

Harry Potter

A YEAR AT HOGWARTS



We are pleased to inform you that you have been accepted into the School of Hogwarts, the greatest School of Witchcraft and Wizardry in the world.

Learning to master the necessary spells and potions to combat the forces of evil will be at the heart of your schooling, and you will be given the immense honour of participating in the House Cup Championship. You must win the cup to win the game. Each house has its own story, and over the years each one has trained the best witches and wizards in the world. Their Houses have become like second families to them. During your school year at Hogwarts, your good grades will allow you to earn points for your house, but each time you break the rules you will lose points.



APPROVED

READ MORE PAGE 13

SUMMARY

I. PRESENTATION OF THE 1ST GAME MODE: A YEAR AT HOGWARTS

1. AIM OF THE GAME.....	P.3
2. CHOOSING THE LENGTH OF GAMEPLAY AND THE GAME MODE.....	P.3
3. 4 WAYS TO WIN HOUSE CUP POINTS	P.3
4. UNDERSTANDING THE SQUARES ON THE BOARD	P.4-5

II. HOW TO PLAY

1. SETTING UP THE GAME	P.6
2. THE PLAYER FILE	P.6
3. TAKING A TURN.....	P.7
4. THE GOLDEN RULES DURING MOVES.....	P.7
5. EXAMPLE OF A MOVE.....	P.7
6. OBJECT TOKENS.....	P.7

III. HOW TO EARN POINTS AND WIN THE HOUSE CUP IN EACH GAME MODE

1. CARRYING OUT MISSIONS	P.8
A. UNDERAGE WIZARD MODE	
B. QUALIFIED WIZARD MODE	
C. TEAM MODE	
D. SOLO MODE	
2. PASSING EXAMS WITH BOOK CARDS	P.9
3. THE ACTION CARDS.....	P.9
4. WIN A QUIDDITCH MATCH.....	P.9
5. THE OTHER CARDS IN PLAY	P.10
A. THE POTION CARDS	
B. THE SPELL CARDS	
C. THE DUEL CARDS	
D. THE EVENT CARDS	

IV. THE COMBATS

1. COMBATS AGAINST ANOTHER PLAYER.....	P.10
A. UNDERAGE WIZARD MODE	
B. QUALIFIED WIZARD MODE	
C. TEAM MODE OR SOLO MODE	
2. COMBATS WITH DEATHEATERS (QUALIFIED WIZARD AND TEAM MODES)	P.10
3. COMBATS AGAINST DUEL CARDS.....	P.10
4. COMBATS TO COMPLETE MISSIONS.....	P.11
A. UNDERAGE WIZARD MODE	
B. QUALIFIED WIZARD MODE	
C. TEAM MODE OR SOLO MODE	
D. EXAMPLE OF A COMBAT TO CARRY OUT YOUR MISSION	

V. PLAYING A QUIDDITCH MATCH

1. AIM OF THE GAME.....	P.12
2. SETTING UP THE GAME	P.12
3. HOW TO PLAY.....	P.12
A. ROUND 1 : SCORE 2 GOALS	P.12
B. ROUND 2 : CATCH THE GOLDEN SNITCH.....	P.13
4. EXAMPLE OF A QUIDDITCH MATCH	P.13

VI. THE SECOND GAME MODE : VOLDEMORT RETURNS

1. SETTING UP THE GAME	P.14
2. AIM OF THE GAME.....	P.14
3. START OF THE GAME.....	P.14
4. VOLDEMORT RETURNS.....	P.15
5. THE COMBATS.....	P.15
A. ATTACK	
B. DEFENCE	
C. THE GOLDEN RULE IN THE SECOND GAME MODE	
D. EXAMPLE OF A COMBAT IN THE SECOND GAME MODE	

I. PRESENTATION OF THE 1ST GAME MODE: A YEAR AT HOGWARTS

1. AIM OF THE GAME

Students from Gryffindor, Ravenclaw, Hufflepuff, and Slytherin will compete against each other for the House Cup. The player with the most points at the end of the year is the winner. You can win points by:

- 1- Completing missions
- 2- Passing exams
- 3- Winning Quidditch matches
- 4- Drawing Action cards

Play along as your favourite character and relive the whole saga.

The first 10 missions match with Harry Potter's adventures in the first three books and films.

The following 10 relive the fourth and fifth books and films.

The last 10 reflect the final two books and three films.

2. CHOOSING THE LENGTH OF GAMEPLAY AND THE GAME MODE



CHOOSE THE LENGTH OF GAMEPLAY

QUICK GAME (30 MINUTES)

The game ends when a player has completed at least **one Mission** and has more than 210 points

CLASSIC GAME (45/60 MINUTES)

The game ends when a player has completed at least **2 Missions** and has more than 260 points

LONG GAME (+ 60 MINUTES)

The game ends when a player has completed at least **3 Missions** and has more than 320 points



CHOOSE ONE OF THREE GAME MODES

UNDERAGE WIZARD MODE

See pages 8 and 9

QUALIFIED WIZARD OR TEAM MODE

See pages 8 and 9

SOLO

See pages 8 and 9



3. 4 WAYS TO WIN HOUSE CUP POINTS

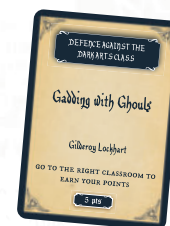
There are 4 ways to earn points during your school year:

1- Completing missions: At the start of the game you will receive 5 **Mission cards**. You can earn between 40 and 300 points when you complete these missions, depending on their difficulty level. *Don't show them to other players.*

To be successful on a mission, you have to win the mission combat by going to the place indicated on the card with one or more **Object tokens** that you will find while wandering in and around Hogwarts.

Spell and Potion cards will help you win combats more easily, but watch out for **Event** cards!

In the Qualified Wizard mode, you must obtain the Spell and Potion cards marked on your Mission cards as well as the Objects tokens.

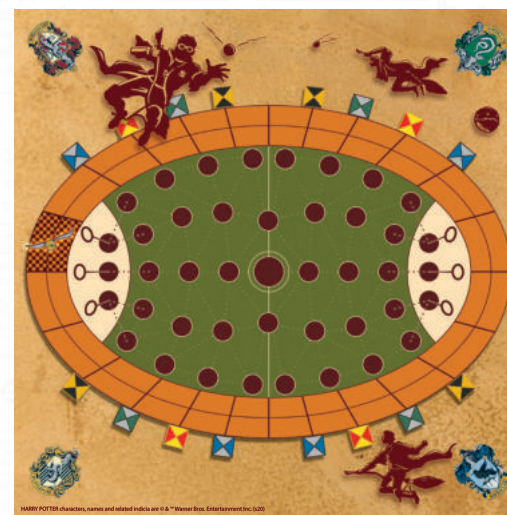


2- Passing exams: Go to one of the 6 classrooms with the right book to pass exams and earn between 5 and 20 points towards the House Cup.



3- Pick up Action cards: These hold surprises and can make you win or lose point. You may also find **Floow Powder**, which you will need to access Board 2.

4- Winning Quidditch matches: Win Quidditch matches to gain more points for the House Cup. You get **40 points** for each match won.

