

WIZARDING  
WORLD

# Harry Potter



**THE SPELL MASTER** | AGE : 7+ - PLAYERS : 2-6 - TIME : 20 MIN

## RULES OF THE GAME

*The Ordinary Wizarding Level (O.W.L.) is about to begin. It's the most important exam at the School of HOGWARTS. The results are decisive for the continuation of studies in 6th and 7th year.*

*You are going to take the theory and practical exams for Transfiguration, Charms and Defence Against the Dark Arts classes in front of a magical jury (the Wizarding Examinations Authority), which is made up of the other players.*

*Win the game and become the Spell Master.*

*The game has 3 difficulty levels which depend on your age.*

*Preschool Wizard (~7 years old), Underage Wizard (see page 5) and Qualified Wizard (see page 6). The scoring system for the practical and theory exams will differ according to your level.*

*Choose your level at the start and keep it throughout the game.*

## ◇ SETTING UP THE GAME ◇



**I.** Each player chooses one of the sixteen character cards and takes their matching character counter. Place the counters on your House squares to start.

**II.** Shuffle each of the 3 decks of cards, **beginner**, **intermediate** and **advanced** spells. Place them face-down around the game board.

**III.** Each player draws 1 card from each of the 3 decks. So you begin the game with 1 **beginner** spell card, 1 **intermediate** spell card and 1 **advanced** spell card.

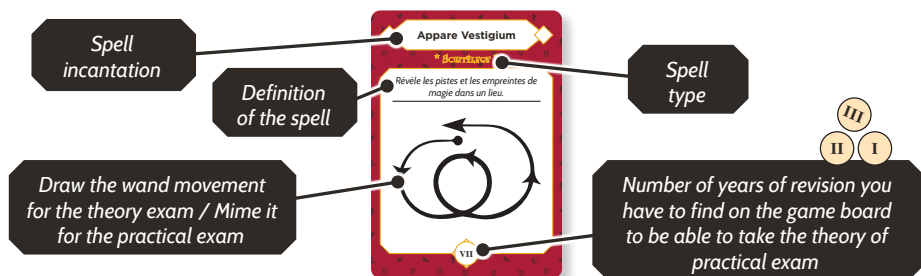


## ◇ AIM OF THE GAME ◇

As soon as a player has validated 2 spells for each category, (**beginner**, **intermediate** and **advanced**), the game ends. You can also stop after 9 rounds and count up your spell master points. The player who has the most spell master points becomes The **Spell Master**.

## ◇ THE SPELL CARDS ◇

You will be tested on 4 items during the theory and practical exams. You must memorise them during your turn of play. (See the exam scoring system on pages 5 and 6 to validate your card.)



## ◇ MOVES AND SQUARES ON THE BOARD ◇

- You can move up to 7 squares during a turn of play. You can move forwards freely in any direction. However, you can not move back onto the same square you were on immediately before, you must take a different path.
- You start on the square which matches the house your character is from. For example, Harry Potter starts on the Gryffindor square.
- Each time you move over one of the 4 house squares, draw a spell card from one of the 3 decks of beginner, intermediate or advanced spells.
- Each square on the board is joined to adjacent squares by dotted lines.
- When you move over magic squares, you gain 1, 2 or 3 years of spell revision, depending on the number indicated on the square, I, II or III. You need these years of spell revision to try to pass your theory or practical exams. You can only learn most of these spells after a long time spent revising at Hogwarts. You need 1 to 3 years of revision to master a **beginner** spell, 4 to 7 years for an **intermediate** spell and 8 to 10 years for an **advanced** spell.
- To take the theory exam, end you move on a book square.
- For the practical exam, end your move on a wand square.

## ◇ PLAYING THE GAME ◇

**I.** Learn and memorise one of your spells during your turn.

**II.** Move on the board to find spell revision years. Draw new spell cards on the 4 house squares.

As soon as you have found enough revision years to do your spell, end your turn on a book square to take the theory exam. End on a wand square to take the practical exam (see page 6). Attempt to validate your spell card and win spell master points in the hope that you will win the game.

- For a **beginner spell**, you need **1 to 3 spell revision years**.
- For an **intermediate spell**, you need **4 to 7 spell revision years**.
- For an **advanced spell**, you need **8 to 10 spell revision years**.

