

Potions :-

Veritaserum

When you play this card, you may ask another player if they have a particular letter (this does not include the blank tile) that you need. If they have it, they must give it to you, in exchange for any tile from your rack. If they don't, they must show you their letter tiles, if you ask them to, as proof!

Felix Felicis

When you play this card, you may draw two *Hogwarts Cards* and add them to your hand.

Competition cards :-

The four Competition cards are awarded for special achievements at *Hogwarts*.

The Quidditch™ Cup

Your house wins the *Quidditch™ Cup*! Add 20 House Points to your overall score.

Wizard's Chess

You are an expert at *Wizard's Chess*. Add 5 House Points to your overall score.

Duelling Club

You win a duel at *Duelling Club*. Add 10 House Points to your overall score.

O.W.L. Results

You receive "Outstanding" *O.W.L. results*. Add 15 House Points to your overall score.

Bonus cards :-

Harry Potter™

Score bonus House Points for any legal word containing one or more of the following letters: **HAYPO**. These letters appear on the card in gold, swirling out of the words *Harry Potter*. Earn 5 points for each of the specified letter tiles you use during the turn (added **after** the word is scored).

Tom Marvolo Riddle™

Score bonus House Points for any legal word containing one or more of the following letters: **IVDMT**. These letters appear on the card in gold, swirling out of the words *I Am Lord Voldemort™*. Earn 5 points for each of the specified letter tiles you use during the turn (added **after** the word is scored).

Ron Weasley™

Score bonus House Points for any legal word containing one or more of the following letters: **RNWSL**. These letters appear on the card in gold, swirling out of the words *Ron Weasley™*. Earn 5 points for each of the specified letter tiles you use during the turn (added **after** the word is scored).

Buckbeak™

Score bonus House Points for any legal word containing one or more of the following letters: **UCBEK**. These letters appear on the card in gold, swirling out of the words *Buckbeak™*. Earn 5 points for each of the specified letter tiles you use during the turn (added **after** the word is scored).

Glossary

Some entries in the SCRABBLE® Harry Potter™ Edition Glossary consist of more than one word. These phrases should be spelled without spaces. For phrases consisting of more than 15 letters, the player is allowed to play only part of the phrase to score the bonus points (such as playing "Wingardium" or "Leviosa" rather than the entire phrase "Wingardium Leviosa"). When playing part of a phrase, the selected word must be specific to the world of Harry Potter™ to score the bonus (you could not play "the" from "The Deathly Hallows" to earn the bonus). Phrases with less than 15 letters must be played in their entirety.

Glossary

ACCIO
ACROMANTULA
AGUAMENTI
ALCHEMY
ALOHOMORA
AMORTENTIA
ANIMAGUS
APARECIUM
APPARATE
ARITHMANCY
ASCENDIO
ASTRONOMY
AUROR
AVADA KEDAVRA
AZKABAN

BANSHEE
BASILISK
BEATER
BEAUXBATONS
BEZOAR
BICORN
BLAST-ENDED SKREW
BLUBBER
BLUDGER
BOGGART™
BOMBARDA
BOOMSLANG
BOWTRUCKLE
BUBOTUBER
BUTTERBEER

CAPUT DRACONIS
CAULDRON
CENTAUR
CHARM
CHASER
CONFUNDUS
CRUCIATUS
CURSE

DEATHDAY
DEATHLY HALLOWS, THE
DELUMINATOR
DEMENTOR™
DESCENDO
DIFFINDO
DISSENIUM
DITTANY
DIVINATION
DRAGON
DUNGBOMB
DURMSTRANG

ENERVATE
ENGORGIO
EPISKEY
ERECTO
ERISED, MIRROR OF
ERUMPENT
EVANESCO
EXPELLIARMUS
EXPULSO

FELIX FELICIS
FIENDFYRE
FINITE INCANTATEM
FIREBOLT
FIZZING WHIZZBEES
FLAGRANTE
FLAGRATE
FLOBBERWORM
FLOO NETWORK
FLOO POWDER
FLUTTERBY BUSH
FLUXWEED