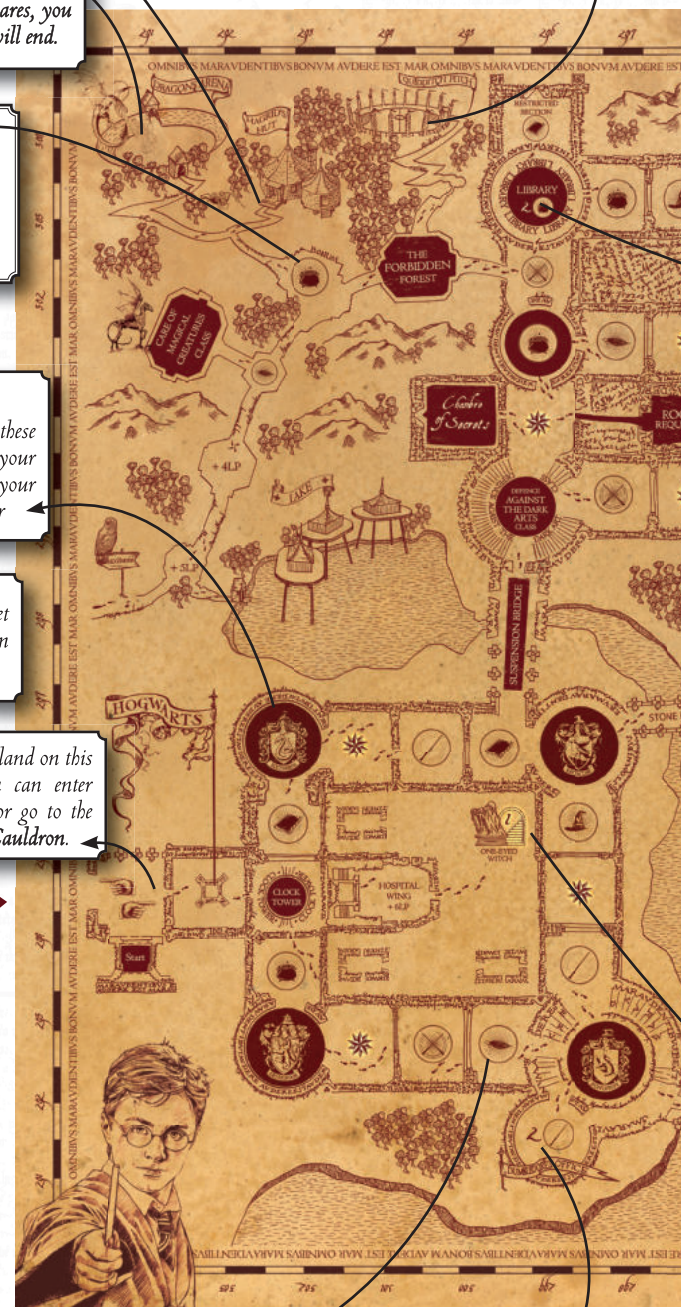
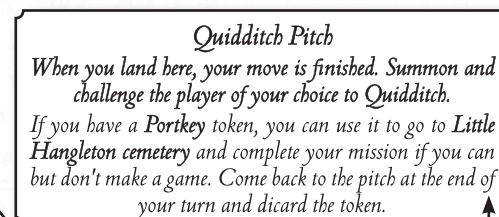
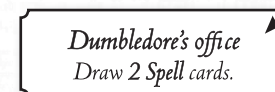
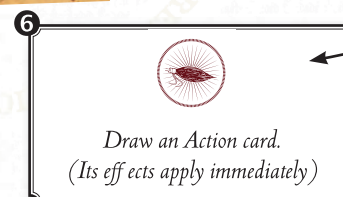
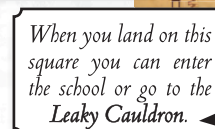
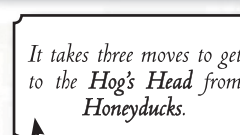
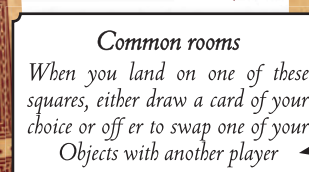
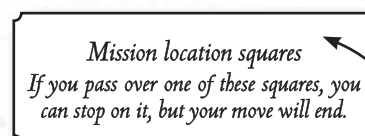
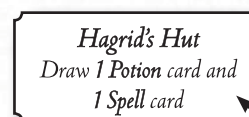
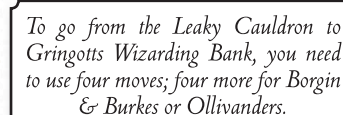
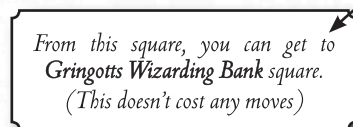
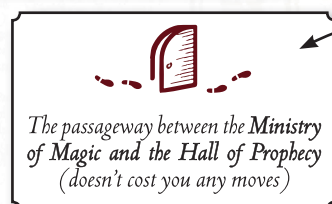
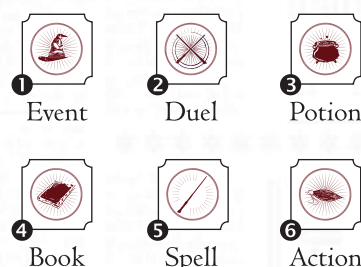


4. UNDERSTANDING THE SQUARES ON THE BOARD

The Main Board represents the school of Hogwarts as depicted by the Marauder's Map. Board 1 represents Diagon Alley, Board 2 represents several other unforgettable places from the saga.

Setting up the 30 Objects tokens:

- At the start of the game, randomly place the 30 Object tokens on squares on the board with a rosette: ✱
 - Place 18 Object tokens on the Main Board, 3 on Board 1 and 9 on Board 2.
- These objects are essential for carrying out missions.
- Each square on the board has a pictogram. When you land on one, draw a card with the same pictogram as the square.





Draw an **Event** card and resolve it immediately.
Its effects apply to all players.



Draw a **Book** card.
(keep)



Secret Passage under the **Whomping Willow** leading to the **Shrieking Shack**.
(No additional moves are needed from this square)
(Both directions)



Draw a **Duel** card and combat the character on the card. Win a **Spell**, **Potion** and **Book** card if victorious.
If you only have 1 LP left, you lose the combat and must discard 3 cards of your choice. If you have fewer than 3 cards remaining, you must discard all of them.

LP squares

When you land on one of these square, gain the indicated number of LP

Draw 2 **Book** card.



Secret Passage in the **Room of Requirement** leading to **Hog's Head**.
(No additional moves are needed from this square.)
(Both directions)

The Classrooms

- When you land on **Spell**, **Transfiguration**, or **Defence against the Dark Arts** lesson squares, draw a **Spell** card.
- When you land on **Potions**, **Herbology** or **Care** lesson squares, draw 2 **Potion** cards.
- If you already have one or more **Book** cards, you can stop on the matching classroom square to collect points towards the **House Cup** and also draw the card indicated for that class (**Spell** or **Potion**).

Snape's Office

Draw 2 **Potion** cards.



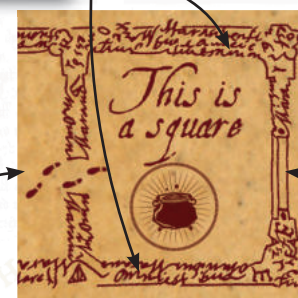
The Castle Towers

There are 18 towers. If you pass over one of these towers, you can stop on it and your move will end. You can, however, use a **Floo Powder** token to go to one of the 7 locations on Board 2 (except the cemetery).

Go to the place of your choice, collect the object(s) present, and carry out your mission if you can. At the end of your turn, you must go back to the tower from which you left and discard your **Floo Powder** token.

The walls and the squares on the board:

You cannot pass through the interior and exterior castle walls.



You can move on to the next square when there are little footsteps or a double bar.

* The square where **Great Hall** is written cannot be accessed. The adjacent squares are part of the **Great Hall**.

MAIN BOARD

Each of the **bridges** around the board count as only one square.



Secret Passage behind the **one-eyed witch** leading to **Honeydukes**.
An extra move is required from the **Hospital Wing**.
(Both directions)

II. HOW TO PLAY:

1. SETTING UP THE GAME

A- Choose the **length** of gameplay and **game mode**

B- Shuffle each deck of cards separately and place them around the board, except for the combat deck.

