch all the monsters and the castle is still standing, then the castle is saved and the players win!

**1 PLAYER GAME** To play the game by yourself, follow all the same rules except you deal yourself 2 cards at the start of the game, and there is no limit to the number of cards you can play.

## VARIATIONS

**Easier** Need to ease into the game? Try 1 of these rules changes.

- **Super Hero** The Hero card can remove 1 monster on ALL of the matching shapes and color.
- **Any-Color Power-Up** The Any-color card can remove 1 monster on ALL of the matching colors and shape.
- **Hand Boost** Start the game with 2 cards instead of 1.
- **More Help** If no player has a card that matches on your turn, draw a card from the Castle deck. Play the card if it matches. Keep it in your hand if it doesn't.

**Harder** Need a challenge? Try 1 or both of these rules changes.

- **Monster Rush** Start the game with a 4th goblin on the green triangle space.
- **Defenseless** Start without the wall.



When you're ready for an even greater challenge, pick up the original *Castle Panic* at a store near you. *Castle Panic* is a cooperative game the whole family will enjoy.



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