

FIRST PLAY RULES

Experienced gamers may prefer to skip these “First Play Rules” and proceed directly to the Full Rules on page 3.

During your first play of the game, keep the following items in the box: the Wand, the Prefect Round Order Card, the “P” Token, the 4 Requirement Tokens, the Year Token, and the 2 Wand Bonus Tokens. You will not need these components.

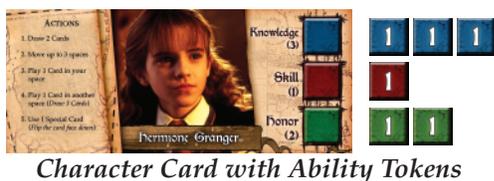
GAME SUMMARY: Each player portrays a different Character who attempts to win the House Cup for Gryffindor™! The Characters move around the board to Encounter Adventure Cards which help them increase their magical powers, represented by three types of Ability Tokens: Knowledge, Skill, and Honor (see below).



Characters Encountering Adventure Cards can also score points on the Victory Track that surrounds the board. Whenever a Character scores points, they score the same amount of points for *Gryffindor*. When the *Gryffindor* Token reaches or passes the 200 mark on the Victory Track, the game ends and the player who has scored the most individual points wins the game.

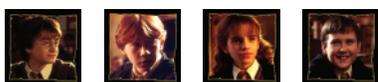
SET UP:

- Place the board in the center of the playing area.
- Shuffle the four Character Cards, and deal one randomly to each player.
- Each player places their Character Card face up on the table in front of them; ignore the list of “Actions” on the Character Cards during the first play of the game.
- Each player receives a number of Knowledge, Skill, and Honor Tokens as specified on their Character Card, and places the tokens beside their Character Card (see below).



Character Card with Ability Tokens

- Place the players’ stand-up Character Tokens on the Great Hall space.
- Each player places their Character’s Victory Token (see below) on the “0/500” space on the Victory Track; place the *Gryffindor* Token on the “0/500” space also.



Victory Tokens

- Separate the cards in the Adventure Deck by School Year (see below).



- Place all the Year 2 - 5 cards back in the box.
- Shuffle the Year 1 cards and deal 5 cards face down to each player to form their starting hand (which they can pick up and view).
- Place the remaining Year 1 cards into a face-down stack (the Adventure Deck), and leave space for a separate discard pile beside the deck.

PLAYING THE GAME

Harry Potter™ takes the first turn (if he is not in the game, the youngest player goes first). After the first player finishes their turn, the next player in clockwise order takes a turn, and so on throughout the game.

GAME TURN

During each of your turns, perform the following three Actions (in order):

- 1) **Draw 1 Card:** Draw the top card from the Adventure Deck and place it into your hand. If the Adventure Deck ever runs out of cards, shuffle the discard pile and place it face down to form a new Adventure Deck.
- 2) **Move up to 3 spaces:** Move your Character Token 0, 1, 2, or 3 spaces on the Game Board. You cannot move through walls and must use doorways to enter and leave the different rooms in the castle. You may freely move through (or end your movement in) spaces with other Characters. If you enter a space with a face-up Adventure Card, you must end your movement and **Encounter** that card (see below).
- 3) **Play 1 Card:** You *must* play 1 Adventure Card from your hand onto a space on the board that matches one of the spaces listed after “**Play:**” on the card. You cannot play a card on a space where an Adventure Card is already face up. If no Characters are in the space where you play the card, the card is placed face up on that space. Otherwise, 1 Character of your choice in the space (including yourself)

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immediately **Encounters** the card (see below). Your turn is now over. If you have more than 7 cards in your hand, you must discard cards until you are down to 7.

ENCOUNTERING CARDS

When you Encounter an Adventure Card, check to see if an **Ability Needed** is listed on the card. If no **Ability Needed** is listed, then you receive the **Reward** listed on that card. If one or more **Ability Needed** are listed, then you must possess enough Ability Tokens to equal or exceed all of the requirements specified on the card in order to claim the card's Reward. If you don't have enough Ability Tokens to satisfy the **Ability Needed**, then you must suffer the consequences listed after "**Fail:**". After a Character has Encountered an Adventure Card (regardless of whether the Character succeeded or failed), the card is discarded face up onto the discard pile.

