- 4 Location cards (1) Use only the Game 7 Locations. Stack in order.
- 4 Dark Arts cards (2) Shuffle all Dark Arts cards together.
- 1 LORD VOLDEMORT card (6) This replaces the Games 5 and 6 LORD VOLDEMORT cards. Place FACE UP on the bottom of the Villain stack.
- 1 HOGWARTS card (4) Shuffle all HOGWARTS cards together. Reveal the top 6 cards.
- 4 Expert Hero cards (6) These replace the Game 3 Hero cards. Place above your player board.
- Horcrux cards (6) Stack in order FACE UP in the center of the game board. (see below & next page) Horcrux tokens (7) Carefully punch out,

then recycle the waste. Place near game board.





- 1 Horcrux Name
 - ② Game Identifier & Order
- 3 Horcrux Effect 4 To Destroy—The dice roll(s) needed to destroy
- the Horcrux. 5 Reward—A bonus ability for the Hero that destroys

the Horcrux. Before any 🖊 can be assigned to LORD VOLDEMORT all six Horcruxes must be destroyed in addition to defeating all of the Villains. You can attempt to destroy a Horcrux at any point during the game. You do not have wait until

LORD VOLDEMORT appears to start destroying them.

PREPARE YOUR HERO Replace your Game 3 Hero card with an even more powerful expert version of your Hero. Remember, you still begin with only your starting 10 card deck. No one said this













6

GAMEPLAY

Take the same four steps on your turn.

STEP 1. Reveal and resolve Dark Arts events. STEP 2. Resolve Villain and Horcrux abilities

Each Horcrux has a game play effect that will trigger when certain conditions are met. Many will be resolved during Step 3.

STEP 3. Play HOGWARTS cards & take Hero actions.

Gameplay is the same with the addition of Horcruxes. Before you can assign any 🎜 to LORD VOLDEMORT all other Villains must be defeated AND the 6 Horcruxes destroyed.

DESTROYING A HORCRUX. To destroy Horcruxes, you must acquire and play cards that let you roll the House dice. The first few Horcruxes only require rolling a single symbol, but

later Horcruxes require a combination of symbols. Use the four Horcrux tokens to remind you which symbols have been rolled. When a die roll is assigned to the Horcrux, Heroes may not also claim the effect.



Once all the symbols required to destroy a Horcrux are rolled, the active Hero collects the card. You gain an ability that you may use for the rest of the game (including the turn you collected the card).

Note: Horcrux cards are stacked face up in order. As soon as one is destroyed, the next Horcrux becomes active immediately.





For example: The Diary is the active Horcrux. You play PROFESSOR MCGONAGALL™ losing 1 ♥ for the Horcrux's effect for playing an Ally. When you roll the GRYFFINDOR™ Die you roll a and choose to apply the result to destroy the Diary (instead of all Heroes drawing a card), collecting the Horcrux card. Now, if you play two or more Allies on a turn, any one Hero

The Ring immediately becomes the active Horcrux. If you assign 2 or more \(\mu \) to a Villain you will have to lose 2 \(\mu \).

STEP 4. End your turn.



END OF GAME

The Horcruxes are destroyed and ALL the Villains are defeated-Heroes win!

Celebrate! You have defeated LORD VOLDEMORT and secured the safety of the wizarding world!

If you want to replay Game 7 with increased difficulty, stack ALL three LORD VOLDEMORT cards in order (Games 5, 6, and 7) at the bottom of the Villains stack face up.

To increase the difficulty of any game, or to play through all 7 games at increased difficulty, start each game with 1 or 2 on the first Location, or add 1 ot each Location when a new one is revealed.

Villains Control ALL the Locations-Heroes lose!

LORD VOLDEMORT has captured HOGWARTS and conquered the wizarding world. Reset the game and try again.

For an easier final game you may choose not to include the Horcruxes. Return them to the box. LORD VOLDEMORT may be assigned once the rest of the Villains are defeated.



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