GALLEON
GARGOYLE
GEMINO
GHOUL

GIANT
GILLYWEED
GNOME
GOBLIN
GOBSTONES
GOLDEN SNITCH™
GRIFFIN
GRIM
GRINDYLOW
GRINGOTTS™
GRYFFINDOR™

HALLOWS, THE DEATHLY
HERBOLGY
HEX
HIPPOGRIFF
HOGSMEADE™
HOGWARTS
HONEYDUKES
HORCRUX
HOWLER™
HUFFLEPUFF™

IMPERIUS
IMPERVIUS
INCARCERIO
INCENDIO
INFERIUS

JINX

KEEPER
KNEAZLE
KNIGHT BUS™
KNOTGRASS
KNUT

LACEWING FLY
LANGLOCK
LEGILIMENCY

LEPRECHAUN
LEVICORPUS
LIBERACORPUS
LOCOMOTOR
LUMOS

MANDRAKE
MERPEOPLE
METAMORPHMAGUS
MIMBULUS MIMBLETONIA
MIRROR OF ERISED
MOBILIARBUS
MOBILICORPUS
MONKSHOOD
MORSMORDRE
MUDBLOOD
MUFFLIATO
MUGGLE™

NARGLE
NOX

OBLIVIATE
OBSCURO
OCCLUMENCY
OLLIVANDERS
OMNIOULARS
OPPUGNO
OWLERY

PARSELMOUTH™
PARSELTONGUE
PATRONUS
PENSIEVE
PERICULUM
PETRIFICUS TOTALUS
PHOENIX
POLYJUICE
PORTKEY
PORTUS

POTIONS
PREFECT
PROTEGO

QUAFFLE
QUIDDITCH™
QUIETUS
QUILL

RAVENCLAW™
REDUCIO
REDUCTO
RELASHIO
REMEMBRALL™
RENNERVATE
REPARO
RICTUSEMPRA
RIDDIKULUS

SCOURGIFY
SECTUMSEMPRA
SEEKER
SERPENSORTIA
SICKLE
SILENCIO
SLYTHERIN™
SNEAKOSCOPE
SONORUS
SORTING HAT™
SPELL
SPELLOTAPE
SPLINCHING
SQUIB
STINKSAP
STUPEFY

TARANTALLEGRA
TERGEO
THESTRAL

TRANSFIGURATION
TROLL

UNICORN

VAMPIRE
VEELA
VENOMOUS TENTACULA
VERITASERUM

WAND
WEREWOLF
WINGARDIUM LEVIOSA
WITCH
WIZARD
WIZENGAMOT
WOLFSBANE
WRACKSPURT

YULE BALL

SCRABBLE

Harry Potter™

EDITION

RULES



©2021 Mattel. SCRABBLE® and SCRABBLE tiles, including S1 tiles, are trademarks of Mattel. Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland. Mattel U.K. Limited, The Porter Building, 1 Brunel Way, Slough SL1 1FQ, UK. Consumer Services - Mattel, Inc., 636 Girard Avenue, East Aurora, NY 14052, U.S.A. 1-800-524-8697. Mattel Australia Pty. Ltd., 658 Church St., Richmond, Victoria, 3121. Consumer Advisory Service - 1300 135 312. Mattel East Asia Ltd., Room 503-09, North Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. Tel.: (852) 3185-6500. Diimport & Diedarkan Oleh: Mattel Continental Asia Sdn Bhd. Level 19, Tower 3, Avenue 7, No. 8 Jalan Kerinchi, Bangsar South, 59200 Kuala Lumpur, Malaysia. Mattel South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard, Johannesburg 2196.

HARRY POTTER, characters, names and related indicia are © & ™ Warner Bros. Entertainment Inc. Harry Potter Publishing Rights © JKR. WB SHIELD: ™ & © WBEI (s21)

DPR77-ZZ71-G4
1100897382-UU1



Games

Age 10+
Players 2-4



Contents of game

- 100 Letter Tiles
- 4 Racks
- Playing Board
- 36 Cards (4 House Cards, 32 Hogwarts™ Cards)
- Cotton ‘Sorting Hat™’ Bag
- Glossary and Rule Book

SCRABBLE® Harry Potter™ Edition is a word game for 2, 3, or 4 players. The play consists of forming interlocking words, cross-word fashion, on the SCRABBLE® Harry Potter™ Edition playing board using letter tiles with various score values. Each player competes for the highest score by using their letters in combinations and locations that take best advantage of letter values and premium squares on the board. Players also try to win *Hogwarts* Cards that allow them to use Spells, Potions, Competition and Bonus cards during the course of the game to increase their scores.