Victory Points: When you earn Victory Points as part of a card's Reward, move your Character's Victory Token forward on the Victory Track, and then move *Gryffindor's* Token forward the same number of points on the Victory Track. *As an added bonus, each time a player accumulates 25 Victory Points, they gain an Ability Token of their choice.* The larger spaces on the Victory Track serve as a reminder that you have earned a new Ability Token.

Special Cards: If a card's reward says "5 Victory Points + Special", it plays differently during the "First Play Rules" than in the full game. If you complete an Adventure Card with this Reward, then after you receive your 5 Victory Points, you gain an Ability Token of your choice (ignore the text in the black box). The Adventure Card is then discarded.

Teamwork Allowed: If a card you Encounter says "Teamwork Allowed", then you may request assistance from one or more players who are within 2 spaces of you on the board. If these players agree, they temporarily add their Character's Ability Scores to yours. The assisting Characters do not actually move to the space in question, but conceptually help out and then return to whatever they were doing. If you succeed, then each contributing player receives the Reward listed after "Team:", but *Gryffindor* receives the full Reward listed above the Team Reward. If, however, you are able to complete an Adventure Card that allows for Teamwork *without asking for help*, then you and *Gryffindor* both receive the full Reward.

WINNING THE GAME

When the *Gryffindor* Token reaches (or passes) the 200 mark on the Victory Track, keep playing until the player sitting to the right of *Harry Potter* (or, if Harry isn't in the game, the player sitting to the right of the first player) finishes their next turn, and then end the game. The player who has scored the most individual points on the Victory Track wins the game!

FULL RULES

Hogwarts™ House Cup Challenge allows 2 - 4 players to portray Harry, Ron, Hermione and Neville during their quest to win the House Cup for *Gryffindor!*

OBJECT OF THE GAME

Throughout the game, players move their Characters around the board, Encountering Adventure Cards. “Completing” an Adventure Card helps a Character increase their Abilities (Knowledge, Skill, and Honor), and earn points along a “Victory Track”.

When players earn points for themselves, they also score points for *Gryffindor*. When *Gryffindor* reaches 500 points, the player with the most individual points wins the game!

COMPONENTS

Game Board: The board represents *Hogwarts* castle and the surrounding grounds, including the Forbidden Forest.

4 Character Cards: Each player receives a Character Card representing their Character. The Character Card includes the list of Actions that each player can take during the game, and also lists the Abilities attributed to each Character as they begin the game (*i.e.*, at the start of their first year at *Hogwarts*).

4 Character Tokens: Each player receives a stand-up Character Token to move around the board.

Ability Tokens: Players keep track of their Characters’ abilities throughout the game using Ability Tokens which are placed beside their Character Cards. The Ability Tokens come in three different colors:



4 Victory Tokens: Each player has one small Victory Token to represent their Character on the Victory Track.



1 Gryffindor Token: This token represents *Gryffindor* house on the Victory Track.

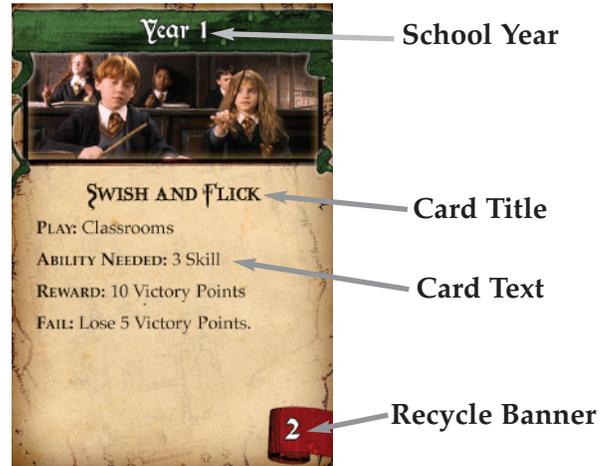
1 Prefect Round Order Card & “P” Token: One player each game takes on the role of Prefect and uses this card to keep track of the players’ progress during each Round.

