

## OBJECT

Things are getting a little more dangerous now that Snape is teaching Defense Against the Dark Arts. As in Pack 2, 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 Pack 3 Locations. Stack in order with the correct player count side face up.
- 8 Dark Arts Potion cards (2) Shuffle together with the Dark Arts events. (see next page.) **NEW!**
- 3 Encounter cards (3) Use only the Pack 3 Encounters. Stack in order.
- 3 Villain cards (4) Shuffle the included cards with DRACO MALFOY, LUCIUS MALFOY, TOM RIDDLE and BELLATRIX LeSTRANGE and 5 other randomly selected Villains or Creatures to create the stack. Place the Game 7 LORD VOLDEMORT™ face up on the bottom of the stack.
- 14 HOGWARTS cards (5) Shuffle all HOGWARTS cards together.
- 6 Potions cards (6) Shuffle all Potions cards together.
- 1 Potions Shelf requirement (8) Place side A or B face up.

Distribute cards as in previous games.

## DARK ARTS POTION CARDS

Dark Arts Potions have an ongoing effect. If you draw one, place it face up in front of you. Until the Potion is brewed, by adding gathered Ingredients to it, the Hero that drew it is restricted on what they can do on their turn. Any Hero, not just the one who drew the card, may add Ingredients to the Potion.



## GAMEPLAY

Gameplay proceeds with the same steps from previous games.

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

Keep a Dark Arts Potion card face up in front of the Hero who drew it. Until it is brewed, they will resolve it first on each of their turns.



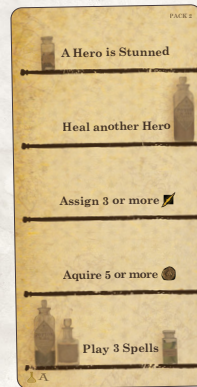
### STEP 2. Resolve Villain and Creature abilities.

The Inferi are both a Villain and a Creature. Cards that reference either card type will be affected by their presence.



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

### STEP 4. Gather Potion Ingredients.



Remember the Ⓜ is a wild Ingredient and can be used in place of any Ingredients for a Potion. Additionally, some Potions will require the Ⓜ Ingredient. Once added to a Potion, like all other Ingredients, these cannot be moved.



### STEP 5. End your turn.

## END OF GAME

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

Congratulations, Slughorn is delighted to have you in his class. You are ready to open Pack 4.

**Villains and Creatures control ALL the Locations – Heroes lose!**

Professor Snape is not surprised at your defeat. Reset the game to its starting configuration and try again!