# Game summary

Welcome to LegendHarry Encounters. In this fully cooperative game for 1-4 players, each player starts with the same starting deck. At the beginning of the round, determine the dominant house and then take a card from the dark arts and place it on the board to symbolize the progression in the scenario. Then play the cards in your hand ro reveal and fight enemies, buy new cards and trigger special effects. At the end of the round, each enemy remaining in the combat zone attacks the players and lowers their morale.

When you run out of cards in your deck, shuffle your discard pile to create a new deck containing the previously purchased cards. This will make your deck more and more powerful, but beware that the Dark Arts will also become increasingly dangerous.

How to win

Players must work together to complete 3 successive objectives. As the game progresses, enemies will attack the players, reducing their morale. If their morale reaches zero, the Dark Arts win. If the players manage to complete all 3 objectives, they win the scenario.

Game components

- 2 Game Boards (Main, Morale Track and Diagon Alley)
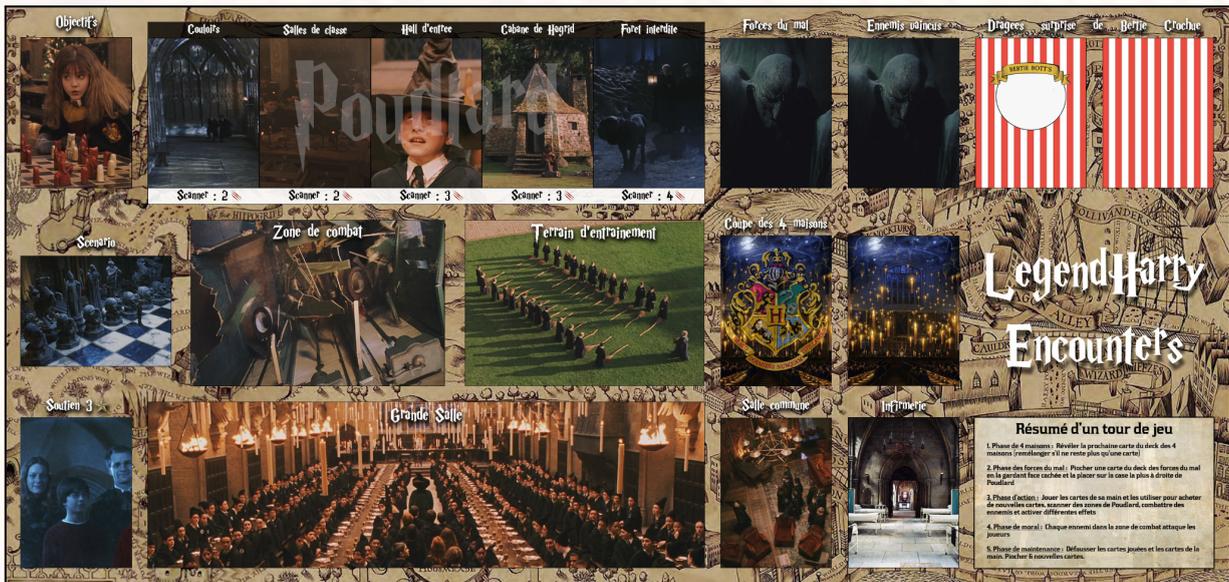
- 48 Starting cards (Lumos, Expelliarmus)

- 4 Starting character cards

- 56 Character cards (Heroes + Allies)

- 15 Support cards

- 37 Dark Arts cards + Scenario

- 24 Pitfalls cards

- 45 Bertie Bott's Every Flavour Beans cards

- 6 House cup cards

- 8 Supply cards

- 10 Diagon Alley coin cards

Game setup

Personal deck

Distribute to each player a starting deck containing the following cards :
- 8 Lumos
- 4 Expelliarmus

Each player chooses a starting Character from the 4 available and adds it to his deck.

Support cards

Shuffle the 15 Support cards and place them face down on the "Support" area of the main board.

Scenario and objectives

Place the "Philosopher's stone" scenario card on the "Scenario" area of the main board.

Collect the 3 objectives related to this scenario and create a deck with objectives 1 to 3 in order. Then place this deck with the first revealed objective on the "Objectives" area of the main board.

