



RULES

Number of Players: 1 to 6
Ages: 12 and Up

“The arrogance of these humans,” Agranok thought, “building their castle on our sacred ground.” His hundred-year banishment in the Void was coming to an end, and as the veil between worlds thinned, he could see a wood-lined clearing and a stone fortress in the distance. “Soon I will show the humans what suffering is, and they will learn to fear the Dark Titan!”

The Dark Titan can be played in combination with *Castle Panic*[®] only or with both *Castle Panic* and *The Wizard’s Tower* expansion. (See Game Setup on pp. 2–3 for more information.) All components in *The Dark Titan* have a special icon () that identifies them as part of this expansion, making it easy to add or remove pieces to play any version of *Castle Panic*.

OBJECTIVE

The objective of *The Dark Titan* is the same as that of *Castle Panic*. Players must defeat all the Monsters and have at least 1 Tower standing to win the game.

COMPONENTS

(*The Dark Titan* requires the full version of *Castle Panic* to play.)

- **Agranok Token:** The Dark Titan
- **5 Agranok Cards:** Different versions of Agranok, each with their own difficulty (pp. 6–7)
- **5 Castle Cards:** New help for the players (pp. 4–5)
- **17 Monster Tokens:** New threats to the Castle (pp. 6–8)
- **3 Support Tokens:** Helpful bonuses for players (not Monsters but in the Monster bag) (pp. 8–9)
- **1 Cavalier Token:** A piece that players move on the board to fight Monsters (pp. 4–5)
- **1 Plastic Stand:** The Cavalier’s stand
- **1 Rulebook**



GAME SETUP

The Dark Titan setup is very similar to the setup for *Castle Panic*[®]. The only changes will be to the Castle deck and Monster pile. Place Walls and Towers on the board as you would for either *Castle Panic* or *The Wizard's Tower*, depending on which game you are playing. Then follow the appropriate directions below.

If Playing with *Castle Panic* Only

1. Remove the following Monsters from the game. They will not be used with this expansion.
 - 3 Goblins
 - 4 Orcs
 - 3 Trolls
2. Add all the Monster tokens and Support tokens from *The Dark Titan* expansion to the Monster draw pile.
3. Place the same starting Monsters as usual (3 Goblins, 2 Orcs, 1 Troll), with 1 in each arc of the Archer ring. (Players choose which Monster to place in which arc.)



If Playing with *Castle Panic* and *The Wizard's Tower*

1. Remove these Monsters from the game IN ADDITION TO the normal 22 tokens that are removed during setup, which are 2 Giant Boulders, 1 Green Monsters Move, 1 Blue Monsters Move, 1 Red Monsters Move, 6 Goblins, 6 Orcs, and 5 Trolls. They will not be used in this expansion.
 - 1 Phoenix
 - 1 Gargoyle
 - 1 Goblin Cavalry
 - 1 Climbing Troll
 - 2 Ogres
 - 1 Troll
 - 1 Orc
2. Add all the Monster tokens and Support tokens from *The Dark Titan* expansion to the Monster draw pile.
3. Draw 6 Monster tokens at random (returning any that are effects, Support tokens, Heralds, 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. 6–8 for detailed rules.
4. Instead of drawing 3 Harbinger tokens for the Mega Boss Monsters, draw only 2.



GAME SETUP (CONTINUED)

- **Prepare the Agranok card:** Players can either choose a version of Agranok they wish to fight or draw a version at random. See pp. 6–7 for details on the different versions.
 - If drawing at random, shuffle the Agranok cards and draw 1 card facedown. Do not look at the front of the card.
 - Regardless of how a card is chosen, place it facedown near the board and put the Agranok token (8-point side up) on the card in the space indicated. The remaining Agranok cards will not be used in the game and should be returned to the box.
- **Place the Cavalier token in its plastic stand** and set it aside.
- **Shuffle the new Castle cards** into the Castle deck. *NOTE: If playing a 1-player game, do not include the Barrage card.*
- **Deal out Castle cards.** Hand size and card trading limits are unchanged from *Castle Panic*®.

