



# TALISMAN



WIZARDING  
WORLD

Harry Potter™

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## NUMBER OF PLAYERS

Up to six players can play *Talisman: Harry Potter™ Edition*, but the more players that are participating, the longer the game will last. If you have fewer players, or would like to experience a more traditional, longer Talisman game, there are alternative rules provided at the end of this rulebook on page 15.

## COMPONENTS

Below is a list of all the components that you will find in this copy of Talisman:

- 1 Custom Illustrated Game Board
- 1 Rulebook
- 9 Character Cards
- 100 Encounter Cards
- 24 Spell Cards
- 21 Purchase Cards
- 2 Ferret Cards
- 3 Hallow Cards
- 4 Six-sided Dice
- 8 Custom Sculpted Character Figures
- 1 Custom Sculpted Lord Voldemort™ Figure
- 6 Stat Dial Boards
- 20 Galleons
- 36 Fate Tokens
- 1 Advantage Token

## INTRODUCTION

The object of the game is to be the first of the Characters to reach Lord Voldemort in the Great Hall, either to end his evil influence or to prove your loyalty. The first player to do this will win the game.

To reach the end, you'll need to collect various Objects, gain Followers and improve your Magic and Might. Most importantly, you will need to locate a Hallow to enter the Great Hall. Without one of these powerful relics there is no hope of completing your task.

## KEY COMPONENTS AND CONCEPTS OVERVIEW

This section will introduce new players to the key concepts and components of Talisman. For players who are familiar with the original Talisman game, we recommend jumping ahead to 'Game Setup' on page 6.

### Game Board

The game board depicts an array of places in the wizarding world. It is divided into three Regions: the Outer Region, the Middle Region, and the Inner Region.



## Encounter Cards

This deck of 100 cards contains the many Enemies, Observers, Followers, Events, Places, and Objects that Characters discover on their quest to either sit at the right hand of Lord Voldemort or defeat him once and for all. The deck is divided into 2 parts, one for the Outer and one for the Middle Region of the game board. If either Encounter deck ever run out, shuffle any discarded Encounter Cards and create a new deck.



## Spell Cards

There are 24 Spell Cards detailing the special Abilities that may be earned and used during the game.



## Purchase Cards

There are 21 Purchase Cards. These detail Objects that Characters may obtain by means other than the Encounter Cards.



## Hallow Cards

Characters may acquire 1 of the 5 Hallow Cards by discovering them in the Middle Ring Encounter deck, or by winning one through a challenge at the Quiddich Pitch board space.



## Galleons

The 20 Galleons represent the currency Characters use to purchase goods and services during their adventure.



## Advantage Token

The Advantage Token represents which side currently has the upper hand in the Second Wizarding War; either the Order of the Phoenix™ or the Death Eaters™. At the start of the game, place the Advantage Token next to the game board with the Advantage side faceup for the side that has the fewest Characters in the game. If there are an equal number of Characters in play for each side, the token is placed faceup for the side opposite of the starting Character.



## Dice

There are 4 dice provided. These are used for moving, resolving Battle, and determining results from instructions on cards and the game board.



## Character Stat Dial Boards

There are 6 sets of Character Stat Dial Boards which are used to keep track of each Character's Magic, Might, and Life. No Character can exceed the maximum values of these dials.



## Character Cards and Figures

There are 8 Double-sided Character Cards, each detailing a different playable Character and their alignment, starting Magic, Might, Life, and Fate values, as well as a number of special abilities. Each Character Card corresponds to a custom sculpted figure that is used to represent that Character on the board.



## Lord Voldemort Card and Figure

Lord Voldemort is not a playable figure. Rather he plays on his own against all the players. All the players may have an opportunity to influence Lord Voldemort's movement around the board. If he lands in the space of another Character regardless of alignment, he will attack.

## Alignment

Each Character has an alignment that helps define their personality and goals. Order of the Phoenix members are on a quest to defeat Lord Voldemort. The Death Eaters want to gain the favor of Lord Voldemort to sit at his right hand. Along the way, Characters will also have a variety of encounters that will have different outcomes depending on which side they are on.



Order of the Phoenix



Death Eaters

## Magic and Might

Magic is a Character's main fighting ability, while Might represents a Character's physical strength. Magic and Might are used in Battle (see "Battle" on page 10) and to overcome certain obstacles that may be encountered during the game.



Magic



Might

When a Character gains or loses Magic, this change is recorded using the purple Magic dial. Changes in Might are recorded using the bronze dial. However, Magic and Might gained from Objects or Followers are not recorded on the dials and instead are added to the Character's Magic or Might when required or allowed.

A Character's Magic or Might is the value on the corresponding dial, plus any Magic or Might gained from Followers and Objects that may be used at that time.

A Character's Magic and Might dials can never drop below the Character's starting values.

## Life

Life represents the Character's durability. is lost through Battle and other dangers that are encountered. Each Character starts the game with the number of Life listed on their Character Card. A Character's Life is recorded on the blue Life dial.



Characters may heal to replenish lost Life or gain Life and exceed their starting value. A Character can never heal to an amount greater than their starting value. Any Character who loses all of their Life is immediately sent to St. Mungo's Hospital. (See "Character Life" on page 13).



## Fate

Fate is a measure of a Character's luck and influence within the Wizarding World. It is tracked using Fate Tokens. Once per die roll, a player may pay 1 Fate Token (returning it to the stockpile) to reroll 1 die they have just rolled:



1. For Character movement.
2. To determine their Character's Battle roll.
3. Due to the instructions on a card or board space.

