

# Harry Potter Land Instructions

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**Notes:**

These instructions can be printed double-sided on plain 8.5" x 11" computer paper.

# Harry Potter Land

For 2 to 4 players.

## OBJECT

Be the first player to reach Hogwarts Castle.

## CONTENTS

1 gameboard

4 pawns

66 cards

## HOW TO SET UP THE GAME

1. Open up the gameboard and place it on a flat surface.
2. Shuffle the cards well and place them face-down in a pile off the board within easy reach of all players.
3. Each player picks a pawn to move and places it at START on the gameboard.

## HOW TO PLAY THE GAME

1. The youngest player goes first. Play proceeds to the left.
2. On a turn, draw one card from the deck and then move your pawn to the space on the board that the card directs. After you move your pawn, your turn is over. Place the card in a discard pile. **Here's where the cards direct you to move:**

**Cards with one color circle**—when you draw a card with one color circle, move your playing piece ahead on the path to the *first* matching color space on the path.

**Cards with two color circles**—when you draw a card with two color circles, move your playing piece ahead on the path to the *second* matching color space on the path.

**Picture cards**—when you draw a card with a picture on it, move your playing piece forward or backward on the path to the SILVER picture space on the board that matches the SILVER picture circle on the “drawn” card. For example, if you draw a card with a PUMPKIN, move your playing piece to the SILVER space on the board that pictures a pumpkin.

### 3. Some movement rules:

- A. Always move in the direction of the signposts, unless directed to move backward on the path by a picture card.
- B. Two or more pawns may be on the same space at the same time.
- C. **Shortcuts:** there are 2 shortcuts on the path—the Flying Car and the Portkey. If your playing piece lands by exact count on the gold space below the Flying Car or on the black space below the Portkey, you can take the shortcut immediately by moving your piece to the maroon space above the Flying Car or the maroon space above the Portkey.
- D. **Penalty spaces:** there are 3 penalty spaces on the path. When you land on any of these spaces by exact count, your playing piece is stuck there until you draw a certain color card on *your turn*. **IMPORTANT:** you only draw 1 card per turn. Here are the 3 spaces:

**Lost in the Quidditch Tents**—If stuck here, you must remain on this space until you draw a card with 1 yellow circle or 2 yellow circles. When you do, advance to that yellow space on the board.

**Stop to Bury Dobby**—If stuck here, you must remain on the space until you draw a card with 1 blue circle or 2 blue circles. When you do, advance to that blue space on the board.

**Stop to Open Your Vault at Gringotts**—If stuck here, you must remain on this space until you draw a card with 1 maroon circle or 2 maroon circles. When you do, advance to that maroon space on the board.

4. Play as above until a player reaches the *last* black space near Hogwarts Castle or until a player draws a color card that directs him or her past the last black space.

### HOW TO WIN THE GAME

If you're the first person to reach the last black space or move beyond the last black space, you've reached Hogwarts Castle and won the game.