Dark arts

Each objective is linked to specific Dark Arts cards.
The Dark Arts deck is made up of the Dark Arts cards for Objectives 1 through 3, plus a number of Pitfalls cards depending on the number of players. Here's how to create the Dark Arts deck:
Take the 13 Dark Arts cards linked to Objective 3 and shuffle one Pitfall card for each player with these cards. Place these cards in the "Dark Arts" area of the main board.
Take the 11 Dark Arts cards linked to Objective 2 and shuffle one card per player with these cards. Place these cards on the "Dark Arts" area, on top of the cards already there.
Take the 9 Dark Arts cards linked to Objective 1 and shuffle one card per player with these cards. Place these cards on the "Dark Arts" area, on top of the cards already there.

Common room

Take the Hero cards (Harry, Hermione, Ron and Allies) and shuffle them all together to form a large deck of 56 cards. Then place this deck on the "Common Room" area of the board.

Diagon Alley

Place the 8 Supply cards on the Diagon Alley board.
Place the Diagon Alley coin cards on the dedicated area near the supply cards.

Bertie Bott's Every Flavour Beans

Prepare the deck of Bertie Bott's Every Flavour Beans and place it on the "Bertie Bott's Every Flavour Beans" area of the main board.

Depending on the difficulty of the game, you can adapt the content of this deck, by adding or removing the cards of your choice, or according to the suggestions below:

Standard deck

Use all the Bertie Bott's Every Flavour Beans cards

Easy deck

Remove *2x Liver and tripe, 2x Brain*, or *1x Liver and tripe, 1x Brain, 1x Brussels sprouts, 1x Booger* from the deck

Legendharry deck

Remove *2x Chewing-gum, 2x Bacon*

Starting the game

- Take the first 5 cards from the common room and place them face up on the "Great Hall" area on the main board
- Each player shuffles their personal deck and draws 6 cards, which make up their hand.
- Choose the first player. Turns then follow in a clockwise order.
- Place the morale marker on the Morale track according to the number of players.
  1 player = 12 pts / 2 players = 16 pts / 3 players = 20 pts / 4 players = 24 pts

Summary of a game round

During your turn, complete the following phases in order:
1. <u>House cup phase :</u> draw a new House cup card to determine the new dominant house at Hogwarts.
2. <u>Dark Arts phase :</u> draw a card from the Dark Arts deck, keeping it face down, and place it on the right-most area of "Hogwarts".
3. <u>Action Phase :</u> play the cards in your hand and use them to buy new cards, scan areas of Hogwarts, fight enemies and activate various effects.
4. <u>Morale Phase :</u> each enemy in the combat zone attacks the players.
5. <u>Maintenance Phase :</u> discard played cards and cards from your hand, if you have any left. Draw 6 new cards.

House cup phase

The 4 houses of Hogwarts are competing to win the House Cup at the end of the school year.
At the beginning of the round, reveal a new House Cup card to determine the ruling house at Hogwarts for the current round. Discard the card at the end of the round.
The ruling house effect can only be used once per round, unless otherwise noted.
Two cards do not concern any of the four houses, but also have an effect on the game.
When you need to draw the last card of the House Cup deck, discard it instead and shuffle the deck. Then draw the first card to see which effect is active during the round.

Dark Arts phase

At the beginning of your turn, draw a Dark Arts card without revealing it and place it on the right-most area of "Hogwarts" (the Forbidden Forest).

When you place a card on an area, if it is already occupied, you must first move the card on it to the area to its left and so on if it triggers a new move.

If a card to be moved is on the leftmost area of Hogwarts (the Halls), it is moved into the combat zone and is immediately revealed. There is no limit to the number of cards that can be in the combat zone, but be aware that every enemy in the combat zone attacks the players at the end of the turn.

Action phase

Your deck is composed of Character and Support cards in addition to the starting cards. Here is an example of a card with its different information:

1. Card name
2. Scenario symbol
3. Card type
4. Class symbol
5. Recruit value
6. Combat value
7. Cost
8. Card effects

After the Dark Arts phase, you can play cards from your hand. Some cards provide recruitment points, which can be used to purchase new cards from the Great Hall. Other cards provide combat points needed to scan areas of Hogwarts and defeat certain enemies. Some cards provide special powers, such as drawing new cards, gaining morale, etc. Here's how to play these cards:

- Play each card in your hand in any order, but one at a time
    - Each time you play a card, immediately perform all its effects in any order.
    - You gain recruitment points and battle points directly, but you don't have to use them right away.
    - Some cards have an asterisk in their recruitment and/or combat value. This means that the value can be changed by special powers or game elements.
- Keep the cards you played this round face up in front of you until the end of the round.
- You do not have to play all the cards in your hand during your turn.

