

WIZARDING
WORLD

Harry Potter



WIZARDS CHALLENGE | AGE : 7+ – PLAYERS : 2-8 – TIME : 20/45 MIN

❖ SUMMARY ❖

- PRESENTATION OF THE GAMEP 3
- SETTING UP THE GAME P 4
- PLAYING THE GAME.....P 5
- THE 4 HOUSE COMMON ROOMS.....P 5
- TRANSFIGURATION EXAM.....P 6
- ARITHMANCY EXAM.....P 7
- SPELL EXAMP 8
- DEFENCE AGAINST THE DARK ARTS EXAMP 9
- HISTORY OF MAGIC EXAMP 10
- DIVINATION EXAM P 11
- POTION EXAM.....P 12

❖ CONTENTS OF THE GAME ❖



- 43 Transfiguration / Arithmancy / Magical Creature cards
These cards are to be used for the Transfiguration, Arithmancy and Magical Creature exams.



- 50 Charm / Defence Against the Dark Arts cards
These cards are to be used for the Charm / Defence Against the Dark Arts exams.



- 30 History of Magic cards
These cards are to be used for the History of Magic exam.



- 25 Potions cards
These cards are to be used for the Potions exam.



- 10 Divination cards
These cards are to be used for the Divination exam.



- 16 House Cup cards
These cards are to be drawn when a player lands on one of the four House Squares.

❖ PRESENTATION OF THE GAME ❖

The revision period at Hogwarts is over. Time for 8 exams to select the best witches and wizards of the year and earn the final points to win the House Cup.

Each square on the board stands for one of the exams you must sit in a Hogwarts classroom. Each exam is an essential part of your schooling but also the key to gaining extra points to win the House Cup.

❖ SETTING UP THE GAME ❖

Each player chooses the counter from their favourite House: Gryffindor, Ravenclaw, Hufflepuff or Slytherin, and places it on the start square. Shuffle the 5 decks of cards around the board.

Each player should take a sheet of paper and a pen to help with some of the exams. One of the players should be named the Prefect for the game. This player will be responsible for noting down each player's points for the exams.



❖ AIM OF THE GAME ❖

As soon as one of the players reaches the Great Hall in the middle of the board, the game ends. The player who earned the most House Cup points wins.

❖ WHO STARTS? ❖

The player who most recently watched a Harry Potter film or read a Harry Potter book plays first.

❖ ONE TURN OF PLAY ❖

During your turn, you must pass an exam in less than one minute or 30 seconds.

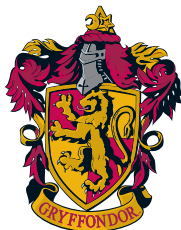
❖ TO PLAY ❖

For their first turn, each player chooses an exam to try to pass. If successful, they move forwards as many squares as the exam card indicates.

The golden rule for moves after each exam:

If you pass the exam, move forwards as many squares as the exam card indicates. If you fail, move backwards 1 to 3 squares according to the golden rule for that exam.

❖ THE FOUR COMMON ROOMS ❖



Draw a House Cup card when you land on one of the 4 common room squares and apply its effect as indicated on the card. Then move forwards onto the next square in order to do your next exam before ending your turn.

Put the card to the bottom of its deck once it has been played.

❖ TRANSFIGURATION/CARE OF MAGICAL CREATURES EXAM ❖


• 30 seconds • collective challenge • +4 squares • 2 to 4 House Cup points

Gain: Both players gain 2 to 4 House Cup points and move forwards 4 squares each.

Location: Care of Magical Creatures Classroom 

Skill to Develop: Recognition.

If you are on a Care of Magical Creature square, draw a Transfiguration / Arithmancy card. There is an animal on the back of the card. You must make the other players guess which creature it is in less than 30 seconds **BY DRAWING IT**. Take a sheet of paper and make the other player's guess which creature you have drawn in less than 30 seconds.

Location: Transfiguration Classroom 

Draw a Transfiguration / Arithmancy card.

