

They're coming back...are you ready?

Revival's third large set, *Echoes of the Past*, is released today, June 1, 2023. We're happy to conclude the Prisoner of Azkaban block, after releasing the full set *Prisoner of Azkaban* followed up by the mini-set *Streets of Hogsmeade*. Please read the entire release notes, as there are many updates that come with the release of *Echoes of the Past*.

Accio Updates

<https://accio.cards> has been updated with *Echoes of the Past*. All current [rulings](#) for all sets in the Prisoner of Azkaban will be added to Accio shortly.

Banned and Restricted List, Errata List, and Uniqueness List

Banned and Restricted List

The Banned and Restricted List gets its first update since June 2020. Please refer to our website for an up-to-date list, and read the [announcement](#).

Errata List

Like the Banned and Restricted List, the [Errata List](#) gets its first update since June 2020. This update affects cards with statements such as "use up 1 Action instead of 2". All cards with such wording have been updated to be "uses 1 less Action" or the equivalent.

Uniqueness List

We are introducing the official HPTCG Revival [Uniqueness List](#). With an expanding card pool (now over 700 cards!), HPTCG's Uniqueness Rule has more cards affected by it. The Uniqueness List will be updated with each set as necessary. Please refer to our website for an up-to-date list.

Rules Updates

The following rules updates have been added:

Definitions

- Control (Game State #26)
 - Players control all cards they put into play unless stated otherwise.
 - When a player controls a card, all effects on that card referring to “you” refer to its current controller, and any effect that refers to “an opponent” refers to a player not on the same team as the controller.
 - Control of a card changes when itself or another card states that control changes.
 - If control of a card changes:
 - It does not re-enter play. Any effects that can only happen once per game, if they have already happened, cannot happen again.
 - If that card already had a chosen type or a named card associated with it, that chosen type or named card doesn’t change, but if its effects refer to “an opponent”, now affects an opponent of the current controller.
 - If a player was selected when the card came into play, that chosen player is still the same, even if the chosen player is the card’s new controller.

Regarding Matches (*Under III. Types of Cards -> Match Cards*)

- Once a Match is won, its effect (such on Inter-House Final) and ‘To Win’ clause can no longer be used or activated.

Game States Additions/Updates

- #26, #29, #30, #32, #33

Regarding Spells (*Under III. Types of Cards -> Spell Cards*)

- To play a Spell card, you use 1 Action and show your opponent the Spell you want to play. Do what it says, and put it in your discard pile when the card’s effect is fully resolved. Spell cards don’t stay on the table like other cards do. Spell cards are never in play.

- Some Spells have lingering effects that can last for a longer period of time. When you play these Spells, note their lingering effect(s) before putting the card in your discard pile. Often these effects state that something happens during your opponent's turn, or for the rest of your own turn. [See [Dungbomb](#)]

Multiple Card Types (*Under III. Types of Cards -> Multiple Card Types*)

- If a card has multiple card types with different play requirements, use the higher value. (e.g. A Character-Creature requires 2 Actions to play because a Character requires 2 Actions to play.)
- A card with multiple types is affected by and can affect any cards that name any of the card types. (e.g. A Character-Creature is affected by Steelclaw as well as Lockhart's Hair-Care Potion.) This includes cards that reduce/increase costs of one of the card types, lets you search your deck for one of them, or affect either card type in play, in your hand, in your discard pile, or in your deck. This also includes effects that affect cards in play, your hand, your discard pile, or your deck.

Removed Reminder Text

- Added GS #32 - "Yours or an opponent's"
 - Added GS #33 - "If there are fewer than X..."
 - Discarding any Locations in play
 - Rules -> "Card Types" -> "Locations"
 - "Other than a starting Character"
 - Rules -> "Card Types" -> "Characters"
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Keywords

New with EOTP

Animagus, Patronus, Revelation,
Centaur, Newt, Hinkypunk, Advanced

Expanded

Wizard, Witch, Gryffindor, Hufflepuff,
Ravenclaw, Slytherin, Beater, Chaser,
Unique, Dark, Seeker, Marauder,
Keeper, Owl, Ministry, Divination, Cat,
Dementor, Healing, Candy, Broom,
Hippogriff, Werewolf

Additional Release Notes

Echoes of the Past will be searchable on Accio, available for play digitally on Untap and Lackey, and individual print-and-play files for in-person play.

As with other Revival releases, EOTP cards are written to allow for a multiplayer format. Whenever a card says, “An opponent”, the card is referring to your single opponent in a 1-on-1 game, but a player of your choice in a multiplayer.

Please see the full [FAQ](#) for individual card rulings.

Acknowledgements

Thank you to the community for keeping the *Harry Potter Trading Card Game* alive and for enjoying our previous three releases! The sets’ design and releases could not have happened without amazing artists, an incredible design team, a new play test team (and now a second design team!), a skilled graphic designer, talented coders, and all of the players that enjoy this wonderful game.

We’ve enjoyed exploring the Prisoner of Azkaban with you, and are excited to finally share the concluding set to the third Harry Potter book. We can’t wait to enter the Triwizard Tournament with you! Wands up!