

Ages 8 and Up

3-6 Players

# Harry Potter

## DIAGON ALLEY

BOARD GAME

### GAME CONTENTS

1 Game board	36 Trunk Items	60 Coins
1 Closed Sign	6 Potion Bottles	20 "Gold" Galleon Coins
2 Dice	6 Cauldrons	20 "Silver" Sickle Coins
6 Moving Hats	6 Robes	20 "Bronze" Knut Coins
6 Trunk Cards	6 Wands	46 Diagon Alley Cards
	6 Books	30 Spell Cards (Parchment)
	6 Owls	16 Havoc Cards (Purple)

### OBJECT

Visit all the Shops on the board and purchase one of the Trunk Items they sell. The first player to completely fill their Trunk Card and make it back to the Leaky Cauldron™ wins.

### THE BOARD OF DIAGON ALLEY™

If you are going to be the first to fill your trunk, it helps to know where to go.

**DIAGON ALLEY PATHWAY** – Follow this path to visit the shops of Diagon Alley.

**KNOCKTURN ALLEY PATHWAY** – Follow this path if you are banished from Diagon Alley.

**SHOPS** – Visit the Shops to purchase your school supplies. The Trunk Items they sell appear on the sign in front of each Shop.

**THE LEAKY CAULDRON** – Begin your adventure here, then end it here as well when your trunk is full.

**GRINGOTTS™ WIZARDS BANK** – Collect your wizard money each time you pass by.

**CARD SPACE** – Draw a Diagon Alley Card whenever you land on a stone with the magic swirl.

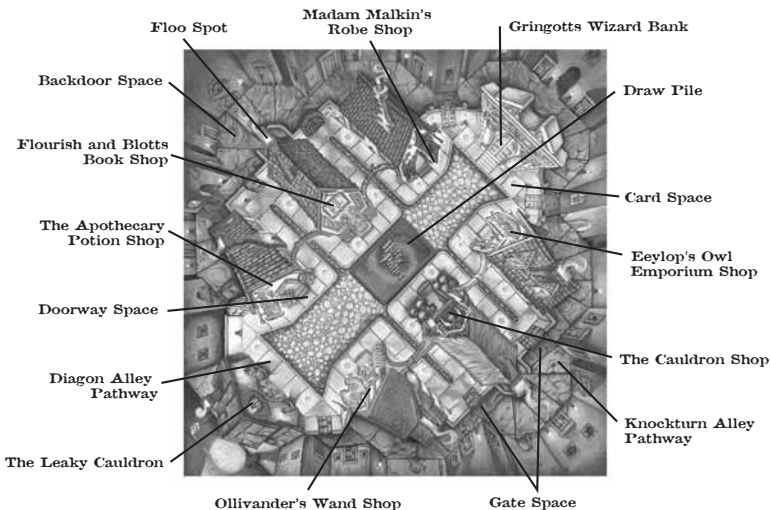
**DOORWAY SPACE** – If you land on or pass over the space directly in front of a Shop's front door you can enter that Shop.

**GATE SPACE** – These are the spaces in front of or behind a gate. You land here when banished to or escaping from Knockturn Alley. The spaces are Purple on the Knockturn Alley side, brown on the Diagon Alley side.

**BACKDOOR SPACE** – One purple space behind each Shop allows you to move into that Shop from Knockturn Alley.

**FLOO SPOT** – Count or land on these green curls of smoke when using a *Floo Powder™* Spell card.

**DRAW PILE** – Place the deck of Diagon Alley cards here.



## GAME SET-UP

- Open the game board in the center of the playing area.
- Select a Hat Mover and a Trunk Card (the card with a picture of each Trunk Item on it). Place your Mover in the Leaky Cauldron™ (the pink Shop at the end of Diagon Alley™) and the Trunk Card face-up in front of you.
- The oldest player acts as the Gringotts™ Bank Goblin and the dealer.



- Give each player 2 Gold Galleons, 2 Silver Sickles, and 2 Bronze Knuts. Stack the rest of the money inside the Gringotts space.

- Divide the Diagon Alley Card deck into two piles: the parchment-colored Spell cards in one pile and the purple Havoc cards in the other pile.
- Shuffle the Spell cards and deal two cards to each player. You may look at your cards, but don't allow the other players to see them.
- Shuffle the remaining Spell cards with the Havoc cards and place the entire deck face down on the DRAW PILE space in the center of the game board.



- Sort the Trunk Items into separate piles. You will have 6 piles of 6 Items each.



- Match the Trunk Items to the Shops by their colors and the signs in front of each Shop.