If you are on a Transfiguration square, draw a card from the same deck. The player to your right must turn the sand timer and you must make the other players guess what object or character is on your card by miming it.

Golden rule for moving after these two exams:

The player whose turn it is moves forwards 4 squares if successful and gains 4 House Cup points.

The player who guessed the answer moves forwards 2 squares and gains 2 House Cup points.

If no one guesses the answer, move back 2 squares.

Trick: You are not allowed to speak while miming, or you will fail the exam.

Put the card to the bottom of its deck once it has been played.

❖ ARITHMANCY EXAM ❖

- 30 seconds • individual challenge • + 1 to 6 squares

Gain: 2 to 8 House Cup points

Location: Library 

Skill to Develop: Predict the future using numbers

The player to your right draws a Transfiguration / Arithmancy card and shows you the word while hiding the number at the bottom of the card. They then turn the sand timer and you must find the numerical value of the word shown to you. For example DRAGON begins with a 'D', which is the 4th letter of the alphabet + 'R', the 18th letter + 'A', the 1st + 'G', the 7th + 'O', the 15th + 'N', the 14th = 59 (4+18+1+7+15).



The Underage wizards may use the table below to help them:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

Golden rule for moving after the exam : If you fail, move back one square.

Number of characters	Number of points	Moving
1 to 60 characters	+ 2 House Cup points	2 squares
61 to 100 characters	+ 4 House Cup points	3 squares
101 to 150 characters	+ 6 House Cup points	4 squares
151 to 200 characters	+ 7 House Cup points	5 squares
More than 200 characters	+ 8 House Cup points	6 squares

Put the card used for your turn to the bottom of its deck afterwards.

Trick: The numerical value of the word is at the bottom of the card. If the value is above 120, you may turn the sand timer again for extra time.

❖ SPELL EXAM ❖

• 2 x 30 seconds • individual challenge • 1 to 4 squares • 1 to 4 House Cup points.

Gain: 10 House Cup points

Location: Spell classroom

Skill to Develop: Memorise spells and demonstrate your knowledge

The player to your right must turn the sand timer to give you 30 seconds.
During this time you must memorise:

- The spell incantation
- The type of spell
- The spell definition
- How to draw the wand movement.

Once the sand timer is over, the player who is doing the test will have to give the card drawn to the player on the right, he turns the sand timer over again. You have to give it to him in less than 30 seconds:

- The spell incantation (Stupefy)
- The type of spell
- The spell definition
- Draw the wand movement.

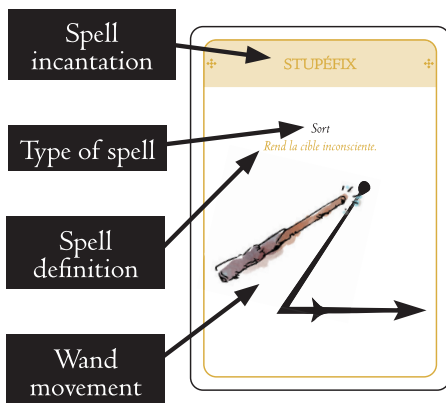
Golden rule for moving after the exam:

Gain one House Cup point and move forwards one square per right answer, a total of 4 for 4 right answers (incantation, type, definition, drawing).

If you don't find any answer, move back 4 squares.

Put the card to the bottom of its deck once it has been played.


Trick: You are encouraged to equip yourself with a wand for this exam.



❖ DEFENCE AGAINST THE DARK ARTS EXAM ❖

• 30 seconds • collective challenge • + 3 squares • 5 House Cup points

Gain: 5 House Cup points

Location: Defence Against the Dark Arts classroom 

Skill to Develop: Speed of spell casting

Challenge another player to a wizard duel.

Each player draws a Spell / Defence Against the Dark Arts card.

The player to your right turns the sand timer. You must then memorise the spell incantation and wand movement which you will mime afterwards.

After 30 seconds, the 2 players give their cards to the other players who become the Academy's magical examiners for this exam. They then stand back to back, take 3 steps, then turn around and cast their spells.

