

How to Play – At a Glance

On each turn:

1. Roll
2. Check the Hogwarts die
3. Move (using the other dice or a secret passage)
4. Make a suggestion, take a Help card or end your turn.

When you're sure you've solved the mystery:

5. Go to Dumbledore's office to make your accusation.

shows the Dark Mark – take a card from the Dark Deck and read it out loud.

Each Dark card describes an event likely to have been caused by Dark Forces and each card shows:

- What is happening
- Who is affected
- How many house points could be lost
- How you can protect yourself against the event



If you have a Help card that protects you, show it to the other players and then place it back in front of you. You are safe.

If you don't, you must pay the penalty by putting that many house points onto the house point pile.

When you have used a Help card or paid your house point penalty, continue to Step 3 (Move).

If you lose all your house points, you must drop out of the game. Place all your Mystery cards face up in front of you so the other players can see them.

If all players run out of house points before the game is over, the Dark Forces have won and the missing student meets an unfortunate end!

3. Move

Check the two normal dice. You can either:

- Ignore the roll and use a secret passage (if you are in a room with an open passage in it),

or

- Move any number of spaces up to the number you rolled.

Rules for Moving

- You do not have to use the full roll.

- You can move horizontally or vertically, but **not diagonally**.

- If you land on a star symbol in the corridor, **STOP MOVING** and take a Help card.

- You can pass through a space occupied by another player, but only one player can stay on the same space at one time.

- As soon as you enter a room (through an open door), **STOP MOVING!**

- If you are in a room at the end of one turn, you must leave it on your next turn. You may not re-enter the same room on that turn.

- You cannot pass through a closed door unless you have an Alohomora Help card.

4. Make a Suggestion, Take a Help card or End Your Turn

Make a Suggestion

If you move to a room (other than Dumbledore's office), you can suggest:

- a suspect
- an item
- the room you are in

Example: You enter the Owlery. You suggest: "I think Draco Malfoy did it with the Vanishing Cabinet in the Owlery". Move the suspect and item tokens you have suggested into the room you are in.

The other players must now reveal whether or not your suggestion was correct, starting with the player to your left.


- If they have one of the Mystery cards you have called, they show it to you (**and only you**).

- If they have more than one of the cards, they can choose which one to show you.

Check this card off on your notepad – this proves the card is not in the envelope. **Your turn is now over.**

- If the player to your left does not have any of the Mystery cards you suggested, the player to their left must show a card if they have one. Keep going until a player shows you a card or until all players have passed because they have none of the cards you suggested. **Your turn is now over.**

Take a Help Card

 If you move onto a star symbol in the corridor, draw the top Help card from the deck and put it face up in front of you. The Help card will be an Ally, an Item, or a Spell.

Visiting Dumbledore's Office

In Dumbledore's office you can either:

- Look at any face-down cards there and check them off on your notepad (this ends your turn)

or

- Make an accusation.

5. Make an Accusation

When you're sure you've solved the mystery, use your roll to get to Dumbledore's office as fast as you can. From here, you can make your accusation by naming the suspect, item and location you think are correct. For example:

"I accuse Dolores Umbridge with the Sleeping Draught in the Great Hall."

Now secretly look at the cards in the envelope.

Beware: If your accusation is wrong, you are eliminated from the game. You must still answer questions to help other players, but you cannot win. Don't make your accusation lightly!

Winning the Game

If you find all three of the cards you named in the envelope, you win the game. Show the cards to the other players and celebrate!

If you got it wrong, return the three cards to the envelope, making sure none of the other players see them.