C- Each player chooses a **Player file** and takes:

- 1 Floo Powder token (2 in Underage Wizard mode)
- 1 Portkey token
- The number of **life point** tokens (LP), **Book**, **Spell** and **Potion** cards indicated by their Player cards.

Death Eaters cannot be chosen, as they can only be used in Qualified Wizard and Team modes. (See page 10)

D- At the start of the game, randomly place the 30 **Object** tokens face up on the squares with a rosette: ✨

Place 18 **Object** tokens on the **Main Board**, 3 on **Board 1** and 9 on **Board 2**. 

You will need these Objects to carry out your missions.

E- Each player places their pawn on the **Start square** at the entrance to Hogwarts, and then receives 5 **random Mission cards**, (or 3 Mission cards if there are more than 6 players).

2. THE PLAYER FILE

• *Resistance to attacks: the result on the dice has to be equal to or above this number to make you lose 1 LP.*

• *Your special ability during your moves.*

• *Place your House Points here.*

• *Place your life points here. For example, Harry Potter starts with 7 LP.*



• *Your special ability during combat.*

• *Cards to draw at the start of the game.*

• *Object tokens go here. (you can have a maximum of 6.)*








• *The number of dice you roll when you attack your enemy.*

Your character will improve during the game with the cards and life points he will find on several squares of the game such as the Infirmary square.


3. TAKING A TURN


At the start of the game, choose a game mode to play: **Underage Wizard, Qualified Wizard, Team mode, or Solo mode** (See page 14).


The youngest player starts. They roll 2 dice and move as many spaces as the total result rolled, in the direction of their choice. If they land on a Spell , Potion , Book  or Action square , they draw a card from the appropriate deck that they keep during the game.

If they land on an Event square , they draw an Event card and immediately apply its effects. These cards affect all players.

Other squares on the board include:

- **Duel squares** : Draw a Duel card and enter combat with the student on the card. If you win, draw 1 Spell, 1 Potion and 1 Book card. If you are reduced to 1 LP, you lose the duel and must discard 3 cards of your choice.

- **Object squares** : If a player passes over a square with an Object token, they can pick it up and continue their move. Each player can pick up a maximum of 2 objects per turn (and can have a maximum of 6 on his character file). If there are no objects left on a square, nothing happens.

- **The Castle Towers** : If a player passes a castle tower, they may end their movement there. These towers allow you to travel to one of the locations on Board 2 using a Floo Powder token. Once you have arrived at one of the locations on Board 2, collect any Object tokens, carry out your mission if possible, then return to the castle tower from which you arrived. The Cemetery is the only Board 2 location not accessible in this way; it is instead accessible via the Quidditch Pitch with a Portkey token. (See the Castle Towers on page 5.)

- **Classroom Squares**: Go to the right classroom with the right Book card to earn the points shown on the card. (See the Castle Towers on page 5.)

- **The Mission location square shown on your Mission card**: Go to this square to complete your mission. If playing in Underage Wizard mode, make sure you have the objects marked on the card. If playing in Qualified Wizard or Team Mode, you will also need the spells and potions indicated. Win the combat to complete your mission and earn the House Cup points (See page 8.)

- **LP square**: Gain the number of LP indicated when you stop here.

Other special squares on the board:

1) **The Common Rooms**    : draw 1 card Action, Livre, Potion or Spell or offer to do an object swap with another player (he can refuse the swap).

2) **Dumbledore's Office**: draw 2 Spell cards.

3) **Hagrid's Hut**: draw 1 Potion card and 1 Spell card.

4) **Snape's Restricted Section**: draw 2 Potion cards.

5) **Library Restricted Section**: draw 1 Book cards.

6) **Quidditch Pitch**: summon and challenge the player of your choice.

4. THE GOLDEN RULES DURING MOVES

When you cross the path of another player during a move, you must stop to fight them. (See page 9.) The same rule applies if you cross a Death Eater in the 2nd and 3rd game modes.

You may not enter the same square twice during one turn of movement. If you wish to double back on yourself, you will need to wait for your next turn.

During your turn, you must collect the objects on the board indicated by your Mission card (see page 8, Carrying out your mission.)

You may choose to stop in the following three situations

1) You may stop on a particular location to attempt to carry out a mission, in which case your move ends on that square.

2) You may stop on one of the 18 castle towers (see earlier on page 7), in which case your move ends on that square.

3) When moving on your turn, you must move the exact number of squares as you rolled on the dice. The only exceptions to this rule are the two cited above.

5. EXAMPLE OF A MOVE

For example: you begin as Harry Potter, with your pawn on the Start square at the entrance to Hogwarts. You roll 2 dice, getting 6 on both. You can move your pawn to the right into the castle or to the left onto Diagon Alley. You choose to move forwards 12 squares into the castle. Your first movement takes you onto Two Hands, then the Hogwarts banner for the second, and the Clock Tower is your third step. You decide to move down, towards the Potion square, making 4, then onto Gryffindor Tower for 5. On square 6 you collect the Object but may continue your move, on square 7 you pass over the Duel square, 8 over the Action square, over Hufflepuff Tower for 9, then your 10th move passes over the Spell square. You pick up a second Object on square 11 then make your final move onto an Event square, drawing an Event card accordingly. After you have resolved the Event card, your move and turn are over. Take the special ability on your Player file into account during your moves.

The end of your turn:







Once your move has ended and actions have been carried out accordingly, the player to your right can start their turn by rolling the dice.

6. THE 30 OBJECT TOKENS

The 30 Object tokens:

These Objects are essential for carrying out your missions in the Underage Wizard, Qualified Wizard and Team modes or Solo mode. Once they have been used for a mission, place them on any square on Board 2.

The 6 Special Object tokens:

	➔ Elder Wand: +1 attack dice during a combat		➔ Épée de Gryffondor : +1 attack dice during a combat
	➔ Resurrection Stone: +6 PV lors du combat		➔ Retourneur de temps : Take another turn
	➔ Invisibility Cloak: Flee a combat by 5 squares		➔ Buck : Go to a square on board 1 or 2 then return

Disposable tokens (either for missions or during your turn). Once used, place them on one of the 3 rosettes on Diagon Alley.

III. HOW TO EARN POINTS AND WIN THE HOUSE CUP IN EACH GAME MODE:

There are **4 ways to earn points** during your year at Hogwarts (Missions cards, Action cards, Book cards and winning a Quidditch match). Only the completion of the missions differs depending on the game mode.

1. CARRY OUT MISSIONS

There are 30 different Mission cards. These are your primary way to try to win the House Cup as they offer the most points. - You may **earn 40 to 300 points** per mission depending on how difficult it is.

- You will receive **5 Mission cards** at the start of the game, or 3 if there are more than 6 players. *Do not show them to the other players.*

A. THE UNDERAGE WIZARD MODE

This game mode is the **beginners mode**, To carry out your mission, you must:

1. **Collect the Object tokens on the board, indicated by your Mission card.** You will find them in and around Hogwarts. All you have to do is pass a square containing an object to collect it.

2. **Go to the location indicated by your Mission card** with the required objects.

3. **Win the mission combat** against the opponent indicated by your Mission card.

For example, for Mission 6 take Combat card 6. They are numbered from 1 to 30 like the Mission cards. Each character on the Combat cards has a number of LP and a **Magical Resistance** level. They also get **one attack per turn** (see the text in the middle of the card). In order to win the combat and claim the House Cup points indicated by your Mission card, you must reduce your opponent to 0 LP, and have at least 1 LP left yourself.

When facing enemies on **Combat and Duel cards**, you may use **up to 5 Spell and Potion cards in total**.

Mission n°6 Example:

You would like to carry out **Mission 6**: "Destroy the first Horcrux: Tom Riddle's Diary."

