



FANTASTIC BEASTS

AND WHERE
TO FIND THEM™

GAME RULES

1ST GAME MODE: LEARNING TO CAPTURE

BEFORE YOU PLAY:

FOR THIS GAME MODE, YOU WILL NEED THE BOARD, THE RESOURCES AND BEAST TOKENS AND THE BEAST CARDS.

RESOURCES



BEASTS



SO TIDY AWAY THE SALEM TOKENS, "EVENTS", "SECOND SALEMERS", "LOCATIONS" AND "SPELLS" CARDS. EACH PLAYER CHOOSES ONE OF THE FOLLOWING CHARACTERS: NORBERT, PORPENTINA, QUEENIE, JACOB, PERCIVAL OR SERAPHINA.

TO PLAY:

PUT YOUR COUNTERS ON THE START SQUARE AND PLACE ONE TOKEN FACE DOWN ON EACH LOCATION ON THE BOARD. THE LAST ONE TO HAVE BEEN TO A ZOO STARTS THE GAME.

ROLL THE DIE, AND MOVE YOUR COUNTER FORWARDS WHEREVER YOU LIKE, FOR AS MANY SQUARES AS YOUR DIE INDICATES. TURN OVER THE TOKEN ON THIS SQUARE, IF IT'S A FANTASTIC BEAST, YOU CAPTURE IT IMMEDIATELY AND COLLECT THE MATCHING BEAST CARD. DON'T FORGET TO REPLACE THE TOKEN WITH ANOTHER FROM THE REPLACEMENT PILE. IF THE TOKEN IS A RESOURCE, YOU MUST REPLACE IT WITH ANOTHER TOKEN FROM THE TOKEN PILE. THE FIRST ONE TO CAPTURE 3 BEASTS WINS THE GAME. IF ALL 10 BEASTS HAVE BEEN CAPTURED AND NO PLAYER HAS CAPTURED 3 BEASTS, THEN THE PLAYER WHO HAS CAPTURED THE MOST BEASTS WINS THE GAME.



BE AWARE:

IF YOU ARE ON A SQUARE WITH A BLUE CIRCLE AROUND IT (4, 13, 16 AND 29), YOU CAN APPARATE TO ANOTHER OF THESE SQUARES. THE ACTION COUNTS AS AN ORDINARY MOVE FROM SQUARE TO SQUARE, NOT YOUR WHOLE MOVE.



2ND GAME MODE: APPRENTICE MAGIZOOLOGIST

☞ BEFORE YOU PLAY:

FOR THIS GAME MODE, SET ASIDE THE "LOCATIONS" AND "SECOND SALEMERS" CARDS AS WELL AS THE SALEM TOKENS.

☞ THE AIM OF THE GAME:

EXPLORE THE DIFFERENT LOCATIONS IN THE TOWN AND FIND THE NECESSARY RESOURCES TO CAPTURE THE FANTASTIC BEASTS BEFORE THE OTHER PLAYERS. THE FIRST PLAYER TO GET 2 BEASTS WINS THE GAME.

☞ SETTING UP THE GAME:

EACH PLAYER MUST CHOOSE A CHARACTER CARD AND TAKE THE MATCHING COUNTER. PUT THE COUNTERS ON THE START SQUARE (PLEASE NOTE: FOR THIS GAME MODE, YOU MUSTN'T APPLY THE NUMBER OF ACTIONS OR THE CHARACTER SPECIFICITIES FOR THE 12+ MODE TO THE GAME).

PLACE THE BEAST CARDS FACE UP NEXT TO THE BOARD. THESE CARDS INDICATE THE NUMBER OF RESOURCE TOKENS YOU WILL NEED TO CAPTURE EACH BEAST. NOW RANDOMLY PLACE 29 TOKENS FACE DOWN ON THE DIFFERENT LOCATIONS ON THE BOARD.

THE 21 TOKENS LEFT OVER WILL BE USED AS REPLACEMENTS, AND MUST STAY FACE DOWN THROUGHOUT THE GAME.