- Place one Wand Trunk Item on Ollivander's Wand Shop for each player playing.
- For the remaining 5 Trunk Items, place one less Item on its matching Shop than the number of players playing.

### For Example

If four people are playing, place four wands on Ollivander's. But, place only three of each of the other Trunk Items on their matching Shops.

- Set all unused Trunk Items, Trunk Cards and Hat Movers aside.

## LET'S PLAY

- Each player rolls one die. Highest roll goes first. Play proceeds, in turn, to the left. The symbol side of the dice is always low.
- On your turn, roll both dice and move your Hat clockwise as the dice indicate. (See THE DICE below)
- If you land on a space with a magical swirl or roll a cauldron symbol on one die, draw a card. If you roll a cauldron symbol AND land on a magical swirl, draw 2 cards and play them accordingly in the order drawn. (see THE CARDS below)
- If you land on or pass a Doorway Space in front of a Shop, you may enter the Shop. (See GETTING AROUND below)
- Once in a shop, you may buy a Trunk Item if one is available and you have the exact wizard money listed. (See PURCHASING A TRUNK ITEM below.)
- Gringotts Bank does not sell any Trunk Items, but every time you land on or pass its Doorway Space the Gringotts Goblin gives you 1 Gold Galleon, 1 Silver Sickle, and 1 Bronze Knut. You cannot enter Gringotts.
- If you roll double cauldron symbols or draw a "*Banished to Knockturn Alley*" Havoc card, you must move to the next available Gate Space and enter Knockturn Alley. (See KNOCKTURN ALLEY below)
- Every Shop in Diagon Alley (except Gringotts) contains a Floo Spot indicated by green smoke rising from its chimney. If you have a *Floo Powder*™ card in your hand, you can leap directly from Shop to Shop when you use the card successfully. (See FLOO POWDER SPELL CARD below)
- The first player to fill their Trunk Card with one of each of the Trunk Items and return to the Leaky Cauldron wins the game.

## THE DICE

The Diagon Alley™ dice do not have a number "1" side, but a cauldron symbol instead. If you roll:

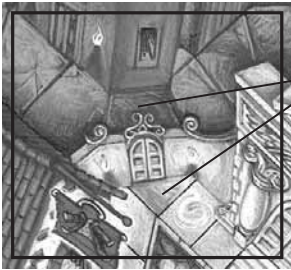
- Numbers on both dice: Move clockwise the number of spaces indicated.



- One cauldron symbol and one number: Move the number of spaces on the numbered die and then draw a Diagon Alley card.

Note: A Cauldron symbol has no numeric value unless you are using *Floo Powder™*.

- Double cauldron symbols: You are immediately banished to Knockturn Alley. Move your Hat to the nearest Gate Space ahead of you and enter Knockturn Alley. Do not draw a card.



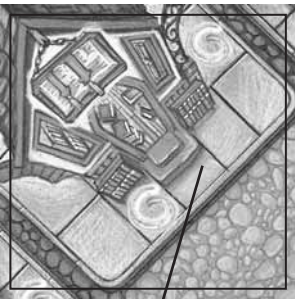
Knockturn Alley gate space.

Note: Rolling any double (the same number or symbol on both dice) allows you to escape from Knockturn Alley. (See EXITING KNOCKTURN ALLEY below).

## GETTING AROUND

Always move in a clockwise direction around Diagon Alley and Knockturn Alley unless otherwise directed.

- Two Hat Movers may not occupy the same space in Diagon Alley or Knockturn Alley. If you land on a space already occupied by another player, move your Hat forward to the next available space.



Doorway Space

- Landing or passing over a Doorway Space allows you to enter that Shop. You do not have to enter if you do not need to. To enter, place your Hat Mover on the roof of the Shop.

- If you roll more than you need to reach a Doorway Space, you give up any extra spaces you could have moved once you enter the Shop.

- More than one player may be inside a Shop at any time.

- Whenever you leave a Shop, the Doorway Space counts as your first move.

## PURCHASING A TRUNK ITEM

You must first enter a Shop before you can purchase a Trunk Item.

- Every Trunk Item has a specific cost, indicated by the wizard money symbols on the Trunk Item itself. You must have the exact coins listed to purchase the Item.

For Example

The symbols on this Trunk Item indicate you need 1 "Bronze" Knut and 1 "Silver" Sickle to purchase it. You cannot use two Galleons to buy the Trunk Item.

Note: Exchanging wizard money for lesser coins is not allowed.



