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WARNING: Not suitable for children under 36 months due to
small parts that may represent a choking hazard.



WINNING THE GAME

The player with the most points after the agreed number of rounds or the first player to reach the agreed number of points is the winner.

SPECIAL CARDS

There are two types: PROTEGO and TRANSFIGURATION. The player answering can play these cards by calling out either "PROTEGO" or "TRANSFIGURATION" immediately after hearing their question. Only one can be used on each question.



PROTEGO

If the active player decides to use this card after hearing the question, it passes to the person on the left. If the player on the left gives three correct answers, they keep the card. If they fail to give 3 answers, the player who used the PROTEGO card keeps it. After using a card, you return to the standard play order.

TRANSFIGURATION CARD

If the active player does not like the question they receives, they can exchange it for a new one by using the TRANSFIGURATION card. If they don't answer the new question correctly, the turn goes to the next player.



Harry Potter

CONTACT ADMINISTRATOR

IF YOU HAVE ANY INFORMATION



8+

2+

Hello, Witches & Wizards!

You are about to enter an amazing tournament in which you have a chance to prove your knowledge of spells, potions and creatures from the wizarding world. Can you quickly conjure up correct answers to questions from the world of Harry Potter in under 5 Seconds?

CONTENTS

90 Question Cards (180 Questions), 6 PROTEGO Cards,
6 TRANSFIGURATION Cards, 1 Spiral Timer,
1 Rules Leaflet

OBJECTIVE

The players' task is to correctly answer as many questions related to the world of Harry Potter as possible!

Each time players must give three correct answers before the balls roll down the spiral timer.

SET UP

Shuffle the cards and make a draw pile.

Everyone gets one "PROTEGO" and one "TRANSFIGURATION" card.

NOTE: For games with 7+ players, play without the PROTEGO and TRANSFIGURATION cards.

TIMER NOTE

The timer should be turned over swiftly and placed upright to ensure that the balls travel down together. Five seconds are up when the last ball has finished twisting down and hits the bottom.

PLAY

The youngest player starts the game. The game then proceeds clockwise. The player to the right of the active player draws a card and reads the question that was facedown aloud.

All questions on the cards begin with "Name 3...", for example, *NAME 3 POTIONS*. After reading the question, the reader should flip the timer to start it. The person currently answering the question has five seconds to give three correct answers. For example, the above question can be answered: "Veritaserum, Amortentia, Polyjuice."



If the player manages to answer before all the balls roll to the bottom of the timer, they keep the card. If one of the players gives a questionable answer, the all players should determine whether the question is passed or not.

Discussions recommended!

If the active player gives less than 3 correct answers before the timer stops, they do not get to keep the card - instead the next player gets the opportunity to add answers (making the total up to 3). Play continues around the table until someone gives a third answer. If the play gets back to the original player, they get to keep the card. Play then passes to the next person on the left.