

Take on Voldemort Single-Handedly with the Harry Potter™ Hogwarts Battle Solo Play Rules!

Setup

Start by choosing your Hero! In addition to collecting your 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.

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.

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

Shuffle the Villain deck and 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.

Find all six *Reparo!* Cards and place three of them face-up in 1 of the six 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 six *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.

Additional Solo Gameplay Rules

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.

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.



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