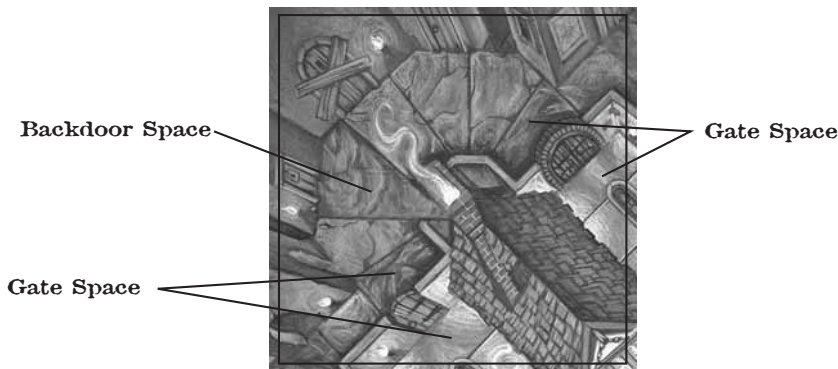
1 Sickle and 1 Knut

- If you don't have the right coins to make your purchase, you must wait until you have collected more coins by passing Gringotts™.

- When you make your purchase, return the spent coins to Gringotts™ and place the Trunk Item on your Trunk Card.
- If the Shop is sold out of its Item, you must wait until the Item becomes available again (See RETURNING TRUNK ITEMS below) or use a Spell card to take the Item from another player (see THE CARDS below).
- You may not purchase duplicate Trunk Items to prevent other players from getting them.

## KNOCKTURN ALLEY

A wall surrounds Diagon Alley protecting it from Knockturn Alley. The only way in or out of Knockturn Alley is through the wall gates or the Shops' Backdoors.



### Entering Knockturn Alley

- If you roll double cauldron symbols, you must travel forward to the next Gate Space. Place your Hat on the Knockturn Alley side of the Gate. Your turn is now over.
- If you are "*Banished to Knockturn Alley*" by a card, enter Knockturn Alley as above. Your turn is now over.
- In some instances, a player may choose to enter Knockturn Alley (such as when they are trying to enter a Closed Shop through its Backdoor – see THE CARDS below). If you land on or pass over a Gate Space you may enter Knockturn Alley just as you would enter a Shop. Place your Mover on the Knockturn Alley side of the Gate and your turn ends. If you rolled more than you needed to reach the Gate Space, you give up any additional moves you could have made once you enter Knockturn Alley.

Note: You may never enter Knockturn Alley through a Shop's Backdoor.

### Moving Around Knockturn Alley

- Move your Hat in a clockwise direction.
- If you pass a Shop's Backdoor, you may not enter or purchase any Items.
- If you pass Gringotts, you may not collect any wizard money.
- If you roll a cauldron symbol, you may not draw any cards.
- You cannot play any cards in your hand except the "*Leave Knockturn Alley*" Spell card.

### Exiting Knockturn Alley

- If you roll doubles, even double cauldron symbols, move forward to the next Backdoor Space or Gate Space. Place your Hat on the Diagon Alley or Shop side of the Space. Your turn is now over.

Note: If you exit into a Shop through its Backdoor, you may purchase that Shop's Trunk Item, if available.

- If you land by exact count on a Backdoor Space or a Gate Space, place your Hat on the Diagon Alley or Shop side of the Space. Your turn is now over.
- If you have a "*Leave Knockturn Alley*" Spell card in your hand, play the card, move forward and exit as described above.

Note: This is the only card you are allowed to play while in Knockturn Alley.

- If you travel all the way around Knockturn Alley you will reach an Exit Gate. When you reach this Gate Space – by exact count or not – place your Hat on the Diagon Alley side of the space. Your turn is now over.

## THE CARDS

The Diagon Alley Cards come in two varieties – parchment-colored Spell cards and purple-colored Havoc cards.

- If you draw a Havoc card, follow its directions immediately.  
Note: You cannot use a "Defend yourself against any attack" Spell card to cancel a Havoc card.
- If you draw a Spell card, keep it in your hand and play it whenever you want.
- There is no limit to the number of cards you may hold in your hand.
- At any time during your turn (even before you roll the dice), you may play a Spell card by following the directions on the card. You may play as many Spell cards as you like.
- You may not play a card during another player's turn unless you are defending yourself from a card played against you.
- Once you have played either type of card, return it to the bottom of the Draw Pile in the center of the board.
- If you are not happy with the Spell cards in your hand, for every 3 you discard you may draw 1 new card.

### Specific Cards:

#### *Close a Shop* Spell Card



Closed Sign

- The *Close a Shop* card allows you to close any Shop on the board, including Gringotts™ or the Leaky Cauldron™.
- When you play the *Close a Shop* card, place the Closed Sign on that Shop.

