

Harry Potter

HOGWARTS BATTLE

A Cooperative Deck-Building Game

GAME 4

OBJECT

As in previous games, defeat all the Villains before they gain control of all of the Locations.

CONTENTS & SET UP

- 3 Location cards (1) Use only the Game 4 Locations. Stack in order.
- 8 Dark Arts cards (2) Shuffle all Dark Arts cards together.
- 2 Villain cards (3) Shuffle all Villain cards together. Reveal the top 2 cards in the spaces below the Villain stack.
- 21 HOGWARTS cards (4) Shuffle all HOGWARTS cards together.
- 4 HOGWARTS House Dice (See next page)



Distribute cards on game board as in previous games. (If needed, see Set Up on pages 4-5 in the Game 1 rule book.)

PREPARE YOUR HERO

Hero set up is the same as Game 3. Take your Game 3 Hero card, along with your Hero's deck of starting HOGWARTS cards. You do NOT get to start the game with any of the HOGWARTS cards you acquired from prior games. Practice, practice, practice!

GAMEPLAY

Take the same four steps on your turn as in previous games.

STEP 1. Reveal and resolve Dark Arts events.

STEP 2. Resolve Villain abilities.

STEP 3. Play HOGWARTS cards & take Hero actions.

Some cards will let you roll the House dice. For more details see the next page.

STEP 4. End your turn.

HOGWARTS DICE

There are four color-coded HOGWARTS House dice, one for each of the four Houses.

Some HOGWARTS cards allow you to roll a specific die, as indicated by their House crest on the card. Your dice roll generates one of four effects that benefits ALL Heroes as follows:

- : All Heroes gain 1 ●.
- ⚡: All Heroes gain 1 ⚡.
- ♥: All Heroes gain 1 ♥.
- 📄: All Heroes draw a card.

Note: All dice are different, but have at least one of each symbol.



Gryffindor™



Slytherin™



Ravenclaw™



Hufflepuff™



END OF GAME

ALL the Villains are defeated—Heroes win!

Congratulations, you continue to keep the forces of evil at bay! You may now proceed to Game 5, opening its box and following the rules enclosed.

Villains control ALL the Locations—Heroes lose!

The Death Eaters continue to expand their presence, and you are not yet ready to move on to Game 5. Reset the game to its starting configuration, and try again!

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