

DIAGON ALLEY DASH

Collect School Supplies. Board the Hogwarts Express...
And Race to Hogwarts!

AIM OF THE GAME

Collect all 6 School Supplies from
Diagon Alley and be the first to reach the



GET READY

- 1 **Choose a character** to play: Harry, Hermione, Ron or Luna. Put your chosen character on their house start tile.
- 2 Shuffle the *Magical Encounter* cards, then put them face down in the middle.
- 3 Put Lucius Malfoy on the green *Slytherin* tile in Diagon Alley.



GET GOING

- 1 Take it in turns to play. Since you're reading this, you can go first!
- 2 Roll the die. This has six pictures that match those on the board. Before your FIRST move, you **must roll an owl or snake...**
- 3 When you roll one, move onto the **matching picture** in the outer circle: *Diagon Alley*.
- 4 At the end of every round - after you've all rolled ONCE - Lucius also **moves one tile** forward onto *Diagon Alley*. Watch out! If Lucius lands on the same tile as you, you must go back to the start...
- 5 You must also **go back to the start** if you land on the same tile as Lucius. Lucius can **ONLY** move in *Diagon Alley*... He can't get you on the *Hogwarts Express*.



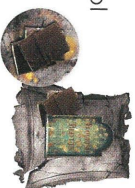


GET ROUND

- 1 If you land on a **Magical Encounter tile**, pick up a Magical Encounter card from the top of the pile. Read it out, and do as it says straight away. This could have a good effect on you... Or a bad one!



- 2 If you land on a **shop tile**, pick up the matching School Supply Token. For example, the Wand Token from Olivanders Wand Shop.



- 3 To board the Hogwarts Express, you **must have one School Supply Token from EACH of the six shops**... Even if that means going round Diagon Alley more than once!



Books
Flourish and
Blotts



Cauldron
Wiseacres
Wizardsing
Equipment



A pet
Eeylops Owl
Emporium



A Wand
Ollivanders
Wand Shop



Train Ticket
Platform
9 3/4



Galleons
Gringotts

- 4 **Got all six school supply tokens?** If so, when you next reach the Platform 9 3/4 space opposite your start tile, get ready to move onto it... You must roll 9 3/4 to jump onto it, though. Watch out for Lucius Malfoy!



- 5 To move onto the centre circle, you must complete a **full lap** of the Hogwarts Express inner circle.

- 6 Finally, to **land on the Hogwarts Crest and WIN**, you **MUST** roll an owl. You made it to Hogwarts!

