Hasbro Gaming F1240

Hasbro Gaming Clue: Wizarding World Harry Potter Edition Instruction Manual

Model: F1240

1. Introduction

Welcome to the Wizarding World Harry Potter Edition of the classic Clue game. In this mystery board game, a student has mysteriously vanished from Hogwarts School of Witchcraft and Wizardry. Your objective is to determine three crucial facts: **who** caused the disappearance, **what** spell or item was used, and **where** in Hogwarts the incident occurred.

Players will assume the roles of beloved Harry Potter characters and navigate the Hogwarts gameboard, gathering clues to solve the magical mystery.

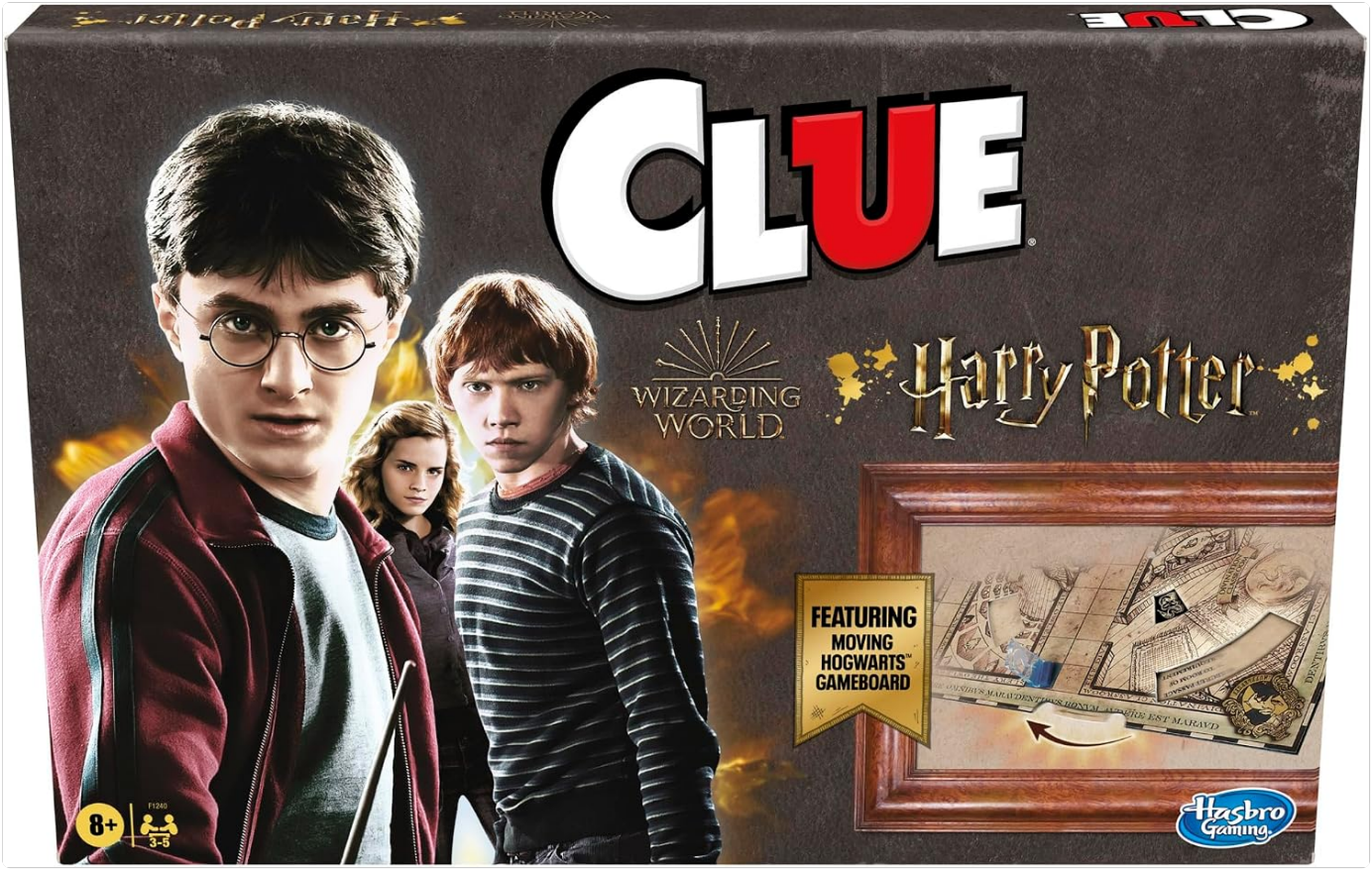


Image 1.1: The game box for Hasbro Gaming Clue: Wizarding World Harry Potter Edition.

2. Game Components

Before starting, ensure all the following components are present in your game box:

- 1 Gameboard (Hogwarts Castle)
- 6 Character Movers (Harry, Ron, Hermione, Ginny, Luna, Neville)
- 6 Suspect Tokens (corresponding to the characters)
- 6 Weapon Tokens (e.g., Vanishing Cabinet, Potion, etc.)
- 9 Location Tokens (e.g., Owlery, Trophy Room, Great Hall)
- 2 Dice (one standard, one Hogwarts House Crest die)
- 1 Mystery Envelope
- 1 Pad of Detective Notebook Sheets
- Help Cards
- Dark Deck Cards
- Mystery Cards
- Gold Galleon Tokens



Image 2.1: An overview of the game board and various components, including cards, dice, and character movers.



Image 2.2: Close-up of the clear player movers and character tokens used in the game.

3. Setup

1. **Prepare the Gameboard:** Unfold the gameboard and place it on a flat playing surface. Ensure the four corner wheels are properly aligned and can be rotated.
2. **Separate Cards:** Separate the Suspect, Item, and Location cards into three distinct decks. Shuffle each deck individually.
3. **Form the Mystery:**
    - Take one card from each of the three shuffled decks (Suspect, Item, Location) without looking at them.
    - Place these three cards into the Mystery Envelope. This envelope contains the solution to the mystery and

will remain unopened until an accusation is made.

4. **Distribute Remaining Cards:** Shuffle the remaining Suspect, Item, and Location cards together to form a single deck. Deal these cards face down to each player until all cards are distributed. Players should keep their cards secret.
5. **Prepare Other Decks:**
    - Shuffle the Dark Deck cards and place them face down on the designated space on the board.