All the exams, both theory and practical, are judged by the **Wizarding Examinations Authority**. The other players are the examiners. They decide whether to validate your spell or not and they play an important role to ensure the game is fair. They must be **impartial and considerate or else they will each lose 2 spell master points** for not respecting the deontological rules of the Ministry of Magic.

**III.** Give your spell card to the other players to be validated and discard the number of revision years indicated by that spell card. This rule applies no matter what the difficulty level chosen at the start of the game.

Preschool (– 7 years of age) and underage wizards attempt to validate their spell cards **at the end of their turns**.

Qualified Wizards take their practical and theory exams **at the start of their next turns**. (Concentrate so that you don't forget the items on your spell card.)

**IV.** For the **theory or practical exam in front of the other players**, you can attempt to validate **one spell per turn (see the scoring system on pages 5 and 6)**. The only exception is when 2 players enter a duel. (For this case, see duels between wizards on page 7.)

- Only take your **beginner spell** exams during turns 1, 2, 3 and 4.
- Only take your **intermediate spell** exams during turns 4, 5, 6 and 7.
- Take your **advanced spell** exams during turns 6, 7, 8 and 9.

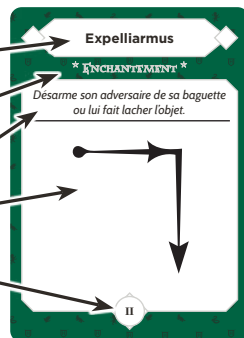
**V.** If you cross another player on the board after the 4th round of play, enter into a wizard duel. (See page 7.)

# ◇ THEORY AND PRACTICAL EXAMS ◇

When you take your **theory exam**, you must demonstrate to other other players that you can remember several items you learned during your turn of play :

## I. Theory Exam

- Say the spell incantation
- Say what type of spell it is (spell, charm, dark charm/jinx, dark charm/hex or curse)
- Define the spell (explaining the concept is enough)
- **Draw** the wand movement **for the theory exam**.
- Discard the number of revision years indicated.



## II. Practical Exam

When you take the **practical exam**, you must also tell the examiners the spell type and definition. However, instead of drawing the wand movement, you must instead **get up and mime** it while saying the spell incantation. Say it as though you are casting a spell on someone like a real student at the School of Hogwarts.

For each validated spell you earn spell master points according to the difficulty level you chose at the start of the game (preschool, underage wizard or qualified wizard).



## The scoring system for practical and theory exams for preschool and underage wizards

The examiners will apply the following scoring systems according to the student's age :

- **Preschool scoring** : the student must **draw the spell for the theory exam or mime it for the practical exam**. They do so at the end of their turn with the card next to them. If they succeed, they validate their spell card and win **3 Spell Master points**.
- **Underage wizard scoring** : **for either exam**, the student wins 1 spell master point for each correct item. They validate the spell card if they successfully remember at least 2 items out of 4. **The student takes the exam at the end of their turn.**



## The scoring system for practical and theory exams for qualified wizards

- **Qualified wizard scoring** : the student takes their exam at the start of their turn. For the theory exam, they must say the spell incantation and do the drawing. For the practical exam, they must say spell incantation and mime it. When you pass the theory or practical exams you are awarded a grade of **Outstanding, Exceeds Expectations or Acceptable**. This grade affects the number of spell master points you are given for passing each exam :
- The best possible grade is **Outstanding**. To get the **Outstanding** grade and obtain **4 spell master points**, you must get the 4 items correct (the drawing, incantation, definition and spell type) **for the theory exam**. **For the practical exam**, you must get up, give the spell definition and type, and then perfectly mime the wand movement while saying the incantation on your card.
- If you successfully do the mime and say the incantation and you validate 3 out of the 4 items in total, you get the **Exceeds Expectations** grade and receive **3 spell master points**.
- If you only validate the drawing and the incantation for the theory exam or the mime and the incantation for the practical exam, you get the **Acceptable** grade and receive **2 spell master points**. If you take an exam twice and validate 3 out of 4 items you also get the **Acceptable** grade.

