

# Castle Panic®

## The Wizard's Tower™

**AGES: 8 AND UP**

**NUMBERS OF PLAYERS: 1 TO 6**

Castle Bravehold 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**?

### OBJECTIVE

*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.

### 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.



#### 6 Reference Cards:

These double-sided cards are helpful reminders of the new Monster abilities.



#### 49 Monster Tokens:

New threats to Castle Bravehold (pp. 5–6)

6 Harbinger

19 New Monsters



18 Imps



6 Mega Bosses



#### 10 Castle Cards:

New help for the players (pp. 8–9)



#### 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 (pp. 10–11)



#### 12 Flame Tokens:

These tokens are used to indicate when a Monster or Castle structure is on fire (pp. 7–9)



#### 1 Monster Draw Bag:

#### 1 Plastic Stand:

The Wizard's Tower stand

## 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.

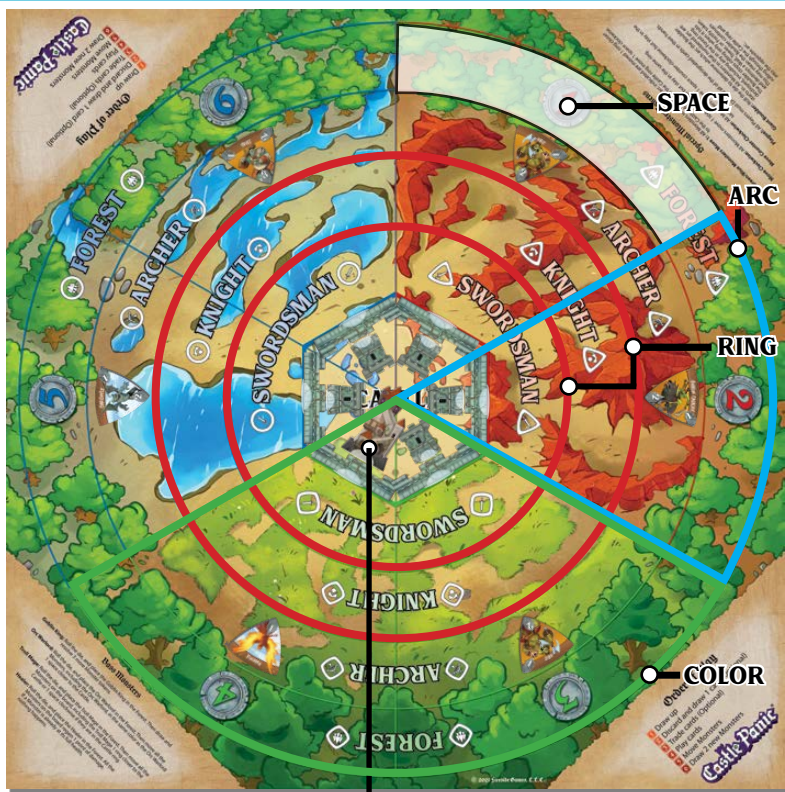
4. Remove the following Monster tokens from the core game. These will not be used during play with **The Wizard's Tower**.

- 2 Giant Boulders
- 1 Monsters in Green Move
- 1 Monsters in Blue Move
- 1 Monsters in Red 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. 12–15 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.

Alternate ways to set up the game are included in the Overlord Version and Alternate Rules sections on pp. 18–19.

**Areas Affected by Cards** Some cards affect only limited areas of the board. Those areas are defined as either an arc, a color, a ring, or a space. See next page.



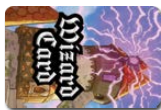
FLAME TOKENS



IMP TOKENS

WIZARD'S  
TOWER

WIZARD'S CARDS



MEGA BOSS  
MONSTERS

CASTLE CARDS



## 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. 4–8) and Component Details (pp. 8–17) 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 (pp. 5 and 12–17).
6. **Draw 2 New Monsters** Players can now draw Monsters from the new Monster Bag (pp. 12–17).



## SPECIAL EXPANSION TERMS AND MECHANICS

### The Wizard Deck

See pages 10–11 for more info on Wizard cards.