- If a player pays a Fate Token to reroll a die, they must accept the new result; they may not pay another Fate Token to reroll the same die again.
- If an action or space requires a player to roll multiple dice, they may only pay 1 Fate Token to reroll one of them.
- A player may not pay Fate Tokens to reroll a die used to determine an Enemy's attack roll or to reroll another player's die roll.
- There is no maximum number of Fate Tokens a Character may have.

## CHARACTER SETUP





**ALBUS DUMBLEDORE™**  
ORDER OF THE PHOENIX™

MAGIC / 5 | MIGHT ⚡ 2 | LIFE 💧 5 | FATE 🌟 2

OBJECTS | FOLLOWERS

START AT THE MINISTRY OF MAGIC

1. You begin the game with 2 Spells.
2. During the game, you always have at least 1 Spell (Gain a Spell each time you cast your last Spell).
3. Whenever you roll a 6 for your movement, you may Apparate to any other space in the same Region instead of moving normally.
4. You may combine all types of Enemy trophies to gain your choice of 1 Magic or 1 Might.





**FANG**  
FOLLOWER

Add 1 to your Might.  
You do not lose a Life in the Forbidden Forest.



**BERTIE BOTT'S EVERY FLAVOUR BEANS**  
OBJECT

If you are defeated in Battle and just lost a Life, roll 1 die. If you roll 5 or 6, the Bertie Bott's Every Flavour Beans protected you and you did not lose that Life, though you still lost the Battle.



## GAME SETUP

1. The board is unfolded and placed in the center of the playing area.
2. The two Encounter decks are shuffled and placed facedown beside the board.
3. The Hallow Cards and Purchase Cards are sorted by type and placed faceup beside the board.
4. Place Lord Voldemort in the Great Hall. Set his Character Card off to one side where it can be quickly referenced.
5. One player takes the Character Cards, shuffles them, and deals one to each player. Players must then choose which side of the Character Card they wish to play.

The Characters not chosen are returned to the box and may be available if a Character is killed.

*(Alternate: If all players agree, Characters may be chosen from all available, starting with the youngest player and proceeding in age order.)*

6. Each player places their Character Card with their chosen abilities faceup in front of them. A player's Character Card, Objects, Followers, and other game components form their personal play area, which should be laid out as shown in the diagram on page 5.



7. Shuffle the Spell Cards together and place them facedown beside the board. Each player draws Spell Cards according to the number shown on their Character Card.

8. Each player takes the plastic Character Figure corresponding to their Character and places it on the board on the start space indicated on the Character Card.

9. Each player takes a set of Stat Dials. The purple dial is set to their starting Magic value, the bronze dial is set to their starting Might value, and the blue dial is set to their Life value listed on their Character Card.

10. Each player takes a number of Fate Tokens equal to the Fate value listed on their Character Card.

11. Each player receives 2 Galleons, unless their Character Card specifies otherwise.

a. The remaining Fate Tokens and Galleons are placed to one side as a supply for use during the game. Whenever a player gains, loses, or pays Fate Tokens or Galleons, they come from or go to the supply.

12. The player who most recently watched a Harry Potter movie goes first. Play then proceeds clockwise around the board.

## THE GAME TURN

Each player's turn consists of two parts, in this order:

1. **Movement** – The player rolls a die and moves their Character that number of spaces around the board. Characters may move clockwise or counterclockwise in their current Region but may not double-back in a single movement. Direction may not be reversed during a move except when passing between the Outer and Middle Regions (see *“King's Cross Station”* on page 13). A Character must always move at the start of their turn.
2. **Encounters** – Once a Character has finished their move, they must encounter either the space or a Character of opposite alignment in the space where they land.

At the end of a Character's turn, play passes clockwise to the player to the left.

## MOVEMENT

### Movement in the Inner Region

When you roll the die for your movement in the Inner Region of Hogwarts Castle, use half the number shown rounded down to a minimum of one space. Thus a Character rolling a 1, 2, or 3 will move one space, a roll of 4 or 5 will move two spaces and a roll of 6 will allow the Character to move three spaces.

### Turning Back

A Character in the Inner Region may decide at any time to turn back and move back towards Hogwarts Gates.

A Character who has turned back only moves one space at a time but ignores the instructions on all of the spaces on their return to Hogwarts Gates. Once a Character has declared their intention to turn back, they cannot change their mind and must go all the way back to Hogwarts Gates.

### Lord Voldemort Movement

Any time a player rolls a 1 for their movement, they move one space and then roll an additional movement die for Lord Voldemort. They then move Lord Voldemort the number of spaces rolled either clockwise or counterclockwise. Additionally, as the first movement, the active player can move Lord Voldemort into the adjacent space of another Region before completing any remaining spaces of movement in that Region.

Whenever Lord Voldemort lands on a space containing one or more Characters at the end of his movement, the player who moved Lord Voldemort must choose a Character on that space to engage in Battle with Lord Voldemort.

- The attacked Character chooses the type of Battle (Magic or Might). Then completes the Battle as directed on the Lord Voldemort Card.
- If the player wins the Battle, they have escaped Lord Voldemort, and they roll 1 die to consult the chart on the Lord Voldemort Card to determine what happens to their Character.
- If they lose, the Character loses 1 Life.
- Lord Voldemort remains on the space where he ended his movement.

## ENCOUNTERS

After a Character has finished their movement, they must either encounter the space they land on (and cards there) or a Character of opposite alignment on that space.