Special Tokens:

- 4 Requirement Tokens (used to help those who enter the Room of Requirement)
- 1 Year Token (used to keep track of the passing Years)
- 2 Wand Bonus Tokens (for use during the 2-Player Game)

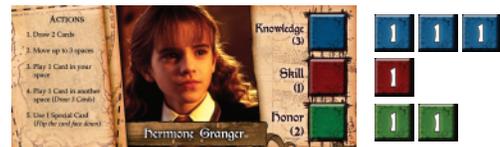
1 Wand: The Wand is used to keep track of which player goes first during each part of the Game Round.

100 Adventure Cards: The Adventure Cards represent the items, professors, obstacles, creatures, and friends that the Characters encounter throughout the game.



SET UP

- Place the Game Board in the center of the playing area.
- Separate the Ability Tokens by color into three piles. On the Game Board, place 1 Knowledge Token in the “Library,” 1 Skill Token in the “Quidditch™ Pitch,” and 1 Honor Token in “*Gryffindor* Tower.” (The first Character to end their movement in any of these spaces earns the free Ability Token there.)
- Shuffle the Character Cards, and deal one randomly to each player. Each player places their Character Card face up on the table in front of them.
- Each player receives the number of Knowledge, Skill, and Honor Tokens specified on their Character Card, and then places the tokens beside the Character Card as shown below.



- Each player places their stand-up Character Token on the “Great Hall” space on the Game Board.
- Each player places their Character’s Victory Token on the “0 / 500” space on the Victory Track surrounding the Game Board. (Place the *Gryffindor* Token on this space also.)

• Place the four Requirement Tokens on the table beside the Game Board.

• Place the Year Token in the square beneath the green “1” (below the Great Hall) on the Game Board (see right).



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- If there are only 2 players, give each player a Wand Bonus Token. Otherwise, place these tokens back in the box.
- Give the player portraying “*Harry Potter*” the Wand. If no one was dealt the “*Harry Potter*” Character Card, give the Wand to the youngest player.
- Assign one player to be the **Prefect** for this game. Give that player the Prefect Card and the “P” Token.
- Separate the Adventure Cards into 5 separate decks (one for each **School Year**). Place the Years 2, 3, 4, and 5 decks off to the side for now (face up). Shuffle the Year 1 deck and deal five cards face down to each player to form their starting hand (which the players can pick up and view). Then place the remaining Year 1 cards into a face-down stack (called the **Adventure Deck**) within easy reach of all the players. Leave space for a discard pile beside the deck.

ROUND ORDER

When using the Full Rules for the game, the players do not take individual turns, but instead participate together during each **Game Round**.

Each Round is separated into 6 different steps. The Prefect helps the players keep track of each step of the Round. After each step in the Round is complete, the Prefect moves the “P” Token down to the next step described on the Prefect Card. In this way, the players can always glance at the Prefect Card to determine where they are in the Round. Each Round, the players take the following 6 steps in order:

- 1) **First Action:** Each player, starting with the player holding the Wand and continuing clockwise around the table, performs one Action of their choice. The list of available Actions is included on each player’s Character Card. (See “Steps 1, 2, and 3: Performing Actions”)
- 2) **Second Action:** Each player, starting with the player holding the Wand and continuing clockwise around the table, performs a second Action of their choice.
- 3) **Third Action:** Each player, starting with the player holding the Wand and continuing clockwise around the table, performs their third and final Action for this Round.
- 4) **Check for New Year:** If the *Gryffindor* Token reached (or passed) the 100, 200, 300, or 400 mark during this Round, the Prefect performs a number of activities described later in the rules.
- 5) **New Adventure Cards:** If fewer than 4 Adventure Cards are face up on the Game Board, the player holding the Wand adds new Adventure Cards from the top of the deck as described later in the rules.
- 6) **Pass the Wand:** The player holding the Wand passes the Wand to the player on their left. The new Wand Holder then flips all of their own face-down **Special Cards** face up (see “Adventure Cards - Special Cards”). At the end of the Round, the Prefect places the “P” Token back on the “First Action” step on the Prefect Card, and a new Round begins.

