Harry Potter
HALLS OF HOGWARTS™
Game

CONTENTS

33 Tiles
25 Event Cards
8 Hat Movers (2 of each color)
4 Class Schedules
4 Student Portraits
1 Game Board
1 Four-sided Die

WELCOME, STUDENTS!

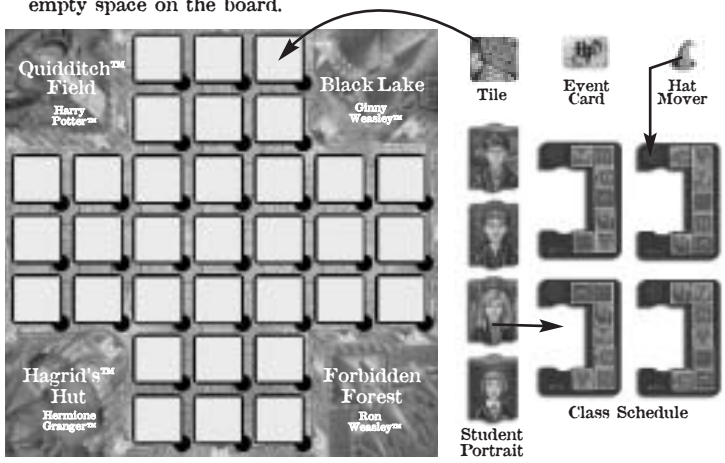
Welcome to Hogwarts™ School of Witchcraft and Wizardry, where staircases move, the doors aren't always doors, and paintings often hide secret passages. You will discover these halls to be full of surprises – which makes getting to class an adventure in itself!

OBJECT

Players travel the halls of Hogwarts™ until they find and visit all classes on their Class Schedules in the order they appear on the schedule – from top to bottom. The first player to do so and return to the appropriate starting area wins the game.

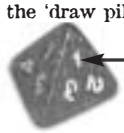
Setting Up

1. Unfold the game board and set it in the middle of the playing area. A number of empty spaces cover the board – this is where the TILES go.
2. Place all Tiles face down on the table. Mix them thoroughly, then arrange them face down on the game board, placing one Tile into each empty space on the board.



Game Board

3. Shuffle the four CLASS SCHEDULES and deal one to each player.
4. Shuffle the four STUDENT PORTRAITS and deal one to each player. The Portraits identify the character played by each player – Harry Potter™, Ron Weasley™, Hermione Granger™ or Ginny Weasley™ – as well as their starting area.
5. Players place their Class Schedule and Student Portrait side-by-side.
6. Players select two HAT MOVERS of the same colour and place one beside the class symbol listed at the top of their Class Schedules – this Mover is the CLASS MARKER.
7. Players place the other Hat Mover on its starting area – this Mover is the STUDENT MOVER. The background of each Character Portrait indicates a Mover's starting area.
   - Harry Potter™ starts from the Quidditch™ Field
   - Hermione Granger™ starts from Hagrid's™ Hut.
   - Ron Weasley™ starts from The Forbidden Forest.
   - Ginny Weasley™ starts from The Black Lake.
8. Shuffle the EVENT CARDS and deal four (4) to each player.
9. Place the remainder of the Event Cards aside as the 'draw pile'.
10. Each player rolls the four-sided die. When reading this die, look for the number at the top of the "pyramid" to determine your roll – this number will be the same on all three sides.

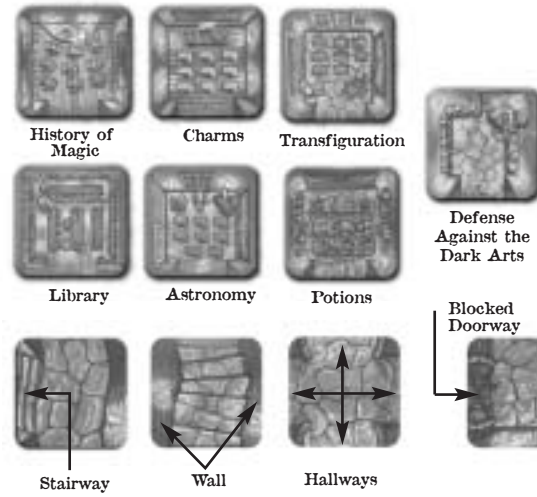


11. Highest roll goes first (re-roll any ties), and play proceeds clockwise around the table.
12. You're ready to begin!

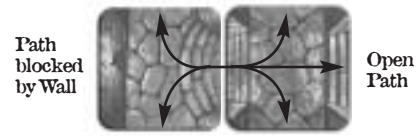
FIRST YEARS (Basic Game)

A LOOK AT THE HALLS

Tiles represent the Hallways, Classrooms and Stairways of Hogwarts™. They constantly change, so you need to learn how to recognize them and move through each.



You may move from one Tile to another when any combination of Doorways, Hallways or Stairways connects their two sides.