### Encountering a Character of Opposite Alignment

A Character may encounter another Character of opposite alignment on the same space by either initiating a Battle (see *“Battle Between Two Characters”* on page 10) or by using one of their special Abilities or Spell Cards. If a player chooses to encounter a Character instead of encountering a space, they ignore any instructions on the space and may not visit any Observer or Place on the space, nor may any Objects, Followers, or Galleons be taken from the space. They also may not Battle any Enemy on that space, unless that Enemy is a Follower to the Character they are encountering (see item #5 under *“Battling Between Two Characters”* on page 10). Characters may not Battle other Characters of the same alignment.

### Encountering a Space

Characters must always follow the instructions on the space where they land if their player chooses to encounter the space instead of another Character.

If encountering a space with the Draw Cards icon:

1. Draw Encounter Cards from the deck matching the Characters current Region. Draw up to the number of cards instructed on the space, subtracting one drawn card for each card already on the space, regardless of their type.
2. Resolve cards in order starting with the lowest encounter number. This will typically follow the order on the next page.



Outer Ring  
Draw Icon



Inner Ring  
Draw Icon



Spell  
Draw Icon



- Battle with Enemies of opposite alignment (see “Battle” on page 10).
- Resolve any additional instructions on the space.
- Visit Observers and Places.
- Collect any Followers of your Character’s alignment, Galleons, and Objects (optional).
- Ditch any Followers, Galleons, and Objects (optional).

Cards with the same encounter number are resolved in the order drawn.

Some cards have more than one encounter number. When you draw one of these cards, use the encounter number printed on the section of the card that matches your Character’s alignment.

Encounter Cards are placed on the game board on the space in which they are encountered. If the instructions on an Encounter Card cause it to be placed elsewhere, it does not affect the Character who drew it at that time.



Order of the Phoenix

Death Eater

Neutral Alignment

## ADVANTAGE TOKEN

The Advantage Token represents which side currently has the upper hand in the Second Wizarding War. Characters and Enemies receive bonuses and penalties to their attack scores whether they attack, or are attacked.



- Advantage goes to the Order of the Phoenix when the Advantage Token is flipped to the Order of the Phoenix side. When the Order of the Phoenix has the Advantage, those Characters add 1 to their attack score during Battle. A Death Eater who is Battling an Order of the Phoenix Enemy subtracts 1 from their attack score during Battle.
- Advantage goes to the Death Eaters when the Advantage Token is flipped to the Death Eater side. When the Death Eaters have the Advantage, those Characters add 1 to their attack score during Battle. An Order of the Phoenix member who is Battling a Death Eater Enemy subtracts 1 from their attack score during Battle.
- When an Enemy is neutral, neither side gets an advantage in Battle.

If a Character fights two or more Enemies at the same time, each Enemy will add 1 to the attack score depending on which side has the advantage.

## Shifting Advantages

Whenever a Character draws one or more Event Cards during his turn, before he encounters any cards, he must flip the Advantage Token over to the other side regardless of the number of Events drawn.

If an Encounter Card or another card instructs a Character to flip the Advantage Token to a specific side and the Advantage Token is already flipped to that side, nothing happens.



## CARD ANATOMY

1. Card Name
2. Card Deck Icon
3. Card Type
4. Card Alignment
5. Card Text
6. Same Alignment Encounter Number
7. Opposite Alignment Encounter Number
8. Opposite Alignment Stats

## Enemy and Follower Card Alignment

Some cards in the Encounter deck have an alignment — Neutral, Order of the Phoenix, or Death Eater. When a card with an alignment matches your Character’s alignment, that card is treated as a Follower, according to the text on it. If that card is of opposite alignment to your character, that card is treated as an Enemy. In either case, use the encounter number that corresponds to your Character’s alignment when determining resolution order.

Cards with a neutral alignment are never considered to be of same or opposite alignment to any Character, and therefore will only have a single encounter number.

## BATTLE

Battle occurs when a Character:

1. Encounters an Enemy.
2. Decides to attack another Character of opposite alignment.

### Resolving Battle vs. Enemies

The type of Battle is determined based on the trait (Magic or Might) indicated on the Enemy Card. Battle against Enemies is resolved in the following steps:

**Evade:** The Character first declares if they are using a Spell or Special Ability to evade (see “*Evading*” on page 12). If not, then a Battle takes place.

**Spells and Abilities:** Any Spells, Objects, or Abilities that a player wishes to use to affect a Character’s Magic or Might must be implemented before the Attack Roll is made.

**Attack Roll:** The active player rolls 1 die and adds the result to their Character’s Magic or Might, depending on the type of Battle that is occurring. Be sure to add the appropriate modifiers in the total.

**Enemy Attack Roll:** Another player now rolls a die for the Enemy’s Attack Roll and adds this to the Enemy’s Magic or Might. This total is the Enemy’s Attack Score.

### Compare Attack Scores:

1. If the Character’s Attack Score is higher, the Enemy is defeated and the player collects the Enemy card (see “*Trophies*” on page 10 for more details).
2. If the Enemy’s Attack Score is higher, the Character is defeated and loses 1 Life (use of an Object, Spell, or special Ability may prevent this). The Character’s turn ends immediately.
3. If the Attack Scores are equal, the result is a standoff and there is no effect. The Character’s turn ends immediately.

Before comparing Attack Scores, the active player may pay 1 Fate to reroll their Attack Roll if they wish, in which case they must accept the new result and use it to recalculate their Attack Score. Players may not use Fate to reroll the Enemy Attack die.

### More Than One Enemy

If there is more than one Enemy that attacks a Character by Magic or Might and they have the same encounter number, they fight as one during the Battle, adding their Magic or Might together with just one

Attack Roll to make a single, combined Attack Score. An Enemy with Magic will never join in an attack with an Enemy with Might.