    - Shuffle the Help Cards and place them face down on their designated space.
    - Shuffle the Mystery Cards and place them face down on their designated space.
6. **Place Tokens:** Place the six Suspect Tokens (character standees) on their corresponding starting spaces on the gameboard. Place the six Weapon Tokens in various rooms around the board.
7. **Choose Characters:** Each player selects a character mover (Harry, Ron, Hermione, Ginny, Luna, or Neville) and places it on their character's starting space.
8. **Detective Notebooks:** Each player takes a Detective Notebook sheet and a pencil (not included). Mark off the cards you hold in your hand, as these cannot be part of the mystery solution.



Image 3.1: The game board and components arranged for the start of a game.

4. Gameplay

The game is played clockwise. The player who most recently read a Harry Potter book goes first. If no one has, the youngest player starts.

4.1 Player Turn Sequence

On your turn, follow these steps:

1. **Roll the Dice:** Roll both the standard die and the Hogwarts House Crest die.
2. **Move Your Character:** Move your character mover the number of spaces indicated on the standard die. You can move horizontally or vertically, but not diagonally. You cannot move through walls or occupied spaces.
3. **Hogwarts House Crest Die Action:**
    - If you roll a **House Crest**: You may rotate one of the four corner wheels on the gameboard one notch. This can open or close secret passages, change staircases, or reveal the Dark Mark.
    - If you roll the **Dark Mark**: Draw a Dark Deck card and follow its instructions. These cards often introduce challenges or penalties.
4. **Enter a Room and Make a Suggestion:** If you enter a room, you may make a suggestion. A suggestion consists of naming a Suspect, an Item, and the Location you are currently in. For example, "I suggest that *Harry Potter* used the *Vanishing Cabinet* in the *Great Hall*."
5. **Refuting Suggestions:** The player to your left must show you one card from their hand that matches any part of your suggestion (Suspect, Item, or Location). If they have multiple matching cards, they choose which one to show you. If they have no matching cards, the next player to their left must show you a card, and so on, until someone shows you a card or all players have been asked. Mark off the shown card on your Detective Notebook.
6. **End Your Turn:** Your turn ends after you have moved, performed any die actions, and made a suggestion (if applicable).