☞ TO PLAY:

THE LAST ONE TO HAVE BEEN TO A ZOO STARTS THE GAME. ROLL THE DIE, AND MOVE YOUR COUNTER FORWARDS WHEREVER YOU LIKE, FOR AS MANY SQUARES AS YOUR DIE INDICATES. WHEN YOU LAND ON A SQUARE WITH A TOKEN, TURN IT OVER:

- IF THE TOKEN IS A FANTASTIC BEAST, YOU CAN ONLY TAKE IT IF YOU HAVE THE NECESSARY RESOURCE TOKENS FOR ITS CAPTURE. FOR EXAMPLE TO CAPTURE THE THUNDERBIRD YOU WILL NEED:



ONCE THE ANIMAL HAS BEEN CAPTURED, DISCARD THE TOKENS USED TO CAPTURE IT AND PUT A NEW TOKEN FROM THE REPLACEMENT PILE IN ITS PLACE.

- IF THE TOKEN IS A RESOURCE, THE PLAYER TAKES IT AND REPLACES IT WITH ANOTHER TOKEN FROM THE DECK, (THEY CANNOT COLLECT THAT SAME TOKEN AT THE START OF THEIR NEXT TURN). THE PLAYER TO THEIR RIGHT IS NEXT TO PLAY.

☞ MORE ACTIONS WITH THE "SPELL" CARDS:

EACH PLAYER STARTS WITH 2 "SPELL" CARDS IN HAND AND DRAWS A NEW ONE AT THE BEGINNING OF THEIR TURN. EACH PLAYER CAN PLAY UP TO 3 OF THESE CARDS PER TURN.

3RD GAME MODE: CERTIFIED MAGIZOOLOGIST

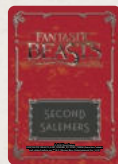
🏰 AIM OF THE GAME:

SEVERAL BEASTS ARE HIDING IN THE CITY OF NEW YORK, YOU MUST WORK TOGETHER TO EXPLORE THE DIFFERENT LOCATIONS OF THE CITY AND CAPTURE THEM BEFORE THE SECOND SALEMERS CATCH YOU.

TO WIN THE GAME : IF THERE ARE 2 PLAYERS YOU MUST CAPTURE 2 BEASTS, 3 BEASTS IF THERE ARE 3 PLAYERS, AND 4 BEASTS IF THERE ARE 4 OR MORE PLAYERS.

🏰 SETTING UP THE GAME:

1- EACH PLAYER CHOOSES ONE OF THE 6 CHARACTER CARDS AND PUTS THEIR COUNTER ON THE START SQUARE. THE LAST ONE TO HAVE VISITED A ZOO STARTS THE GAME.



(A) POSITION THE "SECOND SALEMERS", FACE DOWN ON THE SALEM FRIEZE



(B) POSITION THE "LOCATION", CARDS FACE DOWN ON THE LOCATION SQUARE. THIS WILL BE THE LOCATION DECK



(C) PLACE THE "EVENT" CARDS BESIDE THE BOARD, WITHOUT LETTING ANYONE SEE THEM



2- IF THERE ARE 2 PLAYERS, YOU MUST CAPTURE 2 BEASTS (DRAW 2 CARDS RANDOMLY FROM THE "FANTASTIC BEASTS " DECK AND THEN TAKE THE MATCHING TOKENS FOR THE 2 BEASTS, THEN TURN OVER 2 "LOCATION " CARDS AND PLACE A BEAST TOKEN FACE UP ON EACH OF THE LOCATIONS YOU HAVE REVEALED (3 BEASTS IF THERE ARE 3 PLAYERS AND 4 BEASTS IF THERE ARE 4 OR MORE PLAYERS).

EXAMPLE:

YOU HAVE DRAWN THE "NIFFLER"
AND "DEMIGUISE" CARDS

THE TWO LOCATION CARDS ARE:
"BANK" AND "CUSTOMS"

PUT THE "NIFFLER" AND
"DEMIGUISE" TOKENS ON SQUARES
1 AND 9 OF THE BOARD



3- THEN TURN OVER 10 "LOCATION " CARDS (12 CARDS IF THERE ARE 4, 5 OR 6 PLAYERS) AND PLACE A SALEM TOKEN ON EACH OF THESE LOCATIONS. THEN PUT ALL THE LOCATION CARDS YOU HAVE REVEALED TO THE BOTTOM OF THE "LOCATION" DECK.