To begin:

Place the 4 House Cards in the bag and shake. Each player is then sorted, by drawing a card from the bag. This card denotes their house for the whole game – each house has a special Bonus Play that can be used at a certain point during the game. They may then take the coloured rack of their house – red for **Gryffindor™**, green for **Slytherin™**, blue for **Ravenclaw™** and yellow for **Hufflepuff™**. Any remaining cards are removed from the bag, the letter tiles are put into the bag and each player then draws seven letter tiles and places them on their rack. Shuffle the deck of *Hogwarts* Cards and place them face down beside the board. If **Gryffindor™** or **Ravenclaw™** are in the game, they take their extra piece as directed by their House Card.

The board:

The playing board in SCRABBLE® Harry Potter™ Edition has an extra feature – the *Hogwarts* spaces. These spaces are brown and if a player plays a word that crosses one or more of these spaces, they pick up a *Hogwarts* Card for each brown space crossed. If, by placing their word, additional word(s) are created and a brown space is therefore crossed by two new words, the player may pick up two *Hogwarts* Cards.

The play:

1. The first player (**Slytherin™**, if playing) combines two or more of their letters to form a word and places it on the board to read either across or down with one letter on the centre square. Diagonal words are not permitted.
2. A player completes their turn by counting and announcing their score for the turn. They then draw as many new letter tiles as they played, thus always keeping seven letter tiles on their rack (unless specifically instructed to draw a different number by a *Hogwarts* Card).
3. Play passes to the left. The second player, and then each in turn, adds one or more letter tiles to those already played so as to form new words. All letter tiles played in any one turn must be placed in one row across or down the board. They must form one complete word and if, at the same time, they touch other letters in adjacent rows, they must form complete words, cross-word fashion, with all such letters. The player gets full credit for all words formed or modified by their play.
4. New words may be formed by:
 - a. Adding one or more letters to a word or letters already on the board.
 - b. Placing a word at right angles to a word already on the board. The new word must use one of the letters of the word already on the board or must add a letter to it. (Turns 2, 3, and 4 on page 3)
 - c. Placing a complete word parallel to a word already played so that adjoining letters also form complete words. (Turn 5 on page 3)
5. No letter may be moved after it has been played, unless specifically instructed by a *Hogwarts* Card.

6. The two blank tiles may be used as any letter desired, but they have no point value. When playing a blank the player must state what letter it represents, after which it cannot be changed during that game, unless specifically instructed by a *Hogwarts* Card.

7. Any player may use their turn to replace any or all of the letters on their rack. They do so by discarding them face down, drawing the same number of new letters, then returning the discarded letters to the bag. They then wait for their next turn to play, unless specifically instructed by a *Hogwarts* Card.

8. Any words found in a standard dictionary, or the SCRABBLE® Harry Potter™ Edition Glossary, are permitted except proper names, usually commencing with a capital letter, those designated as foreign words, abbreviations, words requiring apostrophes or hyphens, and words recognised as hate speech. Consult a dictionary only to check spelling or usage when a word is challenged. Any word may be challenged before the next player starts his turn. If the word challenged is unacceptable, the player takes back their tiles and loses his turn. If the challenged word is valid, the relevant word remains and ten points are deducted from the player who challenged it.

9. Play continues until all tiles have been drawn and one of the players has used all of the letters in their rack or until all players have passed twice in succession.

House Cards:

10. There are four House Cards, corresponding to the four houses at *Hogwarts* School of Witchcraft and Wizardry. Each player is sorted into a house at the beginning of the game, and plays with the rack of the corresponding colour. Each house also has a special Power, which is explained on the card. The Powers are: **Gryffindor™** – The player who is sorted into **Gryffindor™** draws a *Hogwarts* Card at the beginning of the game, which they keep in their hand. They may use it on any turn, and must then discard it (see rules 11 to 14). **Slytherin™** – The player who is sorted into **Slytherin™** always begins the game. **Ravenclaw™** – The player who is sorted into **Ravenclaw™** starts the game with 8 tiles instead of 7. They must draw back up to 7 after their first turn. **Hufflepuff™** – If the player who is sorted into **Hufflepuff™** has tiles left on their rack at the end of the game, the value of those tiles is added to **Hufflepuff’s™** score rather than to the winner’s.

Hogwarts Cards:

11. The *Hogwarts* Cards include Spells, Potions, Competition and Bonus cards that players can use to help them (or perhaps hinder others!) during the game. A player may take a *Hogwarts* Card from the deck when they place a tile on a brown *Hogwarts* square. After reading the card, they place it face down in front of them (unless it is a Competition card – see point 12) and can use it on any subsequent turn. The cards are explained in detail on pages 4 to 5.

