



CONTENTS & SET UP

- 3 Location cards (1)**
Use only the Pack 2 Locations.
Stack in order with the correct player count side face up.
- 6 Dark Arts cards (2)**
Shuffle together with the Dark Arts events.
- 3 Encounter cards (3)**
Use only the Pack 2 Encounters. Stack in order faceup.
- 3 Villain cards (4)**
Shuffle the included cards with DOLORES UMBRIDGE™ CORNELIUS FUDGE, both DEATH EATERS™, LUCIUS MALFOY and 3 other randomly selected Villains or Creatures to create the stack. Place the Game 6 LORD VOLDEMORT™ face up on the bottom of the stack.
- 10 HOGWARTS cards (5)**
Shuffle all HOGWARTS cards together.
- 1 Potions board (6)**
Look under the game tray in the box to find the Potions board. Place it next to the main game board to the right of the Hogwarts cards section.
- 13 Potions cards (7)**
Shuffle the cards and place them face down on the top of the Potions board. Reveal the top two in the spaces below.
- 3 Ingredient chip sheets (8)**
Carefully punch out the chip pieces and recycle the waste. Place one ingredient face up on each circular space on the Potions board. Place the rest face down at the top.
- 1 Potion shelf requirement (9)**
For your first game we recommend using side (A), but you may place either side face up to the left of the ingredients.

Distribute cards as in previous games.

Everything on the Potions board is designed to flow from the top to the bottom. At the top of the board are the deck of Potions cards and the Ingredients that have yet to be revealed.

The center section is where you will gather ingredients from. Each turn you are allowed to take one ingredient from each shelf if you meet the requirement. Check the requirements starting at the top shelf and moving down.

Ingredients gathered can be used in either of the face up potions that need them. Place the Ingredient in one of the spaces below the card. Ingredients may also be discarded when gathered to make space for new Ingredients.

Potions do not need to be completed in one turn. Leave any Ingredients gathered and the next Hero can continue to brew an incomplete Potion. Once an Ingredient is added to a Potion, it cannot be moved to another Potion.



A completed Potion can be played **immediately** for its banish ability. Otherwise the completed potion is placed in your discard pile. When it cycles back into your hand you have the choice of the first effect in which it will continue to stay in your deck, or to banish the card for the second effect.

Before refilling the shelves on the Potions board, first slide Ingredients down each column to fill any open spaces. Then add new Ingredient tokens in the empty spots on the top shelves. Used and discarded Potion Ingredients should remain face up at the bottom of the Potion board until there are no longer any tokens left to draw. Then flip the tokens over and move them back to the top of the Potions board.

INFORMATION ON POTIONS CARDS



- 1 Pack Identifier
- 2 Card Type — Potions are their own card type. They are not an Item.
- 3 Card Name
- 4 Card Effect — Each Potion gives the Hero a choice of effect.
- 5 Ingredients — Ingredients needed to brew the potion.

POTION INGREDIENTS



*Wild — can be used in place of any Ingredient.

GAMEPLAY

Gameplay proceeds with the same steps from the previous game, with an additional Gather Potion Ingredients step after playing Hogwarts cards.

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

STEP 2. Resolve Villain and Creature abilities.

STEP 3. Play HOGWARTS cards & take Hero actions.

Remember to use your Charms ability.

STEP 4. Gather Potion Ingredients.

Remember that unlike Hogwarts cards, Potions can be used on the turn they are completed, but only for their banish ability.

STEP 5. End your turn.

END OF GAME

The Encounters are completed and **ALL** the Villains and Creatures are defeated – Heroes win!

Congratulations, you have surpassed Professor Snape's expectations at potion making. Proceed to Pack 3, to see what else is brewing.

Villains and Creatures control ALL the Locations – Heroes lose!

Professor Snape requests your presence in remedial Potions. Reset the game to its starting configuration and try again!