The Order of Play is unchanged; however, the Cavalier acts after Phase 4 and before Phase 5. See also Cavalier, pp. 4–5.

# of Players	# of Cards in a Hand	# of Cards a Player Can Trade
2	6	1
3 to 5	5	1
6	4	2

Order of Play

1. Draw up
2. Discard and draw 1 card (optional)
3. Trade cards (optional)
4. Play cards
5. Move Monsters
6. Draw 2 new Monsters

SPECIAL TERMS AND MECHANICS

Hit Cards

Some new rules will affect only hit cards. Hit cards include the word “hit” and are the Archer, Knight, Swordsman, and Hero cards.

NOTE: Boiling Oil cards are NOT hit cards.

Special Cards

Some new rules will affect only Special Cards. These cards are distinguished from other cards by their purple jewels. The Barbarian and Nice Shot are examples of Special Cards.

Arcs, Color, Rings, and Spaces

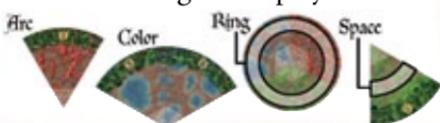
An arc is numbered and is half of a color. A color comprises 2 arcs of the same color. A ring is one of 5 named concentric rings on the board. A space is the smallest unit of area on the board and is defined by an arc and a ring in a color.

Color Cards

In this expansion, new Plague tokens and the Support tokens interact with cards by their Red, Green, or Blue color. Color cards are any card (Castle or Wizard) that use color in their title, **including “Any Color” cards.** Blue Archer, Any Color Knight, Red Fireball, and Green Boiling Oil are all examples of color cards.

Banish

This expansion introduces the term “banish” to the game. Whenever a card is banished, it is removed from the game and returned to the box, not the discard pile. A banished card cannot be used again until the next time the game is played.



CASTLE CARDS

Barrage Choose 1 ring or 1 color. Starting with the current player and continuing clockwise, all players may immediately play all Hit cards of that type. (Hit cards cannot be combined with a Special card during Barrage.) If choosing a color, this would include “Any Color” cards. If choosing a ring, this would include Hero cards. If a player slays a Monster during a Barrage, he or she keeps it, not the player that played Barrage.

Blue Boiling Oil Damage all Monsters in the Blue Swordsman ring for 1 point.

Green Boiling Oil Damage all Monsters in the Green Swordsman ring for 1 point.

Red Boiling Oil Damage all Monsters in the Red Swordsman ring for 1 point.

Note: Boiling Oil damages Elite Monsters with no roll required and can be used against Flying Monsters.

Cavalier This horse-mounted warrior is controlled by the players as he moves on the board, fighting Monsters wherever he encounters them.

Placing the Cavalier

When the Cavalier card is played, place the Cavalier token in any arc of the Swordsman ring. (There can be only 1 Cavalier in play at a time.)

Using the Cavalier

The Cavalier acts between phases 4 and 5—AFTER a player has played all their cards but BEFORE the Monsters move. (Think of it as phase 4.5.) He can move and attack, or attack and move, but he cannot fight or move twice.

Moving the Cavalier

Movement is 1 space only—forward, backward, left, or right (not diagonal), and he may enter the Forest and Castle rings. He moves through Walls and can be in the same space as a Tower, but when moving through the Castle ring, he must move clockwise or counter-clockwise. He cannot move through the middle of the board.

