How to Play - At a Glance

On each turn:
1. Roll both dice.
2. Check the black die.
3. Move using the green die (or a Help card).
4. Make a suggestion, take a Help card or end your turn. When a wheel is turned, you have solved the mystery.
5. Go to The Burrow to make an accusation.

On Your Turn:
1. Roll both dice.
2. Check the black die.
3. Move using the green die (or a Help card).
4. Make a suggestion, take a Help card or end your turn. When a wheel is turned, you have solved the mystery.
5. Go to The Burrow to make an accusation.

Rules for Moving:

1. Roll both dice.
2. Check the black die.
3. Move using the green die (or a Help card).
4. Make a suggestion, take a Help card or end your turn. When a wheel is turned, you have solved the mystery.
5. Go to The Burrow to make an accusation.

Visiting The Burrow

Enter The Burrow to make an accusation.

5. Make an Accusation

When you’re sure you’ve solved the mystery, use your roll to get to The Burrow as fast as you can. From here, you can make your accusation by naming the suspect, item and location you are in.

Beware: If your accusation is wrong, you are eliminated from the game. You must still answer questions to help other players, but you cannot win. Don’t make your accusation lightly!

Winning the Game

If you find all three of the cards you named in the envelope; you win the game. Show the cards to the other players and celebrate!

If you got it wrong, return the three cards to the envelope, making sure none of the other players see them.

You can make no more moves in the game, and cannot win.

You must continue to show cards to other players when asked.

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You must continue to show cards to other players when asked.
A FELLOW STUDENT HAS MYSTERIOUSLY VANISHED!

Playing as Harry, Ron, Hermione, Ginny, Luna, or Neville, you must try to discover WHO did it, WHAT spell or item they used and WHERE it happened. Was it Fenrir Greyback with a Cursed Necklace in the Forbidden Forest?

More around the board making suggestions… but watch out! When the wheels on the board turn, fireplaces can light up; hidden doorways can be revealed, or the Dark Mark can appear. Whenever the Dark Mark appears, beware — when seen, it surely means that Dark Forces are at work.

Pick up Help cards, which will protect you with spells, allies and items that protect you from the Dark Forces and stop you from losing Floo powder tokens. These Floo powder tokens must be guarded carefully — if you lose all your tokens, you will no longer be able to use the magic Floo to move around the board.

When you’re sure of your facts, go to The Burrow to make your final choices to move around the board!

Moving around the board

Move around the board making suggestions… but watch out! When the wheels on the board turn, fireplaces can light up, hidden doorways can be revealed, or the Dark Mark can appear. Whenever the Dark Mark appears, beware — when seen, it surely means that Dark Forces are at work.

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Whenever you roll a location on the black die, move the wheel in that corner of the board one notch clockwise. Doors may turn black (opened door) or turn red (closed door); fireplaces may light up or go out; or the Dark Mark may appear.

Setup

1. Lay out the board and turn the wheels so the word START is showing on all of them.
2. Separate the Dark Deck and Help cards. Shuffle each pile and place them face down in piles near the board.
3. Each player needs:
   - One sheet from the notepad
   - A pencil (not supplied)
   - A FELLOW STUDENT HAS MYSTERIOUSLY VANISHED!

Playing as Harry, Ron, Hermione, Ginny, Luna, or Neville, you must try to discover WHO did it, WHAT spell or item they used and WHERE it happened. Was it Fenrir Greyback with a Cursed Necklace in the Forbidden Forest?

More around the board making suggestions… but watch out! When the wheels on the board turn, fireplaces can light up; hidden doorways can be revealed, or the Dark Mark can appear. Whenever the Dark Mark appears, beware — when seen, it surely means that Dark Forces are at work.

Pick up Help cards, which will protect you with spells, allies and items that protect you from the Dark Forces and stop you from losing Floo powder tokens. These Floo powder tokens must be guarded carefully — if you lose all your tokens, you will no longer be able to use the magic Floo to move around the board.

When you’re sure of your facts, go to The Burrow to make your final choices to move around the board!

Moving around the board making suggestions… but watch out! When the wheels on the board turn, fireplaces can light up, hidden doorways can be revealed, or the Dark Mark can appear. Whenever the Dark Mark appears, beware — when seen, it surely means that Dark Forces are at work.

Pick up Help cards, which will protect you with spells, allies and items that protect you from the Dark Forces and stop you from losing Floo powder tokens. These Floo powder tokens must be guarded carefully — if you lose all your tokens, you will no longer be able to use the magic Floo to move around the board.