Cards > Rules

At any time, if a card contradicts the rules of the game, consider the text of the card as decisive.

Classes

Some characters have powers linked to a class icon, such as : 🟢 : + 1 🗡

The classes are as follows :

Knowledge : ⚜	Spells : 🟢	Bravery : ⟨·⟩
Loyalty : 🔥	Tricks : ▦	

- You can only use this power if you have played at least one other card of this class earlier in the round.
- The class of a card is represented by an icon in the upper left corner of the card.
- You can only use the card's power once, even if you have played several other cards of the same class this turn.
- You must use the card's power unless the card says otherwise.

Recruit characters, scan areas, fight enemies

At any time during your turn, you can recruit characters, scan areas of Hogwarts and fight enemies. You can do this as many times as you like as long as you have the resources to do so. Resources are not cumulative between turns.

Recruit a character or a support

The Great Hall always contains 5 cards, face up, from the Common Room deck.
To recruit a character from the Great Hall, spend as many recruitment points as the cost of the character (located at the bottom right of the character card) and then place that card in your discard pile. When your deck is empty, you can shuffle your discard pile to form a new deck and draw the cards you bought in previous rounds. As soon as a space in the Great Hall is empty, for whatever reason, shift all the cards to the left and place a new card on the rightmost space from the Common Room.
You can also recruit a "Support" card from the deck on the left of the Great Hall. To do so, spend the 3 recruitment points needed to purchase this card and place it in your discard pile. There are Support cards for each of the 5 classes in the game.

Visit the Diagon Alley

During your turn, you can also make a purchase at the Diagon Alley using the common purse.
Some cards allow you to obtain money that can only be used at the Diagon Alley. The icon ⚲ represents these particular recruitment points that cannot be used to purchase new cards in the Great Hall.
When a game effect increases or decreases the money available in the purse, draw or return as many Diagon Alley coin cards on the Diagon Alley board.
You can only make one purchase from the Diagon Alley during your turn and you can only have one supply card from the Diagon Alley in front of you. Place the card in front of you. It can be used immediately or at any time (even outside your turn).

Store a card

Some of the cards in the Diagon Alley can be used more than once in the same game. When a card needs to be stored, simply put it back with the other available cards from the Diagon Alley. It can be purchased again on the next turn.

Remove a card

Some of the cards on the Diagon Alley can only be used once per game. When a card is removed, put it back in the game box or place it face down on an empty space on the Diagon Alley board. It will not be available again until the end of the game.

Scan an area of Hogwarts

During the game, there will be face-down cards in Hogwarts. Scanning a card will reveal it, meaning you must turn it face up. Dark Arts cards placed in Hogwarts have no effect and cannot be defeated until they are scanned or enter the combat zone. If you reveal an enemy, you can fight it before it reaches the combat zone and reduces the morale of the players.
To scan an area, spend as many combat points as indicated on the board, under the chosen area. Then turn the card face up and resolve any related effects.

Reveal a card

A face-down card is revealed when an area is scanned or when a card reaches the combat zone. Depending on the type of card, different events may occur.
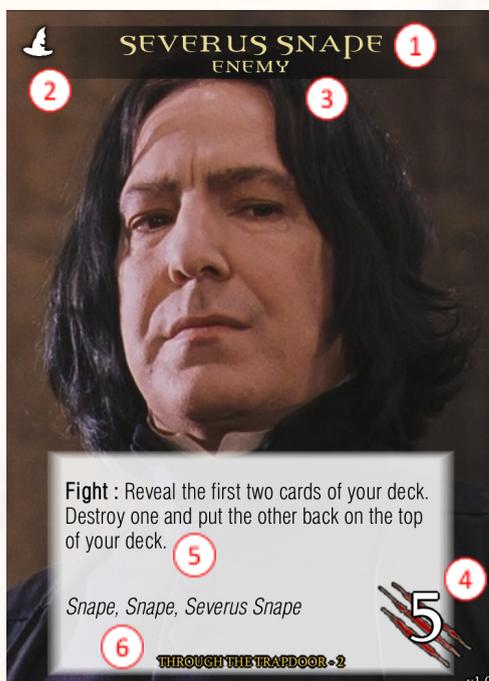
Attached
A card "attached" to an area stays there but does not really occupy the area, another card can enter it in the normal way as if it were empty.
This attachment is symbolized by shifting the card slightly above the area.

