

2-4 Players
AGES 11+

BOX 1

HARRY POTTER

HOGWARTS BATTLE

THE MONSTER BOX OF MONSTERS EXPANSION

A Cooperative Deck-Building Game

OVERVIEW

In this expansion to HARRY POTTER: HOGWARTS™ BATTLE, you will take on the role of Hero with Harry, Ron, Hermione, Neville or new playable character, Luna Lovegood™, as they venture into the Forbidden Forest. This game is designed to be played over a series of four increasingly challenging adventures.

OBJECTIVE

Playing cooperatively as the Heroes, you win the game if you complete the Encounters and defeat the Villains and Creatures before they gain control of all the Locations.

INCORPORATING CARDS

This game will play best if you combine it with all the HOGWARTS BATTLE game content after you complete Game 7.

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SET UP

USE THESE CONTENTS



Boxes 2-4
17 Sorting Cards

Box 1 12 Influence Tokens & 1 Harp Token

SORT AND DISTRIBUTE BOX 1 CARDS

3 Locations (1)

Use the Box 1 Locations. Stack face up in order.

8 Dark Arts (2)

Shuffle these cards together with the original Dark Arts cards.

3 Encounters (8) (see next page)

Stack in order face up in the center of the game board.

4 Creatures & 2 Villain-Creature cards (14) (see below)

Shuffle together with 5 randomly chosen Villain cards from HARRY POTTER: HOGWARTS BATTLE. Place the Game 5 LORD VOLDEMORT™ face up on the bottom of the stack. Reveal the top three cards.

13 HOGWARTS cards & 20 Detention! cards (5)

Shuffle the 13 HOGWARTS cards with the original HOGWARTS BATTLE cards. Place the 20 Detention! cards in a separate stack near the game board.

5 Hero cards & 1 Game 6 Proficiency (6)

Place your Hero card and chosen Proficiency card above your player board.

1 Starting Hero deck of 10 cards for Luna Lovegood (7)

INFORMATION ON CREATURE CARDS

For each item in hand active Hero chooses one: Lose 1 ♣; or discard a card.

REWARD: All Heroes gain 1 ♣ and draw a card.

1 Creature Name

2 Box Identifier

3 Creature Ability

4 Health — The number of ♣ (or ♠) that are needed to defeat the Creature.

5 Reward — Earned when the Creature is defeated.

6 Dragon Symbol — On the corner of all Expansion cards.

Harry Potter

Return to Battle

INFORMATION ON ENCOUNTER CARDS

At the end of each turn, if active Hero has 4 ♣ or less, they must discard 1 ♣ (instead of free).

ENCOUNTER: Play two cards with an EVEN ♣ value in one turn.

REWARD: Each time you play a card with an EVEN ♣ value, any one Hero gains 1 ♣.

1 Encounter Name

2 Box Identifier & Order

3 Associated Creature(s) — Creature(s) listed must be shuffled into the Villain stack as part of setup.

4 Encounter Effect

5 To Complete — The requirement needed to complete the Encounter.

6 Reward — Bonus for the active Hero when an Encounter is completed.

Many of the Encounters require playing or acquiring cards to complete. If you meet the requirement, you may collect the card at the end of your turn. On subsequent turns you will be able to use the reward. Note: Even if the reward says "Once per game...", you may still only use the reward on your turn.

GAMEPLAY

GAMEPLAY

Each turn consists of four steps.

STEP 1. REVEAL AND RESOLVE DARK ARTS EVENTS AND THE ENCOUNTER

Each Encounter has a game play effect that will trigger when certain conditions are met. Check for this after resolving Dark Arts events.


STEP 2. RESOLVE VILLAIN AND CREATURE ABILITIES



Some of the Encounters will be triggered during this step.



STEP 3. PLAY HOGWARTS CARDS AND TAKE HERO ACTIONS

- Play cards to gain resources and generate effects.
- **Banish Cards:** A new term introduced on some cards is "banish." When a Hero banishes a card, it is removed from their deck for the rest of the game. If the card is Detention!, return it to the Detention! stack. Otherwise place the card in the discard pile in the center of the game board. Cards can either be played for their effect or banished, but not both.


- Assign  and/or  to Villains and Creatures.

A new mechanic introduced on some Creature cards requires using  to defeat them.

Unlike , only one  can be placed on a Creature each turn. For example, Norbert will take at least six turns to defeat.

- Use  to acquire new cards. You may not use the  assigned to Creatures to also acquire HOGWARTS cards.