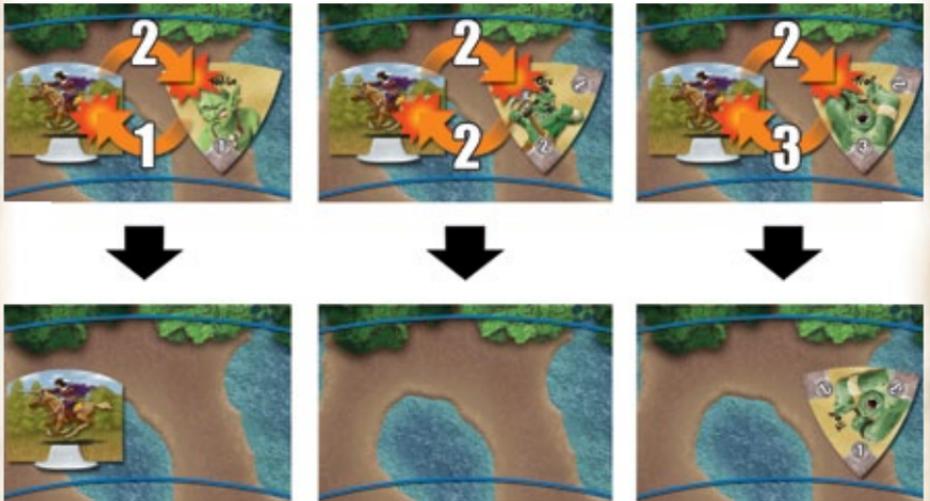


Fighting with the Cavalier

The Cavalier fights only 1 Monster on his phase (regardless of how many Monsters are in the space) by dealing 2 points of damage to the Monster and taking damage equal to the Monster's current health. However, he does not have to fight, even if he is in the same space with Monsters.

- If the Cavalier only takes 1 point of damage, it is negated and the Cavalier stays on the board. He will fight at his full 2-point strength next turn.
- If the Cavalier takes 2 or more points of damage, he is destroyed and removed from the board. (He can return to the game if a player plays the Cavalier card again.)
- The Cavalier does not require a die roll to damage an Elite Monster.
- If a player uses the Cavalier to slay a Monster, he or she keeps that Monster as a Trophy.
- The Cavalier does not fight Monsters who enter or leave the same space as him during Phase 5 or 6.
- The Cavalier is destroyed by Boulders.

Cavalier Fighting Examples



Notes for The Wizard's Tower:

- If the Cavalier is ever **in the path of a fire-breathing Monster** when it breathes fire, the Cavalier is immediately destroyed, no matter what his health is, and the fire continues.
- Players **cannot play cards to catch the Cavalier on fire.**
- The Cavalier **fights a "variable" Monster** (e.g., Cyclops) at the Monster's current health. However, if the fight occurs in that Monster's special vulnerable ring, the Monster is destroyed.
- If the Cavalier **slays the Boom Troll**, the Cavalier is destroyed as well.
- The Cavalier **CAN attack flying monsters.**
- If the **Phoenix dies in the same space**, it destroys the Cavalier.

MONSTER TOKENS

Agranok and Heralds There are 5 versions of Agranok, represented by the 5 Agranok cards. Each version is a different level of difficulty. The difficulty is indicated by the number of red pips on the front of the card (♦), with 1 being the easiest and 5 being the most difficult. If playing with younger or new players, we recommend choosing the Level 1 version. More experienced players will want to pick a higher level.



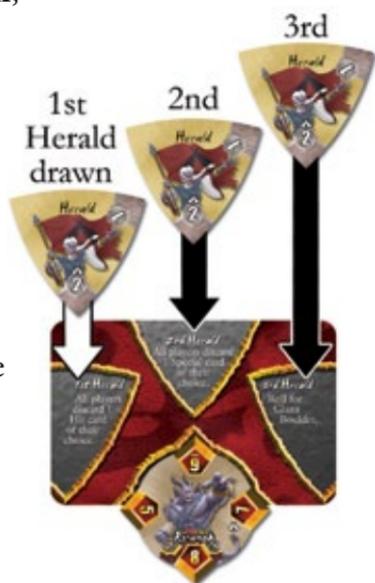
Agranok's Health Points

- Agranok is a two-sided token with his starting side showing 5–8 points of health and his wounded side showing 2–4 points.
- When Agranok is at his lowest health (2 points), he cannot be injured by a single damage point. He must take 2 points of damage in the same turn to be killed.
- Agranok takes NO damage when he destroys a Castle structure.

