



RAVENCLAW

As the cleverest Hogwarts students, Ravenclaws often rely on their wit and wisdom. And where other students might need a fancy spell, Ravenclaws can solve complex problems with simple logic.



going
1st

CONNECTING FACTS

This Ravenclaw ability is imprinted on the map card itself – all Ravenclaw cards are connected by their sides or corners in one continuous group.

At the start of the game, the Ravenclaw prefect should remind the first-years that all their words are connected.

TIPS

For any 2 Ravenclaw cards that have already been guessed, there must be a path from one to the other – possibly using diagonals – that passes through only Ravenclaw cards. Whether such information will be super useful or nearly useless depends on the order in which the Ravenclaw prefect gives the clues.

For example, if you have a card in the corner, you are certain that at least one of the 3 neighboring cards also belongs to you.

Don't forget that first-years are allowed to guess randomly. In Ravenclaw's case, this "random" guess may actually be well-informed. In some cases, it may even be a certainty!



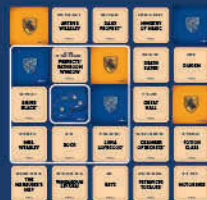
going
2nd

ADVANCED DEDUCTION



The deduction tokens will be used when Ravenclaw gets their 4th tile on the board. After placing Ravenclaw's first tile in the middle for setup, lift up the next 3 tiles in Ravenclaw's stack and slip these tokens underneath to remind you.

When the 4th Ravenclaw tile is put on the table (also counting the middle tile), the Ravenclaw prefect uses the deduction tokens to show how many neighboring spaces also belong to Ravenclaw. It doesn't matter whether the tile is placed on Ravenclaw's turn or the opponents' turn.



The 3rd Ravenclaw card has been covered with a tile. (There are now 4 Ravenclaw tiles on the table, because Ravenclaw starts with the tile in the middle.) At this time, regardless of whose turn it is, the Ravenclaw prefect places deduction tokens on the tile to show there are 3 neighboring Ravenclaw squares. One is the tile in the middle of the grid. One is a card that has already been guessed. So the Ravenclaw first-years know they have exactly 1 card left to guess in that neighborhood.

TIP

This information is usually somewhat useful. With practice, the Ravenclaw prefect can learn ways to make it very useful.



HOGWARTS HOUSE COMPENDIUM



HUFFLEPUFF

Dedicated, patient and loyal, Hufflepuff students are sure to grow and prosper at Hogwarts – especially in the greenhouse.



going
1st

HERBOLOGY CLASS



Give the Hufflepuff prefect 2 herbology tokens. Give the other prefect 1.

Three cards are marked on the map with a symbol. Two belong to Hufflepuff and one belongs to the other House.

After a marked card is guessed and covered, the Hufflepuff prefect adds a herbology token atop the covering tile. The first-years from the corresponding House draw the top card of the herbology deck. (The herbology card is drawn by the House the covered card belongs to, even if it was the other House that guessed it.)



HERBOLOGY CARDS

Both Hufflepuff abilities use the deck of herbology cards. Shuffle the deck and place it face down near the Hufflepuff first-years. Whenever a House draws a herbology card, it is kept face up in front of their first-years until it is used. After use, the card is discarded.



going
2nd

GREENHOUSE



The Hufflepuff prefect starts the game with 3 herbology tokens.

Note that the middle square in the map is not a Hufflepuff tile, but a locked door. Use a locked door tile as the central tile among the 24 cards.

Three Hufflepuff cards are marked with a symbol. When any of these are guessed and covered (by either side) the Hufflepuff prefect adds a herbology token atop the covering tile, and the Hufflepuff first-years draw the top card of the herbology deck.

TIP

The prefect should try to connect the cards with first, so the first-years have enough time to use herbology cards to their advantage.



GRYFFINDOR

Bravery and chivalry set Gryffindors apart. A true Gryffindor remains courageous in the face of adversity – and they won't let something as simple as a locked door stand in their way.



ALOHOMORA

going
1st



The Gryffindor prefect starts the game with this key token, gold side up. It represents the spell being used.

On Gryffindor's turn, before giving the clue, the Gryffindor prefect may say "Alohomora" and place the key on top of the pile of locked door tiles.

If the first-years guess a locked door card during that turn, the door is unlocked. Cover it with a Gryffindor tile instead, and place the key atop the tile. The first-years continue their turn as though they had guessed a Gryffindor card. (And the key cannot be used again this game.)

If the first-years do not use the key on that turn (because they guessed no locked doors), return the key to the prefect and flip its bronze side up. This means the prefect can try to use the key one more time. (If the second use also fails to unlock a locked door, return the key to the box.)

When all Gryffindor tiles are used, either because all their cards were guessed or because one of their tiles is covering an "unlocked" locked door, Gryffindor wins.

TIP

The prefect is allowed – and even encouraged! – to intentionally give a clue for a locked door.



DETERMINATION

going
2nd

The first time Gryffindor guesses a locked door on their turn, the first-years continue as though they never made that guess.

This ability applies every turn. When the first-years guess a card that is a locked door, it is covered with a locked door tile, as usual, but they continue guessing. The locked door is not counted as one of their guesses when applying the "plus one" rule. If they guess a second locked door on the same turn, their turn ends as usual.

TIP

Like Alohomora, this ability allows you to give clues that might lead to a locked door. But you still need to avoid the other House's cards, and you still need to watch out for Filch!



SLYTHERIN

You have been sorted into a proud and noble Hogwarts house. Slytherins rely on their cunning and ambition to shape the wizarding world.



SALAZAR'S LEGACY

going
1st



Give the Slytherin first-years these 2 serpent tokens.

During their turn, the Slytherin first-years can place 1 serpent token on an unguessed card. This shows they think it might be one of their cards, but they are not guessing it at this time.

This does not count as a guess. No more than 1 token can be used per turn.

If the marked card does, in fact, belong to Slytherin, Slytherin no longer needs to guess that card to win the game.

The prefects do not tell the first-years whether the marked cards are green, locked doors, or Argus Filch. They just keep track silently. When all Slytherin's cards are either covered with a tile or marked with a serpent token, Slytherin wins.

A card marked with a serpent token can be guessed as normal, by either side. After the guess, leave the token on the covering tile to show it cannot be used again.

TIP

If the Slytherin first-years think a word could belong to their House, but are scared of guessing it, Salazar's Legacy allows them to safely "guess" a word, without suffering any of the consequences.



CUNNING

going
2nd



Give the Slytherin first-years these 2 cunning tokens.

When the other House is guessing, any Slytherin first-year can taunt them: Give the opponents 1 cunning token and say something like, "I bet you can't guess them all." (Sneering is optional.) This must be done before they end guessing (either by mishap or by saying that they are ending their turn).

The other House has been challenged to guess as many of their cards as were specified by their prefect's clue. If they succeed, they keep the cunning token and nothing else happens. If they refuse the challenge (by ending their turn) or fail (by mishap) they give the cunning token to the Slytherin prefect.

At the start of any Slytherin turn, the Slytherin prefect can spend a cunning token earned this way to include a second word in the clue, like **Hagrid, fire: 4** (but the prefect cannot specify how many cards relate to the first word and how many relate to the second).

TIP

If the opposing prefect gives an "unlimited" clue, you can challenge the other House to guess all their cards. But on a zero clue, challenging them to guess at least 0 is a waste of your token.