4.2 Special Gameboard Features

- **Rotating Wheels:** The four corner wheels on the board can be rotated when a House Crest is rolled. These rotations can alter pathways, making certain rooms accessible or inaccessible, or revealing secret passages. Pay attention to how these changes affect movement.
- **Secret Passages:** Some rooms have secret passages that allow you to move directly to another specific room without rolling the dice. These are indicated on the board.
- **Help Cards:** These cards provide special abilities or advantages. Draw one when instructed by game rules or specific board spaces.
- **Mystery Cards:** These cards introduce additional elements or twists to the game.



Image 4.1: Examples of game cards: Mystery Card, Dark Deck, and Help Card, which influence gameplay.

5. Making an Accusation and Winning the Game

Once you believe you have deduced the correct Suspect, Item, and Location, you may make an accusation. You can only make one accusation per game.

1. **Move to Dumbledore's Office:** To make an accusation, you must move your character into Dumbledore's Office.
2. **State Your Accusation:** Announce your accusation aloud, naming the Suspect, Item, and Location you believe are in the Mystery Envelope.
3. **Check the Mystery Envelope:** Secretly open the Mystery Envelope and compare the three cards inside with your accusation.
4. **Winning:** If your accusation matches all three cards in the Mystery Envelope, you have solved the mystery and **win the game!**

5. **Losing:** If your accusation is incorrect, you are out of the game. You cannot move or make further suggestions or accusations, but you must still show cards to other players if they make a suggestion that you can refute.

6. Maintenance

To ensure the longevity of your game:

- Store all game components in the original box when not in use.
- Keep the gameboard and cards away from moisture and direct sunlight to prevent warping or fading.
- Handle cards and tokens carefully to avoid bending or tearing.
- Replace Detective Notebook sheets as needed (printable templates may be available online).

7. Troubleshooting

7.1 Missing Components

If any components are missing upon opening the box, please contact Hasbro Gaming customer support for assistance.

7.2 Rule Clarifications

For detailed rule clarifications or specific scenarios not covered in this manual, refer to the official Hasbro Gaming website or community forums for frequently asked questions and errata.

8. Specifications

Feature	Detail
Product Dimensions	1.97 x 15.75 x 10.51 inches
Item Weight	1.76 pounds
Model Number	F1240
Manufacturer Recommended Age	8 years and up
Number of Players	3 to 5 players
Release Date	September 14, 2020
Manufacturer	Hasbro

9. Warranty and Support

Hasbro Gaming products are manufactured to high-quality standards. For information regarding product warranty, returns, or customer support, please visit the official Hasbro Gaming website or contact their customer service department directly. Keep your proof of purchase for any warranty claims.

Online Support: www.hasbro.com/en-us/consumer-care

© 2023 Hasbro. All Rights Reserved. Wizarding World and all related trademarks, characters, names, and indicia are © ™ Warner Bros. Entertainment Inc. Publishing Rights © JKR. (s23)

Ask a question about this manual

Ask about setup, troubleshooting, compatibility, parts, safety, or missing instructions. Manuals+ will review the question and use this page's manual context to help answer it.

Name

Anonymous

Email

you@example.com

After a successful submission, we securely hash the supplied account or form email before sending it to Microsoft Advertising for conversion attribution. Privacy details.

Question

Example: How do I reset this device or fix this error?

Details

Model number, symptoms, what you tried, or the section of the manual you are using.

Submit question