Golden rule for moving after the exam:

The one who is fastest to say their incantation and do their wand movement moves their counter forwards 3 squares. They also collect 5 House Cup points. The magical examiners decide who was the fastest to cast their spell.

The loser moves back 3 squares.

If there is a draw or a dispute, both players move back one square.

If there are only 2 players, be honest with each other. You will be able to face each other again in a second duel later on.

If one of the players makes a mistake when casting their spell (incantation or movement), they lose the duel, even if they were the fastest.

Put the card to the bottom of its deck once used.

Trick: You are encouraged to equip yourselves with wands for this exam. Cast your spells as soon as you have taken 3 steps.

❖ HISTORY OF MAGIC EXAM ❖

• 30 seconds • individual challenge • 1 to 6 squares • 1 to 6 House Cup points.

Gain: 6 House Cup points if you answer all 6 questions correctly

Location: Bell Tower 

Skill to Develop: Knowledge of Harry Potter films and books

The player to your right draws a History of Magic card and turns the 30 second sand timer. They ask you the first question on the card. If you answer correctly, they ask you the second question, then the third if you answer correctly again. Continue as such until you have answered all six questions. For each correct answer you will be able to move forwards one square, gain 1 House Cup point, and continue on to the next question.

Golden rule:

If you don't answer any questions correctly, move back one square. As soon as you get an answer wrong, your turn ends. Move forwards on the board according to the number of correct answers you got during your turn. Move forwards 6 squares and collect 6 House Cup points if you got all the questions right. If the player interrogating you is deliberately slow asking you the questions, they must move back 4 squares and discard 4 House Cup points. In this case, move forwards just 3 squares and collect 3 House Cup points.

Put the card to the bottom of its deck afterwards.

Trick: Underage wizards get one extra turn of the sand timer to give them more time to answer the 6 questions.

❖ DIVINATION EXAM ❖

- 30 seconds • individual challenge • +11 squares • 10 House Cup points.

Gain: 10 House Cup points

Location: Central Tower 

Skill to Develop: Reading the future

The player to your right shuffles the 10 Divination cards and places them face down in front of you, before turning the sand timer. Choose a card to reveal and if it's a white crystal ball, choose another. As soon as you reveal a black crystal ball, you fail. If you reveal the Deathly Hallows, you pass.

Card contents and effects:

- 6 white crystal balls (draw another card)
- 3 black crystal balls (move back 1, 2 or squares)
- The Deathly Hallows (move to the next divination square)

You must choose your first card in less than 10 seconds:



If it's a white crystal ball, set it aside. You can reveal another card.



If it's a black crystal ball, you have lost and must move back between 1 and 3 squares as indicated on the card.



If you reveal the card with the sign for the Deathly Hallows, you pass the exam. Collect 10 House Cup points and move straight to the next Divination square on the board.

Golden rule: If you pass the exam, go to the next Divination square. At the start of your next turn, move forwards 1 square and do the exam indicated there. If the very first card you reveal is a black crystal ball, you fail. If it's the Deathly Hallows, you immediately pass. Move to the square in the center of the board if you were on the last Divination square.

❖ POTION EXAM ❖

• 30 seconds • individual challenge • 6 squares • 7 House Cup points.

Gain : 7 House Cup points

Location: Potion classroom 

Skill to Develop: Speed of finding the right ingredients

1- The player to your right gives you all the ingredient tokens for the potions. You will have 30 seconds to arrange the ingredient tokens in front of you as you see fit.

2- Draw a potion card and place it in front of you.

To pass your exam and move forwards 6 squares, you must find all the ingredients for the potion indicated on the card in less than one minute (2 turns of the sand timer).

If you are successful, you may collect 7 House Cup points.

Golden rule: If you successfully pass the exam, you will get 7 House Cup points. If you fail, move backwards one square. Underage wizards may have one bonus turn of the sand timer.

Put the card to the bottom of its deck afterwards.



Want to go further? Try the game: Harry Potter A Year at Hogwarts and relive all of Harry Potter's adventures with his friends.



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