Whenever you roll a location on the black die, move the wheel in that corner of the board one notch clockwise. Doors may turn black (opened door) or turn red (closed door); fireplaces may light up or go out; or the Dark Mark may appear.
**A fellow student has mysteriously vanished!**

Playing as Harry, Ron, Hermione, Ginny, Luna or Neville, you must try to discover **WHO**, **WHAT**, **WHERE** and **WHEN** it happened. Was it Fenrir Greyback with a Cursed Necklace in the Forbidden Forest? When the wheels on the board turn, fireplace tokens can light up; hidden doorways can be revealed, or the Dark Mark can appear. Whenever the Dark Mark appears, beware – when seen, it surely means that Dark Forces are at work. Pick up Floo powder tokens, which will protect you from the Dark Forces and stop you from losing Floo powder tokens. These Floo powder tokens must be guarded carefully – if you lose all your tokens, you will no longer be able to use the magical Floo Powder tokens! Pick up Help cards, which will provide you with spells, allies and items that can help you.

### Assembly
1. Lay out the board and turn the wheels so the word **START** is showing on all of them.
2. Separate the Dark Deck and Help cards. Shuffle each pile and place them facedown in piles near the board.
3. Each player needs:
   - One sheet from the notepad
   - A pencil (not supplied)
   - 1 Help card (kept faceup in front of them)
   - 8 pinches each of Floo powder (FP)
   - The Dark deck depending on the number of players:
     - 3-player game: 8 pinches each
     - 4-player game: 10 pinches each
     - 5-player game: 12 pinches each
   - Place any extra cards faceup in The Burrow and The Star wand is next to the first turn. Play continues to the left.

### Setup
1. Each player needs:
   - A fellow student has mysteriously vanished!
   - A pencil (not supplied)
   - 1 Help card (kept faceup in front of them)
   - 8 pinches each of Floo powder (FP)
   - The Dark deck depending on the number of players:
     - 3-player game: 8 pinches each
     - 4-player game: 10 pinches each
     - 5-player game: 12 pinches each
   - Place any extra cards faceup in The Burrow.
2. The player whose birthday it is today takes the first turn.
3. Shuffle all the remaining Mystery cards together and deal them, facedown, to each player from the same number.
4. If you have those cards or they are faceup in The Burrow, they cannot be in the envelope! Remember to keep your notes secret from all players – any spare cards in the envelope.
5. Place any extra cards faceup in The Burrow and the envelope. Be careful to keep them secret from all players – any spare cards in the envelope contain the solution to the mystery!
A FELLOW STUDENT HAS MISTRESSLY VANISHED!

Playing as Harry, Ron, Hermione, Ginny, Luna or Neville, you must try to discover WHO did it, WHAT spell or item they used and WHERE it happened. Was it Fenrir Greyback with a Cursed Necklace in the Forbidden Forest?

Move around the board making suggestions… but watch out! When the wheels on the board turn, fireplace tokens can light up, hidden doorways can be revealed, or the Dark Mark can appear. Whenever the Dark Mark appears, beware – it’s a sign! It surely means that Dark Forces are at work.

Pick up Help cards, which will provide you with spells, allies and items. Note that these Help cards will protect you from the Dark Forces and stop you from losing Floo powder tokens. These Floo powder tokens must be guarded carefully – if you lose all your tokens, you will no longer be able to use the magical Floo powder tokens to move around the board!

Pick up Help cards, which will provide you with spells, allies and items. Note that these Help cards will protect you from the Dark Forces and stop you from losing Floo powder tokens. These Floo powder tokens must be guarded carefully – if you lose all your tokens, you will no longer be able to use the magical Floo powder tokens to move around the board!

Beware — when seen, it surely means that Dark Forces are at work.

You must find the missing student and any spare cards and movers out of the game.

1. Lay out the board and turn the wheels so the word START is showing on all of them.
2. Separate the Dark Deck and Help cards, shuffle each pile and place them facedown in piles near the board.
3. Each player needs:
   - One sheet from the notepad
   - A pencil (not supplied)
   - Pinches of Floo powder (FP), depending on the number of players:
     - 5-player game: 8 pinches each
     - 6-player game: 10 pinches each
     - 7-player game: 12 pinches each
     - 8-player game: 14 pinches each

Remember to keep your notes secret from all players – the envelope contains the solution to the mystery!

4. Shuffle all the remaining Mystery cards together and deal them, facedown, to each player for the game. Place any extra cards faceup in The Burrow.

5. Look at the cards in your hand and faceup in The Burrow and tick them off on your notepad. If you have three cards or they are faceup in The Burrow, they cannot be in the envelope!

6. Place the item and suspect tokens in piles where everyone can reach them.

7. Place the item and suspect tokens in piles where everyone can reach them.

8. Place the item and suspect tokens in piles where everyone can reach them.

The player whose birthday it is next takes the first turn. Play continues to the left.

