



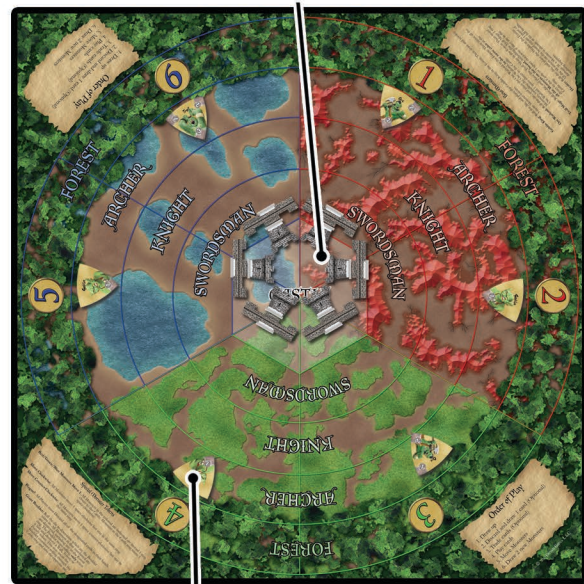
Quick Start Guide

Castle Panic is a cooperative tower defense game. You are all working together to defend the Castle.

Setup



Place 1 Tower in each of the Castle spaces and 1 Wall on each line between the Swordsman ring and the Castle ring.



Place 1 starting Monster in each Archer ring space. (Starting Monsters: 3 Goblins, 2 Orcs, 1 Troll)



Shuffle Castle cards and place them near the game board.



Each player's turn:

1 Draw up to a full hand.



Number of Players	Hand Size
1-2	6
3-5	5
6	4

2 Discard and draw 1 card. (optional)



3 Trade 1 card with 1 other player. (optional)
In a 6-player game, you may trade 2 cards.



4 Play cards. (no limit)



5 Move Monsters 1 space toward the Castle. If a Monster is in the Castle ring, move it 1 space clockwise. If a Monster hits a Wall or Tower, that structure is destroyed and the Monster loses 1 point of health.



6 Draw 2 more Monsters. Place each Monster in the Forest with a die roll. Resolve any Monster Effect tokens immediately.



Lose

all Towers destroyed



Win

all 49 Monsters slain and at least 1 Tower standing

