2-4 Players
AGES 11+

GAME 1

Harry Potter™

Hogwarts Battle

A Cooperative Deck-Building Game

Overview

In this cooperative game, you will take on the heroic role of either HARRY POTTER™, RON WEASLEY™, HERMIONE GRANGER™ or NEVILLE LONGBOTTOM™ in order to defeat a series of evil threats. The Villains launch attacks against you in their attempts to conquer the wizarding world one Location at a time. This game is designed to be played over a series of seven increasingly difficult adventures, to defeat You-Know-Who once and for all.

Objective

Playing cooperatively as the Heroes, you win the game if you defeat all the Villains before they gain control of all the Locations, thereby securing the safety of HOGWARTS, for now...

However, if the Villains manage to gain control of all of the Locations, you have lost the game!

Advanced Wizards:

After reading these rules, if you feel comfortable and are familiar with deck-building games, we recommend that you proceed directly to Game 3. Open the Game 1, Game 2 and Game 3 boxes, review the rules enclosed in each, and start your adventure there.

Contents

Set Up – p. 2
Gameplay – p. 6
Additional Rules – p. 12

SET UP

Sort and Distribute contents as shown:

LEAVE IN BOX

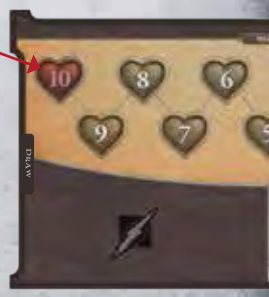
Boxes for Games 2–7
9 Sorting Cards

8 Villain Control tokens

Player Board (with Health Tracker)

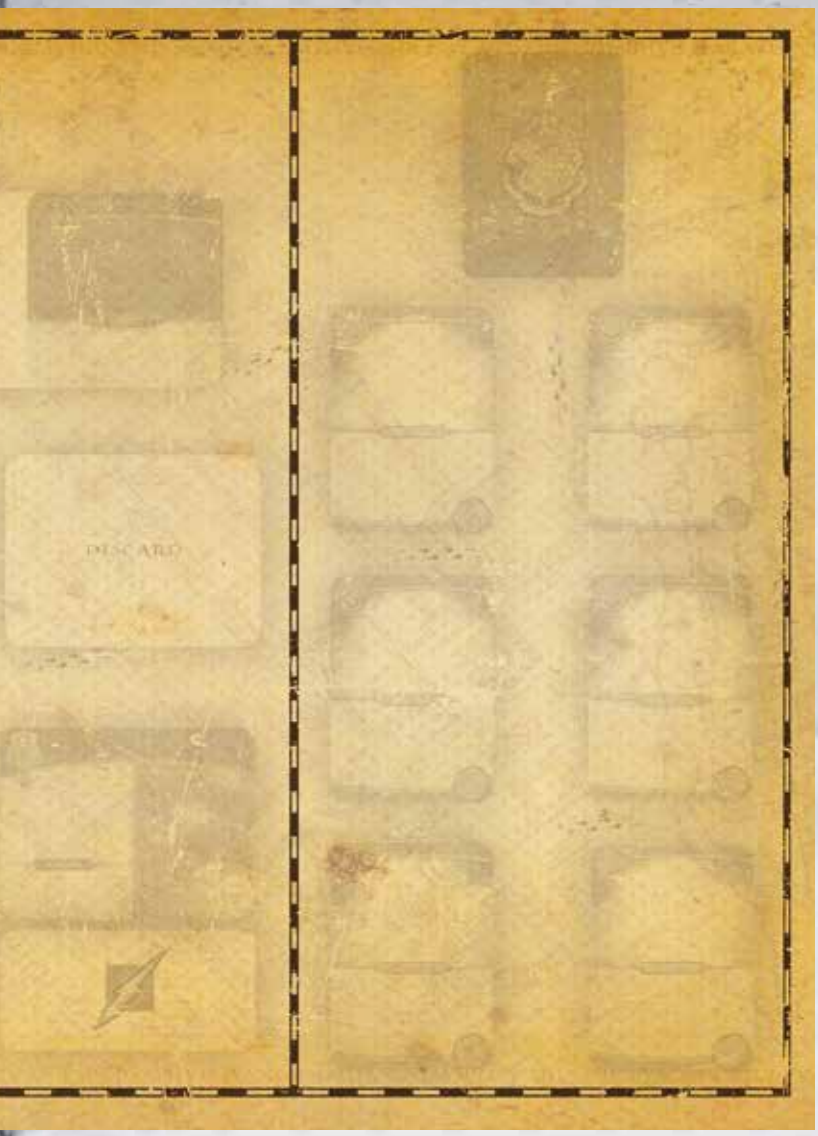
4 Health Trackers

Give one to each player. Place Health Tracker on the 10 space on your Player Board.



