**OBJECT OF THE GAME**

The object is to solve the mystery at Hogwarts, and you win! But be careful when you point your finger, a wrong guess will cost you the game.

**EQUIPMENT**

**HOGWARTS MAP**

- Faculty card
- Culprit card
- Spell card

**VICTIM CARDS**

- Sleeping Potion
- Forgetfulness Potion
- Wingardium Leviosa

**OTHER CARDS**

- Command Card
- Broken Passage Card
- Spells and Potions Card

**THE HALLS OF HOGWARTS**

- Great Hall
- Library
- Transfiguration
- Defense Against the Dark Arts
- Potions
- Herbology
- Astronomy

**MOVING AND PLAYING**

On your turn, you can move forward, backward, diagonally, or sideways on the game board. You cannot land on the same space twice or enter or exit a classroom in a single turn.

**MOVING THE GHOST**

During your turn, you may move the Ghost to bump or block other players. You cannot land on a space that is already occupied by another Hat or the Ghost. Jumping is never allowed.

**STUDENT SHEET**

This is the area where you will record your game progress and any clues you may discover.

**PLAYING THE CARDS**

- **Detective Cards**: These cards are used to uncover hidden information about the case.
- **Evidence Cards**: These cards provide evidence related to the case.
- **Strategy Cards**: These cards can be used to influence the game in various ways.

**CONSUMER INFORMATION**

- **Ages**: 8+
- **3 to 6 players**
- **MATTEL**: 1001 S. Sepulveda Blvd., El Segundo, CA 90245 USA
- **Web Site**: www.matthew.com
- **8:00 a.m.-6:00 p.m. Eastern Time.**
- **Outside the United States**: Free or write with any comments or questions.

**TEST A HUNCH**

While visiting a Professor, if the Hat Deck is empty, you must Test a Hunch. Using your Hunch Checklist, choose a GHOSTLY, FURTHER, SPELL, and VICTIM card you think may be used in the story. Leave the card for now. The Professor will explain how the card may be used. You may have only one of each card you named on your Checklist. If you have more than one card, the Professor will assign you one card. You must continue to the next Professor until all players have named the cards they have scenarios for.

**Setting Up the Game**

1. Remove the game pieces from each player's Hat Checklist. 
2. Each player chooses a Hat Mover and places it on the HOGWARTS CREST. This is a starting space only. After the beginning of the game, players and the ghost must move around it.
3. Each player draws a card from the HOGWARTS STARTING HINTS pile and places it face down on the front of the board. 
4. Separate the green Hogwarts Cards from the blue Hint Cards. Set the green Hogwarts Cards face down on the side of the board.

**How to Solve the Mystery**

1. Choose the mystery to play; Faculty, Culprit, Spell, or Victim card. 
2. If the mystery is Faculty, draw a card from the HOGWARTS FACULTY pile and return it face down on the board. 
3. If the mystery is Culprit, draw a card from the HOGWARTS VICTIM pile and return it face down on the board. 
4. If the mystery is Spell, draw a card from the HOGWARTS SPELL pile and return it face down on the board. 
5. If the mystery is Victim, draw a card from the HOGWARTS VICTIM pile and return it face down on the board.

**Playing the Cards**

- **Detective Cards**: These cards are used to uncover hidden information about the case.
- **Evidence Cards**: These cards provide evidence related to the case.
- **Strategy Cards**: These cards can be used to influence the game in various ways.
**TEST A HUNCH**

While visiting a Professor, if the Hint Deck is empty, you must Test a Hunch.

Using your Hunch Checklist, choose a FACULTY, CULPRIT, SPELL, and VICTIM card you think may be in play, but do not let the other players see your cards. Ask the Professor if any of these cards are in play. The Professor may not show you any of his cards. The Professor must answer truthfully. You may check off one card on your Hunch Checklist. Do this for each card you guess during the game. Do not let the other players see your Hunch Checklist.

**Bumping Players**

During your turn, you may move the Ghost to bump or block other players. The Ghost may not bump itself. You may select either your Hat Mover or the Ghost to move as you choose. The Ghost may bump or block other players, so long as the space that you wish to move to is not already occupied by another Hat or the Ghost. The Ghost may bump to another Hat at any time.

**MOVING THE CREST**

During your turn, you may move the Ghost to bump or block other players.

**MOVING AND PLAYING**

On your turn, you may move your Hat Mover, the Ghost, or the Spell Card to any space on the board. You may move the Spell Card to any space if the Professor matches the spell to the Professor's name. You may move the Spell Card to any space if the Professor matches the spell to the Professor's name.

**BROKEN PASSAGES**

Gaps in the 2nd Floor Passageway that can only be patched with the correct passage card.

**FLUFFY’S TRAPDOOR**

A Shortcut through Fluffy’s Trapdoor that can only be opened with the correct passage card.

**HOGWARTS CREST**

The starting place for players’ Hat Movers.

**THE GREAT HALL**

Where players go if gumpteed by the GHOST.

**PROFESSOR PARAPHERNALIA**

Give the player a Hint Card or Test a Hunch.

**THE HALLS OF ELOCWARTS**

CLASSROOM – Where players can ask professors for hints or test a hunch.

**TRAPDOOR**

Where the four Hint Cards revealing the answer to the mystery are hidden.

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**PLANNING AND PLAYING**

On your turn, you may move the Ghost to any space occupied by another Hat or the Ghost. You may not move into the same space occupied by another Hat or the Ghost. You may move the Spell Card to any space occupied by another Hat or the Ghost. You may move the Spell Card to any space occupied by another Hat or the Ghost.
**Example:**

You may say, "Professor Snape, did you catch Draco Malfoy casting a Wingardium Leviosa spell on Ron Weasley?"