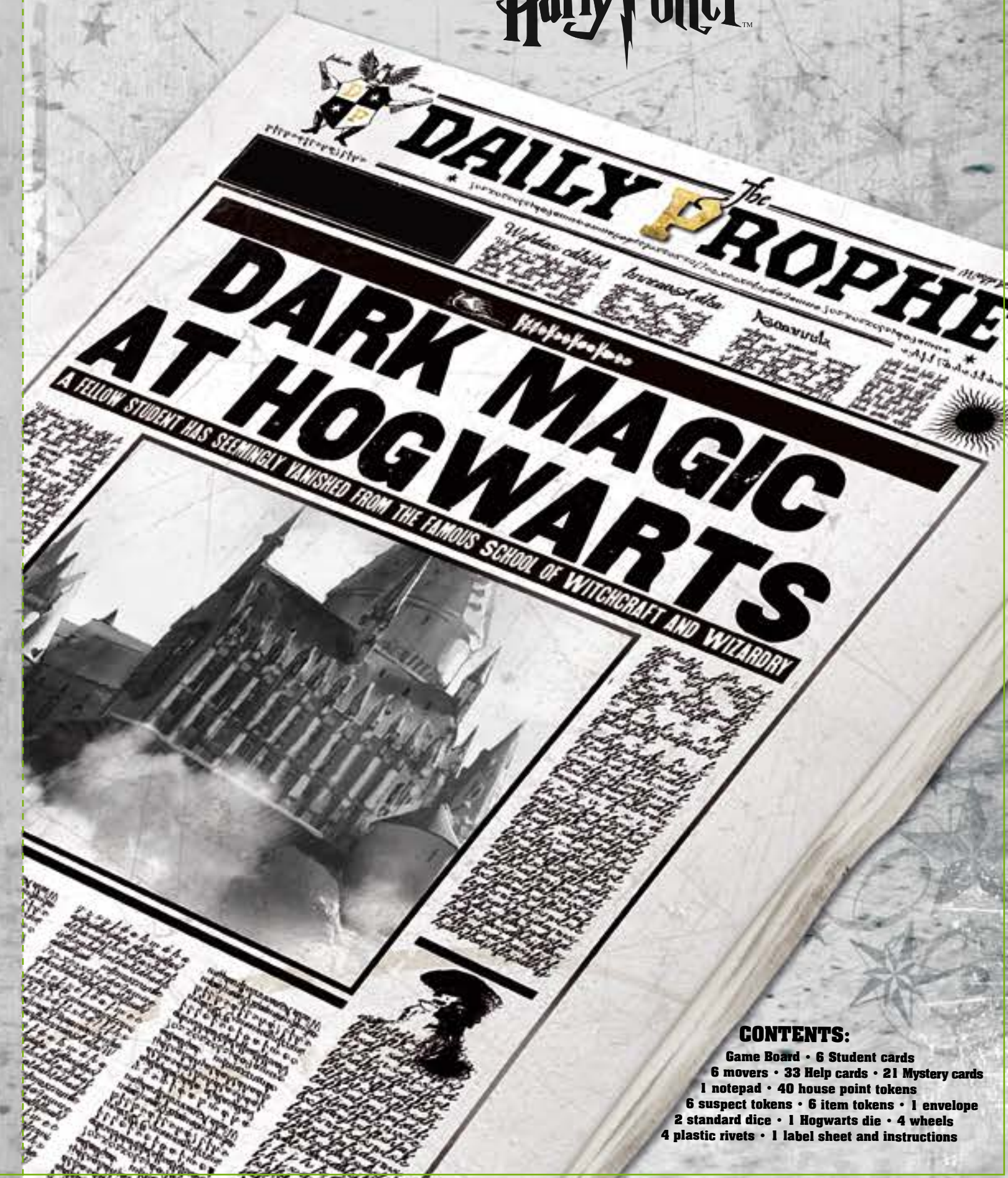
- You can make no more moves in the game, and cannot win.

- You must continue to show cards to other players when asked.

CLUE



Harry Potter™



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CONTENTS:

Game Board • 6 Student cards
6 movers • 33 Help cards • 21 Mystery cards
1 notepad • 40 house point tokens
6 suspect tokens • 6 item tokens • 1 envelope
2 standard dice • 1 Hogwarts die • 4 wheels
4 plastic rivets • 1 label sheet and instructions

A fellow student has seemingly vanished from the famous School of Witchcraft and Wizardry – and it is up to you to solve the mysterious disappearance. Playing as Harry, Ron, Hermione, Ginny, Luna or Neville, you must try and discover **WHO** did it, **WHAT** spell or item they used and **WHERE** the student was attacked. Was it Draco Malfoy with a Sleeping Draught in the Owlery?

Move around Hogwarts making suggestions... but watch out! As the castle is full of hidden doorways and moving staircases, wheels on the board will keep changing – revealing secret passages, or even the Dark Mark! Whenever the Dark Mark appears, beware – when seen, it surely means that Dark Forces are at work. Pick up Help cards, which will provide you with spells, allies and items that protect you from the Dark Forces and stop you losing house points. If you lose all your house points, you will be eliminated from the game!