To carry out your mission you must:

1. **Collect the Basilisk's Fang and Tom Riddle's Diary.** (See ① on the adjacent card.)
2. **Go to the Chamber of Secrets** (See ② on the adjacent card.)
3. **Win the combat against Tom Riddle on Combat card 6.** (See *Combat page 11* and ③ on the adjacent card.)
4. **You only earn the House Cup points if you win the combat.** (See ④ on the adjacent card.)

B. QUALIFIED WIZARD MODE

This is the expert game mode.

1. **To complete your mission**, you must find the **Object tokens** indicated on the Mission card. You must then **go to the location** shown and **win your combat** to earn your points, just as in Underage Wizard mode, but that's not all.

2. You must also find the **Spell and Potion cards** indicated on your Mission card, before going to the location shown, so you can use them against your enemy during combat.

In our example, Mission 6, you must also have the Polyjuice Potion card and 2 attack Spell cards.

You will also need to take part in at least 1 Quidditch match to finish the game in Qualified Wizard mode.

C. TEAM MODE

Either all players play together in a **single team** or divide players into **teams of 2 or 3 players each**.

To **carry out a mission**, all players of a given team must reach the **location indicated** on the Mission card. The team must have the required **Object, Spell and Potion cards**, then **win the combat** together to earn the House Cup Points. (See page 11.)

Players already present on the location have to wait for the others.

D. SOLO MODE

You can play alone against the game following the rule for Underage or Qualified Wizard..

No matter which game mode you choose, if you have no LP left the game ends there and you lose.

If you successfully complete your mission: You earn the House Cup points indicated by your Mission card. Place the Object tokens back on Board 2. You may place them on any square, **even squares already containing objects**. Return the cards you used to the bottom of their respective decks.

If you lose the combat however, and your mission is unsuccessful: you return to the Leaky Cauldron (except in solo mode). Return all of your Potion and Spell cards to the bottom of their respective decks. **Collect 6 LP.** Keep your Object, Floo Powder and Portkey tokens. You are advised to prepare well before entering a combat.



2. PASS EXAMS WITH BOOK CARDS

You start the game with a number of Book cards indicated by your player file, but you will also draw a new one each time you end your move on a Book square. Of the **six classrooms** on the board, you must then get to the one which matches your Book card to pass the exam and earn the points indicated.

You can earn between 5 and 10 House Cup points.

For example, if you have the Magical Drafts and Potions book by Arsenius Jigger, you'll have to get to the Potions classroom with the book to pass the exam and win the 10 points shown on the book. Once the card has been used, place it on the bottom of the Book deck.

Don't forget that when you go to a classroom, you also draw a card. (See classrooms on page 5.)

3. THE ACTION CARDS

These must be played immediately, except for **Floo Powder cards**. Most Actions will cause you to gain or lose House Cup points. Floo Powder enables you to transport to spaces on Board 2 from any of the **18 castle towers**. If you have no Floo Powder tokens left, you will need to draw **Action cards** to try to find more. After you use Floo Powder, return the card to the bottom of the deck and discard a Floo Powder token.

4. WIN A QUIDDITCH MATCH

The rules are the same in all game modes for Quidditch matches.

You can win more House Cup points by playing them. To play, go to the **Quidditch pitch** and challenge another player.

The match is split into **2 rounds**:

Round 1 : One team must score **2 goals** with the Quaffle. For each goal, you win 1 **Quidditch card** to help you in round 2.

Round 2 : The seeker on each team must try and **catch the Golden Snitch**. The first to catch it earns **40 House Cup points** and wins the match. (See pages 12 - 13).



5. THE OTHER CARDS IN PLAY

A. THE POTION CARDS

These can be used in **2 ways**:

- Certain Potion cards are required to **complete missions** in Qualified Wizard or Team mode. After you use one against the enemy indicated by the Potion card, place it on the bottom of the Potion deck.
- You may also use them at any time **during a duel**. Defence Potion cards cancel attacks or allow you to gain life points (LP). **Attack Potion cards** allow you to reduce your enemy's LP. (See combats and duels on pages 10 and 11)

In Qualified Wizard mode you can use these cards in combat against other players.

B. THE SPELL CARDS

These can be used in **3 ways**:

- Certain Spell cards are required to **carry out missions** in Qualified Wizard or Team mode. To use one, say the incantation, apply its effects against the enemy indicated on the card, then place it on the bottom of the Spell deck.
- Spell cards can also be used at any time during a duel. Say the incantation, then apply its effects. Defence Spells can cancel an attack or gain you LP, while Attack Spells can reduce your enemy's LP (see combat and duels on pages 10 and 11).

Take note: In Qualified Wizard mode, some Spell and Potion cards allow you to choose a card from their respective decks. These cards are rare. You can play them during a combat, but they can also help you to collect the Potions and Spells required for your missions.

- Some cards, such as Accio, Alohomora and Obliviate, can be used at the start of your turn.

In Qualified Wizard mode, you can use them against another player.

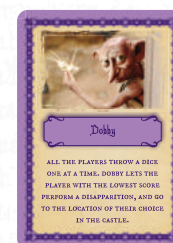
C. THE DUEL CARDS

In all the game modes, characters on duel cards have a number of LP and a Magical Resistance. They get one attack per turn, as detailed on the card. Reduce your opponent to 0 LP to claim your reward: draw 1 Potion card, 1 Spell card and 1 Book card. If you are reduced to 1 LP, you lose the duel. If this happens, you must place 3 cards of your choice on the bottom of their respective decks. If you draw a Duel card for the character as whom you are playing, discard it and draw another.



D. THE EVENT CARDS

In all game modes, Event cards have bonus effects that affect all players. For example, you may find Floo Powder or Portkey tokens in this deck. When you land on an Event square, draw an Event card and immediately read and apply the effects described. If the event transports all players to one location, each player will begin their next turn from that location.



IV. THE COMBATS:

There are 4 types of combats in the game:

1. COMBATS AGAINST OTHER PLAYERS

A. UNDERAGE WIZARD MODE

In Underage Wizard mode you must combat the other player when you land on the same square as them. If there are already 2 players on the same square, play against the player of your choice. Take it in turns to roll the die.

The first player to make their opponent lose 2 LP can steal an **Object, Portkey, Floo Powder token or a face-down card from the loser.**

You cannot use a Spell or Potion card against another student in Underage Wizard mode.

Combat against another player in Underage Wizard mode:

When two players enter into combat, the last to land on the square is considered the attacker. The attacker rolls one attack die, and the defender rolls one defence die. The player with the highest result removes 1 LP from their opponent. Roll again if you roll the same number.

The combat ends when one player has lost 2 LP. The winner can steal an Object, Portkey, Floo Powder token or a facedown card from the loser.

For example: It's the Harry Potter player's turn. They roll the dice with a result of 4 and 5, so they move 9 squares - but on the fourth square they cross the Draco Malfoy player, so their move ends and they enter into combat.

Harry rolls a die and gets 4, while the defender Draco rolls a 3, so Draco loses 1 LP from his player file. Harry rolls again and gets a 1, while Draco gets 3, reducing Harry's LP by 1. Harry rolls again and gets a 5 to Draco's 4, so Draco loses a second LP and therefore the combat.

Harry takes the Sword of Gryffindor object from Draco as a prize. Harry's turn finishes, and the player to his right can now take their turn.

B. QUALIFIED WIZARD MODE

In Qualified Wizard mode, you can roll your attack dice or use a Spell or Potion card. The loser is the first player to be reduced to 1 LP.

Each player may use a **maximum of 1 Potion and 1 Spell card per combat.** The winner may take either 2 Objects, a Portkey, a Floo Powder token or 2 facedown cards from the loser.

The 2 players cannot attack each other again for two turns in any of the modes. If they cross paths again in that time, they ignore each other and continue their move.

C. TEAM MODE AND SOLO MODE

You cannot enter combat with a player who is on the same team as you.

