

My First Castle Panic™

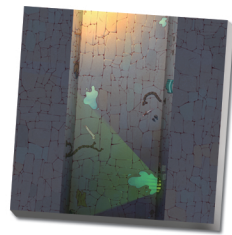
Quick Start Guide

Setup

Place the 3 monsters with a STAR on the first three spaces on the board.

Mix the rest of the monsters up and set them face down.

Put the castle and wall on the board.



Keep the Dungeon nearby.



Shuffle the deck and deal 1 card to each player.

The youngest player goes first.

1. DRAW 1 Card

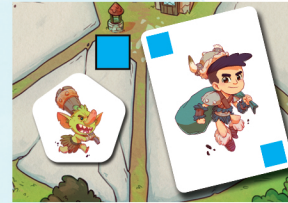
Draw the top card from the deck and add it to your hand.



2. PLAY 1 card from your hand OR ASK FOR HELP from 1 other player

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.



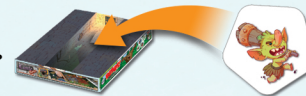
Any-color cards can match 1 monster in any color of the shape shown.



Ask for help

If another player has a card that matches, you can ask that player to play their card instead. If no player has a card that matches, move to the next step.

Captured monsters go into the Dungeon.



Special Cards

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



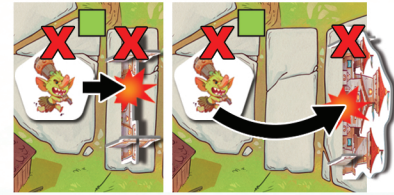
The Boot card lets you pick any monster on the board and boot it facedown back into the monster pile (not the Dungeon).



3. MOVE the Monsters

Move all the monsters 1 space closer to the castle.

If a monster hits the wall, they both get removed from the game. If a monster hits the castle, they both get removed and the game ends.



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

4. DRAW 1 Monster Token

Draw 1 monster token from the monster pile, and put it face up on the START space. If there are no more monsters in the pile, you skip this step.

There are 3 Special monsters in the game:

- **Shover:** Move all the monsters (including the Shover) 1 more space closer to the castle.
- **Runner:** Instead of putting this monster on the START space, place it on the space in front of the monster closest to the castle.
- **Marcher:** 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.



GAME 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!

