

Ages 8+
3 to 6 players

Harry Potter

AND THE
SORCERER'S STONE™

MYSTERY AT HOGWARTS™ GAME

OBJECT OF THE GAME

Be the first to solve the mystery at Hogwarts, and you win! But be careful where you point your finger, a wrong guess will cost you the game.

EQUIPMENT

YOUR MYSTERY AT HOGWARTS GAME COMES WITH:

- Halls of Hogwarts Game Board
- Hogwarts Dice (2)
- Hat Movers (6)
- The Ghost (translucent blue figure)
- Green Hogwarts Cards (10)
- Blue Hint Cards (23)
- Hunch Checklist Pad



Please remove all components from package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS.

THE HALLS OF HOGWARTS

CLASSROOMS – Where players can ask professors for Hints or Test a Hunch

HOGWARTS CREST – The starting place for players' Hat Movers

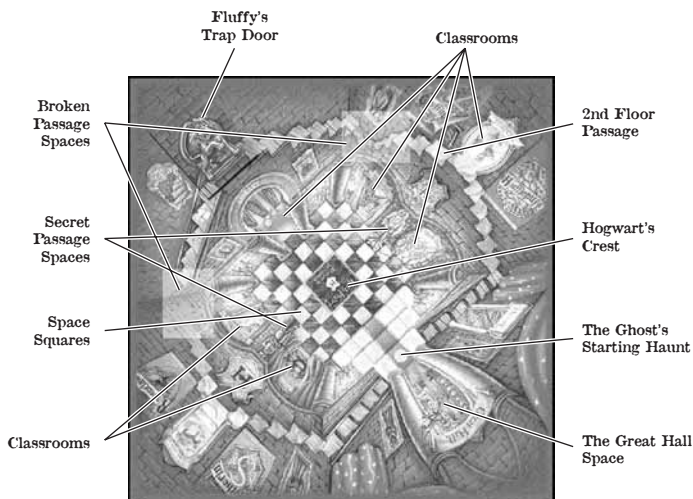
GHOST'S STARTING HAUNT – The blue dot where the Ghost figure starts the game

THE GREAT HALL – Where players go if bumped by the Ghost

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

SECRET PASSAGES – A shortcut through Hogwarts that can only be opened with the correct passage card

FLUFFY'S TRAPDOOR – Where the four Hint Cards revealing the answer to the mystery are hidden until a player is ready to Point the Finger



Halls of Hogwarts Gameboard

SETTING UP THE GAME

1. Unfold the game board. 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 Ghost figure on the GHOST'S STARTING HAUNT.
4. Separate the green Hogwarts Cards from the blue Hint Cards. Set the green Hogwarts Cards face down to the side of the board.
5. With the **oldest** player as dealer, separate the blue Hint Cards into the following piles:

Faculty Cards

Cards bordered in **purple** are the professors who may have caught the disobedient student casting the spell.

Culprit Cards

Cards bordered in **yellow** are the characters that could be the caster of the spell.

Spell Cards

Cards bordered in **red** are the spell that may have been cast.

Victim Cards

Cards bordered in **blue** are the characters that could be the target of the spell.



6. Turn each pile face down and shuffle individually. Remember which pile the Faculty Cards are in.
7. Draw one card from each Hint Card pile. **Do not look at the cards.** Place the 4 cards face down under Fluffy's Trapdoor out of play.
8. From the Faculty Hint Card pile, deal out **one** card to each player.
9. Shuffle **ALL** the remaining Hint Cards together into one Hint Deck. Place the deck face down beside the game board.
10. You should have one Hint Card. 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

Solve the mystery by guessing which **FACULTY**, **CULPRIT**, **SPELL**, and **VICTIM** Hint Cards are under Fluffy's Trapdoor. When you visit professors in their classrooms, you can collect a hint by drawing a Hint Card or Test a Hunch by asking the question:

"Professor _____, did you catch _____ casting a _____ spell on _____?"
Faculty card Culprit card Spell card Victim card

The other players disprove your hunch by showing you the Hint Cards you named that they have in their hands. By discovering which cards are still in play, you can figure out which cards are under the trapdoor. When you solve the mystery, race to the trap door, name the cards, and win the game.

LET'S PLAY

1. Each player rolls one die. The highest roll goes first. Play proceeds, in turn, to the **left**.
2. On your turn, roll both dice and move toward a classroom or play as indicated. (See **MOVING AND PLAYING** below).
3. In each classroom, you will visit the Professor matched with that Classroom on the Hunch Checklist. You may either draw a Hint Card or Test a Hunch. (See **TEST A HUNCH** below.) You may not do both.
4. While visiting a Professor, if any cards remain in the Hint Deck, you may Collect a Hint Card. Draw a card from the Hint Deck and keep it in your hand. You may not test a hunch with the same professor from which you draw a Hint Card in a single turn.
5. When you know which 4 Hint Cards are under Fluffy's Trapdoor, head for the trapdoor as fast as you can.
6. The first player to arrive at Fluffy's Trapdoor and Point the Finger at the Correct Professor, Culprit, Spell and Victim wins the game. (See **POINT THE FINGER** and **WIN THE GAME** on last page.)