STEPS 1, 2, AND 3 : PERFORMING ACTIONS

During each of the first 3 steps of every Round, each player performs one Action of their choice. A player can choose to repeat the same Action more than once in the same Round if they desire. What follows is a description of each Action:

- 1) **Draw 2 Cards:** Draw the top 2 cards from the Adventure Deck and add them to your hand.
- 2) **Move up to 3 spaces:** Move your Character Token up to 3 spaces along the Game Board in any direction. You can choose to move 0, 1, 2, or 3 spaces. You cannot move through walls and must use doorways to enter and leave the different rooms in the castle. You may freely move through (or end your movement in) spaces with other Characters. If you enter a space with a face-up Adventure Card, you must end your movement and **Encounter** that card, unless you have the ability to bypass it (see “Encountering Adventure Cards”).
- 3) **Play 1 Card to your space:** Play 1 Adventure Card from your hand onto the same space as your Character Token. This can only be done if your space matches one of the spaces listed after “**Play:**” on the Adventure Card. You cannot play a card on a space if an Adventure Card is already face up there. If you are alone in your space when you play a card there, then you must immediately **Encounter** that card. If another Character is in your space, you must decide whether you or the other Character will **Encounter** the card.
- 4) **Play 1 Card to another space:** Play 1 Adventure Card from your hand onto a space other than the one where your Character is located (making sure the space where the card is played is listed after “**Play:**” on the card). You cannot play the card on a space if an Adventure Card is already face up there. If Characters are in the space where you play the card, then you must decide which one of them immediately **Encounters** the card. If no Characters are in the space, the card is simply placed face up on that space. After playing the card (and resolving any **Encounters**), **draw 3 Adventure Cards from the top of the deck and add them to your hand** as a bonus for playing a card to another space.
- 5) **Use 1 Special Card:** If you have placed any “Special Cards” face up on the table beside your Character Card (see “Special Cards”), you can choose to spend your Action using the special ability listed in the black box on one of those Special Cards. After using the special ability, you must flip the Special Card face down and cannot use it again until the next time you receive the Wand. Note that if you use an “**Action:**” listed on one of your Special Cards, then that Action takes the place of a normal Action. Therefore, if a Special Card allows you to play a card to another space, you don’t get to draw 3 bonus cards unless the card tells you to do so.

ENCOUNTERING ADVENTURE CARDS

There are two ways to Encounter an Adventure Card:

1) *Move onto an Adventure Card:* If you move onto a space containing a face-up Adventure Card, you must stop moving and Encounter that Adventure Card. You cannot move any more during that Action after Encountering the card.

NOTE: You may **bypass** an Adventure Card if you have the Abilities required to complete the Adventure Card (or if the card requires no Abilities). Simply ignore that Adventure Card and move on to the next space (assuming you still have sufficient movement left). The bypassed Adventure Card remains on the Game Board.

2) *Having an Adventure Card played to your space:* If you or another player plays an Adventure Card on the space in which your Character sits (and your Character is alone in that space), then you must immediately Encounter that Adventure Card as part of that player's Action. If more Characters are in that space, then the player playing the card decides which Character Encounters the card.

ADVENTURE CARDS

Reward: Every Adventure Card lists a "Reward" for completing it. If no "Ability Needed" is listed on that card, then the player who Encounters that card receives the Reward automatically.

Ability Needed: If one or more Abilities are needed to complete a card, then you must possess enough Ability Tokens to equal or exceed all of the requirements specified on the card. You may then collect the Reward listed (Ability Tokens, Adventure Cards, Victory Points, etc.).

Fail: If you cannot meet the "Ability Needed" requirements on an Adventure Card, then you must suffer the consequences listed after "Fail:".