**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 (🌲).

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

### Cards in General

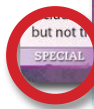
For details on all of the new cards, see (pp. 8–11).

**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.

**Hit Cards** Some of the new cards can be played with hit cards only. Hit cards are labelled at the bottom left, and are the Archer, Knight, Swordsman, and Hero cards.



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



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

## MONSTER TOKENS

### 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

(when playing Master Slayer version)

**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

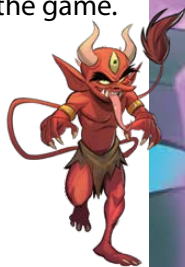
### Imps

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 pages 12–17.



## 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.



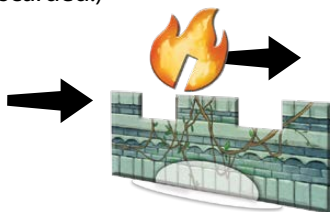
### Extinguishing Flames

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

- Discarding either 1 Brick or 1 Mortar card 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 discarded.)

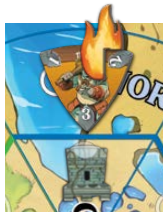


OR



## Burning Structures Under Attack

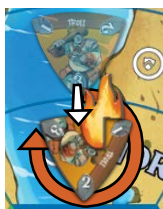
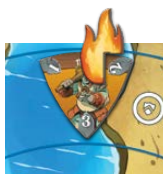
- Because burning structures are weakened by the fire, **they do no damage** to any Monster that attacks them.
- They do **catch the attacking Monster on fire**, transferring **all** Flame tokens from the structure to the Monster.
- The Flame tokens will not damage the Monster until the next time it 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.

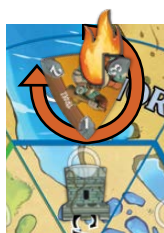
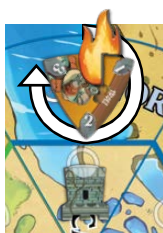
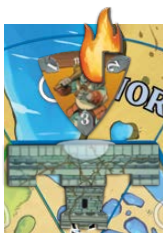
- Place 1 Flame token on a Monster for each time that Monster is caught on fire.
- Monsters **do not immediately take damage** when the Flame token is added.
- Instead, burning Monsters will take 1 point of damage for each flame token attached to them at the start of Phase 5 **after they complete their 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 damage**.
- 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 destroy the structure and take 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 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 can catch structures on fire. For more details, see pages 13 and 15. Players can use Burning Blast, Fireball, Flaming, and Ring of Fire to catch Monsters on fire. For more details, see pp. 9–11.

## 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. When a Monster in the Castle is pushed back, it moves back to the Swordsman ring, through any Wall, and takes NO damage.

**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 in the Master Slayer version.
- 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. Use in all rings **BUT Forest**.

**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 **ALL** 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 (Castle and Forest rings included) 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 **ALL** 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 (Castle and Forest rings included). 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, Fortify tokens, the Cavalier, Support tokens, or Equipment in 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.

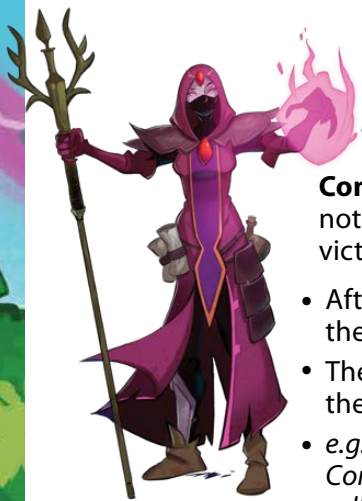


- The Centaur takes **no damage from hit cards** while in the Archer ring but is affected by other types of damage.
- The Centaur takes normal damage in the Swordsman ring.



**Climbing Troll** The Climbing Troll bypasses Walls and Fortify Tokens and **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 not 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.

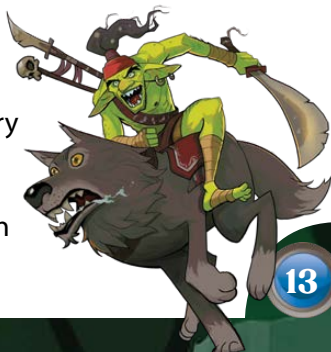


**Gargoyle** The Gargoyle is a Flying Monster. As such, the Gargoyle is **immune** to Knights, Swordsmen, all Boulders, Tar, and Drive Him Back!