- Players may not enter a Closed Shop from the front.
- Players may purchase Items from a Closed Shop, but must first get inside.

There are two ways to enter a Closed Shop:

- Enter from Knockturn Alley through a Shop's Backdoor.
  - Enter by using a *Floo Powder*™ Spell card.
- Note: You may exit the front Doorway of a Closed Shop as if it were open.
- If Gringotts is closed, no player may collect money until it is reopened.
  - Playing another *Close a Shop* card allows you to move the Closed Sign to a new Shop, opening up the first Shop.

Note: Closing a Shop is an effective way to block your opponents from getting Trunk Items or the money they need. It can also prevent other players from entering the Leaky Cauldron and winning the game.

#### *Floo Powder*™ Spell Card



Floo Spot

- If you have a *Floo Powder* Spell card in your hand, you may use it to travel to any Shop with green smoke curling from its chimney. Gringotts is the only place you cannot reach in this manner.
- Before you can use the *Floo Powder* card, you must be inside a Shop.
- Turn the *Floo Powder* card face-up in front of you.
- Take one die and declare whether you think you will roll odd (cauldron symbol, 3, or 5) or even (2, 4, or 6).
- Roll the die.

- If you declared correctly, you may travel to any Shop you choose except Gringotts. Place your Mover on the Shop's roof.  
Note: If you pass Gringotts on your way, do not collect any wizard money.
- If you declared incorrectly, move clockwise the number of Floo Spots that you rolled and place your Mover on that Shop's roof. A cauldron symbol counts as "1." Do not count the Floo Spot of the Shop you are in as your first move. Do not count Gringotts as a space or collect any wizard money.
- *Floo Powder* allows you to enter a Closed Shop, including the Leaky Cauldron.
- Once you have used *Floo Powder* your turn is over, although you may first purchase Items from a Shop that you enter with *Floo Powder*.

## RETURNING TRUNK ITEMS

Because there are fewer Trunk Items in most of the Shops than players playing, some Trunk Items may sell out before you get to them. There are two ways a sold out Item becomes available again.

- If you draw "An Item from your trunk returns to the Shop from which you bought it" Havoc card, you must return one of the Items in your trunk to its Shop. Any other player may then purchase that Item by visiting the Shop.

- If you have a "Player in front of you loses an Item you need from their trunk. It appears in yours" Spell card, you may play it on the player directly ahead of you (on Diagon Alley™ or in a Shop). Choose an Item from their trunk and add it to your Trunk Card or return it to its Shop.

Note: This card cannot affect players in Knockturn Alley.

## WINNING THE GAME

Once you've filled your trunk with one of each of the Trunk Items, race to the Leaky Cauldron™ by any means. The first player to enter the Leaky Cauldron with a full Trunk Card wins the game.

## OPTIONAL RULES FOR YOUNGER PLAYERS

Diagon Alley can be simplified to allow younger children to enjoy the game. Follow the same rules described above, making the following changes:

### GAME SET-UP

- Remove the Spell and Havoc cards and the Closed Sign from play.
- Place one Trunk Item in each Shop for each player.

### GAME PLAY

- Youngest player moves first.
- Players move around the board as described above, except for the following:
  - Card Spaces are "Roll Again" Spaces. If you land on a Roll Again Space, roll again and move.
  - If you roll 1 cauldron symbol on either die, move the number indicated and roll again. The cauldron symbols do not count as "1."
    - Note: There is no limit to the number of times you can roll again.
    - But, if you roll a cauldron symbol and land on a Roll Again Stone on the same turn, you may only roll again once for that turn.
  - If you roll double cauldron symbols, the player may move to the Gringotts™ Doorway Space. Collect your wizard money and roll again.
    - Note: If the player does not wish to move to Gringotts, they do not have to.
  - Players can use Floo Powder™ anytime during the game to travel from Shop to Shop. To move by Floo Powder:
    - Enter any Shop.
    - Guess whether you will roll low ("1, 2, 3") OR high ("4, 5, 6") and tell the other players. Cauldron symbols count as "1".
    - Roll one die.
    - If guessed correctly, move to the Shop of your choice.
    - Note: Do not collect any money if you pass by Gringotts.
    - If guessed incorrectly, stay where you are. You must enter another Shop before you can try Floo Powder again.
    - You may only try to use Floo Powder once a turn.
    - Note: After using Floo Powder, your turn is over, even if you rolled a cauldron symbol on your turn.
- Collect wizard money and purchase Trunk Items in the same manner as in the full game.

## WINNING THE GAME

The first player to purchase all the Trunk Items to fill their Trunk Card and make it back to the Leaky Cauldron wins the game!



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