

OBJECT OF THE GAME

Be the first to collect three different sets of magical items to win! Use Spell cards to collect points, summon and swap items, and more. **Be sure to save points in your personal Bank** because other players will try to take from you, too!

SET IT UP!

- 1 Remove the five character cards from the deck. Each player chooses one Hogwarts student to assist them throughout the game. Take note of that character's special ability and use it whenever you can throughout the game. If any character cards weren't chosen, place them back in the box.
- 2 Shuffle the rest of the cards and deal five to each player. You can look at your cards, but keep them secret.
- 3 Place the rest of the cards facedown in the center of play. That's the draw pile! The discard pile will go next to the draw pile.

PLAY!

How to win!

Be the first player to collect three complete sets of magical items. Each set must be a different color. For example: you can't win with two red sets and one blue set.

Who goes first?

The youngest player goes first, and play moves to the left.

On your turn

- 1 **Draw two cards.** If you ever start your turn with no cards, draw five instead.
- 2 **Take actions by playing up to three cards** of any type. You may choose to play none.

Playing Cards

There are three ways to play cards. You don't have to do all of these in one turn (remember, you don't even have to play any cards at all). Once you play a card, you can't put it back in your hand. See THE CARDS.



Add to your Bank by placing Point or Spell cards in front of you, faceup. Spell cards are worth the amount shown on the top left of the card.

Once you place a Spell card in your Bank, think of it as a Point card—you can't cast its spell once it's in there. Keep in mind that you'll need points in your Bank to pay other players.



Add a magical item to your collection by placing it faceup in front of you, separate from your Bank. You may place as many items as you want throughout the game, but remember you need three complete sets, each in a different color, to win.



Play a Spell card by reading it aloud and following the rules on the card. **Discard it faceup beside the draw pile when done, unless the card says otherwise.**

- 3 **At the end of your turn, you may have up to seven cards in your hand.** If you have more than seven, choose which extras to discard. (It's ok to end your turn with no cards!)

Paying other players

Owe points to another player?
You can pay in two ways:

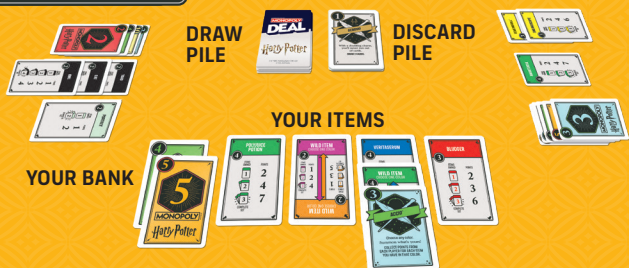
- 1 **Pay from your Bank.**
Give the player Point or Spell cards from your Bank, which go to the other player's Bank.
- 2 **Pay with your magical items.**
Items are worth the amount shown on the left of the card and go to the other player's item collection.
Items never go in the Bank!

How do I pay?

You choose how you want to pay, **not** the player you're paying. **Never** pay with cards from your hand. If you don't have enough in your Bank, then you must pay with your items!

- **There's no change in this game,** so you may have to pay more than what you owe if that's all you have. For example: if you owe a player 2 points, have a 5 Point card in your Bank and no items, you must give them 5 points.
- **If you don't have enough points or items, just pay what you can.** If you have no points or items, nothing happens.
- **You can't pay with cards from your hand.**

PLAY AREA: MID-GAME



THE END OF THE GAME

The game ends when one player collects three complete sets of magical items, each set in a different color. That player wins!



THE CARDS

CHARACTER CARDS



Each player chooses a character card at the start of the game. Each character has a unique special ability that can be used throughout the game.

POINT CARDS

Put these in your Bank and use them to pay other players.

MAGICAL ITEM CARDS

Collect three complete sets, each in a different color, to win! You can never place them in your Bank.



TWO-COLOR WILD CARD Choose one color and flip it so the color you'd like it to represent is on top. Place it next to any other items you own in that set.

You **may** make a complete item set using only these cards.



EVERY-COLOR WILD CARD Choose any color you'd like it to represent and place it next to any other magical items you own in that set. This card can't be used as points.

You **may not** make a complete item set using only these cards.

SPELL CARDS

Remember, all Spell cards can be placed in your Bank as points, and once you've done that, you can't cast them as Spell cards. **Below are a few Spell cards you may have questions about.**

ACCIO



Choose **one** of the colors shown on the card, and collect points based on the number of items you have in that color.

PETRIFICUS TOTALUS



Place on another player's character card to stop that player from using their character's special ability. The special ability will remain blocked until the player discards **an**

equivalent of 10 points during their turn (discarding points does not count towards the three cards you may play during your turn).

PROTEGO



Block a Spell that is cast against you by another player.

This spell can be cast at **any time**, even if it isn't your turn.

• Casting this spell only **affects you**. For example, if you cast Protego when another player casts Accio, you do not have to pay that player but all other players do.

• **This spell can be canceled** if another player casts Protego on top of it.

• If you add this card to your Bank as points, **it counts as one of the three actions** you may take.

WILD ITEM CARDS



You choose the color these represent. They can be used to complete sets of magical items.

- Once placed, you can always change which color you'd like them to represent later in the game, as long as you do so during your turn.
- Changing them to a new color does not count as one of your three actions.
- You **can't** place them in your Bank or use them to exceed the number of magical items in a set of that color, but you can use them to start a new set.

WIZARDING WORLD characters, names and related indicia are © & ™ Warner Bros. Entertainment Inc. Publishing Rights © JKR. (s25)

The HASBRO and MONOPOLY names and logos, the distinctive design of the gameboard, the four corner squares, the MR. MONOPOLY name and character, as well as each of the distinctive elements of the board and playing pieces are trademarks of Hasbro for its property trading game and game equipment. © 1935, 2025 Hasbro. TM & © denote U.S. Trademarks.

Hasbro, Pawtucket, RI 02861-1059 USA.

India consumer service: Hasbro_in@mailmw.custhelp.com or call at 1800223800.

MADE IN INDIA.

PARENTS:
www.monopoly.com

Hasbro
GAMES