

WIZARDING
WORLD

Harry Potter

A MEMORY
GAME



THE REMEMBRALL GAME | AGE: 7+ PLAYERS: 2-8 TIME: 15 MIN

CONTENTS OF THE GAME:



10 Objective cards



20 light yellow
Remembrall cards



10 dark yellow
Remembrall cards



20 light green
Remembrall cards



10 dark green
Remembrall cards



20 light red
Remembrall cards



10 dark red
Remembrall cards

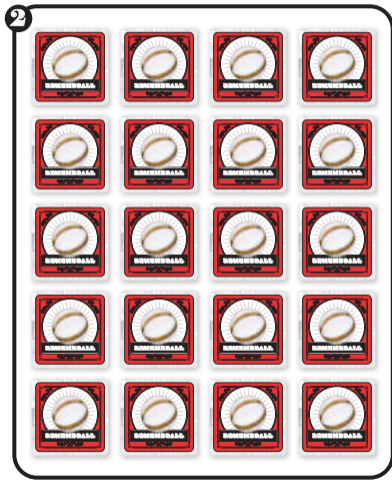
SETTING UP THE GAME

- Choose the difficulty level
UNDERAGE WIZARD MODE is the easy mode and QUALIFIED WIZARD MODE is the difficult mode.

UNDERAGE WIZARD MODE:

- Choose one of the 3 decks of coloured Remembrall cards (yellow, green or red)
- Take the 10 dark cards from the deck of 30 cards and put them to the side (1)
- Shuffle the decks
- Place 4 rows of 5 light cards face down in the center of the table (2)
- Once the cards are set up and the players are

Game setup for UNDERAGE WIZARD MODE



ready, turn all of the cards over so that they are facing up for 60 seconds. Each player must try to memorise them. Turn the cards face down again afterwards.

QUALIFIED WIZARD MODE:

- Choose the red or green Remembrall decks.
- Set aside a deck with the 10 Objective cards (3)
- Shuffle your 30 Remembrall cards
- Place 6 rows of 5 Remembrall cards of your chosen colour face down in the center of the table (4)
- Once the cards are set up and the players are ready, turn all of the cards over so that they are facing up for 60 seconds. Each player must try

to memorise them. Turn them face down again afterwards.

Game setup for QUALIFIED WIZARD MODE



A COMPLETE TURN

UNDERAGE WIZARD MODE

- The youngest player is the first to play.
- The player reveals the first card on top of the dark card deck.
- The player has 15 seconds to remember and locate the 2 face down cards which are the same as the one they have just drawn.
- If the first card they choose is incorrect, they collect no cards or points. the light Remembrall card will be turned face down once more and the dark Remembrall card will be put to the bottom of the dark card deck.
- If the first card they choose is identical to the

dark Remembrall card, they can either:

- Stop their turn and win one point (they keep the card they chose and put the dark card to the bottom of the dark card deck.)
- Or try to locate the second card to win a second point. (In this case, discard the dark card and keep the 2 identical light cards). Be careful, if the second card chosen is incorrect the player will win no cards or points. The light Remembrall cards will be turned face down again (even if the 1st one was correct), and the dark Remembrall card must be put at the bottom of the dark card deck.

QUALIFIED WIZARD MODE:

- The player draws the 1st card from the Objective card deck.
- The player has 20 seconds to try to remember and locate 1, 2, or 3 cards which match their Objective card.
- If the first card chosen is incorrect, they will earn no points. The Remembrall card will be turned face down again and the Objective card will be returned to the bottom of its deck.
- If the card the player chooses is identical to the Objective card, they may:
 - Either stop their turn and win 1 point (they keep the chosen card) and place the objective card at the bottom of its deck.

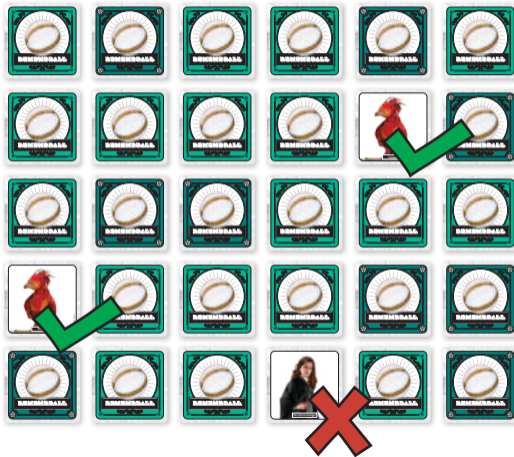
- Or try to find the second card to win a second point.

Be careful, if the 2nd card the player chooses is incorrect, they will keep no cards and win no points. The Remembrall cards will be turned face down again (even if the first one was correct), and the Objective card will be put back at the bottom of its deck. If they locate a second card and decide to end their turn at this point, they must put the Objective card to the bottom of its deck.

- They can also attempt to locate the 3rd card to win 3 points. If they find the 3 Remembrall cards which match their Objective card, they must discard their

Objective card and keep the 3 cards they found. Be careful, if the player's third choice of card is incorrect, they may keep no cards and win no points. The Remembrall cards must be placed face down once more, even if the first two were correct, and the Objective card must be put back to the bottom of its deck.

Example: In QUALIFIED WIZARD MODE, the player draws the Objective card «Locate one or more animal cards». They find the first two, but then make a mistake with the 3rd card. They win no points.



END OF THE GAME

UNDERAGE WIZARD MODE:

The game ends once all of the dark Remembrall cards have been discarded. The winner is the one who finds the most cards.

QUALIFIED WIZARD MODE:

Once all of the Remembrall cards have been revealed, the player who has the most Remembrall cards is the winner.

TEAM GAME

You can choose to play in teams of 2 against 2 or 3 against 3 if you like.

LIST OF OBJECTIVES

Male Heroes: Harry Potter, Ron Weasley

School Supplies: Cauldron, Magic wand

Potions : Potion, Potion N°86

Horcruxes : Tom Riddle's Diary, Gaunt's ring

Hogwarts Teachers: Severus Snape, Minerva McGonagall

Death eaters: Bellatrix Lestrange, Lucius Malefoy

Quidditch kit: Golden snitch, Nimbus 2000

Female Heroes: Ginny Weasley, Hermione Granger

Animals: Hedwig, Fawkes

Hogwarts Founder Objects: The Ravenclaw Diadem, The Sword of Gryffindor



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94130 Nogent-sur-Marne - FRANCE
contact@topi-games.com



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