12. Competition cards are scored immediately. Each card lists the number of House Points awarded for the particular event named. These points are added after the score for the word is calculated, including the effect of any premium squares. The card is then placed in the discard pile.

13. *Hogwarts* Cards other than Competition cards cannot be used on the turn that they are picked up, but should be kept face down in front of the player, and can be used on any subsequent turn, following the directions on the card. There is no limit to the number of *Hogwarts* Cards a player may have in front of them. Once used, the card should be placed in the discard pile, next to the deck. Only ONE *Hogwarts* Card can be used on each player’s turn. (Note: If **Reparo** is used to claim a free turn, another *Hogwarts* Card can be played on the new turn.)

14. If a *Hogwarts* Card awards bonus points, these points are added AFTER the score for the word is calculated, including any premium squares. For example, player A plays the word **HOPE** across a Double Word square, and then plays the Bonus card ‘Harry Potter™’. This gives 5 bonus points for using any of the letters **HAYP** or **O**. The score is 4 + 1 + 3 + 1 = 9, x 2 = 18, plus (3 x 5 = 15) = 33 points.

Scoring:

15. Keep a tally of each player’s score, entering it after each turn. The score for each turn is the number of House Points earned by the player for his or her house. The score value of each letter is indicated by a number at the bottom of the tile. Remember, the score value of a blank is zero.

16. The number of House Points earned on each turn is the sum of the score values of all the letters in each word formed or modified in the play plus the premium values resulting from placing letters on premium squares. In addition, players may earn additional House Points through the use of various *Hogwarts* Cards.

17. Premium Letter Squares: The score for the letter is doubled when a tile is placed on a light blue square; it is trebled when a tile is placed on a dark blue square. If a word is formed that covers both premium letter and word squares, the effect of the premium letter square is calculated first, followed by the effect of the premium word square. Note that the centre square is a gold square and therefore doubles the score for the first word.

18. Premium Word Squares: The score for the entire word is doubled when one of its letters is placed on a gold square; it is trebled when a letter is placed on a dark red square. If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times letter count), or trebled and then re-trebled (9 times letter count) as the case may be. Note that the centre square is a gold square and therefore doubles the score for the first word.

19. The above word premiums apply only in the turn in which they are first played. In subsequent turns letters count at face value.

20. When a blank tile falls on a light blue or a dark blue square, the score for the tile is still zero. However, when a blank tile falls on a gold or a dark red square, the sum of the letters in the word is doubled or trebled even though the blank itself has no score value.

21. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) in the score for each word. (See examples, Turn 3 and Turn 4 in the next column)

22. Any player who plays all seven of their tiles in a single turn scores a premium of 50 points in addition to their regular score for the play.

23. If a player plays a word that can be found in the SCRABBLE® Harry Potter™ Edition Glossary, they may claim a bonus of 10 points, to be added after the total word score is calculated. If the **Revelio** card is played the player only claims the bonus of 20 points.

24. At the end of the game each player’s score is reduced by the sum of their unplayed letters and, if one player has used all of their letters, their score is increased by the sum of the unplayed letters of all the other players. Note – this does NOT apply to a player who is sorted into **Hufflepuff™** (see rule 10.)

Examples of word formation and scoring:

In the following, the words added in five successive turns are shown in heavy type. The scores shown are the correct scores if the letter R is placed on the centre square. In turn 1 count **HORN**; in turn 2, **FARM**; in turn 3, **PASTE** and **FARMS**; in turn 4, **MOB, NOT** and **BE**; in turn 5, **BIT, PI** and **AT**.

