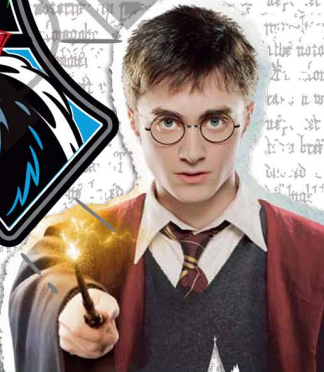


WIZARDING
WORLD

Harry Potter



規則書 - REGLES DU JEU - RULES OF THE GAME
REGLAS DEL JUEGO - SPIELREGELN - SPELREGELS - REGOLAMENTO



WIZARDING WORLD characters, names and related indicia are © & ™ Warner Bros. Entertainment Inc. WB-SHIELD, © & ™ WBEL Publishing Rights © JKR (222)

規則書



內容物：

90張卡牌：74張考驗卡牌、6張觸覺挑戰卡牌、10張質感觸覺卡牌，6張霍格華茲-拼圖(24片)

遊戲目標：

每位玩家都挑戰8種不同類型的大腦測驗，並在比賽中勝出。第一位完成霍格華茲-拼圖的玩家為最強大腦。

遊戲設置：

將10張質感觸覺卡牌放至桌上。所有玩家有約30秒的時間可以查看和觸摸它們。時間結束後，將質感觸覺卡牌堆放至一旁。將測驗卡牌和挑戰卡牌面朝下洗勻，組成一副牌組放到桌面中央。每回合的測驗類型標示在牌背上(測驗內容請見下文)。

遊戲流程：

由年紀最小的玩家翻開中央牌組最上方的卡牌後，遊戲開始！所有玩家查看該卡，並嘗試尋找答案。在有玩家覺得自己找到答案時，他立刻以手覆蓋該卡牌。在玩家作答後，才可移開手並檢查答案是否正確。記得，每位玩家每回合只能作答一次。

8種大腦測驗類型：



1) 秘密通道

跟上哈利波特的腳步與他同行，穿越走廊與暗門(一扇門將通往另一扇相同的門)。跟隨哈利在路的盡頭找到魔法物品。(範例裡找到羽毛)。

👉 正確答案：

該玩家拿取該卡牌，並面朝下放到自己面前，每位玩家最多只能放4張卡牌。若玩家已有4張卡牌，但想保留獲得的新卡牌時，則該玩家必須丟棄1張。當一位玩家有2張相同的卡牌(牌背相同)時，可以將他們換成一片霍格華茲-拼圖。

👉 錯誤答案：

如果答案錯誤，則該玩家必須將此卡丟棄至一旁，並禁止在下一回合中答題。

遊戲結束：

第一位完成霍格華茲拼圖的玩家獲勝。



注意：在雙人遊戲中，如果其中一位玩家答錯，該卡無須丟棄，改為獎勵給予另一位玩家。接著兩位玩家照常進行下個挑戰。





2) 金探子大賽

根據三隊二人組，找到哪個巫師將贏得比賽。
(範例裡黃色巫師領先，紅色巫師緊跟在後，
再來是綠色巫師，最後是藍色巫師)。



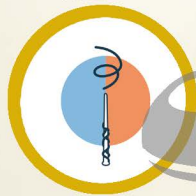
3) 獨特護法咒

在卡牌上的這些護法中，哪個護法只被叫出
一次？
(範例裡答案是貓)。



4) 巫師大混亂

以手蓋牌，背誦出卡牌上同顏色數量最多的
每項物品名稱。
(範例裡是綠色，有4項物品。答案是魔法石/
銅子/咒語書/圍巾)。



5) 咒語大戰

卡牌背面標出兩邊顏色(紅色在右，藍色在
左)。在卡牌正面，魔杖的顏色指出施咒時要
使用左手或右手指。施咒時大喊“腦筋靈光
咒!”。閃電的顏色指出要施展在哪位玩家上。
(範例裡魔杖是藍色，玩家必須使用左手來
施咒。而閃電是紅色的，在大喊“腦筋靈光咒”
時指向右邊的玩家)。





6) 霍格華茲學院

三個同樣的學院圖騰出現在卡牌上。其中之一會有個不一樣的地方，在哪裡呢？
(範例裡頂部的圖騰少了頭盔)。



7) 魔法圓環

卡牌背面包括了6個需要記憶的符號。而卡牌正面哪一個符號多了或少了哪個符號呢？
(範例裡少了粉紅色的Q)。



8) 觸覺挑戰

這張卡牌可以讓贏了上一張卡的玩家進行觸覺挑戰。其他玩家從10張質感觸覺卡牌選擇1張，面朝下遞給挑戰的玩家。該玩家只有10秒能用觸覺辨識該物品或紋路。每題只有一個答案。
(範例裡是飛天掃帚)。



