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Harry Potter™

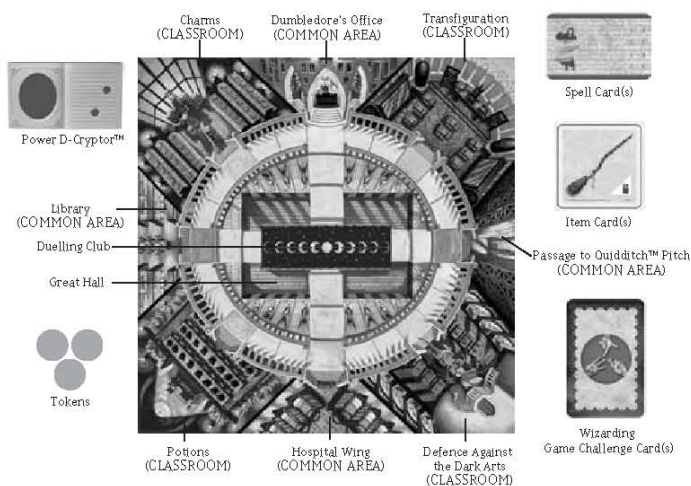
HOGWARTS™ DUELLING CLUB GAME Game Instructions

GAME CONTENTS

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|------------------------------|----------------------------------|
| 1 Game Board | 28 Item Cards |
| 1 Six-sided Numbered Die | 20 Spell Cards |
| 2 Duel Dice (Green and Blue) | 3 Wizarding Game Challenge Cards |
| 4 Character Playing pieces | 12 Tokens (3 of each colour) |
| 4 Power D-Cryptors™ | |

THE OBJECT

In order to become champion of the Duelling Club you must win one Token from each opposing player, then be first to win the Final Duel.



GAME SET-UP

Open the game board in the centre of the playing area.

Each player selects a Playing piece, youngest player first. Take the Power D-Cryptor that matches your Playing piece's base colour.

All players' Playing pieces start in the Duelling Club.

Shuffle the Spell Cards and place them beside the board.

Shuffle the three Wizarding Game Challenge Cards and place them beside the Spell Cards.

Shuffle the Item Cards and deal 7 along the edge of the board beside each of the 4 Common Areas.

Each player takes the three Tokens that match the colour of their Power D-Cryptor. (If you have less than 4 players, please refer to the additional set-up rules under TWO AND THREE PLAYER GAMES.)

LET'S PLAY

Each player rolls the red numbered die, re-rolling any ties. Highest roll goes first and play proceeds around the table to the left.

The first player rolls the numbered die and may move up to the number of spaces rolled on the die. Players do not have to move the full number of spaces rolled. (See MOVEMENT)

Whenever a player enters any Classroom they "learn" a spell. Draw 1 **Spell Card** and insert it into your Power D-Cryptor. You will need Spell Cards in order to duel. (See SPELL CARDS)

Duels take place in the Duelling Club and are **played for Tokens**. A player who enters the Duelling Club may challenge any other player on the board. The challenged player immediately places their Playing piece in the Duelling Club, and the Duel begins. Players roll the Duel Dice as many times as indicated by the numbers on the Spell Cards in their Power D-Cryptors. The player who rolls the greatest number of hits wins the Duel. The player who loses the Duel forfeits 1 of their coloured **Tokens** to the winner. (See DUELLING CLUB)

Whenever a player enters a Common Area, they may draw 1 **Item Card** from the deck. These cards grant players special powers they can use during Duels. (See ITEM CARDS)

In addition to Duels, players may compete in **Wizarding Game Challenges** to win **Spell Cards** from other players. Whenever a player stops in a space next to another player's Playing piece – or enters the same Classroom or Common Area as another player – the moving player may challenge their opponent to a Wizarding Game Challenge. A Wizarding Game Challenge Card is drawn to determine the game that must be played. The loser of the Wizarding Game forfeits 1 Spell Card (by random draw) to the winner. (See WIZARDING GAME CHALLENGES)

