

Harry Potter

HOGWARTS BATTLE

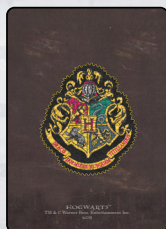
A Cooperative Deck-Building Game

SOLO RULES

SOLO RULES ARE DESIGNED TO BE PLAYED STARTING IN GAME 5

Hero cards

Choose your Hero. In addition to that Hero's starting deck, choose one starting Item from each of 2 other Heroes' decks. Shuffle them into your deck to have a starting deck of 12 cards.



**Note: If you are playing with the Charms and Potions expansion, choose any Charm board except Apparition, Healing or Permanent Sticking and place it above your player board.*

Discard Pile (face up)

Dark Arts cards

Remove all of the Imperio! cards from the Dark Arts Deck.



HOGWARTS cards

Find all six Reparo! Cards. Stack 3 of them and place them face up in 1 of the 6 available Hogwarts card spaces. Return the other three cards to the box.

**Note: If you are playing with the Monster Box of Monsters expansion, also find all 6 Tergeo! cards. Shuffle the 3 Reparo! and 2 of the Tergeo! cards together and place them in one stack face up on the game board. Return the other Reparo! and Tergeo! cards to the box.*

Location cards

Place two Control tokens on the first Location. When each subsequent Location is revealed, place one Control token on it. You may not remove these tokens! They are there to limit the number of Location spaces available.



Villain stack

Shuffle the Villain deck. Draw four cards. Choose 1 of the 4 to protect Lord Voldemort™ placing it face down directly above the Lord Voldemort card at the bottom of the deck. Place the other three cards face up in the Villain row. Place the remainder of the Villain deck on top of Lord Voldemort's protector.



GAMEPLAY

In addition to the full game rules for Hogwarts Battle, on your turn take the following steps.

STEP 1. RESOLVE DARK ARTS EVENTS AND HORCRUX OR ENCOUNTERS

Any card that references either the next or previous Hero refers to you. However, you are not your own neighbor, any cards with that effect only hurt you once.

If you are forced to roll a die for a Dark Arts event, roll the die twice and suffer the penalty from each die roll.



Each time you reach the end of the Dark Arts stack and have to reshuffle, add a Control to the Location.

STEP 2. RESOLVE VILLAIN AND CREATURE EFFECTS

If you are forced to roll a die for a Villain or Creature effect, still only roll the die once.

STEP 3. PLAY HOGWARTS CARDS AND TAKE HERO ACTIONS

Any Hogwarts card that has an effect that specifically says “ALL Heroes” costs 1 Influence less to acquire. Unless:

- it is only part of the discard effect, or
- it is a dice rolling card that does not have the “ALL Heroes” phrase.

Those cards cost the value shown on the card.

Each time you roll a Hogwarts House die, gain double the result. Do not double the effect of the Creature die, only gain twice the reward on any Hogwarts House die.

**When playing Game 7 or either of the Expansions, after rolling the die, you must choose whether to use the die roll to overcome the active Horcrux or Encounter or gain double the result. You cannot do both.*

STEP 4. END YOUR TURN

At the end of your turn, you may save Influence up to the lowest value Hogwarts card available to acquire, minus one. For example, if after acquiring Chocolate Frogs, the lowest value card remaining in the market is Reparo! for 3 Influence, at the end of your turn you may keep up to 2 Influence on your player board for your next turn. If you are stunned at the start of that turn, you must discard the tokens, per the regular stun effect rules.



WINNING

You win if you defeat Lord Voldemort before he gains control of all the Locations.