If you cross paths with a player from another team the rules apply as for the Qualified Wizard mode.

If you are playing alone you can neither attack another player nor the 6 Deatheaters from the Qualified Wizard Mode.

2. COMBATS WITH DEATHEATERS (QUALIFIED WIZARD AND TEAM MODES)

At the start of the game, a player places the 6 **Deatheater tokens** on any of the **castle towers**, where they will remain for the whole game.

If you cross a Deatheater token in the castle, the player to your right plays as that Deatheater, take one of the available Deatheater files (those which are not designated as Mission Objects on the file), collect the **spells** and **potions** indicated by the file, and combat the player whose turn it is. The player attacks first, then the Deatheater, who can also use their cards. The first to have no LP left is the loser, he'll have to go back to the Leaky Cauldron. Return all of his Spells and Potions cards to the bottom of their respective deck. Take back 6 LP, keep his Object tokens, Floo Powder and Portkey tokens.

Every Deatheater you defeat earns you 20 House Cup points. Discard the Deatheater token once defeated.

3. COMBATS AGAINST DUEL CARDS

In Underage Wizard mode, Qualified Wizard mode, Team mode and Solo mode, you draw a student card and enter combat with that student when you land on a **Duel square**. If you draw your own character, put it to the bottom of the deck and draw another instead.

There are 2 **ways** to combat your opponent:

Resistance: Each Wizard has a special ability to counter spells cast against them, their **Magical Resistance**. This ability is numbered from 2 to 5. Each die result which is equal to or above the character's Magical Resistance makes them lose 1 LP.

- Your attack dice

Each player has **3 or 4 attack dice**, depending on which character they chose at the start of the game. You use them to attack your opponents and make them lose LP.

For example, Harry Potter has 4 attack dice. Each dice result which is equal to your enemy's resistance, or above it, makes them lose 1 LP.

- Your Spell and Potion cards

You can use attack cards instead of your attack dice. Once you have applied the Potion or Spell Attack, reduce the number of LP on the Duel card you are in combat with accordingly.

Attack cards allow you to make your opponent lose LP, whereas **Defence cards** allow you to **protect** yourself from your opponent's attacks and **gain life points**. The enemy misses their turn when you use Defence cards, so you can follow up with another dice attack or card attack.

If you only have one LP left, you have lost the fight, so discard 3 cards of your choice or all your cards if you have less than 3.

Then return the Duel card to the bottom of its deck and the discarded cards back to their respective deck in case of failure once the fight is over.

Use Spell and Potion cards at any time during a combat to make your enemy lose LP faster.

4. COMBATS TO COMPLETE MISSIONS

When you go to a location to carry out a mission with your Object tokens in Underage Wizard mode, and the additional Spells and Potions required in Qualified Wizard mode, you must take the Combat card which matches your Mission card. For example if you are doing Mission 6 you must take Combat card 6. They are numbered from 1 to 30 like the Mission cards.

Each **Combat card** character has a number of **LP** and a **Magical Resistance**. They also have **one attack per turn** which is written in the middle of the card.

You must make them lose all their LP and have at least 1 LP left yourself to win the combat and earn the House Cup points indicated by your **Mission card**.

1- Reveal the combat card for your mission and check whether it is you who attacks first, or your enemy.

2- To attack your enemy

Attack: In all game modes, the same rules apply for both Mission and Duel combats. For each round of attacks, you can use a Defence card followed by an Attack Potion or Attack Spell card, or a dice attack. For the latter, roll the number of attack dice indicated by your player file. You make your opponent lose 1 LP for every dice result which is equal to their Magical Resistance or above it. (Their resistance is indicated by their player file or the combat card).

Take it in turns to attack, and use the **special abilities** indicated by your Player files for each attack. The first to have no LP left loses the combat.

Be aware: When your opponent is reduced to 0 LP, they still use their special ability one last time before being placed on the bottom of the deck.

During combat, they use their special ability after each roll of the dice, or after an Attack Potion or Attack Spell is used.

However, special abilities are not triggered by the use of a Defence Potion or Defence Spell.

A. UNDERAGE WIZARD MODE

In Underage Wizard mode, you can use up to **5 Potion or Spell cards in total** when you enter into combat with an enemy on a Combat card.

B. QUALIFIED WIZARD MODE

In Qualified Wizard mode, you can use up to **3 Potion or Spell cards in total** when you enter into combat with an enemy on a Combat card.

C. TEAM MODE OR SOLO MODE

When you combat the character on your **Mission card** as a team, you must **multiply your enemy's LP** by the number of players (when there are 4 players, Tom Riddle has 36 LP). Each player takes it in turns to attack and to suffer their opponent's **special ability** after each attack. You can use a maximum of **2 Spell or Potion cards per player**.

D. EXAMPLE OF A COMBAT TO COMPLETE YOUR MISSION

If you have **Mission 6** and are in the Chamber of Secrets with all of the cards and tokens indicated on the Mission card, draw Combat card 6 - Tom Riddle - and confront him.

Tom Riddle has **9 LP** and a **Magical Resistance of 5**. His special ability will cause you to lose **2 LP** once it is revealed and **3 LP** after each time you roll the dice to attack him or use an **Attack Spell** or **Attack Potion**. You remove 1 LP from him for every 5 or 6 that you roll, and more damage can be dealt by using **Potion** or **Spell cards** at any time during the combat.

Example of a Combat against a Mission Combat card:

Your character is Luna Lovegood (6 LP). As soon as Tom Riddle is revealed, you lose 2 LP. Then you roll 4 attack dice, rolling 2, 2, 4 and 6, causing Tom to lose 1 LP (so that he has 8 LP left). He then uses his special ability to remove 3 LP from you. As you have only 1 LP left, you use a Defence Potion called Pomfrey's Pick-me-Up, which gives you 5 extra LP. Tom does not attack after you use a Defence Potion or Defence Spell. With your LP back up to 6, you attack a second time by rolling your 4 dice, with results of 3, 5, 5 and 6. This removes 3 LP from Tom, leaving him at 5 LP. He once again uses his special ability, dealing 3 LP of damage to you. You now decide to use the Strengthening Solution Potion card to make him lose his last 5 LP. Tom has no LP left but still uses his special ability one last time, which makes you lose 3 LP. You now have no LP left so, even though Tom has been reduced to 0 LP, you still lose the combat and have not completed your mission. You return to the Leaky Cauldron and place all of your cards on the bottom of their respective decks. You gain 6 LP and keep all of your Object, Floo Powder and Portkey tokens.

Fast resolution of combat:

Potions and Spells are more reliable ways to reduce opponents' LP than attack dice so it can be quicker to rely on them. However, in this example, remember that Tom Riddle is immune to Spells.

For example: Your character has 9 LP. When Tom Riddle is revealed, you lose 2 LP. You use the Strengthening Solution Potion card to make him lose 5 LP, leaving him at 4 LP. His special ability then hits you for 3 LP damage, leaving you at 4 LP. You then use an Aging Potion, which removes his last 4 LP.

Tom has been beaten, but he still uses his special ability after your attack to reduce you to 1 LP. You have beaten Tom without rolling any dice, making the combat a quick one, and you claim **200 House Cup** points as indicated on your Mission card.

V. PLAYING A QUIDDITCH MATCH

You can have a Quidditch match on the mini board by going to the Quidditch pitch. Challenge a player by bringing their pawn onto the pitch.

After the match the player will go back to the square they were on before.

1. AIM OF THE GAME

To win, be the first player to catch the Golden Snitch.

2. SETTING UP THE MATCH

1- Choose your team from the 4 houses of Hogwarts (Gryffindor, Ravenclaw, Hufflepuff and Slytherin).