**Assembly**

1. Push the Floo powder, suspect and item tokens, and wheels out of their cardboard sheets.
   - Each wheel has a location name on it (Gringotts, Hogwarts Castle, The Hogs Head, or Ministry of Magic). Match the location name on each wheel to the image on the board, and attach it by pushing a plastic rivet through the wheel and the board as shown. Make sure the writing on the wheel is facing upwards.

2. Fitting the wheels
   - If the Dark Mark appears, either on the black die or on the board, show a card from the Dark Deck and suffer the consequences – unless you have the right Help card in your hand.
   - If the Dark Mark appears, either on the black die or on the board, show a card from the Dark Deck and suffer the consequences – unless you have the right Help card in your hand.

3. Location
   - Enter a location to make a suggestion. Black doors are open; red doors are closed. You can only enter a room if the door is open.

4. Wheels
   - Whenever you roll a location on the black die, move the wheel in that corner of the board one notch clockwise. Doors may turn black (opened door) or turn red (closed door); fireplaces may light up or go out; or the Dark Mark may appear.

5. Movers
   - Land on this symbol: star
   - Place the item and suspect tokens, and wheels out of their cardboard sheets.

6. Solution envelope
   - An Identity card and mover on each colored start space on the board. Place the missing student and any spare cards and movers out of the game.

7. Mystery cards
   - As the arrows tick around the board, draw a card from the Mystery cards and place it on the board. Place the missing student and any spare cards and movers out of the game.
How to Play

At a Glance

On your turn:
1. Roll both dice.
2. Check the black die.
3. If the black die shows the star, take a Help card and place it in front of you, then continue to Step 3 (Move).
4. If “Show one of the location symbols, turn the wheel in that corner of the board one notch clockwise and check to see whether or not the Dark Mark has appeared. If it does, go to Step 3 (Move).”
5. If the Dark Mark shows up on the wheel, the black die, or both, take a Card from the FP pile and read it out loud. Each card describes an event likely to have been caused by the Dark Mark. If it’s a Help card, take it and read it out loud. If it’s an empty space, you move to a new location (other than The Burrow). You may not re-enter the same location you’re in once you’ve left it. You must continue to show the cards to other players. You can make no more moves in the game, and cannot win.
6. You must continue to show the cards to other players when asked.

Rules for Moving

1. Move the suspect and item card into the location you are in.
2. If you land on a star symbol, draw the top Help card from the deck and put it faceup in front of you. The Help card will be an Ally, an Item, or a Spell.
3. You can move horizontally or vertically, but not diagonally.
4. Black doors are open, red doors are closed. As soon as you enter a location (through an open door), STOP MOVING.
5. You cannot pass through a closed door unless you have an Akhilmor Help card.
6. If there are three cards to the envelope – this proves the card is not in the envelope. Your turn is now over.
7. If you find all three of the cards you named in the envelope; you win the game. You must still answer questions to help other players, but you cannot win. Don’t make your accusation lightly!

Winning the Game

If you get it wrong, return the three cards to the envelope, making sure none of the other players see them.

Example

“I accuse Peter Pettigrew with Malfoy Manor.”

For example:
1. “I accuse Peter Pettigrew with Malfoy Manor.”
2. “I accuse Peter Pettigrew with The Burrow.”
3. “I accuse Peter Pettigrew with Gringotts.”

If you are in a location at the end of one turn, you must leave it on your next turn. You may not re-enter the same location you were in once you’ve left it.

5. 4. Make a Suggestion, take a Help card or end your turn.

6. 3. Make a Suggestion (only if you land on a star)

You can make no more moves in the game, and cannot win.

You must continue to show cards to other players when asked.

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On Your Turn:

1. Roll both dice.
2. Check the black die.
3. Move either horizontally or vertically, but not diagonally.
4. Make a Suggestion, take a Help card and place it in front of you, then continue to Step 3 (Move).
5. Go to The Burrow to make the mystery.

On each turn:

1. Roll both dice.
2. Check the black die.
3. Move horizontally or vertically, but not diagonally.
4. Make a Suggestion, take a Help card and place it in front of you, then continue to Step 3 (Move).
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If the black die shows the star, take a Help card and place it in front of you, then continue to Step 3 (Move). If the black die shows the star, take a Help card and place it in front of you, then continue to Step 3 (Move). If the black die shows the star, take a Help card and place it in front of you, then continue to Step 3 (Move). If the black die shows the star, take a Help card and place it in front of you, then continue to Step 3 (Move). If the black die shows the star, take a Help card and place it in front of you, then continue to Step 3 (Move).