

Harry Potter

HOGWARTS BATTLE

A Cooperative Deck-Building Game

GAME 2

OBJECT

As in Game 1, defeat all the Villains before they gain control of all of the Locations.

CONTENTS & SET UP

3 Location cards (1)
These replace the Game 1 Locations. Stack in order.



5 Dark Arts cards (2)
Shuffle together with the Game 1 Dark Arts cards.



3 Villain cards (3)
Shuffle together with the Game 1 Villain cards.



14 HOGWARTS cards (4)
Shuffle together with the Game 1 HOGWARTS cards.



Place cards on the same Game Board spaces for Game 2.
(If you need a reminder, the numbers refer back to Set Up on pages 4-5 in the Game 1 rule book.)

PREPARE YOUR HERO

Hero set up is the same as Game 1. Choose a Hero and take that Hero's deck of 10 starting cards. You do NOT get to start the game with any of the additional HOGWARTS cards you acquired from Game 1. Return those cards and shuffle them into the HOGWARTS stack. You should have been more diligent about practicing your spells over the break!



GAMEPLAY

Gameplay proceeds with the same four steps from Game 1.

STEP 1. Reveal and resolve Dark Arts events.

Watch out! The Chamber of Secrets (Location 3 of 3), states to reveal 2 Dark Arts events at the start of each Hero's turn.

STEP 2. Resolve Villain abilities.

Players must defeat all six Villains. As in Game 1, only have one Villain face up at a time.

STEP 3. Play HOGWARTS cards & take Hero actions.

Remember, newly acquired cards go directly to your Discard pile. They cannot be played immediately.

STEP 4. End your turn.

Discard any remaining cards and tokens. Refill empty spaces on the Game Board.

REMINDER: IF YOUR HERO IS STUNNED

- Discard any  or  tokens you may have collected and half the cards in your hand, rounded down.
- Add one  to the Location.
- If it is your turn, you may still play cards and take actions with whatever you have remaining after being Stunned.
- At the end of the active Hero's turn, reset your  to its maximum value (10).



END OF GAME

ALL the Villains are defeated—Heroes win!

Congratulations—you are growing even more powerful, as you continue to hold back the rising tide of evil! Proceed to Game 3, opening its box and following the rules enclosed.

Villains control ALL the Locations—Heroes lose!

You still have some work to do before you are ready to move on to Game 3. Reset the game to its starting configuration, and try again!



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