如果答案正確，該玩家贏得另一片霍格華茲-拼圖，並將觸覺挑戰卡牌放回原處。如果答案錯誤，則遊戲依照原規則繼續進行下一張卡牌。

注意：

- 若有玩家答錯測驗題，然後下一張翻開的題目是觸覺挑戰，則將觸覺挑戰卡牌放回牌組並洗勻。
- 若連續翻開兩張觸覺挑戰卡牌，則把第二張放回牌組並洗勻。
- 10張質感觸覺卡牌分別是：杯子 - 貓頭鷹 - 飛天掃帚 - 龍 - 書 - 藥水 - 羽毛 - 櫃子 - 鍋子 - 蛇。

Rules of the game

EN

Content:

90 cards: 74 Tests cards, 6 touch Challenge cards, 10 raised touch cards and 6 Hogwarts-puzzle (24 pieces).

Aim of the game:

All players compete against each other using the 8 different tests that exercise different brain functions. The first to complete their Hogwarts-puzzle is the winner.

Set up:

Lay the 10 touch cards on the table. All the players look at them and feel them for about 30 seconds. The deck of touch cards is then set aside. Shuffle the Test and Challenge cards and put them into a single pile, in the middle of the table, facedown. The back of the card indicates the type of test to come when the card is turned over. (The tests are described below).

How to play:

The youngest player starts by turning over the top card in the center pile. When a player thinks they have found the answer, they immediately put their hand over the card.

They give their answer and uncover the card to see if it is right. Remember, a player is only allowed one answer per round.

Correct answer:

The player takes the card and puts it in front of them, face down. A player may have no more than 4 cards at any time. If a player wants to keep a card, they have just won but already has 4, they must discard one.

When a player has 2 cards with the **same back**, they can exchange them for a Hogwarts-piece.

False answer:

If the answer is wrong, the player must discard the card and cannot give an answer in the next round.

End of the game:

The first to **complete their Hogwarts jigsaw** wins the game.

NB: In a game with two players, if one gets the wrong answer, the card is not discarded but is awarded to the other player. Then both players continue to play the next challenge.



Description of the 8 types of test:



1 - Secrets passages

From Harry Potter, follow his footsteps and walk with him through the corridors and the secret doors (one door leads to the exact same). Follow Harry to find the magical object he found. (Here the feather)





2 - The Golden Snitch's race

Based on the three duets, find which wizard is winning the race (Here it's the yellow wizard who's first, he is followed by the red, then the green, then the blue).



3 - The unique Patronus

Among all the Patronus on the card, which is the Patronus conjured only once? (Here the cat)



4 - The Wizard's Mayhem

Cover the card with your hand, recite every object of the color the most represented on the card.
(Here the most represented color is green with 4 objects. The answer is "stone/cauldron/spell book/scarf".)



5 - The spells battle

The back of the card gives a color to each side (red for right, blue for left). On the face, the wand's color indicates with which index the spell must be cast. Cast it while saying "Cortexum!" out loud. The color of the lightning indicates to which player the spell is casted on. (Here the wand is blue, the player must use their left index. The lightning is red, the index must point to the player on their right while saying "Cortexum!").





6 - Hogwarts Houses

Three crests of the same house are represented on the card. One of them has a difference, what is it? (Here the top crest misses a helmet).



7 - The magic circle

The back of the card includes 6 symbols to memorize. One is missing or had been add on the front, which one is it? (Here the lotus is missing).





8 - The raised touch challenge

This card allows the player who has won the previous card to go for the touch challenge. The other players choose a card from the pack of 10 touch cards and hand it, face down, to the challenger. The player then has 10 seconds to recognize the object or the texture using only their sense of touch. There is only one answer (Here the broom).



If the answer is right, the player wins another brain piece. The touch challenge card is returned to the others. If the answer is wrong, the game carries on as before with the next card.

Notes:

-  If a player gives a wrong answer to the test before a Challenge card, they put the Challenge card back in the stack and shuffle it again.
-  If there are two Challenge cards in a row, put the second one back in the stack and shuffle it.
-  The 10 raised textures are: cup – owl – broom – dragon – books – potion – feather – chest – cauldron – snake.

CONTACT THE MIMICRY

IF YOU HAVE ANY IN



www.zygomatic-games.com

YOU-KNOW-WHO'S

HAN-EBER