



# Harry Potter Boardgame



<b>Finish</b>	58. Get spotted doing magic by Muggles. Move back 3 Spaces.	57	56 Finish your school year at Hogwarts. Move forward 1 space.	55	54 Escape the Dark Lord. Move forward 1 space.	53 The Dark Lord returns. Move back 5 spaces.	52	51 The Dark Mark is in the sky. Move back 3 spaces.	50
40	41 Make the wrong potion. Move back 1 space.	42	43 Fly on a broomstick. Move forwards 2 spaces.	44	45	46 Conjure a Patronus. Move forward 2 spaces.	47 Get attacked by a werewolf. Move back 2 spaces.	48	49 Death Eaters attack you. Move back 4 spaces.
39 Visit Hogsmeade. Move forward 1 space.	38	37 Win a Quidditch match. Move forward 1 space.	36	35 Get sent to Azkaban. Move back 3 spaces.	34	33 Dementor attack. Move back 4 spaces.	32	31	30 Free Dobby. Move forward 2 spaces.
20 Win the House Cup. Move forward 3 spaces.	21 The Chamber of Secrets is opened. Move back 2 spaces.	22	23	24	25 Find someone petrified . Move back 1 space.	26	27	28 Defeat the Basilisk. Move forward 4 spaces.	29
19	20. Conjure a spell. Move forward 1 space.	17	16	15 Win a game of Wizard's Chess. Move forward 1 space.	14	13 Enter the Forbidden Forest. Move back 4 spaces.	12	11	10 Receive some owl post. Move forward 2 spaces.
<b>Start</b>	Discover you're a wizard. Move forward 3 spaces.	2	3 Get sorted into Gryffindor. Move forward 2 spaces.	4	5	6 Catch the Golden Snitch. Move forward 1 space.	7	8	9