

TRIVIAL
PURSUIT



INSTRUCTIONS

2+ PLAYERS
AGE 10+

CONTENTS



1 Game board



4 round movers:
One for each Hogwarts House



300 Cards



1 Die,
1 Special Die and
1 dice tower



1 Bag of
Wedges

OBJECT OF THE GAME

The object of Trivial Pursuit is to demonstrate your knowledge of the Wizarding World and travel around the board with your round token, answering questions from different categories and getting the chance to collect wedges. Once you have collected six different colour wedges representing each category, you can travel to Hogwarts to answer one final question to be the champion!

QUESTION CATEGORIES



**SLYTHERIN HOUSE,
DEATH EATERS AND
THE DARK ARTS**



**OBJECTS
AND ARTEFACTS**



**ANIMALS, MAGICAL
CREATURES AND
MAGICAL BEINGS**



**WITCHES, WIZARDS,
GHOSTS AND
MUGGLES**



**HOGWARTS, OTHER
LOCATIONS AND
TRANSPORTATION**



**SPELLS, POTIONS
AND OTHER MAGIC**

* CHOOSE WHETHER YOU ARE PLAYING INDIVIDUALLY, OR IN TEAMS *

LET'S PLAY

SETUP

1. Set out the game board, cards, dice, wedges, and movers.
2. Assemble the special Hogwarts Dice Tower using the instructions provided*. Drop the 8 sided die into it to determine which Hogwarts House Player One will be in.
3. Player One takes their House Token and the Hogwarts Dice Tower is used again for each player. If the House is taken, just roll again.
4. Now you're ready to play. Roll the regular die using the Hogwarts Dice Tower to see who goes first. The highest number starts.

ON YOUR TURN

1. Roll the die (or use the regular die in the dice tower) and move the number of spaces indicated. You may move in any direction. If you land on a **"Roll Again"** space, roll and move again.

The player to your left reads aloud the question that matches the category you landed on.

- a. If you answer correctly and you are not on a wedge space, take another turn, and roll again.
- b. If you answer correctly and you are on a wedge space, you collect that colour wedge and take another turn. If you already have that wedge, play continues as if it were not a wedge space.
- c. If you answer incorrectly, it's the next player's turn.

HOW TO WIN

1. Once you've collected all six wedges, roll and move to the Hogwarts space in the centre.
2. You must roll the exact number needed to land on the centre space. A larger number will take you onto the opposite spaces.
3. The other players choose your final category.
4. Answer the question correctly to win.
5. If you answer incorrectly, you may try again on your next turn. You do not need to roll and move again once you are in the centre. You stay there until you answer correctly, but your category can change.

QUICK PLAY

Collect a wedge any time you answer a question correctly – not just on wedge spaces.

*You may need to dismantle the Hogwarts Dice Tower to pack your game away.

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