35 Attack tokens

25 Influence tokens



Game Board

Player Board (with Health Tracker)

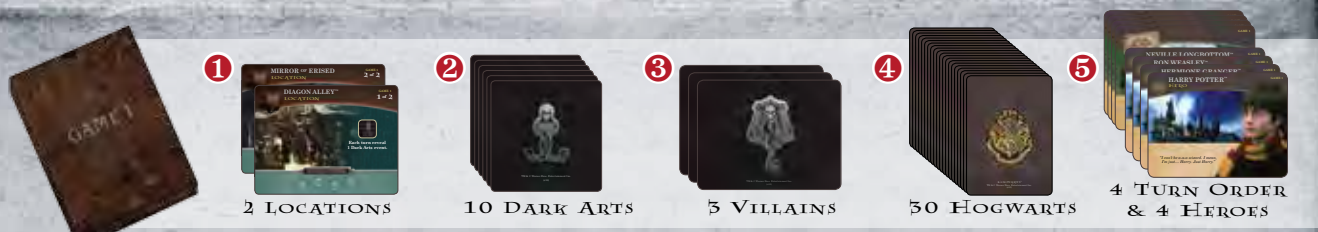
4 Player Boards

Give one to each player.

Open the Game 1 Box and proceed to the next page.

For your first game, you will not need the boxes for Games 2–7.

SET UP



Sort and distribute Game 1 cards

1 Location cards

Stack the oversized Location cards face up in the order indicated on upper-right corner.

2 Dark Arts cards

Shuffle and stack the square Dark Arts cards face down.

3 Villain cards

Shuffle and stack the oversized Villain cards face down.

For Game 1 there will only be one active Villain at a time. Reveal the top card face up in space below.

5 Turn Order & Hero cards

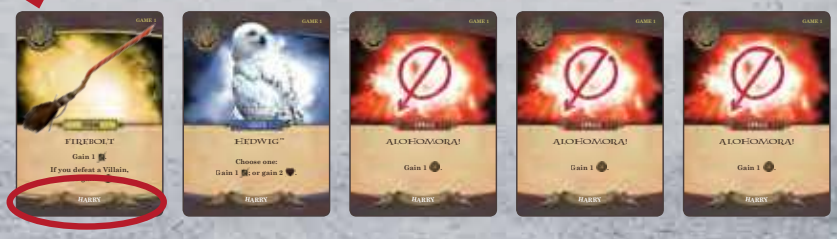
Choose your Hero

Place an oversized Turn Order and Hero card face up above your Player Board.

6 Starting Hero deck

Shuffle and stack your Hero deck of 10 cards face down, then draw 5 cards.

Note that each Hero has their own starting deck as indicated by the name in the banner.



4 HOGWARTS cards

Separate out the 4 starting Hero decks, as indicated by the Hero names on the bottom (6). Shuffle and stack the HOGWARTS cards face down.

Place top 6 cards face up in the spaces below.

Information on Villain Cards

1. **Villain Name**
2. **Game Identifier**
3. **Villain Ability**
4. **Health**—the number of needed to defeat the Villain.
5. **Reward**—earned when the Villain is defeated.

Icon Key

Attack	Influence
Health	Villain Control

Information on Hogwarts Cards

1. **Game Identifier**
2. **Card Type**—either Ally, Item, or Spell. Some effects may reference these types.
3. **Card Name**
4. **Card Effect**—gained when you play the card.
5. **Value**—amount of you must spend to acquire it. Some effects may reference this.

You are ready for your first game. Choose a Hero to go first. These rules are designed to be read as you play.*

***Advanced Wizards will need to complete set up as instructed in the Game 3 box before continuing with these rules.**

OBJECTIVE

Playing cooperatively as the Heroes, you win the game if you defeat all the Villains before they gain control of all the Locations, thereby securing the safety of HOGWARTS–for now...

However, if the Villains manage to gain control of all of the Locations, you have lost the game!

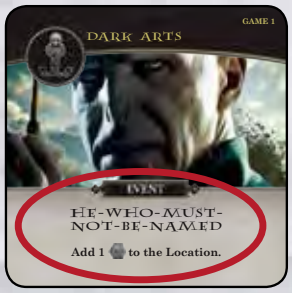
GAMEPLAY

Each turn consists of four steps.

STEP 1. Reveal and resolve Dark Arts events.

Look at the Location. It states how many Dark Arts events to reveal (❶).

Dark Arts events have a variety of detrimental effects. One at a time, reveal and resolve Dark Arts events, placing the cards in a discard pile beside the stack (❷).



EXAMPLE: *this event instructs you to add one token on the Location card. (See Location Control on page 12 for details.)*

If the Dark Arts stack runs out, shuffle the resolved cards to form a new stack.