**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.



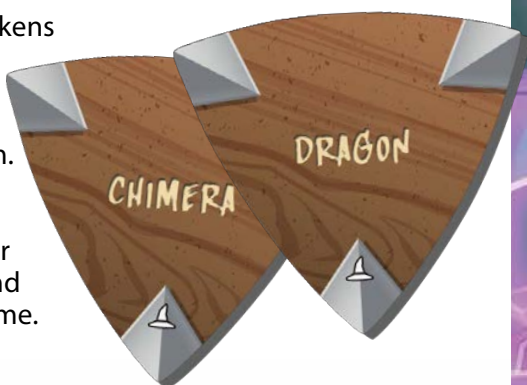
- The Golem takes **no damage from hit cards** while in the Knight ring but is affected by other types of damage.
- The Golem takes normal damage in the Archer ring.



- When attacking Walls, the Golem is damaged, **but not slain**, since it is moving **between** spaces then.

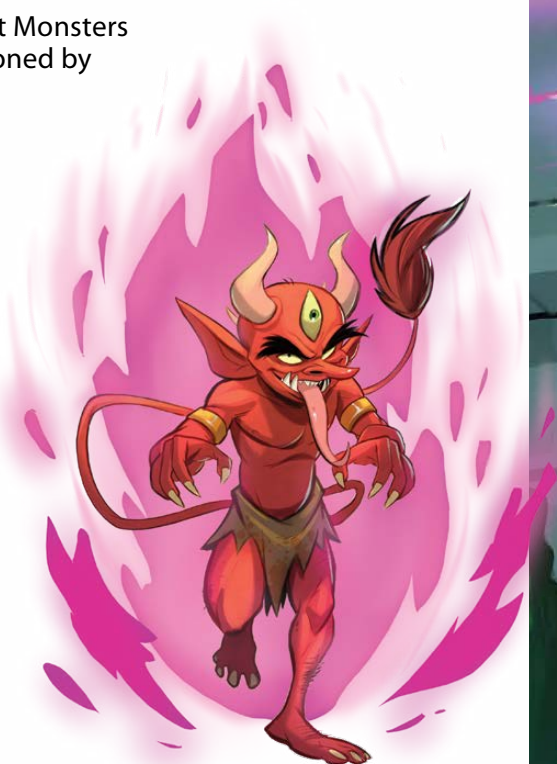


**Harbinger Token** These tokens are triangular so that players cannot distinguish them from other Monster tokens when drawing them. Harbinger tokens are replaced by the Mega Boss Monsters they represent for placement on the board and then removed from the game.



**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.
- Imps are worth no victory points and are not kept by the player that slays them.
- When an Imp is slain, it is returned to the Imp pile, not to the Monster discard pile.





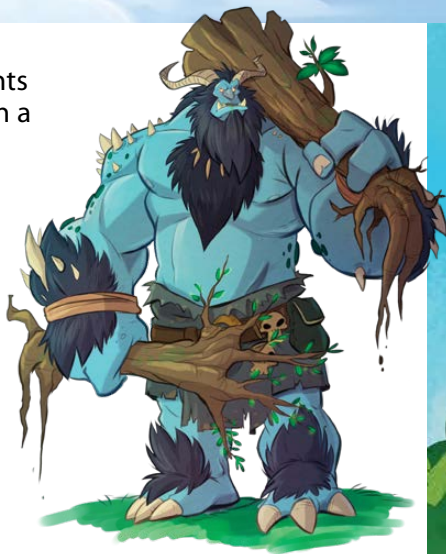
## Phoenix

- 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 7 for additional detail.