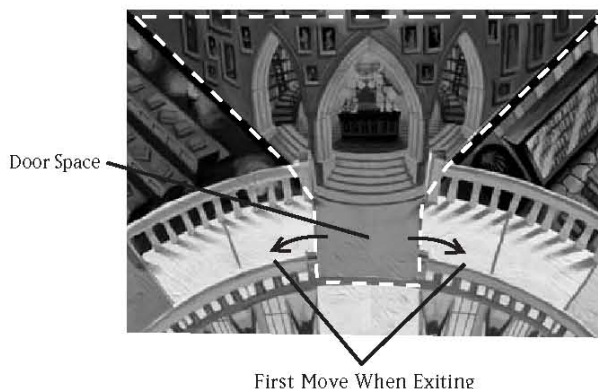
Once a player collects a Token from each opposing player, that player must travel to the Duelling Club again for the **Final Duel**. The remaining players choose a challenger and the challenger travels to the Duelling Club where the Final Duel commences.

The first player to collect a Token from each opponent and then to win the Final Duel is the winner. (See FINAL DUEL)

MOVEMENT

When rolling the numbered die, players may move **up to** the number of spaces rolled. They may not end their move on the same space they started from.

Landing on a coloured doorway space allows a Playing piece to automatically enter the same-coloured Classroom. When exiting the Classroom, the space to either side of the doorway space is the first space of the move.



Players may not visit the same Classroom or Common Area on 2 consecutive turns.

Two Playing pieces cannot share the same space unless they are in a Classroom, Common Area or the Duelling Club. If another Playing piece blocks the way, move to the next available space.

Players may travel **through** the Duelling Club, but if they land **in** the Duelling Club they **must** duel.

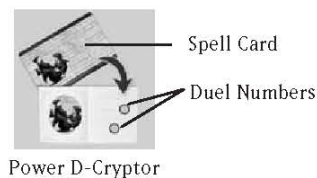
Picking up a Spell Card or Item Card, playing a Wizarding Game Challenge, or challenging another player to a Duel in the Duelling Club ends a player's movement.

DUELLING CLUB

To duel for a Token, a player must enter the Duelling Club or use a Floo powder™/ Instant Duel Card from the Item Deck to travel there.

When a player enters the Duelling Club, they may summon any other player to the Duelling Club to duel for a Token. Duels are fought with Spell Cards and Power D-Cryptors™.

When you insert a Spell Card into your Power D-Cryptor™, the D-Cryptor identifies which of the numbers on the card apply to you. The green and blue "Duel Numbers" that appear in the small windows tell you how many times you get to roll the corresponding green and blue Duel Dice when duelling with another player.



The Green Die gives a much greater chance of hitting because it has more "Hit" symbols than the Blue Die.

Each player rolls the appropriate number and types of dice, beginning with the player being challenged. The player who rolls the most hits wins. In the event of a tie, players re-roll all of their Duel Dice again.

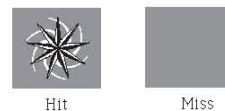
Note: Each Power D-Cryptor is unique. Putting the same Spell Card in different Power D-Cryptors will give you different Duel Numbers.

Spell Cards

Players may keep no more than 3 Spell Cards at a time – if they have more they must discard the extra at the bottom of the Spell Card deck.

The Spell Card in your Power D-Cryptor must be left face-up for the other players to see. Additional Spell Cards in your hand can be left face down.

You must always keep a Spell Card in your Power D-Cryptor unless you don't have any Spell Cards left. If you are summoned to the Duelling Club and have no Spell Cards, you automatically lose the Duel.



You may not switch Spell Cards from your D-Cryptor once you challenge someone to a Duel or after someone challenges you to a Duel, and neither of you may switch Spell Cards again until the Duel is finished.

Refer to the chart at the end of these rules to identify your Spell Cards.

Winning a Token

The player who loses the Duel forfeits 1 of **their** Tokens (a Token that matches the colour of their D-Cryptor) to the winner.

If the winner already has a Token of the loser's colour, the loser must forfeit the Spell Card from their D-Cryptor instead.

After completing a duel in the Duelling Club, players choose any Classroom on the board and travel there (they may both go to the same Classroom if desired). Both duellists draw a new Spell Card, winner first. The turn ends.

WIZARDING GAME CHALLENGES

Wizards Game Challenges take place outside the Duelling Club and allow players to win Spell Cards from their opponents.

