



### OBJECT

As in previous games, complete all the Encounters and defeat the Villains and Creatures before they gain control of all the Locations.

### CONTENTS & SET UP

- 3 Location cards (1) Use only the Box 3 Locations. Stack in order.
- 8 Dark Arts cards (2) Shuffle all Dark Arts cards together.
- 3 Encounter cards (3) Use only the Box 3 Encounters. Stack in order.
- 4 Creature cards (4) Shuffle the included cards with DOLORES UMBRIDGE™ and 7 other randomly selected Villains/Creatures to create the stack. Place the Game 7 LORD VOLDEMORT™ face up on the bottom of the stack.
- 8 HOGWARTS cards (5) Shuffle all HOGWARTS cards together.
- 5 Patronus cards (6) (see below) These cards are Hero specific and replace a Proficiency card above your player board.



Distribute cards as in previous games.

### HERO SET UP

Similar to starting cards, Patronus cards are Hero specific, as seen on the banner in the middle of the card.



Place your Hero card and associated Patronus above your player board. Note: If you prefer, you may choose a Proficiency instead of using your Patronus, but you may not have both.

## HARRY'S PATRONUS

Harry's Patronus ability is to protect another Hero from being stunned. Once that Hero has set their ♥ to 2, they cannot willingly choose to lose any more ♥ on that turn.

For example, if Harry protected the active Hero from being stunned to a Dark Arts event, that Hero would have to discard a Spell to the Centaur because if given an option, they cannot choose to lose ♥ for the rest of their turn.



## GAMEPLAY

Gameplay proceeds with the same four steps from previous games.

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

The first Encounter requires dice rolls to complete. Both Ron's and Luna's Patronus cards allow them to roll dice without the use of a HOGWARTS card. However, if Luna is forced to discard a card to another card effect, and she chooses a Spell, it does not allow her to roll the 12 die.

**STEP 2.** Resolve Creature and Villain abilities.

**STEP 3.** Play HOGWARTS cards & take Hero actions.

**STEP 4.** End your turn.

## END OF GAME

ALL the Villains and Creatures are defeated - Heroes win!

Congratulations, you are a Care of Magical Creatures expert! Open Box 4, and follow the rules enclosed.

Villains and Creatures control ALL the Locations - Heroes lose!

It's time to serve detention. Reset the game to its starting configuration, and try again!