

Harry Potter

HOGWARTS BATTLE

A Cooperative Deck-Building Game

GAME 6

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 6 Locations. Stack in order.
- 3 Dark Arts cards (2)** Shuffle all Dark Arts cards together.
- 1 LORD VOLDEMORT card (3)** This replaces the Game 5 LORD VOLDEMORT card. 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. Reveal the top 3 cards in the spaces below the Villain stack.
- 10 HOGWARTS cards (4)** Shuffle all HOGWARTS cards together. Reveal the top 6 cards.
- 9 Proficiency cards (5)** This will replace the Turn Order card above your player board. (See next page.)



Distribute the cards on the game board as shown.



PREPARE YOUR HERO

O.W.L. results have arrived! Hero setup is similar to Games 3-5, but with the addition of your O.W.L. Proficiency. Choose one Proficiency card for your Hero, which will grant you a special ability along with your Hero card. Unless otherwise noted, the Proficiency ability can only be used on your turn. Replace the Turn Order card above your player board with this new card.



GAMEPLAY

Take the same four steps as previous games.

STEP 1. Reveal and resolve Dark Arts events.

Reminder, check the Location for how many events to reveal.

STEP 2. Resolve Villain abilities.

As in Game 5 you will battle three Villains at a time. Assign your  to any of the Villains. Remember that Lord Voldemort's abilities are active as soon as he is revealed, and you cannot attack him until all other Villains are defeated.

STEP 3. Play HOGWARTS cards & take Hero actions.

Remember to use your new Proficiency!

STEP 4. End your turn.

END OF GAME

ALL the Villains are defeated—Heroes win!

You have managed to hold LORD VOLDEMORT at bay once again! But that won't stop him for long. Prepare for your most difficult challenge as you advance to Game 7.

Villains control ALL the Locations—Heroes lose!

You have failed to defend the wizarding world! Reset the game to its starting configuration, and try again!

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