A Wizarding Game Challenge may occur when the challenger stops on any space next to a player that they wish to challenge or enters the same Classroom or Common Area as that player. **Note:** you may only play 1 Wizarding Game Challenge per turn.

The challenger shuffles the Wizarding Game Challenge Cards and the challenged player draws 1, turning it face-up on the table to identify the type of Wizarding Game Challenge that must be played:



Exploding Snap Challenge

Lay the 3 Wizarding Game Challenge Cards face down, so they hang over the edge of the table. Using any finger, flick each card up toward the table – **challenged player first**. If it lands face up ON THE TABLE, you score a point. If the card lands face down or doesn't land on the table, you receive no points. You may only flick each individual card once. If the cards land on top of each other, you cannot unstack them. The player with the most points wins the game. Replay any ties.



Gobstones Challenge

The challenger moves to the same side of the table as the player being challenged. Each player takes 1 of the Wizarding Game Challenge Cards and, keeping their hands behind the edge of the table, throws it toward the opposite side of the table – **challenged player first**. The player whose card lands closest to the edge of the table **without falling off** wins. Replay any ties.



Wizard Chess Challenge

This challenge is similar to Rock-Paper-Scissors but is actually **Knight-Queen-King**.

Both players make fists and, while saying "Wiz... ard... Chess," shake their fists in time with each syllable. Upon saying "Chess!" the players simultaneously reveal their hand symbols.



Knight:
forefinger and
thumb held out
in an "L" shape



Queen:
fore and middle
fingers crossed



King:
fore, middle and
ring fingers out straight

Knight beats Queen, Queen beats King, and King beats Knight.

In the event of a tie, the players repeat the process until someone wins.

Winning and Losing a Wizarding Game Challenge

If you lose a Wizarding Game Challenge, you must forfeit a random Spell Card to the victor. Shuffle all the Spell Cards you have, including the one in your D-Cryptor, and hold them face down. The victor draws 1 of your cards and adds it to their deck. If the victor already has 3 Spell Cards, they must choose 1 Spell Card to discard. The discarded card goes to the bottom of the deck of Spells.

Before the next player's turn can begin, you must load 1 of your remaining Spell Cards into your D-Cryptor (unless you have no more Spells).

If you have no Spell Card to forfeit, you must give a random Item Card to the victor. If you have no Item Cards, then you lose your next turn.

After a Wizarding Game Challenge, the turn ends.

ITEM CARDS

Item cards grant special powers that can prove very useful when duelling.



Power Symbol

Whenever a player stops on a Common Area, they may draw an Item Card from the pile beside that Common Area. If the Item Cards for that room are all gone, players may not draw from the piles beside other Common Areas. They may not have more than 4 Item Cards in their hand at a time – if they have more, they must discard the extras without using them, placing them at the bottom of any Item deck.

Item Cards can be played the same turn they are picked up. Players can play as many Item Cards as they possess in a single turn.

To use an Item Card, turn it face-up on the table, take the action the card describes, then place the card on the bottom of any Item deck.



Fillibuster Fireworks

+1 Hit – Add 1 to the total number of hits rolled on the Duel Dice.



Spellotape

1 Miss Equals 2 Hits – Count 1 miss rolled on the Duel Dice as 2 hits.
Note: You must roll a miss to use this card.



Time-Turner™

Take Another Turn – Play this card at the end of your turn to go again.



Hand of Glory

Re-roll your Duel Dice – Play this card on either yourself or your opponent after you have already rolled your Duel Dice to cancel the first roll and force a re-roll.



Marauder's Map

Instant Wizarding Game Challenge – When outside the Duelling Club, move to a space next to an opponent's Playing piece. A Wizarding Game Challenge automatically begins.



Floo Powder™

Instant Duel – Instantly transport you and an opponent to the Duelling Club for a duel.



Sneakoscope

Avoid a fight – Play this card when challenged to a Duel or a Wizarding Game Challenge and the challenge is cancelled. This can be used to cancel a Final Duel.



Mirror of Erised™

Tie in a Duel – Play this card at the end of a Duel to instantly convert the outcome to a tie. Re-roll the Duel.



Firebolt

Move Twice Your Roll – Multiply your roll on the movement (numbered) die by 2.

Note: This can be played AFTER the movement die is rolled.



Howler™

Lose a Turn – Play this card on an opponent – they lose their next turn.

