



CASTLE PANIC

GAME PLAY ONE-SHEET

SUMMARY :

Castle Panic is a cooperative tower defense game where players fight off waves of invaders until the last wave of Monsters are defeated or all 6 Towers are destroyed.

- If the last Tower is destroyed, all players Lose.
- If the last Monster is destroyed all players Win, and the one with the most Slain Monster tokens is declared Master Slayer.

GAME PLAY : Each player performs the following in order:

- 1) DRAW UP
- 2) DISCARD & DRAW 1 CARD (optional)
- 3) TRADE (optional)
- 4) PLAY CARDS
- 5) MOVE MONSTERS
- 6) DRAW 2 NEW MONSTERS

DRAW UP - draw up to your hands size from the Castle Cards

- Hand Size : 2 players=6, 3 to 5 players=5, 6 players=4

DISCARD & DRAW 1 CARD (optional)

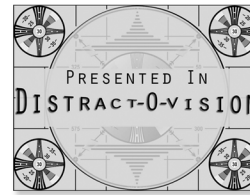
- 1 attempt for a better card, before Trading or Playing cards

TRADE (optional) - may trade 1 card with any other player

- 2 cards can be traded in a 6 player game

PLAY CARDS - as many as you have in hand, in any order, as per card details:

- *Hit* cards target a single Monster in a specific Color and Ring, doing 1 damage
 - * If a Monster is dealt damage, reduce its points. New total forward towards the Castle
 - * If a Monster's points are reduced to zero, it is slain
 - * If a Monster is slain, current player takes the token for his pile.
- *Specials* can Slay or Slow a specific Monster, damage multiple ones or let a player perform additional actions. *Examples:*
 - 1 *Mortar* and 1 *Brick* together allow the player to rebuild 1 wall
 - *Fortify* card allows the player to put a Fortify token on 1 wall, acting as an additional wall, removed instead of the wall it is on



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PLAY CARDS - continued...

- Note:

- * only Tar can target Monsters in the Forest Ring
- * only Tar, Barbarian, and Drive Him Back cards (marked w/ a tower) can target Monsters in the Castle Ring
- * When in doubt, card text trumps basic game rules

MOVE MONSTERS - each monster moves 1 space closer to the castle or if inside the castle walls they move 1 space clockwise

- If a monster moves into a Wall, they remain in the Swordsman ring take 1 damage and the Wall is removed.

They would enter the Castle Ring on their next move.

- If a Monster moves into a Castle space with a Tower, they take 1 damage and the Tower is removed.

DRAW 2 NEW MONSTERS - draw 2 tokens, resolving each 1 at a time, from the Monster Tokens at random

- *Monster Tokens* - roll the 6 sided dice and place in the corresponding section in the Forest Ring. Their highest points pointing forward towards the Castle.
- *Boss Monsters* - roll and place, then resolve the following:
 - * *Goblin King* - draw and resolve 3 more Monster tokens
 - * *Orc Warlord* - move all Monsters in this token's Color by 1
 - * *Troll Mage* - move all Monsters on the board by 1
 - * *Healer* - all damaged Monsters regain 1 point of damage.
- *Other Tokens* - causing actions or effects to take place
 - * *Move Tokens* - move Monsters as specified
 - * *Discard/Plague Tokens* - cause players to discard, as specified
 - * *Draw Tokens* - cause players to draw more tokens, and resolve 1 at a time
 - * *Boulder Tokens* - roll and place as a Monster, then move forward until they strike a Fortification, Wall, or Tower. Boulders Slay all Monsters in their path, including in the Forest Ring. Boulders continue forward even through to the other side of the board, as long as there is no structure (Fortify, Wall, or Tower) in their path.