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CONTACT THE MINISTRY
IF YOU HAVE ANY INFORMATION

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Dr. J. H. Smith, General, U.S.A.,
and a number of other officers
of the Army, were present at the
ceremony. The ceremony was
held in the presence of a large
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EXTRACURRICULAR ACTIVITIES



**SEE PAGE 5
FOR MORE
INFORMATION**

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EXTRACURRICULAR ACTIVITIES



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Harry Potter



SKIVING SNACKBOX SCAVENGE AGE 8+

COACH WITH

SKIING SNACKBOX SCAVENGE

After leaving Hogwarts, Fred & George Weasley opened *Weasleys' Wizard Wheezes*, a magical joke shop in *Diagon Alley*. Subsequently, a stream of mischief-making products flooded into Hogwarts from the twins' shop. Filch banned anything bought from *Weasleys' Wizard Wheezes* in order to battle this, including **Skiving Snackbox Sweets**. These special sweets help students skip class by using magic to fake illnesses!

AIM OF THE GAME

Collect all 4 of the Weasley twins' **Skiving Snackbox Sweets** to help you skip classes. Get them back to your *Common Room* safely without being caught by Argus Filch. Navigate the moving staircases, steal sweets from fellow students and use Weasley Practical Jokes on each other!

SETTING UP

Pick your favourite student to play and place them on their corresponding *Common Room* tile. Shuffle the *Weasley Practical Joke Cards* and put these in the middle. Put the stair cards on the stair tiles and place Filch centrally on the middle moving staircase.

Each player starts in their *Common Room*. All **Skiving Snackbox Sweets** tokens are flipped over, shuffled, and placed face down on the orange *Weasley* tiles around the board. They should be yellow-side up, without players knowing which type of sweet is where. Play with the same number of sweets sets as players. 4 Players will use 4 sets of sweet tokens. 3 Players will use 3 sets of sweets and so on.



Place your
Sweets here

Collect all 4 **Skiving Snackbox Sweets** and get them back to your *Common Room* first, without being caught by Argus Filch.

One set of Skiving Snackbox Sweet Tokens



Fever Fudge



Puking Pastilles



Nosebleed Nougat



Fainting Fancies

To win, you must collect one of **EACH** sweet and carry these back to your *Common Room* **FIRST**.

***Set up for 4 players with 16 sweet tokens
(4 per person)**



Does your gameboard look like this? Great! You're all set up!

HOW TO PLAY

The player who is most likely to be a muggle goes first! Players take it in turns to roll the die. You are **free to move in any direction** around the board. Number of footsteps on the die represent how many tiles you can move. *For example, if you roll 4 footsteps, move four tiles in ANY direction you like.*



4 Footsteps on the die

You don't have to roll the exact number of steps needed in order to stop on a **Skiving Snackbox Sweet token, Common Room, Whizarding Wheezes Tile or Staircase**. *E.g. if you roll a 5 but only have 3 steps to a Skiving Snackbox Sweet token, you can choose to only take 3 steps. BUT when you stop, your turn is over and you can't take any more steps unless otherwise instructed.*

You MUST stop moving when you choose to land on **Staircases, Weasley Prank tiles or Skiving Snackbox Sweet Tokens**. Filch does not have to stop on these tiles!

THE DIE

If you roll the Weasley & Weasley logo on the die, it's time for some mischief! You can choose to **EITHER**:



Weasley & Weasley
logo on the die



Rotate a moving staircase 90 degrees OR move Argus Filch 6 tiles in any direction.

Staircases help you cross to the other side quickly. They can also be used to slow down other players. You can move staircases while a student is standing on them!



If you move Filch onto a student, he confiscates ALL sweets not safely stored in their *Common Room* and sends them back to their *Common Room*.

When playing Filch, you can move Filch less than 6 spaces if it means landing on a student! The player who is currently moving Filch gets to re-distribute the sweet tokens back on the board.

LANDING ON A WHIZARD WHEEZES TILE

This is where Fred and George are secretly selling their Practical Jokes to students! If you land on a *Whizard Wheezes Practical Joke Tile*, pick up a *Weasley Practical Joke Card* and read it to yourself.



Whizard Wheezes'
Practical Joke Tile



Weasley Practical Joke Cards

WEASLEY PRACTICAL JOKE CARDS

These cards can either have a **positive** or **negative** effect on the you or other students! Read the card and follow the instructions on it. Some cards may ask you to pick a student to play a practical joke on, some cards may allow you to steal sweet tokens and some cards may ask you to hold on to them to use at a more appropriate time.

- If a card asks you to select a student to steal a sweet from and no one is carrying sweets when you use this card, **tough luck!** Put this card back at the bottom of the pile. **You cannot steal sweets which are already safely back in students' Common Rooms.**
- If a card asks you to **lay a card in response to an action**, you can do this by holding on to that card for however many rounds of play necessary. Make sure you don't show anyone what the card is while you hold on to it. You might end up accumulating a few!

For example, the Liquid Luck card says "Lay this card down to drink liquid luck. If Filch lands on you, he cannot confiscate your Skiving Snackbox tokens". Hold onto this card, then present and use it if another player moves Filch on to the same tile as you.

- If you lay a card which makes a student loose a sweet token and **you are not instructed to steal it**, place it back on the board on an orange *Weasley* tile of your choosing face up. Everyone can now see what this sweet is.
- If a card instructs you to steal a token from a student and you **already have the same sweet** in your possession, show it to the group and place it face up on an orange *Weasley* tile of your choosing.





NAVIGATING THE MOVING STAIRCASES

The Staircases are one tile. If you decide to take the shortcut path of a moving staircase, **your turn ends when you land on top of this.**

For example, if you roll 5 footsteps and it only takes 3 to land on top of a staircase, you must stop on the staircase until your next turn.

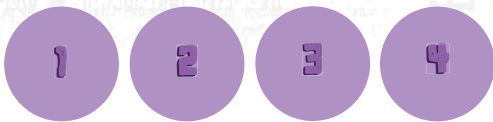
If there is no available staircase to use, you cannot cross to the other side of the board!

When you land on a moving staircase tile and stay there till the next go, your staircase can be rotated while you wait on it! They can do this by rolling the Weasley & Weasley die logo OR through special Whizarding Wheezes Practical Joke cards.

LANDING ON A SKIVING SNACKBOX SWEET

If you land on a Skiving Snackbox Sweet token, pick up the token. The token is vulnerable until it is taken to your Common Room. Make sure to flip it over while it is in your hand so other players can see the type of sweet you have. However, if you already have the same sweet, flip this over on the board and leave it there. Everyone can now see what type of **Skiving Snackbox Sweet** this is.

You can **carry as many sweets as you like** when moving around the board... But **BEWARE**, your tokens are vulnerable to be *stolen* by other students or *confiscated* by Filch! In order to keep your sweet stash safe, you must travel back to your *Common Room* with your sweets.



HOW TO WIN

Once you land on your *Common Room* tile, you can then stash your sweet on the 1 2 3 or 4 tile, where it is safe. Place this face up, so everyone can see what sweet you have successfully smuggled back to your *Common Room*.

Successfully smuggle all 4 different Skiving Snackbox Sweets to your Common Room first to win!



Put the Skiving Snackbox Sweets (that you are currently carrying to your Common Room) to the side of the board, like so.