### Trophies

When a Character defeats an Enemy, they keep the Enemy Card to track their trophies. A Character may exchange trophies at the end of their turn to gain either Magic or Might, which is recorded on the appropriate dial.

A Character gains 1 Magic for every 5 points of Magic, or 1 Might for every 5 points of Might marked on Enemy Cards they turn in. Enemy Cards exchanged are then placed on the Encounter Card discard pile. Excess Magic or Might points on Enemy Cards above a multiple of five are lost.

### Battle Between Two Characters

Only Characters of opposite alignments may Battle with each other. Characters may never attack a Character of the same alignment.

Battles between two Characters are always completed using Magic.

Battles between two Characters are resolved in the same manner as Battles with Enemies, with the following changes:

1. **Evade:** The Character being attacked may evade if they have a Spell, Object or Follower effect, or Special Ability that allows them to do so.
2. **Spells, Effects, and Abilities:** Both Characters have the opportunity to use Spells before the dice can be rolled. Any effects from Objects, Followers, or Abilities that affect a Character’s Magic or Might must be implemented before the Attack Roll is made.
3. **Determine Attack Rolls:** Both Characters then roll a die to determine their Attack Roll. Once both Attack Rolls have been made, the attacking Character must choose whether to pay Fate to reroll. Once they have chosen, the defending Character has the same option.

No matter what the defender chooses, an attacking player who decided not to spend Fate may not change their mind after the defender has made their choice.

4. **Compare Attack Scores:** Next, each Character’s Attack Score is determined as in Battles against Enemies. The Character with the higher attack score wins the Battle. If the scores are equal, the result is a standoff.

5. **Claim Reward/Attack a Follower:** The winner may either force the loser to lose 1 Life or may take 1 Object (including a Hallow) or 1 Galleon from the loser. If the Active Player is the winner, they may instead choose to attack one (and only one) of the

defending player's Followers. Treat an attack on a Follower the same as any other attack on a single Enemy. A Follower defeated this way may be kept by the victor as a Trophy. After any of these cases, the turn then ends.

## BATTLE EXAMPLE



Albus Dumbledore is allied with Nymphadora Tonks. He has an Expecto Patronum and Expulso Spell Card and is carrying a Wand. Earlier in the game, Dumbledore increased his Magic to 6 and his Might to 4 as shown on the purple and bronze dials. On his turn, Dumbledore moves to the Leaky Cauldron space and draws 1 Encounter Card. It is Anton Dolohov, a Death Eater enemy, who has a Magic of 7.

Since Dolohov has a Magic value, Dumbledore must also fight with Magic.

Armed with his Wand (+1 Magic) and Tonks as an Ally (+1 Magic), he has a total of 8 Magic (6+1+1). Before he rolls the die, Dumbledore chooses to use the Spell Expecto Patronum, allowing him to add his Might of 4 to his Magic for the Battle. Now he has an Attack Value of 12 (8 + 4).

Checking the Advantage Token shows that the Death Eaters currently have the upper hand in the Second Wizarding War. Dolohov rolls a 6 for his Attack and Dumbledore rolls a 1.

After adding their Strength values to their Attack Rolls, both Dumbledore and Dolohov have an attack value of 13, which would result in a stand-off. Dumbledore decides to spend one of his 3 Fate tokens to reroll his Attack Roll. The new result is a 4, which makes his Attack Score a 16. Since Dumbledore's Attack Score is now higher than Dolohov's, he defeats Dolohov and collects his card as a trophy. If Dumbledore's Attack Score had been lower than Dolohov's he would have lost the Battle and lost 1 Life, ending his turn. In this case Dolohov would have remained on the Leaky Cauldron space.

## Evading

Characters sometimes have the option to evade Enemies and other Characters by using Spells, Character Abilities, Objects, or Follower effects. The evading Character cannot affect or be affected by the attacking Character or Enemy.

Encounters that may be evaded are:

1. Any Character or Enemy that attacks a Character (Outer and Middle Regions only)
2. Enemies that appear as a result of an Event, Place, or Observer Card (Outer and Middle Regions only)

## OBJECTS

Any Object Cards that Characters have are placed below their Character Card and must be kept faceup.

### Object Carrying Limits

A Character may not have more than 4 Objects unless they have a Beaded Bag or Grawp as a Follower. Any Character acquiring more than their limit of Objects must decide which to keep. The remainder are immediately placed faceup on the Character's current space. Galleons and Fate Tokens do not count as Objects.

Characters may never carry more than 1 Object with the same name.



## FOLLOWERS



During the game, Characters may acquire Followers as the result of encounters. All Followers accompanying a Character are kept below the Character Card and must be kept faceup. A Character may have up to 3 Followers. If a player has more than 3 Followers, they must leave the Follower of their choice on the space they are on the end of their turn. Followers that must be discarded are placed in the Encounter Card discard pile. Followers that are killed by another Character are kept by that Character as a Trophy.

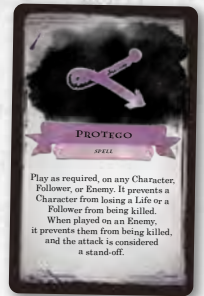
### Ditching Followers and Objects

A Character may ditch any of their Followers or Objects at the end of their turn by leaving them faceup in the space they occupy. If a Character ditches any Followers or Objects, they cannot take them back during the same turn.

## SPELLS

All Characters may acquire and use Spells from the Spell deck, if their Magic is sufficient to permit this, as indicated in the table below.

Total Magic	2	3	4	5	6	7+
Max. Spell Cards	0	0	1	2	2	3



Played and discarded Spell Cards go to a common discard pile.