FINAL DUEL (WINNING THE GAME)

Play proceeds until one player has collected a Token from each of the other players. At that point, this player (the challenger) travels to the Duelling Club and must win 1 Final Duel.

The other players decide which of them has the most powerful Spell Card in their D-Cryptor and the best Item Cards in their hand; they send that player to the Duelling Club to fight the Final Duel as described above.

If the challenger wins the Final Duel, they win the game.

If the challenger loses the Final Duel, the challenger also loses their next turn. Both duellists travel to any Classroom and draw a new Spell Card.

The first player to capture 1 Token from all opposing players and to win the Final Duel is the winner.

TWO AND THREE PLAYER GAMES

If you are playing with less than 4 players, then 1 or 2 sets of Power D-Cryptors™ and Tokens will have no one using them. To balance the game, take any **unused** Power D-Cryptor(s) and load the following Spell Card(s) as appropriate:

Harry Potter™ / Maroon Power D-Cryptor: Expelliarmus

Ron Weasley™ / Brown Power D-Cryptor: Eat Slugs

Hermione Granger™ / Blue Power D-Cryptor: Bombarda

Draco Malfoy™ / Green Power D-Cryptor: Serpensortia

These Spell Cards remain in their Power D-Cryptors for the duration of the game. Place these unused D-Cryptor(s) beside the board and stand the appropriate Playing piece on top of it. A playerless D-Cryptor is known as a Non-Player Character, or **NPC**.

Players must challenge NPCs for their Tokens. Place a challenged NPC's Playing piece in the Duelling Club, and have one of the other players roll the Duel Dice for the NPC. NPCs can win Tokens and Spell Cards just like a regular player (although any Spell Cards NPCs win are immediately discarded to the bottom of the deck). After a Duel, replace the NPC's Playing piece on its D-Cryptor. **Note: NPCs can never use Item Cards, nor can they be challenged to Wizarding Game Challenges.**

When it comes time for the Final Duel, you may find that one of the NPCs has a more powerful Spell Card than the players do. NPCs may fight the Final Duel, but they may not use Item Cards.

SPELL CARD REFERENCE CHART
LISTE DES CARTES SORTILÈGE • ZAUBERKARTEN - LISTE
DE SPREUKENKAARTEN • REFERENSTABELL FÖR BESVÄRJELSEKORT
OVERSICHT OVER BESVÆRGELSESKORT • LOITSUKORTTILUETTELO
OVERSIKT OVER TRYLLEFORMELKORT



Babbling Curse
Menace mortelle
Babbelfluch
Babbelfloek
Rotvältskeförbannelse
Kaudervælsk-forbandelse
Höpötyskirous
Bableförbannelse



Bombarda
Bombardio
Bombardium



Curse of the Bogies
Sortilège des chocottes
Fluch der Popel
Vloek van de Druipneus
Spökförbannelse
Bøhmandsforbandelse
Mörkökirous
Snørrförbannelse



Eat Slugs
Crache Limaces
Friss Schnecken
Eet Slakken
Ät Sniglar
Æd Snegle
Pure Etanaa
Et Snegle



Expelliarmus
Karkotaseet
Exitarmus



Ferula
Fenkoli
Splintula



Finite Incantatem
Lopeti loitsuimes



Imobilus
Liikkumatis



Locomotor Mortis
Liikkumitor kuolitus



Mobilibus
Liukuospuu



Mobilicorpus
Liikutisruumis



Obliviate
Oublette
Amnesia completa
Unhoituta
Forglemmiarum



Petrificus Totalus
Paralysis Totalus
Kangistumis tyystily
Petrificus Totalis



Rictusempra
Halkinaurus
Riktusamper



Riddikulus
Ridiculus
Naurretavus
Absurdium



Serpensortia
Käärnestulios



Tarantallegra
Tarantallegro



Vanishing Spell
Formule magique pour
faire disparaître
Verschwindezauber
Verdwijnspreek
Borttrölningsformel
Forsvindingsbesværgelse
Katoamistaika
Forsvinningsformel



Waddiwasi
Gommubommi
Tuppotukkelum
Tyggisvekkus



Wingardium Leviosa
Stiipirdium lentiusa
Vingardium Leviosa