Discarding / Recycling Cards: After an Adventure Card is Encountered (regardless of whether the card was completed or failed), the card is either (a) discarded face up on the discard pile beside the Adventure Deck, or (b) recycled face down beneath the Adventure Deck.

Many cards have a **Recycle Banner** in the lower right hand corner which corresponds to a specific School Year.

- If a card does not have a Recycle Banner, or if the Recycle Banner lists a Year earlier than the current School Year, then the card is simply discarded.
- If the Recycle Banner lists a Year that is the same or later than the current School Year, then the card is "recycled" (placed face down beneath the deck).

Note that a few rare cards are **not** removed from the board after a failed Encounter. These cards specify this information as part of their "Fail:" text.

Victory Points: When you earn Victory Points as part of a card's Reward, move your Character's Victory Token forward on the Victory Track, and then move the *Gryffindor* Token forward the same number of points on the Victory Track. *As an added bonus, each time a player accumulates 25 Victory Points, they gain an Ability Token of their choice.* The larger spaces on the Victory Track serve as a reminder that you have earned a new Ability Token.

Special Cards: Some cards list a Reward of "5 Victory Points + Special". After recording your 5 Victory Points, place the card face up on the table beside your Character Card. On a future Action, you can use the Action listed on the Special Card instead of a normal Action. After doing so, flip the Special Card face down; you cannot use the card's Special Action again until after you receive the Wand.

- **NOTE:** You can possess a maximum of 4 Special Cards on the table at any given time. If you already have 4 Special Cards on the table when you earn a new one, you must discard either the new Special Card or one of the old Special Cards in front of you. Regardless of which Special Card you discard, you earn 5 Victory Points for the new Special Card as normal.

Teamwork Allowed: Some cards include the phrase "Teamwork Allowed". This means that when you Encounter this card, you may ask one or more other players who are within 2 spaces of you on the board for assistance. If these players agree, they temporarily add their Characters' Ability Scores to yours. The assisting Characters do not actually move to the space in question, but conceptually help out and then return to whatever they were doing.

If an Adventure Card is completed in this manner, then each contributing player receives the Reward listed after "Team:". However, *Gryffindor* receives the full Reward listed above the Team Reward. If, however, you are able to complete an Adventure Card that allows for Teamwork *without asking for help*, then you and *Gryffindor* both receive the full Reward. If you ask for help but still fail to meet the Ability Needed requirements, then only you suffer the consequences listed after "Fail:". Those who attempted to help are not penalized.

STEP 4 : CHECKING FOR NEW YEAR

After each player has completed their third Action, the Prefect checks to see if the *Gryffindor* Token has reached (or passed) the next "100" mark on the Victory Track. If so, the Prefect performs the following three activities:

- 1) **Advance Year Token:** The Prefect advances the Year Token forward to the next Year.
- 2) **Shuffle in Next Year's Cards:** The Prefect shuffles the next School Year's cards into the existing Adventure Deck.
- 3) **Place Requirement Token:** The Prefect takes one Requirement Token from beside the board and places it in the Room of Requirement space.

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STEP 5: ADDING NEW ADVENTURES

After the Prefect checks for (and, if need be, advances to) the new Year, the current Wand Holder counts the number of face-up Adventure Cards currently on the Game Board. If there are fewer than 4 Adventure Cards, the Wand Holder adds cards one at a time from the top of the Adventure Deck onto the Game Board until there are exactly 4 face-up Adventure Cards on the board.

When adding new Adventures to the board during this step, if more than one space is listed after “Play:”, then the Wand Holder decides where to place the card. However, the Wand Holder must choose one of the listed spaces with no face-up Adventure Cards, if possible. If all the listed spaces have face-up Adventure Cards, then the new card is discarded (or recycled), and another card is drawn from the top of the deck.