The only ways to get rid of a Spell Card in hand are to play it, or discard it to activate a Character's Special Ability.

If the Spell deck is exhausted, the discard pile is shuffled and placed facedown to form a new deck. Keep Spells secret from other players. The effect of each Spell, and when it can be completed, is detailed on the individual cards.

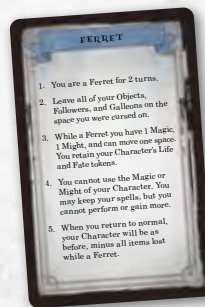
### Playing Spells

A player may play any number of Spell Cards from their hand on their turn but is limited to playing only 1 Spell during another Character's turn. Spells are always resolved immediately when played.

## ADDITIONAL RULES

### Transfigured

When a Character is Transfigured, the effect lasts for the number of turns specified. The player places a Ferret Card over the abilities on their Character Card and must follow the Ferret rules listed there. When the transfiguration effect ends, discard the Ferret Card as the Character reverts back to their original state.



Transfigured Characters have a Magic and Might of 1 and cannot gain or lose either value. When a Character becomes Transfigured, players should leave their Magic and Might dials at the original values, as Magic and Might will revert to normal when the effect wears off.

If a Character is already Transfigured and becomes Transfigured again, the Character remains Transfigured for the specified number of turns starting from the latest instance of becoming Transfigured.

If a Character spends any portion of their turn in the Transfigured state, they may not pick up Objects, Galleons, or Followers on spaces they land on that turn, even if the Transfiguration ends at the end of that turn.

## Losing A Turn

Any instructions that result in the loss of a turn cause the player to lose their next turn. The current turn is resolved as normal.

## Character Life

When a Character loses their last Life point, immediately move the Character's figure to St. Mungo's Hospital. Discard any Spells, Trophies, and Fate to the appropriate piles. This ends your turn.

On the player's next turn, they may choose either side of their Character Card to place faceup adjusting the dials back to starting stats regardless of whether they kept the same side of their card faceup. Keep your Objects, Galleons, and Followers from before you went into St. Mungo's. Roll the die and begin your turn as usual.

## Having and Using Object Cards

Using Object Cards is always optional.

Characters may hold cards that they are not permitted to use, unless a given card specifically states otherwise. For example, some objects may only be used by Characters of a specific alignment, but they may still be carried to activate another ability or effect, or simply to prevent another Character from picking them up. Characters do not receive the beneficial effects that would be given by an Object if they cannot use it, but those Objects still count toward their maximum Object limit.

## Hallow and Purchase Cards

When not being carried by a Character, Hallow and Purchase Cards are kept in their appropriate piles. These may be acquired by players through the effects of various encounters throughout the game.

Hallows are considered Objects and therefore count towards a Character's Object carrying limit.

## Limited Resources

All Galleons, Fate Tokens, Purchase Cards, and Hallows are limited to the number of components provided with the game.

## Followers

During the game, Characters usually acquire Followers as the result of encounters. All Followers accompanying a Character are kept below the Character Card and must be kept faceup. A Character may not have more than 3 Followers at a time.

## CROSSING BETWEEN THE OUTER REGION AND THE MIDDLE REGION

Characters can only cross from the Outer Region to the Middle Region by passing through King's Cross Station, by using a Portkey, or by moving directly from 4 Privet Drive to Hagrid's Hut.

## PORTKEYS



Any Character with a Portkey may cross from the Outer Region to the Middle Region by returning the Portkey to the appropriate supply or discard pile. The Character crosses to the space directly opposite the one they are in. This is their move for that turn; they do not roll the die to determine additional movement.

The Character must then encounter either the space they moved into or a Character in that space.

## KING'S CROSS STATION

The King's Cross Station space provides an opportunity for Characters to pass between the Outer and Middle Regions.



If a Character's movement in the Outer Region is sufficient to carry them to or past King's Cross Station, they may choose to attempt to pass through it to the Middle Region. In order to do so, they must unlock the magical barrier. To complete this task, the Character must display their Magic, rolling a die for the barrier as well as for themselves.

A Character continues their movement by moving to Hogsmeade Station and continuing to move in either direction to the full value of their movement roll. If their movement ended in the King's Cross Station space, they will continue their movement to the Middle Region on their next turn.

If a Character fails to open the barrier in King's Cross Station, or the attempt ends in a standoff, they do not move into or beyond Hogsmeade Station and their turn ends immediately. Losing that Battle does not cost the Character any Life.



The King's Cross Station task does not affect Characters who move from the Middle Region back to the Outer Region. A Character who lands on King's Cross Station may choose to encounter the space by drawing 1 card from the Encounter deck instead of trying to unlock the barrier. If they choose this option, they may not pass to the Middle Region.

## QUIDDITCH PITCH

A Character who lands on the Quidditch Pitch may choose to accept a challenge to track down a Hallow. If a Character chooses to accept a challenge, they must roll a die to determine what the challenge will be, as instructed on the space. A Character may not accept more than one challenge at a time.

A Character must complete the challenge immediately if they are able to do so. If a Character completing a challenge acquires a Hallow by some other means, they may abandon the challenge without consequence.



## HOGWARTS GATES



The Inner Region can only be entered by passing through the Hogwarts Gates. A Character can try to open the Hogwarts Gates if they end their movement on Hogwarts Gates, or if their movement is sufficient to carry them beyond it. A Character

must attempt to open the gates each time they wish to pass into the Inner Region, but may pass freely through it when leaving the Inner Region.

A Character attempting to open the Hogwarts Gates must follow the instructions on the Hogwarts Gates space. If successful, the Character's turn ends on the Moving Staircase. If unsuccessful, the Character's turn ends immediately and they remain on Hogwarts Gates.