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**HOGWARTS CARDS**

- **Faculty Card**: The professor who may have a hint on the card.
- **Culprit Card**: The character who may be under the trapdoor.
- **Spell Card**: The spell that may have been cast.
- **Victim Card**: The victim who may be under the trapdoor.

**Mystery at Hogwarts Game Board**

- **Halls of Hogwarts**: The starting place for players to find the trapdoor.
- **Great Hall**: Where players go if impounded by the Ghosts.
- **Professor’s Office**: Gate to the 2nd Floor Transept that can only be passed with the correct passage card.
- **Slytherin Transfiguration Room**: Where the blue die when the Ghost figure starts the game.

**Equipment**

- **1 Mystery at Hogwarts Game Board**
- **1 Green Hogwarts Cards (10)**
- **1 Hat Mover**
- **1 Breakout Card**
- **1 The Ghost (Brokenback blue figure)"

**Mystery at Hogwarts Game**

- **Card**: You can test a hunch in the classroom if you see a Professor and have a card that matches the Professor's name.
- **Command Card**: Follow the directions on the card and return it to the bottom of the deck face down. (Exception: The player who draws the "Ghostly Attacks" card keeps it for the rest of the game.)

**Pocket & Playing Field**

- **Pocket**: Place all your cards here when you are not playing.
- **Playing Field**: Place your cards here when you are playing.

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**Setting up the Game**

1. Place the game board face down and give each player a Hunch Checklist.
2. Each player chooses a Hat Mover and places it on the HOGWARTS CREST. This is a starting space only. After the beginning of the game, players and the ghost must move around it.
3. Place the FACULTY, CULPRIT, SPELL, and VICTIM card piles:
   - Faculty Cards are the blue bordered cards.
   - Culprit Cards are the red bordered cards.
   - Spell Cards are the yellow bordered cards.
   - Victim Cards are the purple bordered cards.
4. Turn each pile face down and shuffle individually. Remember each pile has 1 card that is the same color as the Professor Card.
5. Place the cards on the game board in the following order:
   - Faculty Card
   - Culprit Card
   - Spell Card
   - Victim Card
6. Turn each pile face down and shuffle individually. Remember each pile has 1 card that is the same color as the Professor Card.
7. Draw one card from each Hint Card pile, do not look at them. Place the 4 cards face down so that you can see the colored footsteps on each card.
8. From the Faculty Hint Card pile, deal one card to each player.
9. Shuffle and deal one remaining Hint Card into three Hint Deck. Place the deck face down beside the game board.
10. Resolve the Ghostly Attacks. Look at it, but don’t let the other players see it.
11. Because your Hint Card is not under Fluffy’s Trapdoor, make a mark by it on your Hunch Checklist. Do this for each card you discover during the game. Do not let the other players see your checklist.

**How to Solve the Mystery**

Below is a mystery guessing game where FACULTY, CULPRIT, SPELL, and VICTIM Hint Card piles are under Professor’s Office. When you visit professors in their classrooms, you can collect a Hint by drawing a Hint Card or Test a Hunch by using the question:

**Professor, did you catch _______ casting a spell on _______?**

The other players dispose of your hunch by showing you the Hint Card you named that they have in their space. When you are in the classroom which cards are on the trapdoor, you may figure out which cards are under the trapdoor. When you solve the mystery, race to the trap door, name the card, and win the game.

**Playing the Game**

*On your turn, you may move forward, backward, diagonally, or anywhere on the game board. You cannot land on the same space twice or exit and re-enter a classroom in a single turn.*

If both dice show Crones, you draw 2 Hogwarts Cards. Follow the directions on the front card before drawing and playing the second card. (See HOGWARTS CARDS below.) After playing your turn, your remaining die roll also allows you to move directly in front of a Room or along a Second Floor Passage Card.

**Moving and Playing**

- **Brokenout Card**: You have broken out of a locked classroom.
- **Command Card**: Follow the directions on the card and return it to the bottom of the deck face down. (Exception: The player who draws the "Ghostly Attacks" card keeps it for the rest of the game.)
When visiting a Professor, if the Hint Deck is empty, you must Test a Hunch.

While visiting a Professor, if the Hint Deck is empty, you must Test a Hunch.

Example:

You would say, "Professor Snape did you catch Draco Malfoy casting a Wingardium Leviosa spell on _________?"

If no one is able to show you a Hint Card, make a note that no one had any of the cards you suggested. You might be on to something. Your turn is over, unless a HOGWARTS card brought you directly to the Classroom at the beginning of your turn and you have yet to move your roll.

You may not enter a roll in a room in order to Test a Hunch.

You are in the Potions Classroom.

You would say, "Professor Snape, did you catch Draco Malfoy casting a Wingardium Leviosa spell on _________?"

If no one is able to show you a Hint Card, make a note that no one had any of the cards you suggested. You might be on to something. Your turn is over, unless a HOGWARTS card brought you directly to the Classroom at the beginning of your turn and you have yet to move your roll.

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If no one is able to show you a Hint Card, make a note that no one had any of the cards you suggested. You might be on to something. Your turn is over, unless a HOGWARTS card brought you directly to the Classroom at the beginning of your turn and you have yet to move your roll.

You may not enter a roll in a room in order to Test a Hunch.

You are in the Potions Classroom.