Adding new Adventure Cards during Step 5 of the Round is not the same thing as playing cards as an Action. Therefore, if one or more Characters are in a space where a new Adventure Card is added, those Characters do *not* “Encounter” that card. This is the only circumstance where a card can be placed in a space and not be Encountered by any Characters there. If a Character in that space wishes to Encounter the new card, they must spend a Move Action on a future Round and declare they are moving “0 spaces” to Encounter that card. A Character who has had an Adventure Card added to their space in this way may always choose to move off that space without Encountering the card.

STEP 6: PASSING THE WAND

After new Adventure Cards have been added to the board (if any), the player holding the Wand now passes it to the player on their left. The new Wand Holder immediately flips all of their own face-down Special Cards face up (if any). If the *Gryffindor* Token reached the 500 mark during that Round, then the game ends and a final winner is determined (see below). Otherwise, the Prefect moves the “P” Token to the top step on the Prefect Card and the next Round begins.

WINNING THE GAME

At the end of any Round in which *Gryffindor* reaches the 500 mark, the game ends. Each player who has achieved the highest score in each of the three Abilities (Knowledge, Skill, and Honor) scores 10 bonus Victory Points for that Ability (if there is a tie for a particular Ability, all the tied players receive the 10 point bonus). **NOTE:** Players do *not* earn additional Ability Tokens for reaching the next 25 mark while assigning these bonus Victory Points.

After assigning these bonuses, the Character who has scored the most individual Victory Points is the winner. In case of a tie, the tied player with the highest total Ability Scores in all 3 Abilities wins the game.

Note that the game does *not* end as soon as *Gryffindor* reaches or passes the 500 mark. Players continue to play and score points until the end of that Round.

OTHER RULES

Wand Bonus: As an added bonus for holding the Wand, a player can temporarily add 1 to any one of their Abilities during each Action. This bonus only lasts for that Action.

Hand Limit: If at the end of any Action a player has more than 7 cards in hand, they must discard (or recycle) from their hand until they only have 7.

Deck Depletion: If the Adventure Deck ever runs out of cards, do *not* shuffle the discard pile to form a new deck. If the Adventure Deck is empty, no player may draw more cards until after new cards have been recycled into the deck, or after the next Year’s cards have been shuffled in.

Discarding a Random Card: If you are ever instructed to “discard 1 random Adventure Card from your hand,” shuffle the cards in your hand face down, select one blindly, and then discard the selected card.

Losing Victory Points: If you are ever instructed to lose Victory Points, then only you (not *Gryffindor*) lose those Victory Points. If you are pushed below one of the larger spaces on the Victory Track, you must lose 1 Ability Token of your choice. No Token can fall below 0 Victory Points.

Room of Requirement: If you are at least 25 Victory Points behind the player who is winning the game, you are allowed to take one of the Requirement Tokens from the Room of Requirement if you end your Character’s movement there. You may not own more than 1 Requirement Token at the same time. Whenever you Encounter an Adventure Card that you cannot complete, you can choose to discard your Requirement Token to complete that Adventure Card. The Requirement Token is then removed from the game.

2-Player Rules: When playing with only 2 players, there are a couple of additions to the rules.

- If a player asks for help while Encountering a “Teamwork Allowed” card, the other player *must* lend their assistance if they are within two spaces.
- Each player starts the game with one of the *Wand Bonus Tokens* turned to the “Flip Specials” side. Whenever a player receives the Wand (including at the very start of the game), the player flips their Wand Bonus Token over and receives the indicated bonus. Therefore, the first time a player receives the Wand, they benefit from the Wand’s Bonus of “+1 to any Ability Score”. The second time a player receives the Wand, they instead get to flip all of their own Special Cards face up. This way, the bonuses for having the Wand are spread out over two Rounds.

SAMPLE TURN

Bill, Andy, Kathy, and Chris have recently started a game of HOGWARTS House Cup Challenge. They have only been playing for three Game Rounds, and the Year Token is still on Year One. The fourth Game Round is just beginning.

