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Harry Potter



AGES 8+
2-4 PLAYERS

*Complete
Instructions*



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MAGICAL BEASTS
BOARD GAME

CONTENTS

- Hinged Game Board with Two Playing Surfaces
- 4 Movers
- 1 Sticker Sheet
- 72 Beast Clue Cards
- 4 Ministry of Magic Clue Charts
- 1 Die

OBJECT OF THE GAME

Be the first player to collect all of the Beast Clue cards necessary to identify a specific magical beast.

SET UP

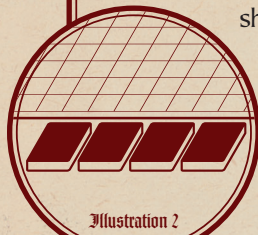
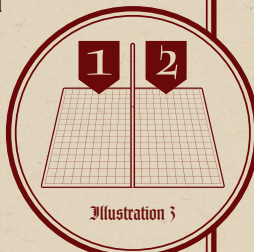
To play for the first time, affix the stickers to the movers. Each mover

should have the same character image on both sides. (Illustration 1)

To start a new game, separate the Beast Clue cards into four draw piles (one for each clue category—M.O.M. Classification, Color, Location, Size) and place them face down on the table beside the game board. (Illustration 2)

The youngest player determines which playing surface the game will begin on—Hogwarts Interior (1) or Hogwarts Grounds (2). (Illustration 3)

Once the playing surface has been selected, each player places his/her mover on a Passage space on that side of the game board. (Illustration 4)



STARTING THE GAME

To determine who begins the game, each player rolls the die. The player who rolls the highest number goes first. If a number is rolled, s/he moves that number of spaces in any direction on the game board.

If the Passage icon is rolled, s/he MUST move to any Passage space, and then flip the game board so the opposite playing surface is showing, even if it does not benefit him/her to do so. (Illustration 5)

After the player has either moved or flipped the game board, his/her turn is over and play passes to the left, with each new player rolling the die at the beginning of his/her turn.



FLIPPING THE GAME BOARD

Before flipping the game board, the player should move his/her mover to a Passage space.

Then, s/he should remove any opponents' movers that are NOT currently on Passage spaces.

Any movers that ARE on Passage spaces are safe—they pass through to the other playing surface without being removed from the game board.

After flipping the game board, the player then places any opponents' movers that were removed from the opposite playing surface anywhere s/he wishes on the new playing surface.

In addition to flipping the game board, s/he may steal one Beast Clue card from any player whose mover was NOT on a Passage space, however the stolen card may ONLY be taken from the TOP of one of that player's stacks.

BEAST CLUE CARDS

If a player passes over, or ends a move on, a Beast Clue space on the game board, s/he may

pick up the type of Beast Clue card indicated on that space from the draw piles.

Players may NOT collect Beast Clue cards from the same space on the game board twice in a row; they MUST move to a different Beast Clue space and collect another card before returning to the same space.

Players should keep the Beast Clue cards they have collected in separate stacks; one stack for each clue category—M.O.M. Classification, Color, Location, Size. The stacks should be face down on the table in front of them so other players cannot see which cards they have collected.



Players may choose to collect multiple Beast Clue cards from each category. This will allow them to "protect" the cards they want to keep. Since players are only able to steal cards from the tops of other players' stacks, it can be beneficial for players to collect unwanted cards to stack on top of cards they wish to keep so other players cannot steal those cards. (Illustration 6)

As Beast Clue cards are collected, players should reference their Ministry of Magic Clue Charts to identify which beasts they have clues for. (Illustration 7)

WINNING THE GAME

The first player to collect all four of the Beast Clue cards that identify a specific magical beast wins the game.

