

Castle Panic

Selling Points



Gateway Game Castle Panic is light and fun and makes a great gateway game that appeals to families, casual gamers, and non-gamers.

Competitive Price The price point provides high value and makes the game an attractive impulse buy.

Visual Appeal The eye-catching game components generate customer interest. Providing a copy on display can turn that interest into sales.

Cooperative Gameplay The cooperative gameplay provides a new game experience for customers who are used to playing only competitively.

Customizable Experience The multiple versions of play provide a unique, customizable game experience with a high degree of variety and replay value.

Easy-to-Learn Rules The rules are easy to learn and accessible on a variety of components. Gamers will be playing in less than 10 minutes and will rarely need to refer to the rulebook.

Solitaire and Group Play The game can support tense, fun play for both solitaire gamers and groups of up to 6 players.

Great Reviews The quotes below are a sample of the fantastic reviews Castle Panic is receiving.

“Our group played it. We loved it. We were clamoring to get it on the table again.”

—Scott Nicholson, *Board Games with Scott*

“Castle Panic is a new game that provides a wring-your-hands kind of worry, fret and yes, panic that few games even approximate.”

—Rick Teverbaugh, *The Herald Bulletin*

“Castle Panic plays almost perfectly.”

—James Lynch, *The Armchair Critic*

“Castle Panic is one of the best family games to be released in 2009, and I highly recommend it.”

—Larry W. *BoardGameGeek*



I give the game a confident 9 out of 10!

—Eric B. *BoardGameGeek*

www.firesidegames.com