**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.

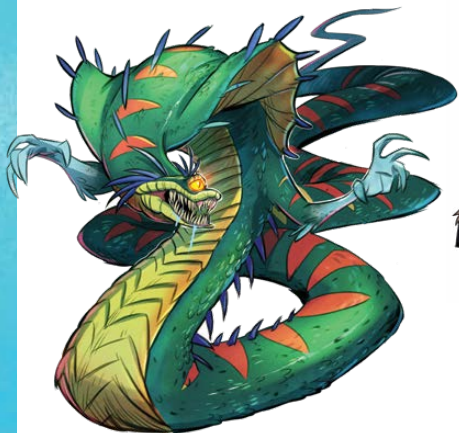


## Trebuchet

- 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



### 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.*

### Dragon

**When Drawn** The Dragon is a flying Monster that breathes fire when placed on the board (p. 6).

#### 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.



### Chimera

**When Drawn** The Chimera breathes fire when placed on the board. Breathing Fire on (p. 6).

#### In Play

- First, the Chimera moves 1 space counter-clockwise **and then** 1 space toward the Castle.
- Immediately after moving, 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.



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, if playing the Master Slayer version) 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.

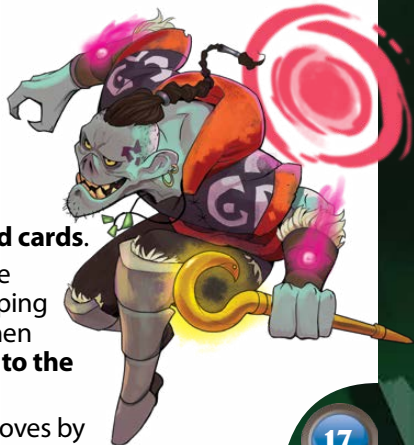


## Warlock

**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 Monsters in Blue Move 1
  - 2 Monsters in Green Move 1
  - 2 Monsters in Red 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
  - 2 Orcs
  - 3 Trolls
  - 1 Healer
  - 1 Goblin King
  - 1 Orc Warlord
  - 1 Troll Mage
  - 1 Cyclops
  - 1 Centaur
  - 1 Golem
  - 3 Ogres
  - 2 Phoenix
  - 1 Draw 3 Monster Tokens
  - 1 Draw 4 Monster Tokens
  - 2 Giant Boulders
  - 2 Climbing Trolls
  - 1 Doppelgänger
  - 1 Flaming Boulder
  - 2 Gargoyles
  - 2 Goblin Cavalry
  - 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.



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



### **THE DARK TITAN**

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



### **ENGINES OF WAR**

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



### **CROWNS AND QUESTS**

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

### **CREDITS**

**Game Design:** Justin De Witt    **Editing:** Anne-Marie De Witt

**Graphic Design and Layout:**

Justin De Witt, Matt Paquette, Sam Simons

**Illustration:** Anthony Cournoyer, Tad Lambert

**DEI Consultant:** Timm Metivier

**Special Thanks for Game Suggestions:**

Steve Avery, Michael Bishop, Cedric Chin, Christopher Mitchell,  
Randy Scheunemann, Will Schoonover

**Playtesters** Theodore Argo IV, Matt Benning, Jason Brecht, Joe Brecht, Neal Carter, Kevin Carver, Austin Castillo, Mo Chapman, Paul Chapman, Katherine Dugan, Landry Dugan, Mitch Dunaway, Michael Dye, Edgar Fisher, J. J. Fluery, Alexander "Squire Lockland" Fogle, Chris Garrett, Anthony Gill, Jonathan Grabert, Andrew Hackard, Adam Hegemier, Alex Johannigman, Jeff Johannigman, Peter Kirkham, David L. Kuhn, Beth Loubet, Kevin Miller, Les Murphy, Donald Murray, Chris Olander-Waters, Sheri Olander-Waters, Stephen Olander-Waters, John Oliver, Danya Oltmann, Dillon Pittman, Dustin Pittman, Jarred Prejean, Isaac Reyes, Lauren Rincon, Michael Rogers, Gabby Ruenes, Heidi Ruenes, Andrew Taylor, Chris Trevino, David Uehlein, Lynn Wallschlaeger, Levi Waters, Scott Whitrock, Thomas Wilkerson, Will Yanni, Bud "BaronLord Sir Phinneus DeGiant" Youhill, James Zuniga

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