Turn 1: Score 14	Turn 2: Score 9																																																												
<table border="1" style="margin: auto;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td>H</td><td>O</td><td>R</td><td>N</td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>							H	O	R	N						<table border="1" style="margin: auto;"> <tr><td> </td><td> </td><td>F</td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td>A</td><td> </td><td> </td></tr> <tr><td> </td><td>H</td><td>O</td><td>R</td><td>N</td></tr> <tr><td> </td><td> </td><td>M</td><td> </td><td> </td></tr> </table>			F					A				H	O	R	N			M																											
	H	O	R	N																																																									
		F																																																											
		A																																																											
	H	O	R	N																																																									
		M																																																											
Turn 3: Score 25	Turn 4: Score 16																																																												
<table border="1" style="margin: auto;"> <tr><td> </td><td> </td><td>F</td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td>A</td><td> </td><td> </td></tr> <tr><td> </td><td>H</td><td>O</td><td>R</td><td>N</td></tr> <tr><td> </td><td> </td><td>M</td><td> </td><td> </td></tr> <tr><td> </td><td>P</td><td>A</td><td>S</td><td>T</td></tr> <tr><td> </td><td> </td><td>E</td><td> </td><td> </td></tr> </table>			F					A				H	O	R	N			M				P	A	S	T			E			<table border="1" style="margin: auto;"> <tr><td> </td><td> </td><td>F</td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td>A</td><td> </td><td> </td></tr> <tr><td> </td><td>H</td><td>O</td><td>R</td><td>N</td></tr> <tr><td> </td><td> </td><td>M</td><td>O</td><td>B</td></tr> <tr><td> </td><td>P</td><td>A</td><td>S</td><td>T</td></tr> <tr><td> </td><td> </td><td>E</td><td> </td><td> </td></tr> </table>			F					A				H	O	R	N			M	O	B		P	A	S	T			E		
		F																																																											
		A																																																											
	H	O	R	N																																																									
		M																																																											
	P	A	S	T																																																									
		E																																																											
		F																																																											
		A																																																											
	H	O	R	N																																																									
		M	O	B																																																									
	P	A	S	T																																																									
		E																																																											
Turn 5: Score 16																																																													
<table border="1" style="margin: auto;"> <tr><td> </td><td> </td><td>F</td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td>A</td><td> </td><td> </td></tr> <tr><td> </td><td>H</td><td>O</td><td>R</td><td>N</td></tr> <tr><td> </td><td> </td><td>M</td><td>O</td><td>B</td></tr> <tr><td> </td><td>P</td><td>A</td><td>S</td><td>T</td></tr> <tr><td> </td><td> </td><td>E</td><td> </td><td> </td></tr> <tr><td>B</td><td>I</td><td>T</td><td> </td><td> </td></tr> </table>			F					A				H	O	R	N			M	O	B		P	A	S	T			E			B	I	T																												
		F																																																											
		A																																																											
	H	O	R	N																																																									
		M	O	B																																																									
	P	A	S	T																																																									
		E																																																											
B	I	T																																																											

Hogwarts Cards:

Spells :-

Expelliarmus

When you play this card, you may take a tile from another player’s rack by picking it up from their rack and adding it to your own. You can’t look at the tiles to see which they are, and you must take it without disturbing any other tiles.

Alohomora

When you play this card, if a blank tile is already on the board and you have the letter it represents on your rack, you can swap them. Place your tile on the board and take the blank into your hand. This can be done at any point during your turn, but not after you have drawn new tiles at the end of your turn.

Engorgio

When you play this card, at the beginning of your turn you may draw two tiles from the bag and add them to your rack. At the end of your turn, draw back up to seven tiles as normal. (If you have only played one tile or passed, you must choose tiles to discard back to the bag until you have only seven on your rack.)

Confundo

When you play this card, you can play a word in the opposite direction from normal, for example, right to left, or bottom to top. If the word is extended by another player it must continue in the same direction.

Reparo

When you play this card, you can take a free turn immediately after your regular turn.

Stupefy

When you play this card, place it in front of another player of your choice, and they must miss their next turn. The card is discarded as soon as they have done so.

Wingardium Leviosa

When you play this card, you may steal a *Hogwarts* Card from another player’s hand. You can’t look at the cards to see what they are, but must choose one and take it without disturbing any other cards.

Accio

When you play this card, you may take a *Hogwarts* Card from the discard pile. You can look through the discard pile, and choose whichever card you want.

Revelio

When you play this card, you may take a quick look in the SCRABBLE® Harry Potter™ Edition Glossary. If you find a word that you can make with your tiles, you can claim 20 bonus points, to be added after the word is scored.

Rictusempra

If you make another player laugh at any time in the game, you can play this card and immediately take 10 bonus points.

Gemino

When you play this card, you can draw an equal number of *Hogwarts* Cards from the deck as the number you hold in your hand (not counting the Gemino card).

Transfiguration

When you play this card, you may exchange as many tiles from your hand as you like, and still take your normal turn. As in rule 7, discard the letter tiles you wish to exchange face down, draw the same number of new letter tiles, then return the discarded letter tiles to the bag.

Finite Incantatem

Stop! Cancel the effect of any Spell cast on you. If another player attacks you with a *Hogwarts* Card (**Wingardium Leviosa**, **Stupefy**, **Accio** or **Veritaserum**), you can cancel the attack by playing this card, and the player must place their *Hogwarts* Card in the discard pile.