Summoning Agranok and Placing Heralds

Agranok is not drawn like a standard Monster token. Instead, he is summoned into play by his Heralds. There are 5 Heralds in the game. The first 3 will be used to summon Agranok.

- **When the first 3 Heralds are drawn,** they are not placed on the board. Instead they are placed (in order) onto the numbered Herald spaces on the Agranok card.
- **Each time a Herald is placed,** there is an immediate effect that must be resolved.
- **When the 3rd Herald is placed,** resolve its effect and then roll the die and place Agranok in the Forest.
- **Once Agranok is brought into play,** the 3 Herald tokens that summoned him are discarded and the Agranok card is flipped faceup.



The Fourth and Fifth Heralds

- **A Herald drawn while Agranok is on the board** is placed in the Forest as a 2-point Monster. Then players roll to cause Agranok's effect, unless Agranok is in the Castle ring.
- **A Herald drawn after Agranok has been destroyed** is treated as a regular Monster with 2 points of health and no special effect.

Agranok's Effects and Movement

- Levels 2–5 of Agranok feature random effects that trigger after he moves on Phase 5. **After moving Agranok, roll the die** and resolve the resulting effect as indicated on the Agranok card.
- Agranok **does NOT roll after moving** if he (1) does not move, (2) moves himself by die roll, (3) is moved by another Monster token/Card effect, or (4) is in the Castle ring.
- When levels 3 and 4 of Agranok cause the placement of a discarded Herald, players **do NOT** roll to cause another of Agranok's effects.

Damaging Agranok

- Slay cards played against Agranok do not kill him but instead cause 4 points of damage and are Banished from the game. This includes any card that uses the term “slay,” such as Barbarian, Nice Shot, Wizard's Quake, or Hammer of Light.
- Any time Agranok is flipped to his wounded side, **ALL** players must immediately discard 1 card **at random**.
- Agranok takes **NO** damage when he destroys a Castle structure.

Slaying Agranok

- If Agranok is destroyed, he turns into smoke and returns to the Void. So, no player may claim his body as a Trophy.
- Agranok is not affected by Boulders of any type.

Notes for The Wizard's Tower:

- **Agranok can be set on fire** like any other Monster and takes fire damage after movement, even if he moves himself.
- **Once his health has reached its minimum of 2**, the resulting 1 point of damage from a single fire token after movement is not enough on its own to destroy him. So, Agranok would remain at 2 points of health. If Agranok had more than 1 flame token on him **those points would be enough to slay him**.
- **Wizard's Quake** does affect Agranok (see Damaging Agranok).

Boom Troll This Troll has a huge explosive strapped to his back. When the Boom Troll is slain, it self-destructs, causing 1 point of damage to all Monsters in the same space as the Boom Troll.

- If this Monster **hits a Castle structure**, it self-destructs, destroying ALL Castle structures (Wall, Tower, and Fortify token) in that arc as well (not the whole color).
- If the Boom Troll is **slain in the Swordsman ring**, it does not cause any damage to the Castle.
- If **slain by the Cavalier**, the Cavalier is destroyed as well.
- If a player slays the Boom Troll and the **explosion destroys additional Monsters**, he or she keeps those Monsters as Trophies as well.



Dark Sorceress This powerful magician casts a crippling spell on the players. When drawn, all players must discard 1 card of their choice. As long as the Dark Sorceress is on the board, the normal hand size is reduced by 1. The red border is to remind players of her lasting effect.

Elite Monsters These highly trained Monsters are the backbone of Agranok's army. They are veteran warriors who can dodge attacks.

- **When a hit card is played against them, the player must roll the die.** On 1 or 2, the attack misses and the hit card is discarded. Otherwise, the attack is successful, and the Monster is damaged as normal.
- **If an attack using a hit card and a Special card** (such as Nice Shot or Enchanted) is made against an Elite Monster, the player must declare use of the Special card BEFORE rolling the die. If the attack fails, both the hit card and the Special card used are discarded with no effect.
- Rolling to hit an Elite is only required when playing hit cards. **Players do not roll when attacking Elite Monsters with Wizard Cards, the Barbarian, Boiling Oil, or the Cavalier.** These attacks are always successful against Elites.
- **When an Elite and a Support token fight**, they damage each other for 1 point. There is no need to roll.