2- Set up your pawns as follows:

The **seekers** on the start line (1), the **keeper** on one of the 3 squares in the shooting zone (2), the **2 beaters** on the line (3), and the **3 chasers** on the two next lines (4). Position the **Quaffle** in the middle of the pitch and a **Bludger** on each side.

3. TO PLAY

Each player rolls two dice; whoever rolls the highest total starts the match. There are two rounds per match:

A. ROUND 1: SCORE TWO GOALS

You must score two goals with the Quaffle in order to proceed to Round 2

Each goal scored allows you to draw a Quidditch card which will enable you to catch the golden snitch more quickly.

At the beginning of your turn, roll 2 dice; the total result is the number of actions that you can carry out this turn.

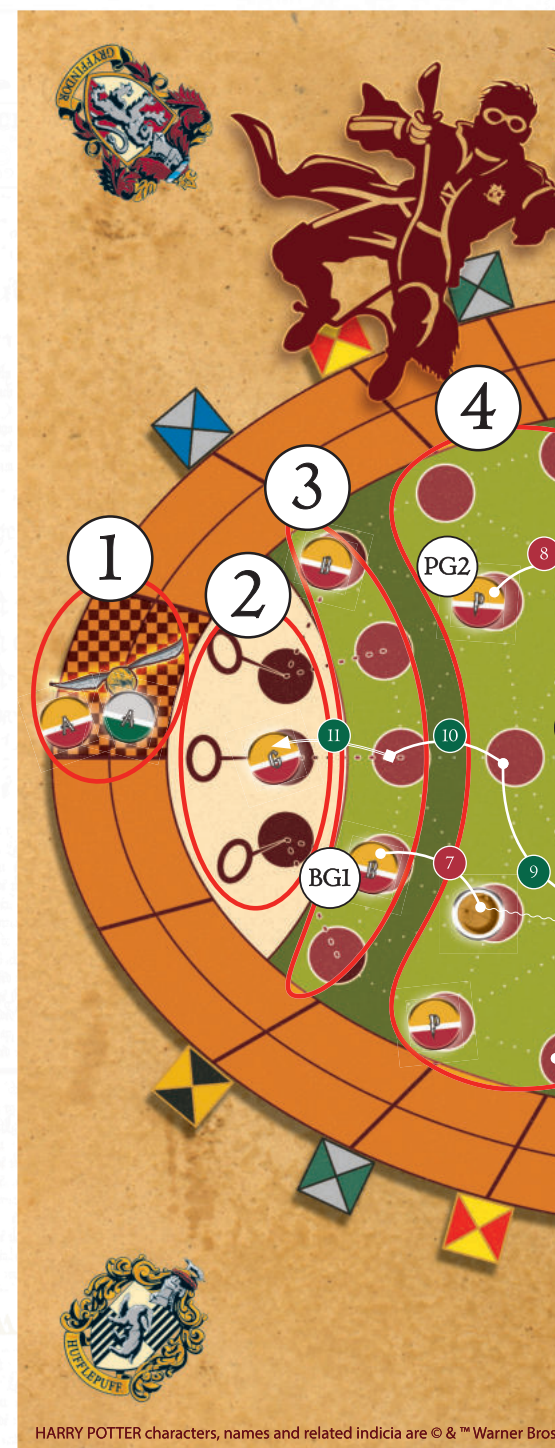
The actions which are possible are:

- **Moves:** Every movement from square to square on the pitch counts as one action. Move the players along the white dotted lines. **Keepers may not leave their shooting zone.** If a Chaser moves into a space which contains the Quaffle, they may pick it up **without costing an action**; the same goes for Beaters picking up Bludgers.

- **The Beaters:** Each team has 2 Beaters, whose job is to use Bludgers to eliminate opposing players. If they move into a square with a Bludger they can throw it in a straight line at a Keeper, Beater or Chaser. It costs no actions to throw the Bludger, however, the Beater rolls a die to determine how many spaces forward the Bludger can be thrown. The attacked player must roll a die to dodge the Bludger; if they do not roll a 4 or above, they are eliminated from the match. If a Chaser who is hit by a Bludger and eliminated was holding the Quaffle, the Quaffle is dropped in that square. Beaters can try to eliminate the opposing Keeper to make it easy to score goals, or to eliminate opposing Chasers so that none of the opposing team can pick up the Quaffle, allowing them to win Round 1 by default.

- **The Chasers:** Each team has 3 Chasers, whose job is to use the Quaffle to score goals. A Chaser holding the Quaffle can use an action to throw it one space along the dotted lines. A Chaser can steal the Quaffle from an opposing Chaser by moving onto their square. It costs one action to take the Quaffle. The Chaser can then continue onto an adjacent empty square. This is the only situation in which a player can move onto the same square as an opponent, otherwise, they must plan their moves to get around the opposition. Chasers must reach line (3) on the opposition's side of the pitch to try to score a goal. Chasers cannot move onto the Keeper's 3 squares (2).

- **Scoring a goal:** If your Chaser has the Quaffle and is on a square on line (3), roll a die. The opposing Keeper can try to stop the shot by rolling their own die. If your Chaser rolls a higher number than the Keeper, you score a goal and draw a Quidditch card, which will be useful in Round 2. No matter the outcome of the shot, the Quaffle is always given to the defending keeper after a shot. If the defending Keeper is eliminated by a Bludger, the defending team places the Quaffle on any square on line (3) in front of their goal. After one player has scored a second goal, round 2 begins: the race for the Golden Snitch.



HARRY POTTER characters, names and related indicia are © & ™ Warner Bros.

B. ROUND 2: THE RACE FOR THE GOLDEN SNITCH

Both players place their seekers on the Start square (1). The first player to complete a full lap around the pitch wins the game and **40 points towards the House Cup**. Each player may use a **maximum of 1 Quidditch card per turn**. These cards give you an advantage to catch the Golden Snitch more quickly. The winner of Round 1 takes the first turn, rolling 2 dice.

4. EXAMPLE OF A QUIDDITCH MATCH

Set up the match as described on page 12.

Round 1: The Gryffindor player rolls the dice getting 4 and 6, which allows them **10 actions** for their turn: They move their first chaser forwards (CG1) to **pick up the Quaffle** in the centre (**1 action**), then **move forwards 4 squares (4 actions)** to arrive on line (3) and shoot (**6th action**).

To shoot, they roll a die and get a 4. The Slytherin Keeper (KS) rolls a 5, so no goal is scored.

The Gryffindor player still has **4 actions** left. Their beater (BG1) moves forwards a square (**7th action**) to the Bludger (BI), rolls the dice and gets a 3, the Bludger is thrown **3 squares** at a Slytherin chaser (CS2). The Chaser rolls a 2, which is not enough to prevent their elimination; they leave the pitch.

With Gryffindor's **3 remaining actions**, they move a second Chase (CG2) forward 3 squares.

The Slytherin player now takes their turn. They roll a 5 and 6 so have **11 actions** available to them this turn. Their Chaser (CSI) moves back 1 square (**1 action**), then the Keeper passes them the Quaffle for a **2nd action**. (CSI) moves forwards 8 squares (**actions 3 through 10**) and arrives on the opponent's line (3), then shoots (**11th action**) and gets a 5. Gryffindor's keeper (KG) gets 3. Slytherin scores, and draws a Quidditch card!

In subsequent turns, the situation turns around as Gryffindor scores 2 goals and draws 2 Quidditch cards. The Gryffindor player thus wins **Round 1**.

Round 2: As the winner of **Round 1**, Gryffindor has the first chance to roll 2 dice. A result of 8 allows them to move their Seeker forwards 8 squares. They also play their Firebolt Acceleration card to **move forwards 4 more squares**. The Slytherin player rolls a 12 and moves forward that many squares, before playing a Wronski Feint card to roll an extra die, which takes them **forwards 5 more squares**. Gryffindor's next roll is a 2 and a 4, taking them forwards by 6, and they play a Confundus Charm card to force the opposing Seeker back by 3 squares. Slytherin's next roll is 5 and 5, allowing them to move forward 10 squares, complete a full lap of the pitch and catch the Golden Snitch to win the game! The Slytherin player thus wins 40 House Points.