When you're sure of your facts, go to Dumbledore's office to make your final accusation and win the game!

Assembly

- Push the house point, suspect and item tokens and the wheels out of their cardboard sheets.
- Each wheel has a house name on it (Gryffindor, Hufflepuff, Ravenclaw or Slytherin). Match the house name on each wheel to

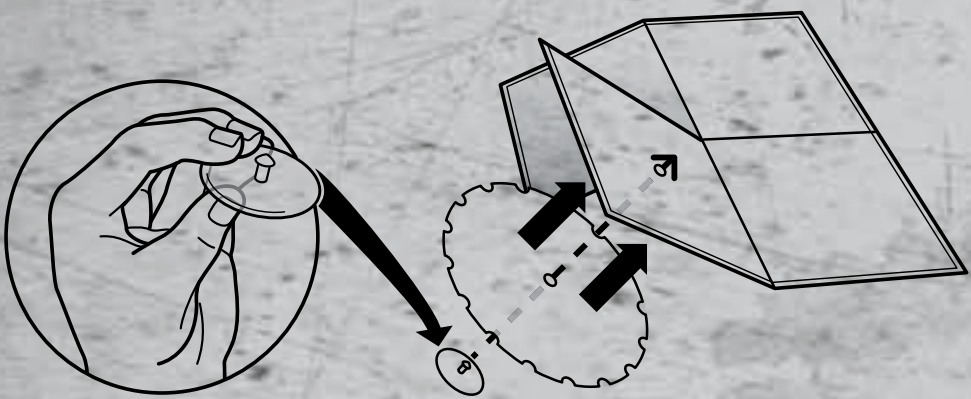
the appropriate house crest on the board, and attach it by pushing a plastic rivet through the wheel and the board as shown.

- Make sure the writing on the wheel is facing upwards.

FITTING THE WHEELS

HOGWARTS DIE

Stick one square label to each face of the blank Hogwarts die.



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HELP CARDS

Most Help cards will protect you from the events caused by the Dark Forces behind the cards in the Dark Deck. Keep each Help card unless the card instructs you to discard it.

ITEM AND SUSPECT TOKENS

Place these in the relevant room when making a suggestion.

ROOM

Enter a room to make a suggestion.

START

All wheels should show 'START'.

WHEELS

Whenever you roll a house crest on the Hogwarts die, move the wheel in that corner of the board one notch clockwise. Doors may open and/or close, secret passages may be revealed or the Dark Mark may appear.

STAR

Land on this symbol in the corridors and take a Help card.

MOVERS

NOTEPAD

SOLUTION ENVELOPE

MYSTERY CARDS

STUDENT CARDS

HOUSE POINT TOKENS

SECRET PASSAGES

The secret passages change as the wheels move.

HOGWARTS DIE

DICE

DARK MARK

If the Dark Mark appears, either on the Hogwarts die or on the board, draw a card from the Dark Deck and suffer the consequences – unless you have the right Help card in your hand.

DARK DECK

Set-up

1. Lay out the board and turn the wheels so the word **START** is showing on all of them.

2. Shuffle the Dark Deck and Help cards and place them face down in separate piles near the board.

3. Each player needs:

- One sheet from the notepad
- A pencil (not supplied)
- 1 Help card (kept face up in front of them)
- House point (HP) tokens, depending on the number of players as follows:

3-player game: 60 HP
4-player game: 70 HP
5-player game: 80 HP

Place the rest in a pile near the board.

- A Student card and mover (see point 4)

4. Shuffle the six Student cards and randomly remove one. Turn it face up to reveal the character who has fallen prey to Dark Magic and is missing somewhere in Hogwarts. Each player must then choose a character from the remaining Student cards and place the matching-colored mover on its start space on the board. Place the missing student and any spare cards and movers out of the game.

5. Separate the Mystery cards into three piles (suspects, items and rooms) and shuffle each pile. Remove one from each pile and put them in the solution envelope. Be careful to keep them secret from all players – this envelope contains the solution to the mystery!

6. Shuffle all the remaining Mystery cards together and deal them, face down, so each player has the same number. Place any extra cards face down in Dumbledore's office.

7. Look at the cards in your hand and check them off on your notepad – if you have those cards, they cannot be in the envelope! Remember to keep your notes hidden from other players.

8. Place the item and suspect tokens in piles where everyone can reach them.

The player whose birthday it is next takes the first turn. Play continues to the left.



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