Blue Plague All players must discard all Blue color cards (Color Cards, p. 3).

Green Plague All players must discard all Green color cards (Color Cards, p. 3).

Red Plague All players must discard all Red color cards (Color Cards, p. 3).



Wither Banish the top card from the Castle deck. If the Castle deck has run out, shuffle the deck and then Banish the top card. Remember, Banished cards are removed from the current game entirely, not just discarded.

SUPPORT TOKENS

There are 3 Support tokens in the game: Reserve Squad, Stonemason's Cart, and the Supply Wagon. These tokens are new components that represent friendly forces, which provide special help to the players if they reach the Castle ring. Although they are triangle shaped, are included in the Monster pile and feature the same back as a Monster token, Support tokens are NOT Monster tokens.

Placing Support Tokens

When drawn, Support tokens are placed in the Forest by a die roll.

Moving Support Tokens

Support tokens DO NOT move during the Move Monsters phase. During a player's Play Cards phase, he or she may discard any color card (p. 3) to move a Support token 1 space back, forward, left, or right (not diagonally). If the color of the discarded card matches the color the Support token is currently in, the player moves the Support token 2 spaces.



- Color cards discarded to move a Support token cannot also be used to hit a Monster.
- Players may discard as many color cards as they wish to move a Support token.
- Support tokens moving past a Monster must fight that Monster.
- Since they are not Monster tokens, Support tokens are NOT affected by any movement or healing effects from Monster tokens.

Using Support Tokens

Once a Support token reaches the Castle ring, it is removed from the board (without fighting any Monsters present) and immediately gives the players its benefit.

- **Reserve Squad:** The current player distributes points of damage equal to the current health of the Reserve Squad to any Monster anywhere on the board, including the Forest and Castle rings.
- **Stonemason's Cart:** The current player builds a number of walls equal to the current health of the Stonemason's Cart.
- **Supply Wagon:** Each player, starting with the current player, draws a number of cards from the Castle deck equal to the current health of the Supply Wagon. (Exceeding the normal hand size is allowed.)

Fighting with Support Tokens

Any time a Monster token and a Support token are in the same space (except the Castle ring), they immediately do battle.

- Each token inflicts 1 point of damage on the other, so each token loses 1 health.
- If multiple Monsters and/or multiple Support tokens are in the same space, each Support token fights only once. Players choose which Monster(s) is/are fought and in what order the Support token(s) fight.
- Support tokens hit by Boulders are always destroyed.



Notes for The Wizard's Tower:

- If a Support token is **in the path of a fire-breathing Monster** when it breathes fire, the Support token is immediately destroyed, no matter what its health is, and the fire continues.
- If the **Phoenix dies in the same space** as a Support token, the Support token is destroyed.
- **Discarding Double Strike with a color card** doubles the usual movement of that card.
- Discarding a color card to move a Support token is NOT playing the card; therefore, it does not count toward the number of cards played **when using Berserk**.

CARD CHANGES TO THE WIZARD'S TOWER

Teleport This Wizard card can be used to move the Cavalier or a Support token to anywhere on the board.

Berserk If a player has played Berserk and then plays a hit card against an Elite but misses, he or she still draws a Castle card for that hit card.

Victory Points

Boom Troll: 3 points

Dark Sorceress: 5 points

Elite Goblin: 2 points (starting health +1)

Elite Orc: 3 points (starting health +1)

Elite Troll: 4 points (starting health +1)

Agranok: 0 points (remember that he is discarded when he is slain)



OVERLORD VERSION

- Playing with Agranok at Level 1, 2, or 3 (not 4 or 5) and letting the Overlord choose one of those at random is recommended.
- When the Overlord draws a Support token, he or she must include it as one of the tokens played that turn. The Overlord cannot keep a Support token in his or her hand.
- In the rare event that the Overlord draws all 3 Support tokens at once, he or she must play all 3 that turn.