At the start of the Game Round, Bill (the Prefect) moves the “P” Token to the first step on the Prefect Card: “First Action”. Each player, starting with the current Wand Holder, now takes their first Action for this Round:

- Chris, who is playing as Neville Longbottom_{TM}, currently has the Wand, so he goes first during every step of this Round. Since he only has 2 cards left in his hand, he decides to spend his first Action drawing 2 cards from the top of the Adventure Deck and adding them to his hand.
- Now Bill, who is playing as *Harry Potter*, uses his first Action to move his Character Token from the *Quidditch Pitch* over to *Hagrid’s Hut*.
- Andy, who is playing as Ron Weasley_{TM}, moves his Character Token three spaces from the Entrance Hall to land on *Gryffindor Tower*.
- Kathy, who is playing as Hermione, still has her Character Token on the Classrooms space from the last Round. She therefore decides to play an Adventure Card from her hand - “Professor Flitwick’s Charms Class” - onto the Classrooms space. This awards her Character with 1 Knowledge Token. After receiving the Knowledge Token, Kathy recycles the card (since it has a Recycle Banner in the lower right corner) by placing it face down on the bottom of the Adventure Deck.

After all players have taken their first Action, the “P” Token is moved to the second step on the Prefect Card: “Second Action”, and each player proceeds as follows:

- Chris starts things off again (since he still has the Wand) and takes his second Action by moving his Character (Neville) over to the Library.
- Bill plays an Adventure Card called “Keeper of Keys and Grounds”, and as he moved Harry to *Hagrid’s Hut* on his last Action, Harry Encounters the card and earns an Honor Token. Because the card doesn’t have a Recycle Banner, he then discards the card face up on the discard pile.
- Andy draws 2 cards from the top of the Adventure Deck.
- Kathy moves Hermione down two spaces from the Classrooms to the Dungeons.

After all players have taken their second Action, the “P” Token is moved to the third step: “Third Action”, and each player proceeds as follows:

- Chris has an Adventure Card in his hand for which Neville does not have the requisite Ability Needed (“Catch the Golden Snitch_{TM}”), so he gets rid of it by playing it face up onto the *Quidditch Pitch* space; since no one is there, no one Encounters it for now. Chris now draws 3 Adventure Cards as a reward for playing a card to another space.
- Bill moves Harry from *Hagrid’s Hut* to the *Quidditch Pitch*. Since there is now a card in that space, Harry must Encounter it. “Catch the *Golden Snitch*” requires a Skill of 5, which Harry currently has. So Harry earns the card’s Reward of “10 Victory Points + 1 Adventure Card”. He moves both his Victory Token and *Gryffindor’s* Token forward 10 points on the Victory Track. He also draws an Adventure Card as part of his Reward.
- Andy plays “The Invisibility Cloak” in *Gryffindor Tower*, where his Character Ron is located. Since Ron had increased his Honor to 4 during a previous Round, he wins the Invisibility Cloak, which has a Reward of “5 Victory Points + Special”. Since it’s a Special Card, Andy places it face up on the table near Ron’s Character Card so he can use its Special text later in the game. He also scores 5 Victory Points, and moves both Ron’s Victory Token and *Gryffindor’s* Token forward 5 points on the Victory Track.
- Kathy draws 2 cards from the top of the Adventure Deck.

After all players have taken their third Action, the “P” Token is moved to the fourth step: “Check for New Year”. Since the *Gryffindor* Token passed the 100 mark on the Victory Track during this Round, the Prefect advances the Year Token to Year 2. He also shuffles the “Year 2” cards into the Adventure Deck, and adds a Requirement Token to the Room of Requirement.

The “P” Token is moved to the fifth step: “Add New Adventures”. Since there are currently only 2 Adventure Cards face up on the board, the Wand Holder now draws 2 cards from the top of the Adventure Deck and adds them face up onto the board.

Finally, the “P” Token is moved to the sixth step: “Pass Wand”. Chris passes the Wand over to Bill, who will get to go first during each step of the next Round.

The next Game Round now begins. The “P” Token is placed on the first step of the Prefect Card, and Bill (who now has the Wand) starts things off by taking his first Action.



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Publisher: NECA (www.necaonline.com)

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AOL Keyword: HARRY POTTER
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