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 exit and re-enter a classroom in a single turn.



If **both** dice show Crests, you draw 2 Hogwarts Cards. Follow the directions on the first card before drawing and playing the second card. (See HOGWARTS CARDS below.) After playing the second card, your turn is over.

If you roll a Hogwarts Crest on either die, draw a card off the top of the Hogwarts Deck and follow the directions on the card before moving your Hat Mover or the Ghost the number of spaces shown on the other die. (See MOVING THE GHOST below.)



If both dice show numbers, move **either** your Hat Mover **or** the Ghost the total of the roll.

If you roll **doubles**, you may move **both** your Hat Mover **and** the Ghost each the total of the dice.



Classrooms cannot be entered or exited diagonally. When entering a classroom, count the Classroom as a space. You do not need an exact roll to enter. Movement for your turn ends once you are in a classroom unless a Hogwarts Card sent you directly to that Classroom at the beginning of your turn. If so, then you may enter a second Classroom if your remaining die roll allows. More than one player may be in a Classroom at the same time.

You cannot land on a space that is already occupied by another Hat or the Ghost. Jumping is **never** allowed. If you are moving along a 2nd Floor Passageway and you meet another Hat or the Ghost, you must stop on the space before the occupied space.

MOVING THE GHOST

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



Bumping Players

If you move the Ghost and land on a space occupied by another player's Hat Mover, your opponent's Hat Mover is sent to THE GREAT HALL and you get to look at one of the bumped player's Hint Cards. You may bump more than one player in a turn. An exact roll is not needed. The bumped player holds all of their cards face down for you to randomly draw a card. Look at it and return to the player.

Blocking Players

On your turn you may choose to move the Ghost directly in front of a Room or along a 2nd Floor Passage. Since players cannot jump the Ghost, they must use their roll to move it or find another way around. If you begin your turn trapped in a Classroom by the Ghost or another player's HAT, you may move the Ghost if your dice roll allows it; OR you may Test a Hunch in this Classroom again, even though you did so your previous turn. You **may not** draw a Hint Card.

NOTE: The Ghost cannot enter a Classroom, and a player who draws the "You are protected from ghostly attacks" card is unaffected by the Ghost.

PLAYING HOGWARTS CARDS

The green Hogwarts Cards are played as follows:

Broken Passage Cards (Cards with colored keys)

Bridge a BROKEN PASSAGE by matching the **key** on the card to the same colored key on the board. These cards allow players to move across the passageways and count as one space. These cards remain in play for the rest of the game.



Broken Passage Card

Secret Passage Card (Cards with colored footsteps)

Open a SECRET PASSAGE by matching the **image** on the card with the similar image on the board. The footsteps on each card provide a shortcut to the matching footsteps on another area of the board. Each set of footsteps counts as one space. These cards remain in play for the rest of the game.

Secret Passage Card



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.)



Command Card

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 under the trap door. You must always name the Professor of the Classroom you are in (i.e. if you are in the Potions Classroom, you must name Snape as your Faculty Hunch).

Hunch Checklist

State your HUNCH aloud by saying, "Professor _____, did you catch _____ casting a _____ spell on _____?"

Victim card

Faculty card

Culprit card

Spell card

Example:

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

Starting with the player on your left, each player with any of the cards you named **must** show you – **and only you** – one of those cards. If a player has more than one, they choose which Hint Card to show. If a player does not have one of the Hint Cards you named, they say so. Continue to the left until every player has answered. Check off the card(s) you are shown on your Hunch Checklist. 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 forfeit a roll to remain in a room in order to Test a Hunch.

POINT THE FINGER

When you have narrowed down the possibilities and believe you know which 4 Hint Cards are under Fluffy's Trapdoor, head for the trapdoor as fast as you can to Point the Finger. You only have one chance to Point the Finger, so be sure! When you arrive, name the 4 Hint Cards you believe are under the trapdoor by saying, "I believe Professor (the Faculty card) caught (the Culprit card) casting (the Spell card) on (the Victim card)." Then, open the trapdoor and look at the Hint Cards. Keep the cards to yourself.

If even one Hint Card does not match your statement, you are **WRONG**. You are expelled from Hogwarts and the game! Put the four cards back under the trapdoor. Deal out your Hint Cards one at a time to the other players, starting with the player on your left. Play continues as above.

WIN THE GAME

If all four Hint Cards match your statement, YOU WIN THE GAME. Show the cards to the other players.

CONSUMER INFORMATION

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