STEP 4. END YOUR TURN



The first Encounter, Piskipiksi Pesternomi, limits the number of cards a Hero can draw at the end of their turn, if they have 4  or less. However, if the active Hero was stunned, their Health would first reset to 10 and then they would be able to draw a new hand of five cards.

COMPLETING AN ENCOUNTER

Before replacing cards at the end of turn, check to see if you completed the Encounter. If you did, claim the card. You may use the reward on a subsequent turn.



LORD VOLDEMORT

As in previous games, LORD VOLDEMORT cannot be assigned  immediately. You will need to complete ALL the Encounters and defeat ALL other Villains and Creatures before assigning any  to LORD VOLDEMORT.

END OF GAME

The game can end in one of two ways:

THE ENCOUNTERS ARE COMPLETED AND ALL THE CREATURES AND VILLAINS ARE DEFEATED—HEROES WIN!

Congratulations, your magical education is progressing.


Proceed to Box 2 and follow the rules enclosed.

VILLAINS AND CREATURES CONTROL ALL THE LOCATIONS—HEROES LOSE!

The Creatures have shown their teeth. You are not yet ready to move on to Box 2. Reset the game to its starting configuration and try again.

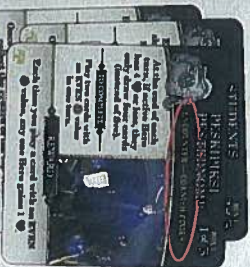
ADDITIONAL RULES

VILLAINS VS. CREATURES

At the top of the cards is an identifier: Villain, Creature, or Villain-Creature. This identifier will affect the abilities on certain cards. For example, Harry's Firebolt will not give a reward if he defeats a Creature. Conversely, the Death Eaters will not cause the Heroes to lose 1  if a Creature is revealed. Note: Included in Box 1 are two Villain-Creature cards, for the Basilisk (Game 2) and Dementor (Game 3). These replace their Villain cards from the HOGWARTS BATTLE game, and they now count as both a Villain AND a Creature!

ENCOUNTERS

When setting up any game from the Monster Box of Monsters expansion, first select the Creatures (and Villains) referenced at the top of the Encounter cards. You will shuffle these together with a randomly chosen set of Villains and/or Creatures to bring the total number of cards in the stack to twelve, including a LORD VOLDEMORT card.



BANISHING

In ALL instances, either from rewards for defeating Creatures or playing HOGWARTS cards, banishing a card is optional. When a Detention! is banished, place it back on the Detention! card stack.



DETENTION!

Occasionally the Heroes may acquire Detention! cards. Like starting cards, Detention! cards have no value. These cards have no effect when in your hand. However, if you discard Detention! to a Dark Arts event, Villain or Creature ability or even a HOGWARTS card, immediately lose 2 . Banishing a Detention! card will not cause you to lose 2 , nor will placing the unplayed card in your discard pile at the end of your turn.

NEW HERO CARDS

Included in Box 1 are new Hero cards, which you may choose to use instead of the HOGWARTS BATTLE Game 7 Hero cards.

LUNA LOVEGOOD CARDS

Luna's Items play a little differently. The Spectrespecs allows you to peek at the top Dark Arts event card and choose whether or not to discard it, so that it won't be resolved on the next Hero's turn. The Lion Hat works in conjunction with brooms (a Firebolt, Cleansweep, or Nimbus) or Quidditch™ Gear in another Hero's hand.

Note: If you choose Luna as a Hero, remove her Ally card from the HOGWARTS deck. Remember, this is still a four player game, so one of the Heroes will have to sit out each adventure.



HOGWARTS CARDS

As an optional rule, once per game, any one Hero may forgo acquiring cards to place ALL six available cards on the bottom of the HOGWARTS stack. Replace them with six new cards. This is helpful if you find you are stuck on an Encounter or cannot acquire cards that are too expensive.

ADVANCED WIZARDS

You can increase the difficulty of any game by increasing the number of Creatures and Villains in the stack by two or three. Or start the game with 1 or 2 on the first Location.

Store Box 2 rules here.

Store Box 3 rules here.

Store Box 4 rules here.

STORING THE GAME

In addition to new sorting cards for this expansion, there are sorting cards included for the original 7 Game boxes. These additional cards will be helpful to make use of the space where the Game 1–Game 7 boxes were if you want to store all of the components in the original HOGWARTS BATTLE box.

CONTENTS:

152 Cards (40 Small, 68 Regular, 44 Oversized) • 1 Die • 4 Game Boxes
• 4 Game Rules • 21 Chip Pieces (12 Influence, 1 Harp, 8 More)

DESIGNED & DEVELOPED BY:

USAopoly






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