© 2011 Warner Bros. Entertainment Inc. (s20)

VI. THE SECOND GAME MODE: VOLDEMORT RETURNS



THIS GAME MODE CAN BE PLAYED WITH 2-TO-4 PLAYERS. MISSION, BOOK, DUEL, EVENT AND ACTION CARDS ARE NOT USED. IN THIS MODE, YOU CANNOT ENTER INTO COMBAT BEFORE VOLDEMORT RETURNS.

1. SETTING UP THE GAME

One player must play as Peter Pettigrew, take his Player card and pawn, and collect the LP and cards indicated on his Player card.

The others must choose between the heroes Harry Potter, Ron Weasley and Hermione Granger, taking the cards and LP indicated for each character as well as 1 Floo Powder and 1 Portkey token each.

Take the tokens: Tom Riddle's diary, Marvolo Gaunt's ring, the Hufflepuff Cup, Slytherin's Locket, Ravenclaw's Diadem and Nagini, placing them as follows:



→ On Diagon Alley at Flourish and Bott



→ In Dumbledore's Office



→ At Gringotts Wizarding Bank



→ At the Ministry of Magic



→ In the Room of Requirement



→ In the Clock Tower

Then take the tokens: Cauldron, Bone of the Father, Wormtail's Hand, Harry Potter, Basilisk's Fang and Sword of Gryffindor tokens and place them randomly on chosen squares showing a rosette.



The two remaining tokens: the Elder Wand and the Resurrection Stone, will be used when Voldemort Returns, after Pettigrew has carried out his mission at the Cemetery.



PLAYERS CANNOT COLLECT TOKENS WHICH BELONG TO THE OTHER SIDE

Take note: In the 3rd game mode, Voldemort Returns, you only combat the Death eaters. There are no combats when you land on Duel squares and there are no Missions to complete.

2. AIM OF THE GAME

To win, Peter Pettigrew must:

1. Collect the following tokens: the Cauldron, Bone of the Father, Harry Potter and Wormtail's Hand.
2. Go to the Cemetery on Board 2 via the Quidditch Pitch in order to make Lord Voldemort return. He doesn't need a Portkey.
3. Once Voldemort Returns he replaces Peter Pettigrew. You should now swap the Peter Pettigrew pawn and player file with Voldemort's, and place 6 Death eater pawns on the castle towers, taking their Player files plus the LP, Spells and Potions indicated on those files.

Voldemort controls the Death eaters. He moves them when it is his turn by rolling a die for each Death eater and applying their special ability as indicated by each player file. When they cross paths with another player they enter into combat.

4. When Lord Voldemort returns, he places the Resurrection Stone in any location on the Board (not Board 2). Harry Potter does the same with the Elder Wand.

5. Lord Voldemort must win the final combat against Harry Potter with 1 dice roll.

For Harry Potter and his friends to win, they must:

1. Find the Basilisk's Fang or the Sword of Gryffindor.
2. Go to the 6 squares containing the Horcruxes and destroy them by rolling a higher number on the dice than the Peter Pettigrew/Lord Voldemort player.

Each time a Horcrux is destroyed, take 1 LP away from Voldemort. If your roll fails to destroy the Horcrux, you will have to try again next turn instead of making a move.

Once all 6 Horcrux tokens have been destroyed, Voldemort will only have 1 LP remaining.

3. Find the Resurrection Stone.
4. Harry must then attempt to defeat Voldemort in a duel, with 1 dice roll.

3. START OF THE GAME

All of the players must place their pawns on the Start square at the entrance to Hogwarts. Peter Pettigrew begins the game by rolling a die and moving forwards as many squares in any direction. Harry, Ron and Hermione can roll 2 dice each.

Once the Peter Pettigrew player has completed their move and actions, the player to their right takes their turn.

4. VOLDEMORT RETURNS

When Voldemort returns, he places the Resurrection Stone token anywhere he likes on the Board, and Harry Potter places the Elderberry Wand token anywhere he likes on the Board. Harry Potter must find the Resurrection Stone and Voldemort must find the Elderberry wand. They must then cross paths and fight for victory. The game ends after this final combat. Only Harry Potter can enter into combat with Voldemort and vice versa. The team must protect Harry Potter from the 6 Death Eater pawns.

- If one of the teams does not have their Resurrection Stone or Elderberry wand token when Lord Voldemort and Harry Potter meet, they lose the game.
- If Voldemort has his Elderberry wand token and crosses Harry Potter before all of the Horcruxes have been destroyed, he automatically wins the game.
- If both players have collected their respective tokens and the 6 Horcruxes have been destroyed, they enter into the final combat. The one who gets the highest score wins the game.

5. THE COMBATS

A. ATTACK

Roll the number of attack dice shown on your player file and compare it to your opponent's Resistance to attacks. The table below shows the required rolls to beat each level of Resistance to attacks:

Resistance to attacks	Required result to beat your opponent
2	2, 3, 4, 5, 6
3	3, 4, 5, 6
4	4, 5, 6
5	5, 6

B. DEFENCE

If a combatant is dealt damage by an attack die, they can take the dice which damaged them and roll them to try to dodge the attack. If their result is:

[1]-[2] : the defender loses 2 LP

[3]-[4]-[5] : the defender loses 1 LP

[6] : the attacker loses 1 LP

Use your Spell and Potion cards at any time during the combat to make your enemy lose LP faster.

The same rules apply for the Qualified Wizard mode.

C. GOLDEN RULES FOR THE SECOND GAME MODE



- AS IN QUALIFIED WIZARD MODE, EACH PLAYER CAN USE A MAXIMUM OF 3 CARDS PER COMBAT (COUNTING BOTH POTION AND SPELL CARDS).
- YOU CAN OPTIONALLY USE THIS COMBAT SYSTEM BETWEEN PLAYERS IN QUALIFIED WIZARD MODE.
- IF RON HERMIONE OR HARRY LOSES A COMBAT AGAINST A DEATHEATER THEY MUST RETURN TO THE START SQUARE WITH 1 LP
- WHEN A DEATHEATER LOSES A COMBAT THEY ARE REMOVED FROM THE GAME
- LORD VOLDEMORT CAN ONLY COMBAT HARRY POTTER
- IF YOU LOSE A COMBAT AGAINST A DEATHEATER IN THIS GAME MODE, YOU CAN FIGHT THE SAME ONE AGAIN ON YOUR NEXT TURN - WHEN DEATHEATERS LAND ON SPELL OR POTION SQUARES, THEY DRAW THE CORRESPONDING CARDS.
- IF LORD VOLDEMORT LANDS ON +LP SQUARES, HE IGNORES THEIR EFFECTS.

D. EXAMPLE OF A COMBAT IN THE SECOND GAME MODE

The Hermione player rolls the dice and crosses Lucius Malefoy's pawn during their move. They stop to attack him with their dice attack or their Attack cards.

They choose the dice attack, take their 4 attack dice, and roll 2-4-5-3. Hermione deals damage to Lucius with the 4 and 5.

The Lucius player defends by taking the 2 dice which damaged Lucius and rolling them. He gets 2 and 4, so Lucius loses 2 LP from the 2 and 1 LP from the 4.

The Lucius player can now take their turn and roll the dice, or play an Attack or Defence Spell card or Potion card. Take it in turns to attack.

The first one to be reduced to 0 LP loses. If Lucius loses, he is removed from the game. If Hermione loses, she returns to the start square with 1 LP.

Use the special abilities indicated by your player files during each attack.