EXAMPLE:

THE "LOCATION" CARDS THAT HAVE
BEEN DRAWN ARE NUMBERED:
1, 2, 3, 4, 5, 6, 7, 8, 9, 10



PLACE THE SALEM TOKENS ON
SQUARES 1, 2, 3, 4, 5, 6, 7, 8,
9, 10 OF THE BOARD



4- TURN OVER THE FIRST 5 CARDS AT THE TOP OF THE "LOCATION" DECK AND POSITION THEM FACE UP ON THE MULTI-COLOURED BLUE, GREEN, YELLOW AND RED SPACES OF THE FRIEZE.

EXAMPLE: YOU ARE NEWT SCAMANDER. YOU ARE ALLOWED 4 ACTIONS. MOVING FROM ONE SQUARE TO ANOTHER COSTS 1 ACTION, AND YOU DECIDE TO MOVE FORWARDS 3 SQUARES TO "NEW YORK HARBOUR". THE CARD WHICH MATCHES THIS LOCATION IS ON THE GREEN SPACE. YOU WILL USE YOUR FINAL ACTION TO COLLECT A GREEN TOKEN, AND YOU THEN PUT THE LOCATION CARD TO THE BOTTOM OF THE DECK.



● TO PLAY:

EACH CHARACTER IS ALLOWED TO CARRY OUT A NUMBER OF ACTIONS (THE NUMBER IS INDICATED IN THE TOP RIGHT HAND CORNER OF THE CHARACTER CARD). THE ACTIONS WHICH ARE POSSIBLE ARE:

1) MOVING ON THE BOARD:

MOVING FROM ONE SQUARE TO ANOTHER COSTS ONE ACTION. IF YOU WANT TO MOVE 4 SQUARES, IT WILL THUS COST YOU 4 ACTIONS. HOWEVER, IF YOU ARE ON A SQUARE WHICH HAS A BLUE CIRCLE AROUND IT (4, 13, 16 AND 29), YOU CAN USE ONE ACTION TO APPARATE TO ANOTHER OF THESE SQUARES.

2) ELIMINATE A SALEM TOKEN:

IF YOU PASS OVER A SQUARE WITH A SALEM TOKEN ON IT, YOU MUST STOP AND ELIMINATE IT; OTHERWISE YOU WILL NOT BE ALLOWED TO CONTINUE TO MOVE. TO DO SO, YOU MUST ROLL A DIE (THIS COSTS ONE ACTION). IF YOU ROLL 3, 4, 5 OR 6, THE SALEM TOKEN IS ELIMINATED. YOU CAN THEN REVEAL AN "EVENT" CARD AND IMMEDIATELY APPLY ITS EFFECT. YOU DO THE SAME EVERY TIME YOU ELIMINATE A SALEM TOKEN. IF YOU DO NOT MANAGE TO ELIMINATE THE SALEM TOKEN YOU CAN USE ANOTHER ACTION TO TRY AGAIN.

3) COLLECT A RESOURCE (COLOURED TOKEN):

IF YOUR CHARACTER IS ON A LOCATION ON THE BOARD WHICH MATCHES A CARD ON THE LOCATION FRIEZE, TAKE A TOKEN WHICH IS THE SAME COLOUR AS THE "LOCATION" SPACE IT IS ON. THEN PUT THIS LOCATION CARD TO THE BOTTOM OF THE DECK.

N.B. EACH TIME YOU TAKE A COLOURED TOKEN REVEAL AN "EVENT" CARD AND APPLY ITS EFFECT IMMEDIATELY, THEN PUT IT TO THE BOTTOM OF THE DECK.

A TURN IS FINISHED WHEN EACH PLAYER HAS USED UP ALL OF THEIR ACTIONS.

CAPTURING A BEAST DOES NOT COST ANY ACTIONS.

ONCE THE PLAYERS HAVE COLLECTED THE NECESSARY RESOURCES TO CAPTURE A BEAST, THEY MUST GO TO THE SQUARE WHERE THE BEAST IS TO CAPTURE IT. IT DOESN'T COST ANY ACTIONS (SEE THE BEAST CARD TO KNOW WHICH TOKENS ARE NECESSARY TO CAPTURE IT).

