

## OBJECT OF THE GAME

To be the first player to collect six cards.

**How to play** Remove the packaging from the cards, and discard or recycle the waste. Place the cards in the holder with the question side facing forward. Choose a player to go first. Play then continues clockwise.

**On your turn** Roll the die to decide a category colour. Another player takes the front card and reads you the question from that category. If you answer correctly, the card goes to the back of the deck. Roll the die again to go for a *Wedge* question. This time, if you answer the question correctly, keep the card in front of you. To win another card, you must correctly answer a question on a new card, then correctly answer the *Wedge* question on the next card. Keep going until you get an answer wrong. This ends your turn.

**Winning the game** The first person to collect six cards (correctly answer 12 questions) wins the game! If a player collects six cards on his or her very first turn, the remaining players *may try to equal this feat and force the game to end in a draw. Different players in your family will have different levels of detail in their knowledge of the world of Harry Potter.* Use your discretion when answering questions as to how much detail is needed to be considered correct.

**Speed game** For a quicker game, you win a card every time you answer a question correctly. You can also add the cards to a standard boxed version of Trivial Pursuit and play the classic board game!



## QUESTION CATEGORIES

THE DARK  
ARTS



**THE DARK ARTS**

MAGICAL  
OBJECTS



**MAGICAL OBJECTS**

HOGWARTS



***HOGWARTS***

MAGICAL  
PEOPLE



**MAGICAL PEOPLE**

MAGIC SPELLS  
& POTIONS



**MAGIC SPELLS  
& POTIONS**

ANIMALS & MAGICAL  
CREATURES



**ANIMALS & MAGICAL  
CREATURES**

**Age 8+, 2+ players**

**Contents: 100 Question Cards, Card Holder, Trivial Pursuit Die.**