## ROOM OF REQUIREMENT

A Character must stop when they reach this space. If they have a Hallow, they must discard it to enter the Great Hall. If they do not have a Hallow, they must turn back (see "Turning Back" on page 8).



## THE GREAT HALL — WINNING THE GAME

Once a Character enters the Great Hall, they must either defeat Lord Voldemort or prove their worthiness to sit at his right hand in a Magic Battle. Lord Voldemort has a Magic of 12. If the Character defeats Lord Voldemort, they tip the advantage of the Second Wizarding War to their side and win the game. If the Character loses in their Battle of Magic, they must return to the Moving Staircase at the start of the Inner Region. If the Battle ends in a standoff, the Character remains in the Great Hall and must confront Lord Voldemort again on their next turn.

## ALTERNATIVE RULES

If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

### Rules for Traditional Play

*Talisman: Harry Potter Edition* uses the faster play rules from the revised *Talisman 4th Edition* game. It is possible to adjust the rules back to the original game length using the changes listed below.

### No Inheritance

For a more challenging game, remove the inheritance rules for when a Character dies. Instead, when a Character dies, all the Character's Objects, Followers, and Galleons are placed on the space where the Character was killed. All the Character's gained Magic and Might is lost and Fate Tokens are returned to their stockpiles. All other cards (including the Character's Enemy Cards and Spell Cards) are placed in the appropriate stock or discard piles. The Character Card and Character Figure are removed from the game. The dead Character's player may start again, on their next turn, with a new Character drawn at random from the unused Character Cards, following steps 6–12 from the Game Setup section (*see page 7*).

### Magic and Might

If players find themselves with time for a longer game, they can decrease the rate at which Magic and Might is earned.

The normal rule in *Talisman: Harry Potter Edition* is that to gain a point of Magic or Might, a Character has to exchange Enemy Cards with a combined value of 5 or more to gain the point (*see "Trophies" on page 7*). Players can simply change this value to 7, as in the original *Talisman* game.

### Ditching Cards before Encounters

Adding this rule allows a player to ditch Followers or Objects onto a space before drawing cards. This allows them to avoid drawing cards, as the ditched cards count towards the number of cards on the space. These cards may not be taken back on the same turn.

## ICON CHART



Order of the Phoenix Alignment



Death Eater Alignment



Outer Ring Encounter Card



Inner Ring Encounter Card



Spell Card



Roll a Die



Draw a Fate Token

Based on *Talisman 4th Edition* by Games Workshop | **Original Talisman Game Design:** Robert Harris

**Credits:** Sam Barlin (Graphic Design), David Nakayama (Packaging Illustration), Rick Hutchinson (Game Board Illustration), Darren Donahue, Rachel McIntyre, Hannah Friedman (3D), Kami Mandell (Game Development), Tina Sandusky (Product Management)

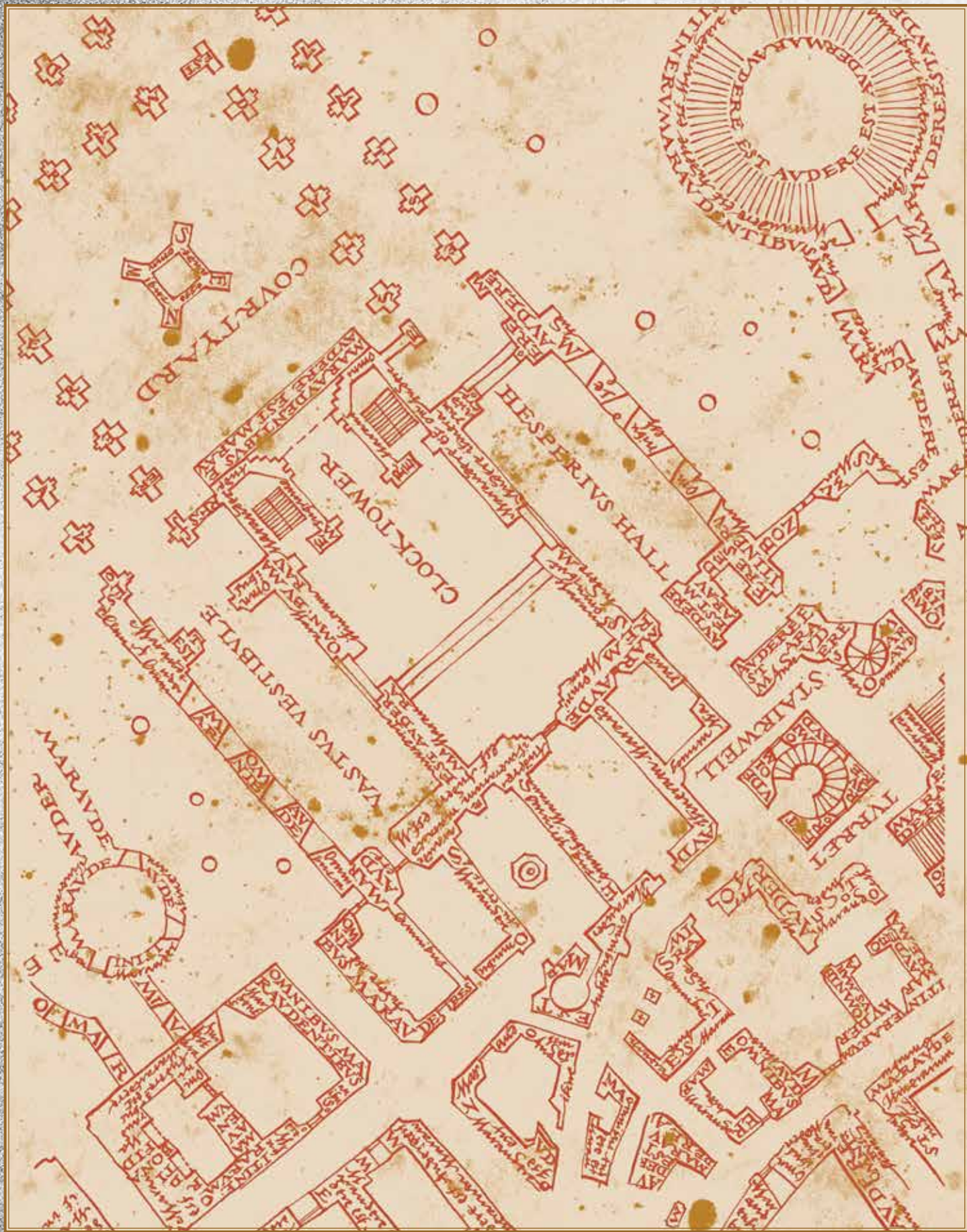
*Thank you to the teams at Warner Bros. and Games Workshop that helped make Harry Potter™ Edition happen.*