STEP 2. Resolve Villain abilities.

Each Villain has an ability (❸). Some will happen each turn, and others will be triggered by Dark Arts events or other Villains.

EXAMPLE: *because a token was added to the Location, Harry (the active Hero) loses 2 Health, moving his from 10 to 8. (See Hero Health on page 13 for details.)*

Proceed to the next page for the active Hero's chance to play cards and take actions.

STEP 3. Play HOGWARTS cards and take Hero actions.

As the active Hero, you may do all of the following in any order you choose.

- **Play cards to gain resources (⚡ & ● tokens) and generate effects.**
  As you play out cards, set them to the side to indicate that they have been played. Tokens you gain are collected on your player board. Cards and resources cannot be saved from one turn to the next, so it is advisable to use everything each turn.
- **Assign ⚡ (Attack) to Villains.**
  When the number of ⚡ tokens assigned to a Villain equals its Health, the Villain is defeated! *(See Defeating a Villain on page 12 for details.)*
- **Use ● (Influence) to acquire new cards.**
  The six face up HOGWARTS cards are available to acquire and build a more powerful deck. You can acquire multiple cards as long as you have enough ●.

  <u>IMMEDIATELY place any newly acquired cards in your Discard Pile (not in your hand) unless otherwise noted.</u> Typically, you will not play new cards on the same turn you acquire them.

  When your deck runs out of cards, you will shuffle your Discard Pile to form a new deck including these newly acquired cards.

EXAMPLE: your starting hand has a *Firebolt, HEDWIG™*, and three *Alohomora!* cards.

1. *Play the Firebolt to gain a ⚡ token. Since you are still pretty healthy, play HEDWIG and choose to gain another ⚡ token. Place them on your player board.*
2. *Play your three Alohomora! to gain three ● tokens. Place them on your Player Board.*
3. *Assign the two ⚡ tokens to DRACO MALFOY™. You need four more to defeat him.*
4. *Use the three ● to acquire Reparo! from the available HOGWARTS cards. Immediately place the card in your discard pile.*

End your turn.

STEP 4. END YOUR TURN.

After playing cards, taking actions, and using tokens, do the following at the end of your turn.

1. Check if the Villains have the required to Control the Location. If they Control it, remove the and discard the Location, revealing the next one in the stack.
2. If you assigned enough to defeat a Villain this turn, replace it with the next one from the Villains stack.
3. Refill empty spaces for HOGWARTS cards.
4. Place all cards played this turn in your discard pile. You cannot save cards for your next turn.
5. Discard any unused and tokens. If you played cards that allow other Heroes to gain tokens, they DO get to keep them to use on their turn.
6. Draw a new hand of five cards. ONLY shuffle your Discard pile to form a fresh Draw Deck when you need to draw or reveal cards and your deck is empty.

THE NEXT HERO'S TURN

Game play will continue clockwise, with the next player, as the active Hero, taking the same 4 steps on their turn.

See the following pages for more information on:

DEFEATING A VILLAIN–PAGE 12
LOCATION CONTROL–PAGE 12
HERO HEALTH–PAGE 13

END OF GAME

The game can end in one of two ways:

The Heroes defeat ALL the Villains

Congratulations! You win, and ensure the security of HOGWARTS and the wizarding world for another year. You have become most adept and skilled wizards and bring pride and honor to your school! When you are ready, proceed to the next game. Open the Game 2 box, and follow the instructions enclosed.

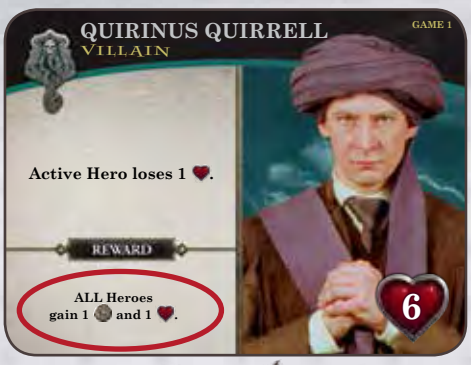
The Villains control ALL the Locations

If the Villains manage to control ALL the Locations, you have lost. You are not yet ready to advance to Game 2 and need to hone your wizarding skills. Reset the game to its starting configuration, and try again! *(see Set Up on pages 2-5.)*

Additional Rules

Defeating a Villain

When the ⚔ tokens assigned to a Villain equal its ♥ (Health), the Villain is defeated! You immediately gain the reward listed on the Villain card, and place it in the discard space in the center of the board. Return the ⚔ tokens assigned to the Villain back to the pile. At the end of your turn, replace the defeated Villain with the next Villain card from the top of the stack.