Reveal an enemy

The majority of Dark Arts cards are enemies. Here is how an enemy card is made up:

1. Card name
2. Scenario Symbol
3. Card type
4. Combat value
5. Card effects
6. Scenario deck

When an enemy is revealed, it remains in its location until it is moved by another card. Some enemies have a "Revealed" effect (for instance : **Revealed** : - 1 ⚡). When an enemy is revealed, this effect is triggered immediately.

Reveal an event

Each Objective card has an event-related effect. When an event is revealed, perform the effects described on the current Objective card and then discard the event off the board.

Reveal a hazard

Each Scenario card contains 3 hazard events. The first time a hazard is revealed, perform the hazard 1 effect described on the scenario card and then discard the hazard off the board. The next hazard revealed triggers hazard effect #2, the 3rd hazard the hazard effect #3.

Reveal a character or a special card

Sometimes you will reveal a character or a special card. Follow the effects indicated on the card.

Fight an enemy

As long as an enemy is revealed, you can fight him, whether he is in a Hogwarts area or in the combat zone. To fight them, spend as many as their combat value to defeat them. Then place this card in the defeated enemies area.
Some enemies have a "Defeated" effect that takes effect the moment you fight them.

Complete an objective

There are several types of objectives in a scenario. Some require destroying enemies, revealing certain cards, attaching cards to certain areas of the board, etc.
When an objective is completed, discard it to reveal the next objective. If Objective 3 is completed, the players win the game. In your first few games, it may not be clear how to complete an objective. The information will become clear as the scenario unfolds and the game progresses.

Morale phase

Each enemy in the combat zone attacks the players.
For each enemy, draw a card from the Bertie Bott's Every Flavour Beans deck. Enemies may have a "combat zone" effect that is performed in addition to the Bertie Bott's Every Flavour Beans deck. Each bean has a specific effect that can be more or less dangerous for the players. If the effect of a bean reduces the morale of the players to zero or less, the Dark Arts win and the scenario is lost for the players.

Cleanup phase

At the end of the round, place all the cards played this round, as well as those still in your hand, in your discard pile. Then draw 6 new cards from your personal deck.
If you don't have enough cards in your deck, draw the remaining cards and then shuffle your discard pile to form a new deck and draw until you have 6 cards in your hand.

Keywords

Some cards have important keywords that are explained below:

Cooperate
Cooperation allows another player to use one of your cards during his turn. This can often allow to defeat powerful enemies or recruit valuable characters during the game.
Every Support card and every character card in the Allies deck has this keyword.
During another player's turn, you can cooperate with them in the following ways:

- Set aside the card you wish to cooperate with, face up, and immediately draw a new card from your deck to replace it.
- The active player now gets the recruitment points, combat points and class of the card you set aside. However, he cannot use the card's effects!
- At the end of your turn, place the set aside card in your discard pile.

You can only cooperate with one card per turn. However, several players can cooperate with the same player during the same turn.

Supply
Supply cards are available from the first turn on the Diagon Alley. They can only be acquired with Diagon Alley coin cards, obtained with the symbol 🪄 .

FAQ

Troll
The Troll's effect doesn't prevent him from drawing a Bertie Bott's Every Flavour Bean like any other enemy. Likewise, if he is stunned, he does not make you draw a Bertie Bott's Every Flavour Bean.

Wizard's chess
If the area has to be free in order to attach a "Ron Weasley" card, nothing prevents another card from coming on the area as usual. The "Ron Weasley" card remains attached as normal.

Fluffy
The list of different characters modifying Fluffy's combat value is as follows:
- Harry Potter, Hermione Granger, Ron Weasley, Edwige, Fred and George, Olivier Dubois, Neville Longbottom, Hagrid, Albus Dumbledore
Attaching Neville to Fluffy also adds two to Fluffy's combat value.