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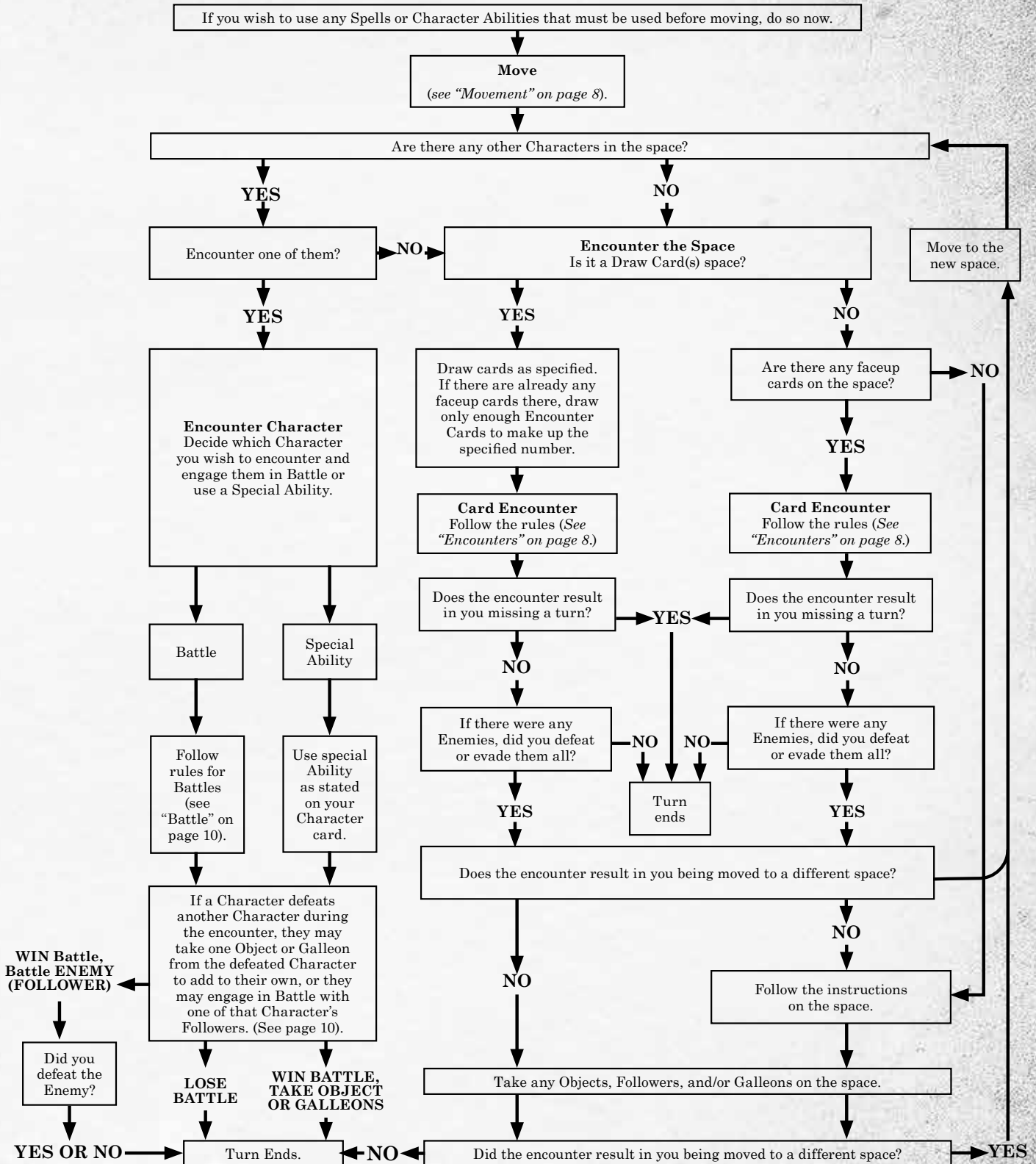
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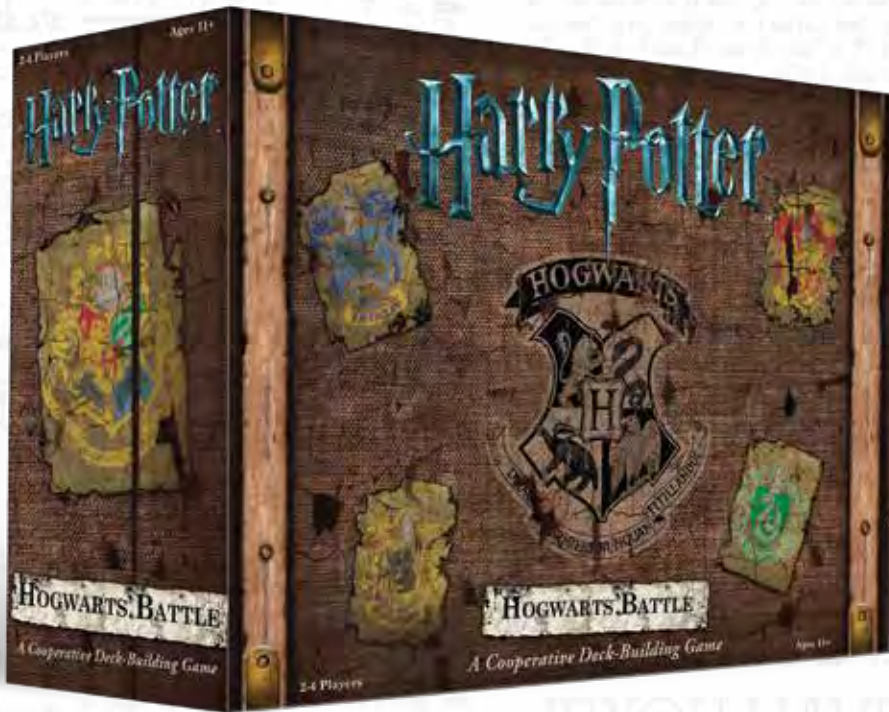