In the following cases, **you don't pass the exam** and you are given spell master **penalty points** :

- A **Troll** penalty of **-4 spell master points** if you fail all 4 items : the incantation, spell type, definition, drawing (theory exam) or mime (practical exam).
- A **Dreadful** penalty of **-3 spell master points** if you fail 3 out of 4 items.
- A **Poor** penalty of **-2 spell master points** if you fail either the incantation or the drawing (theory exam) or mime (practical exam).

All students must put their spell cards to the bottom of the matching deck if the jury does not validate their spell. They then draw another **beginner** card if it is round **1, 2, 3 or 4**, an **intermediate** card for rounds **4, 5, 6 and 7** or an **advanced** card for rounds **6, 7, 8 and 9**.

If the card is validated, you place it face up in front of you. The same rule applies for all difficulty levels.

## The wizard duel between 2 players to validate a spell from round 4 onwards

When 2 character counters cross paths on the same square on the board, it triggers a duel between the 2 players. Each player chooses a spell they have already validated or a spell in their hand they would like to validate which can be validated during that round of play.

The player can validate a **beginner** spell during rounds 1 to 4, an **intermediate** spell during rounds 4 to 7 and an **advanced** spell during rounds 6 to 9.

The 2 players get up and stand face to face, then they bow to each other and take turns to give the definition and spell type on their card to the members of the jury. Next they must stand back to back, take 5 steps each, turn around, count to 3 out loud and then mime the wand movement for their spell while saying their incantation.

The magical examiners decide which player mimed and said their spell incantation the quickest with the most precision.

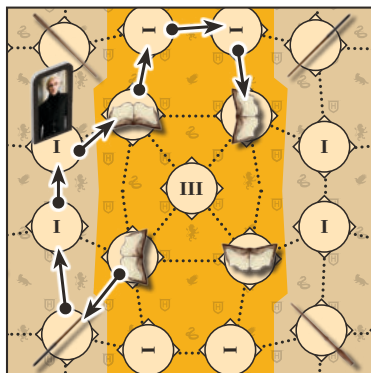
The winner validates their spell and wins :

- 1 spell master point if it is round 1 to 4,
- 2 spell master points if it is round 5 to 7,
- 3 spell master points if it is round 8 to 9.

The loser doesn't earn any points. Discard the appropriate number of revision years whether you win or lose, even if the spell was already validated before.

### Example of a duel during round 4

The player has chosen to play at the qualified wizard difficulty level. They ended their last turn on a book square so they take their theory exam at the start of their next turn getting the **Exceeds Expectations** grade (+3). After 3 moves they cross paths with another character. They win the duel, receive **1 spell master point** from the examiners and validate a second **intermediate** spell during the same turn of play. They then move 4 more squares and end their turn on a book square. During this turn, they gained 4 spell master points ( $3+1=4$ ). During their move over 7 squares, they collected 4 **spell revision years** ( $I+I+I+I=IV$ ).



## Player example during round 1

The youngest player starts the game. They are playing as an underage wizard. They move their Harry Potter counter over seven squares on the board. During the move, they move over 2 **I** squares gaining them **2 spell revision years**, one **II** square gaining them **2 more spell revision years**, and one **III** square gaining them **3 spell revision years**. They thus gain 7 revision years in total.

He ends his move on a book square, he will thus immediately pass the O.W.L. theory test at the end of his turn in front of the other players.

They give their **beginner spell** card « WINGARDIUM LEVIOSA » to the other players and discard 2 revision years, as indicated on the card. They then attempt to validate the card and tell the magic examiners :

- The spell incantation : « Wingardium Leviosa »
- The spell type : « It's a Charm. »
- The definition : « The Charm makes objects levitate or fly in the air. »
- They also succeed in drawing the wand movement shown on the spell card.



The player-examiners give the player an **Outstanding** grade (4 spell master points) as they validated the 4 items of the theory exam. The player then places the validated card face up in front of themselves.

If the player had ended their turn on a wand square, they would have taken the practical exam at the end of their turn. They would have got up, given the definition and spell type and then mimed the wand movement while saying the spell incantation. They would have been given an **Outstanding** grade (4 spell master points) for validating the 4 items on the spell card.

## ◇ ENDING THE GAME ◇

The game either ends when a player has validated 2 **beginner spells**, 2 **intermediate spells** and 2 **advanced spells**, or you may stop after the 9th round of play and count up your points. The **Spell Master** is the one with the most spell master points after the game ends.



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