CONTENU DU JEU

- 1 Main Board • 3 Extension Boards • 210 cards (Action, Combat, Duel, Events, Book, Potion, Quidditch, Spell)
- 30 Missions cards • 30 Object tokens • 6 Death Eater tokens • 60 House Cup tokens • 20 Floo Powder tokens • 10 Portkey tokens
- 70 (LP) tokens • 15 Player files and 15 pawns • 5 dice • 1 storage pouch

[illegible][illegible][illegible]

CONTACT THE MINISTRY
IF YOU HAVE ANY INFORMATION

YOU-KNOW-WHO STRONGER THAN EVER

[illegible]

1848 notorie in jure 1848
 1848. 1848. 1848. 1848.
 1848. 1848. 1848. 1848.
 1848. 1848. 1848. 1848.

In a brief a creat. & he gou
 would a get. & ad. & ad.
 to. Inq. & da. & ad.
 the. & he. & ad. & ad. & ad.
 in. & he. & ad. & ad. & ad.

IMV



SEE PAGE 5
FOR MORE
INFORMATION

Full Report
p.15

lo pater
f. d.
mter. lago
re. f. n.
dum. am

le f. ap. da. et. pendens. m. ro
liber. na. f. det. mense. lag
nato. u. m. a. nit. cepit. rep
nar. re. la. m. de. dum. m
lute. ering. regimine. f. de. i. a
quinto. mter. f. mter. f. mter. mter
de. f. mter. damat. appende. mter
mter. mter. f. mter. mter. mter.



FIRST YEAR
HOGWARTS SCHOOL
 UNIFORM EQUIPMENT BOOK LIST
LIST

to the 1st of Jan. 1871

pier bi l'ed mager: ...
je e age fur lo tabe
de i. croc - pua de e d:
dr. ion. nefer muerer lago
fo u nri. Jule Pre: rye
ry: e left m: bi amit am

[Faint handwritten text from another page]

[illegible][illegible]

1777
 1778
 1779
 1780
 1781
 1782
 1783
 1784
 1785
 1786
 1787
 1788
 1789
 1790
 1791
 1792
 1793
 1794
 1795
 1796
 1797
 1798
 1799
 1800
 1801
 1802
 1803
 1804
 1805
 1806
 1807
 1808
 1809
 1810
 1811
 1812
 1813
 1814
 1815
 1816
 1817
 1818
 1819
 1820
 1821
 1822
 1823
 1824
 1825
 1826
 1827
 1828
 1829
 1830
 1831
 1832
 1833
 1834
 1835
 1836
 1837
 1838
 1839
 1840
 1841
 1842
 1843
 1844
 1845
 1846
 1847
 1848
 1849
 1850
 1851
 1852
 1853
 1854
 1855
 1856
 1857
 1858
 1859
 1860
 1861
 1862
 1863
 1864
 1865
 1866
 1867
 1868
 1869
 1870
 1871
 1872
 1873
 1874
 1875
 1876
 1877
 1878
 1879
 1880
 1881
 1882
 1883
 1884
 1885
 1886
 1887
 1888
 1889
 1890
 1891
 1892
 1893
 1894
 1895
 1896
 1897
 1898
 1899
 1900
 1901
 1902
 1903
 1904
 1905
 1906
 1907
 1908
 1909
 1910
 1911
 1912
 1913
 1914
 1915
 1916
 1917
 1918
 1919
 1920
 1921
 1922
 1923
 1924
 1925
 1926
 1927
 1928
 1929
 1930
 1931
 1932
 1933
 1934
 1935
 1936
 1937
 1938
 1939
 1940
 1941
 1942
 1943
 1944
 1945
 1946
 1947
 1948
 1949
 1950
 1951
 1952
 1953
 1954
 1955
 1956
 1957
 1958
 1959
 1960
 1961
 1962
 1963
 1964
 1965
 1966
 1967
 1968
 1969
 1970
 1971
 1972
 1973
 1974
 1975
 1976
 1977
 1978
 1979
 1980
 1981
 1982
 1983
 1984
 1985
 1986
 1987
 1988
 1989
 1990
 1991
 1992
 1993
 1994
 1995
 1996
 1997
 1998
 1999
 2000
 2001
 2002
 2003
 2004
 2005
 2006
 2007
 2008
 2009
 2010
 2011
 2012
 2013
 2014
 2015
 2016
 2017
 2018
 2019
 2020
 2021
 2022
 2023
 2024
 2025
 2026
 2027
 2028
 2029
 2030
 2031
 2032
 2033
 2034
 2035
 2036
 2037
 2038
 2039
 2040
 2041
 2042
 2043
 2044
 2045
 2046
 2047
 2048
 2049
 2050
 2051
 2052
 2053
 2054
 2055
 2056
 2057
 2058
 2059
 2060
 2061
 2062
 2063
 2064
 2065
 2066
 2067
 2068
 2069
 2070
 2071
 2072
 2073
 2074
 2075
 2076
 2077
 2078
 2079
 2080
 2081
 2082
 2083
 2084
 2085
 2086
 2087
 2088
 2089
 2090
 2091
 2092
 2093
 2094
 2095
 2096
 2097
 2098
 2099
 2100
 2101
 2102
 2103
 2104
 2105
 2106
 2107
 2108
 2109
 2110
 2111
 2112
 2113
 2114
 2115
 2116
 2117
 2118
 2119
 2120
 2121
 2122
 2123
 2124
 2125
 2126
 2127
 2128
 2129
 2130
 2131
 2132
 2133
 2134
 2135
 2136
 2137
 2138
 2139
 2140
 2141
 2142
 2143
 2144
 2145
 2146
 2147
 2148
 2149
 2150
 2151
 2152
 2153
 2154
 2155
 2156
 2157
 2158
 2159
 2160
 2161
 2162
 2163
 2164
 2165
 2166
 2167
 2168
 2169
 2170
 2171
 2172
 2173
 2174
 2175
 2176
 2177
 2178
 2179
 2180
 2181
 2182
 2183
 2184
 2185
 2186
 2187
 2188
 2189
 2190
 2191
 2192
 2193
 2194
 2195
 2196
 2197
 2198
 2199
 2200
 2201
 2202
 2203
 2204
 2205
 2206
 2207
 2208
 2209
 2210
 2211
 2212
 2213
 2214
 2215
 2216
 2217
 2218
 2219
 2220
 2221
 2222
 2223
 2224
 2225
 2226
 2227
 2228
 2229
 2230
 2231

...ade¹ ad
...iden: ...
...is: ...
...ras. to: ...

July Dec. 1910

He is a

...he god ...
...ade ...
...ade ...
...ade ...
...ade ...

[illegible]

MAGICAL CREATURES

pur-
 the historie In pur-
 the son, he bet-
 ran- a w- ily P-
 ne, at last e- h- he-
 In a briefe a creat-
 In a briefe a creat-
 to Inge- da- T-
 line- he- ted myr- to-

[illegible]

de ho. glia de. ll a. videri sa. croat
re he. id mor. not. oudu
tue. appy e. o. rae. to. ad
te. n. y e. cas. to. bi.
the notorie. la tue. appy e. g
lou. he. vet. z. 176. rap
ra. a. vi. illa p. et. im
ne. de last. i. y. he. Laxan
de. braf. a. creat. de gou. e. ay

3

EXTRACURRICULAR ACTIVITIES

IT'S HERE...



the
to
as
one

A collage of various words and phrases, including "Hog wants", "now", "magic", "to", and a large "CAUTION" sign. The words are scattered and some are partially obscured by a large, bold, yellow "CAUTION" sign that is tilted and appears to be a sticker or a large letter. The background is a textured, light brown color.

APPROACH WITH EXTREME

READ MORE PAGE 13

THE UNIVERSITY OF CHICAGO PRESS