

Harry Potter

HOGWARTS BATTLE

A Cooperative Deck-Building Game

GAME 5

OBJECT

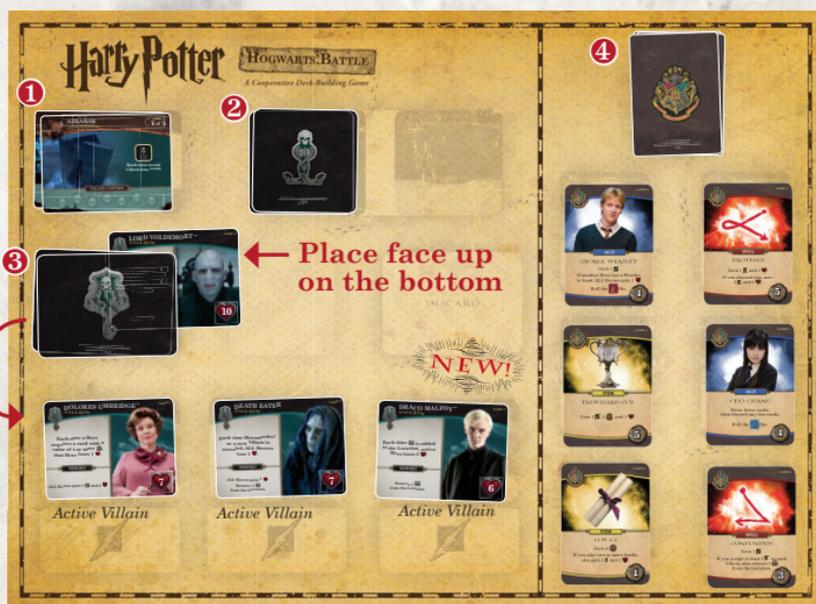
As in previous games, defeat all the Villains before they gain control of the Locations. The last Villain you must defeat is LORD VOLDEMORT™.

CONTENTS & SET UP

- 3 Location cards (1) Use only the Game 5 Locations. Stack in order.
- 7 Dark Arts cards (2) Shuffle all cards together.
- 1 LORD VOLDEMORT card (3) Place FACE UP on the bottom of the Villain stack.
- 2 Villain cards (3) Shuffle the rest of the Villain cards together. Stack face down on top of LORD VOLDEMORT. Reveal the top 3 cards in the spaces below the Villain stack.
- 10 HOGWARTS cards (4) Shuffle all HOGWARTS cards together.



Distribute the cards on the game board as shown.



PREPARE YOUR HERO

Hero set up is the same as in Games 3 & 4.

GAMEPLAY

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

STEP 1. Reveal and resolve Dark Arts events.



The battle heats up at Location 3 of 3, the Ministry of Magic! When this Location is revealed, ALL Heroes will have to discard a Spell immediately. There is no penalty if you do not have a Spell in hand.

STEP 2. Resolve Villain abilities.

With the return of LORD VOLDEMORT, the Villains have grown more bold and daring. From Game 5 forward you will face three Villains at a time. Assign your ⚡ to any of the Villains.

The LORD VOLDEMORT card is placed face up on the bottom of the Villain stack. Like other Villains, his ability is active as soon as he is revealed. Note: this could force you to resolve the abilities of four Villains on your turn.



Before LORD VOLDEMORT can be assigned ⚡ you must first defeat all the other Villains!

STEP 3. Play HOGWARTS cards & take Hero actions.

STEP 4. End your turn.

END OF GAME

ALL the Villains are defeated—Heroes win!

You have managed to thwart Lord Voldemort's plans... for now. Prepare for more dangerous challenges as you advance to Game 6.

Villains control ALL the Locations—Heroes lose!

LORD VOLDEMORT succeeds in conquering the wizarding world. Reset the game to its starting configuration, and try again!

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