THE TURN SEQUENCE

1. Roll the die and move the Tiles.
2. Walk the Halls.
3. Play Event Cards, if any.

1. Roll the die and move the Tiles.
   After rolling the die, FLIP or ROTATE as many different Tiles as the number rolled on the die. You must Flip or Rotate the full number rolled.

To Flip a Tile, turn a face down Tile face up, positioning it however you want. Once a Tile has been turned face up, it cannot be flipped over again unless someone plays an Event Card on it.

To Rotate a Tile, pick a Tile and rotate it so that its Hallways, Doorways and/or Stairways point in whatever direction you want. Once you finish rotating a Tile, replace it in the game board.

Note: You can rotate Tiles that have Student Movers on them.

2. Walk the Halls.
   Once you finish Flipping and Rotating the Tiles, you may choose to move down the halls as far as you want if the path is unblocked. Once you hit a Wall or an unflipped Tile you must stop. Two or more Student Movers can share the same space.

Note: You do not have to move if you don't want to.

Movement is always in one direction – you may not backtrack along a path.

The four starting areas in the corners (the Forbidden Forest, Hagrid's™ Hut, the Black Lake, and the Quidditch™ Field) function like any other Tile except that they can never be flipped or moved. Consider their sides to be Doorways – always open. Student Movers may pass through the starting areas to any adjoining Tile as long as the adjoining side of the Tile is not a Wall.

Movement always ends when you enter a Classroom Tile.

Note: Even though movement ends in a Classroom, a player's turn does not. Players may continue to move if they play an Event Card that opens up a new path.

Completing Classes

Once you enter a Classroom, move your Class Marker onto the matching class symbol on your schedule. Remember: to win the game, you must complete all of your classes in the order they appear on your schedule – from top to bottom.



Charms | Potions | Defense Against the Dark Arts | Trans-figuration | Astronomy | Library | History of Magic

Moving Along (End of Turn)

Your turn ends when you finish all movement and have played as many Event Cards as you want.

3. Event Cards

Each player holds several Event Cards that can mix up the game even more than the twisting passages already do. Players can play as many of their Event Cards as they want and may do so at any time during their turns.

After playing an Event Card, place it at the bottom of the draw pile.

There are 13 different Event Cards:



Secret Password (3 cards): You've found a quicker route to class. Flip or Rotate five (5) extra Tiles.



Class Cancelled (2 cards): Place this card on any classroom. That class is closed to all players until your next turn begins.



Friday Shuffle (3 cards): The hallways have moved again! Choose five (5) face up, empty Tiles (Tiles with no Student Movers on them) and remove them from the board. You may choose Classrooms that have had a Class Cancelled card played on them – Friday Shuffle negates a cancelled class. Turn the five Tiles face down and shuffle them thoroughly, then return them to the board face down.



Peeves Plays a Prank (2 cards): Swap any two (2) Tiles. You can do this with face-up Tiles, face-down Tiles, Tiles with players on them or even Classroom Tiles. When swapping them, leave them oriented however they were when you picked them up, either face up or face down.



Somebody's Lost! (3 cards): Switch the position of any two (2) Student Movers.



Schedule Swap (4 cards): Choose another player and swap Class Schedules with them (each player keeps their original Character Portrait and Class Markers). Both players resume play from the point where the other player left off on their schedule.



Mrs. Norris (2 cards): Filch's cat has caught you! Lose a turn.



No Homework! (1 card): You completed all your assignments early. Take another turn.



Sleeping in Class (1 card): Force someone to take their last class over again. They must move their Class Marker to the previous class on their schedule, then move their Student Mover back to the matching Classroom Tile, even if that class is cancelled. If the Classroom has been turned face down due to an Event Card, that player must return their Mover to its starting area.



Quidditch™ Match (1 card): All Players immediately go to the Quidditch™ Field.



Giant Squid Attack (1 card): All Players immediately go to the Black Lake.



Dragon Hatching (1 card): All Players immediately go to Hagrid's™ Hut.



Detention (1 card): All Players immediately go to the Forbidden Forest.

The only way to replenish your supply of Event Cards is to pass over a special Tile marked with a STAR.

Whenever you pass over this Tile, you can take a single Event Card from the draw pile. You may only take one Event Card per movement. You may take another Event Card on the same turn only if you open a new path (by playing an Event Card) and move over the star again.



Graduation

Once a player completes all the classes on the schedule, they have one last place to go – back to where they started! The background of each Character Portrait identifies the starting area to which its Student Mover must return.

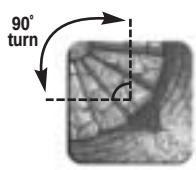
The first player to return their Student Mover to its starting area with a completed Class Schedule wins the game.

SECOND YEARS (Advanced Play)

For more advanced players, regulate the movement of Tiles to create greater challenges:

When Flipping a Tile, flip it directly over without looking at the bottom. Do not position the Tile in any way.

When Rotating a Tile, only rotate it ONE TURN (a single 90 degree rotation either clockwise or counter-clockwise).



And with that, the halls of Hogwarts™ are yours to roam! Good Luck!

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