














CONTENTS & SET UP

- 3 Location cards (1) Use only the Box 2 Locations. Stack in order.
- 7 Dark Arts cards (2) Shuffle all Dark Arts cards together.
- 3 Encounter cards (3) Use only the Box 2 Encounters. Stack in order.
- 3 Creature cards (4) Shuffle these cards with Peter Pettigrew, Fenrir Greyback and 6 other randomly selected Villains / Creatures to create the stack. Place the Game 6 LORD VOLDEMORT™ face up on the bottom.
- 9 HOGWARTS™ cards (5) Shuffle all HOGWARTS™ cards together.
- 1 Creature Die (see below)  
- 8 Reminder tokens Carefully punch out, then recycle the waste. Place near game board.  

Distribute cards on game board as in previous games.

CREATURE DIE

Some of the Creature rewards and HOGWARTS cards will let you roll the Creature Die. Your die roll generates one of six effects that benefit Heroes as follows:

-  : ALL Heroes gain 1 .
-  : ALL Heroes gain 2 .
-  : ALL Heroes gain 1 .
-  : ALL Heroes draw a card.
-  : ALL Heroes draw two cards.
-  : Remove 1  from the Location.



Creature Die Symbol



HERO SET UP


Place your Hero card and chosen Game 6 Proficiency above your player board. Remember, you do not get to start with any of the additional HOGWARTS cards you acquired from previous games.







GAMEPLAY

Gameplay proceeds with the same four steps from Box 1.




STEP 1. Reveal and resolve Dark Arts events and the Encounter.

Careful, the second Encounter effect will trigger every time a  is added.

STEP 2. Resolve Creature and Villain abilities.

Note: If you roll a  or  the Boggart™ will remove  and/or  from ALL Creatures, including itself.

STEP 3. Play HOGWARTS cards & take Hero actions.

The BOGGART and WEREWOLF require Heroes to assign both  and  to defeat them. Note: a maximum of 1  can be assigned to each Creature on your turn.

STEP 4. End your turn.

Remember to check if you completed the Encounter. Also, don't forget, you may place any Detention! cards in your discard pile with no penalty at this time.

END OF GAME

ALL the Villains and Creatures
are defeated - Heroes win!

Congratulations on your stellar wand work!
Open Box 3, and follow the rules enclosed.

Villains and Creatures control ALL
of the Locations - Heroes lose!

You have some studying to do. Reset the game
to its starting configuration and try again!