FOR EXAMPLE, TO CAPTURE THUNDERBIRD YOU NEED **2 SUITCASES (RED TOKENS)**, **3 POTIONS (BLUE TOKENS)**, **3 DRAGOTS (YELLOW TOKENS)** AND **2 TEAPOTS (GREEN TOKENS)**.

PLAYER ONE | HAS **2 RED TOKENS**, **2 BLUE TOKENS** AND **1 YELLOW ONE**, PLAYER 2 HAS **1 BLUE TOKEN**, **2 YELLOW TOKENS**, AND **2 GREEN ONES**. SO THEY HAVE THE NECESSARY TOKENS TO CAPTURE IT. TO DO SO, THEY MUST BOTH GO TO THE SQUARE ON THE BOARD WHERE THE BEAST IS. ONCE IT HAS BEEN CAPTURED, DISCARD THE TOKENS THAT WERE USED TO CAPTURE IT.

N.B. THE MULTI-COLOURED TOKEN IS A JOKER; IT CAN BE USED INSTEAD OF ANY COLOURED TOKEN



☛ THE END OF THE TURN AND THE APPARITION OF SALEM TOKENS:

WHEN ALL THE PLAYERS HAVE TAKEN THEIR TURN, YOU MUST REPLACE THE "LOCATION" CARDS ON THE LOCATION FRIEZE. EXAMPLE: THE FIRST PLAYER HAS COLLECTED A GREEN TOKEN AT NEW YORK HARBOUR (3); THE SECOND PLAYER HAS COLLECTED A BLUE TOKEN AT THE STATUE OF LIBERTY (2). THE TWO CARDS (2 AND 3) ARE PUT TO THE BOTTOM OF THE "LOCATION" CARD DECK, SO THERE ARE NO MORE CARDS ON THE BLUE AND GREEN SPACES.



DISPLACE ALL THE LEFTOVER "LOCATION" CARDS TO THE RIGHT UNTIL THE SECOND SALEMERS SPACE IS COVERED AND PUT NEW "LOCATION" CARDS IN THE EMPTY SPACES.

THE LAST CARD, WHICH WAS DISPLACED ONTO THE SECOND SALEMERS SPACE ON THE LOCATION FRIEZE, INDICATES THE LOCATION ON THE BOARD WHERE YOU MUST PUT A SALEM TOKEN.

IN OUR EXAMPLE, IT'S CARD NUMBER 5. SO YOU MUST PUT A SALEM TOKEN ON THE "BROOKLYN BRIDGE" SQUARE. ONCE THE TOKEN HAS BEEN PUT IN PLACE, PUT THE CARD TO THE BOTTOM OF THE DECK.



☛ SALEM FRIEZE:

WHEN YOU HAVE TO PUT A SALEM TOKEN ON A LOCATION OF THE BOARD WHICH ALREADY HAS A SALEM TOKEN OR A BEAST TOKEN ON IT, TAKE THIS TOKEN AND PUT IT ON THE SALEM FRIEZE. BUT BE CAREFUL, THERE IS A RISK THE SECOND SALEMERS WILL UNVEIL THE EXISTENCE OF THE WORLD OF WIZARDS TO THE NON-MAJ !

IF THERE ARE 2 PLAYERS: WHEN YOU PLACE THE 7TH SALEM TOKEN ON THE FRIEZE, YOU LOSE THE GAME.

IF THERE ARE 3 PLAYERS: WHEN YOU PLACE THE 9TH SALEM TOKEN ON THE FRIEZE, YOU LOSE THE GAME.

IF THERE ARE 4 OR MORE PLAYERS: WHEN YOU PLACE THE 11TH SALEM TOKEN ON THE FRIEZE, YOU LOSE THE GAME.

☛ THE APPARITION OF "SECOND SALEMER" CARDS:

DURING THE GAME, REVEAL A "SECOND SALEMER" CARD AND APPLY ITS EFFECT THROUGHOUT THE GAME, EVERY TIME YOU REACH AN ORANGE RECTANGLE ON THE SALEM FRIEZE.





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