

Harry Potter Trivial Pursuit Instructions

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Notes:

These instructions should be printed double-sided on white 8.5" x 11" computer paper or card stock.

Harry Potter

TRIVIAL PURSUIT

RULES OF PLAY

EQUIPMENT

Harry Potter Trivial Pursuit contains one playing board, one die, 100 question-and-answer cards, six player tokens, and 36 scoring wedges.

OBJECT OF THE GAME

Players must correctly answer questions in each of the six categories by having landed in each of the category headquarters which are located at the ends of each of the six spokes. The play then proceeds to the hexagonal hub at the center of the playing board for the game winning question.

START OF PLAY

Each player selects a token and receives six scoring wedges, one in each of the six category colors.

Players roll the die, with the player rolling the highest number moving first. If two or more players tie, they roll again.

The player with the first turn rolls the die again and, starting from the hub at the center of the board, moves the token the indicated number of spaces in any direction. The first move for each player will end either in a category headquarters at the end of a spoke, if the die roll is 6, or in a category space, if the die roll is 1 through 5.

When a token lands in a category space or headquarters, the player is asked a question in that category.

The category spaces and headquarters are color-coded:

Purple.....**The Dark Arts**
Blue.....**Hogwarts**
Pink.....**Magic Spells & Potions**
Orange.....**Magical Objects**
Yellow.....**Magical People**
Green.....**Animals & Magical Creatures**

The question, next to the appropriate colored wedge, is taken from the first card in the box and is read by another player. Answers are on the opposite side of each card. The next question comes from the next card in the box.

If the player correctly answers the question, the player's turn continues with another roll of the die. If the player answers incorrectly, the turn passes to the left.

With each die roll, a move can be made in either direction around the circular playing path or on any of the spoke paths. A combination move along the circular path and up a spoke path is permitted. Backtracking—a combination of forward and backward moves on one die roll—is not permitted. For example, if a player's token is one space from a desired category space or headquarters and a die roll of 5 is made, a move of 3 forward and 2 backward cannot be made. A player must always move the number of spaces shown on the die.

CONTINUATION OF PLAY

Play continues, with cards placed in the rear of the box from which they are drawn after each question.

When a category requirement is met—a player has correctly answered a question in a category headquarters—the appropriate scoring wedge is placed in the player’s token. Scoring wedges should be placed into tokens so that the contours of the wedges correspond to the contours of the token. This will prevent the wedges from becoming lodged in the tokens. If the player answers incorrectly, the token must leave the headquarters on the next turn and anytime later reenter it for the player to attempt another question for credit.

A player landing in one of the 12 “Roll again” spaces continues the turn by rolling the die again.

When a token lands in the hub before the player has met the six headquarters requirements to be able to win the game, the hub is treated as a wild-card space and the player chooses the category for the subsequent question.

Any number of tokens may occupy the same space.

WINNING THE GAME

After a player has correctly answered a question in all six category headquarters, the player’s token must make its way to the hub to attempt to win the game.

The token must land in the hub by an exact roll of the die. When a player overshoots the hub, he must successfully answer a question in the category on which he lands and try again to enter the hub on an exact roll of the die, or wait for the next turn if the question is not answered correctly.

When the token lands in the hub, opposing players select the category for a final question, by simple agreement or a vote, and the next card then is drawn.

If the question is answered correctly, the game is won. If it is answered incorrectly, the player must leave the hub on the next turn and re-enter it for another question.

Because a correct answer always means another roll of the die, a player may meet the game-winning requirements on the first turn. If this happens, any player who has not yet had a turn is permitted the chance to duplicate the feat and create a tie.

NOTES ON PLAY

The rules contain no provisions about how long a player may take to answer a question or about how precise an answer must be. Players decide what constitutes a reasonable time in which to produce an answer. Similarly, they decide how exact an answer must be—whether, for example, a last name alone constitutes a correct answer or both first and last names must be provided.

Players should decide before the game begins if the correct answer is to be read aloud after a player has provided an incorrect answer.

Harry Potter Trivial Pursuit lends itself extremely well to team play for as many as 24 players, with those deemed strong in various categories dispersed among the teams. Players should decide before the game whether consultation among team members is to be allowed.