ALTERNATE RULES

Less Panic

Burning the Midnight Oil If Boiling Oil is played on a Monster currently on fire, it causes 1 additional point of damage to that Monster.

Slippery Slope Boiling Oil may be played in the Castle OR Swordsman ring.

Sigh of Relief When Agranok is destroyed, all players draw 1 card from the Castle Deck.

More Panic

Demolition Man If the Boom Troll hits a Castle structure at full health, his explosion destroys all structures in BOTH arcs of the color he is in.

The Gang's All Here Include additional Harbinger tokens to the draw pile.

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BASED ON MUNCHKIN BY STEVE JACKSON AND CASTLE PANIC BY JUSTIN DE WITT

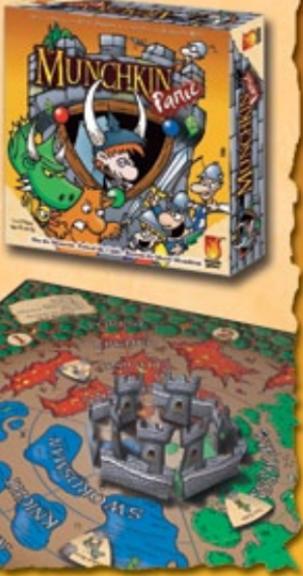
MUNCHKIN[®] Panic

COOPERATE!
Work together to attack Monsters and keep the Castle standing.

NEGOTIATE!
Trade cards and collect Trophies and Treasure.

BACKSTAB!
Double-cross your friends to become the Master Munchkin!

AVAILABLE NOW!



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The image shows the Munchkin Panic game box and the game board. The box is yellow and features a cartoon illustration of a wizard and a troll. The board is a colorful map of a castle and surrounding areas, with a central castle structure and various paths and landmarks.

SUMMARY PAGE

Castle Cards (pp. 4–5)

Barrage Choose 1 ring or 1 color. All players may immediately play all Hit cards of that type.

Boiling Oil Damage all Monsters in the Swordsman ring of that color for 1 point.

Cavalier Acts between phases 4 and 5. Moves 1 space. Fights 1 Monster. Deals 2 points of damage. Takes damage equal to Monster's current health. Is destroyed if he takes 2 or more points of damage.

Monster Tokens (pp. 6–8)

Heralds First 3 Heralds drawn are placed on the Agranok card and trigger the effects shown on the card. The 4th and 5th Heralds are placed on the board and cause Agranok's effect to trigger.

Agranok Summoned by Heralds. There are 5 possible Levels of difficulty for Agranok, each has its own effects. See the card for the Level you are using for details. When at his lowest health (2 points), he cannot be injured by a single damage point. He must take 2 points of damage in the same turn to be killed. He does not take damage from Castle structures. Cannot be claimed as a Trophy and is not affected by Boulders.

Boom Troll Causes 1 point of damage to all Monsters in the same space when destroyed. Self-destructs when he hits a Castle structure and destroys all Castle structures in that arc.

Dark Sorceress When drawn, all players must discard 1 card of their choice. As long as the Dark Sorceress is on the board, the normal hand size is reduced by 1.

Elite Monsters When a hit card is played against them, the player must roll the die. On 1 or 2, the attack misses and the hit card is discarded. Otherwise, the attack is successful and the Monster is damaged as normal.

Plagues All players must discard all cards of the color of the Plague.

Wither Banish the top card from the Castle deck.

Support Tokens (pp. 8–9)

DO NOT move during the Move Monsters phase. A player may discard any color card to move a Support token 1 space or a card that matches the color the Support token is currently in to move it 2 spaces. If a Support token reaches the Castle ring, players get these benefits.

Reserve Squad Distribute points of damage equal to current health to any Monster anywhere on the board.

Stonemason's Cart Build walls equal to current health.

Supply Wagon Each player draws Castle cards equal to current health. Monster and Support tokens in the same space inflict 1 point of damage on the other.