Reward: *Each Hero takes a token from the pile puts it on their Player Board. Each Hero also gains 1 Health moving their ♥ up one.*

Location Control*

Some Dark Arts events and Villain abilities increase the amount of control the Villains have over the Location. When the Villains gain the required to control the Location, the Heroes have until the end of that turn to remove a either by playing a card or defeating a Villain.

If at the end of the turn, the Location still has the required , the Villains gain control of it. Discard the controlled Location as the battle moves on to the next one in the stack. If the Villains gain control of ALL the Locations, the Heroes lose the game!

If you need to add more on a Location than there are spaces, you get a reprieve, ignoring any additional that would be added this turn.

*** Advanced Wizards:** You can add to the difficulty of any game by placing tokens on the first Location when setting up the game. For moderate difficulty, start with 1 on the Location or for a bigger challenge, start with 2 . Alternatively, add 1 to each Location when it is revealed, starting with the first one.

Hero Health

Some Dark Arts events and Villain abilities cause your Hero to lose ♥ (Health) and some HOGWARTS cards allow you to gain ♥. This is inidicated by moving your Health Tracker up or down on your Player Board. If you lose all your ♥, you are Stunned and the following occurs. *Note: It is possible to get Stunned on another Hero's turn. If more than one Hero is Stunned at the same time, each one does the following:*

1. You cannot lose *(or gain*)* any more ♥ this turn.
2. Discard any ● or ◪ tokens you may have saved on your Player Board from other Heroes' turns.
3. Discard half the cards in your hand, rounded down. For example, if you have five cards, choose two to discard. If a card has an effect generated by being discarded you DO still get that effect.
4. Add one ⬢ to the Location.
5. If it is your turn, you may still play cards and take actions with whatever you have remaining after being Stunned.
6. *At the end of the active Hero's turn you have recovered. Reset your Hero's ♥ to its maximum value (10).

Reminders

Hogwarts cards

In the first few games, it is possible for the HOGWARTS stack to run out of cards to acquire. Continue playing with the remaining available HOGWARTS cards and the decks you have built until the end of the game.

Drawing and Discarding cards

Some cards, like the *Crystal Ball*, have the effect to "Draw a Card". When you play these, always draw from your Hero deck. Additionally, if a card has an effect to "Discard a Card", you may choose any card in your hand– not just from among the cards you drew.

Other cards have an effect that only happens if you choose to discard them, not when you play them. For example: the *Remembrall* (Neville's starting deck) gives the Hero 1 when it is played, but 2 when discarded to another effect. The effect on these cards triggers if you choose to discard them to a Villain, Dark Arts event, from being Stunned, or to another HOGWARTS card, like the *Crystal Ball*.

Placing Cards on Top of Your Deck

This is a good thing. Rather than having to wait until your Discard Pile is shuffled to gain access to a card, cards with this directive ensure that you will draw a newly acquired card on your next turn.

Saving Influence and Attacks

If you gain or tokens on another Hero's turn you may save them on your player board until your turn. At the end of your turn any tokens that you have not used must be discarded to their piles.

Villains and Dark arts cards

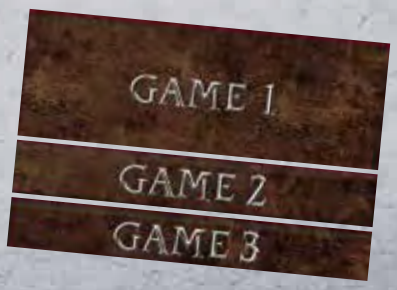
As the games progress in difficulty, many of the Villain abilities and Dark Arts events will have a compounding effect. For example: *Flipendo!* states, "Active Hero loses 1 and discards a card." *Crabbe & Goyle* have the ability, "When you discard a card lose 1 ". The combined effect is the active Hero will lose 2 and discard a card before taking actions.

Storing the game

You do not need to play all seven games at once. Included in the tray are nine sorting cards. When you are ready to pack the game up use the dividers to sort the cards by type instead of by game. This will make setting up your next game faster. The additional game rules can be stored in the pockets on the next page.

Advanced Wizards

After reading these rules, if you are familiar with deck-building games, you may proceed directly to Game 3. You will open boxes for Games 1-3, review the additional rules enclosed in each, and start your adventure there. You can also increase the difficulty of each game by starting with 1 or 2 on the first Location.



CONTENTS:

Game Board • 252 Cards (47 Small, 142 Regular, 63 Oversized) • 4 Dice • 7 Game Boxes • 7 Game Rules
4 Player Boards • 8 Villain Control Tokens • 70 Chip Pieces (35 Attack, 25 Influence, 4 Health, 2 Shield, 4 More)

DESIGNED & DEVELOPED BY:

USAopoly™

INVENTED BY:

FORREST-PRUZAN CREATIVE

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