# TALISMAN ENCOUNTER SEQUENCE



# WIZARDING WORLD



## Harry Potter™: Hogwarts™ Battle

Ages 11+ | 2-4 Players  
Co-op Deck Building Game

Immerse yourself in this epic game that lets you go on an adventure, reliving memorable moments from the Harry Potter movies. Work together as players will build their deck full of items, ally's and spells, as they attempt to defeat villains before they overtake locations. Experience the magic and defeat the villains once and for all! Fan of this base game? Check out more expansions and accessories!



**Harry Potter™: Hogwarts™ Battle -  
The Monster Box of Monsters Expansion**  
Ages 11+ | 2-4 Players | Co-Op Deck Building Game



**Harry Potter™: Hogwarts™ Battle -  
The Charms and Potions Expansion**  
Ages 11+ | 2-5 Players | Co-Op Deck Building Game



**Harry Potter™:  
Hogwarts™ Battle  
Card Sleeves**



**Harry Potter™  
and the Sorcerer's  
Stone Puzzle**  
Ages 9+ | 550 Pieces



**World of  
Harry Potter™  
Puzzle**  
Ages 9+ | 550 Pieces



**Harry Potter™  
"Weasley™  
Sweaters" Puzzle**  
Ages 9+ | 550 Pieces



**Harry Potter™  
"Dobby™"  
Puzzle**  
Ages 9+ | 1,000 Pieces



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Product subject to availability

# GAMES AND PUZZLES



**Codenames: Harry Potter™**

Ages 11+ | 2+ Players  
Party Game



**MUNCHKIN®: Harry Potter™**

Ages 11+ | 2-6 Players  
Role Playing Card Game



**JENGA®: Harry Potter™ Edition**

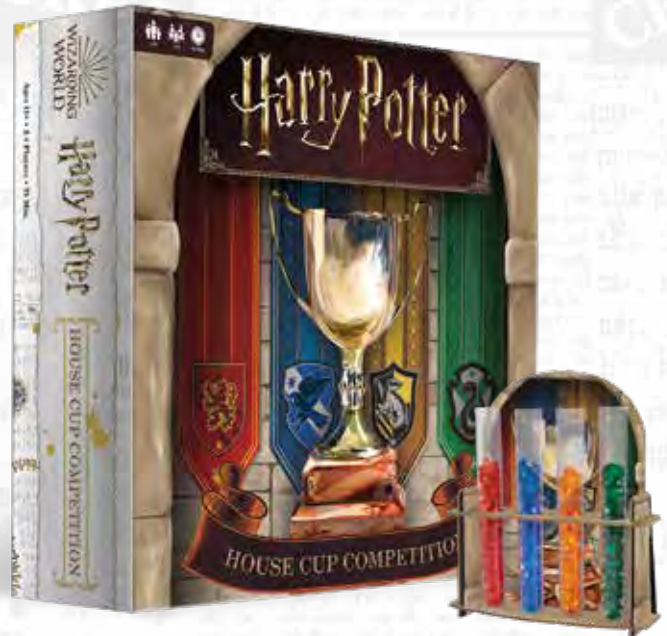
Ages 6+ | 1+ Players  
Party Game



**Harry Potter™: Death Eaters™ Rising**

Ages 11+ | 2-4 Players | 60 Minutes

In this cooperative dice game, players must work together summon witches and wizards to retaliate against evil Death Eaters and protect the Wizarding World from the Dark Lord! Roll dice, collect heroes, and deal damage to the villains before they overtake control of the wizarding world. Game features a custom sculpt of Lord Voldemort and custom dice.



**Harry Potter™: House Cup Competition**

Ages 11+ | 2-4 Players | 60 Minutes

The competition for the House Cup has begun! In this worker placement strategy game, players will level up characters to gain Knowledge and Magic on their quest to complete challenges to score points for their house. Players will send iconic characters like Harry Potter, Cedric Digory, Cho Chang, and Draco Malfoy out on the game board to enhance their skills. The player to earn the most points for their House will be named the House Cup Champion!

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