

Stupefy™



Watch
the rules video!



OVERVIEW AND GOAL

Gryffindor, Hufflepuff, Ravenclaw, or Slytherin, proudly wear your House colors and live up to its reputation.

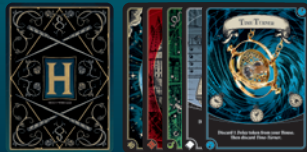
In each of the 8 rounds, prepare a Spell and point your wand at one of your opponents.
Then, simultaneously, cast your Spell... or protect yourself!
If you're stupefied, you might cause your House to lose points.

Only the wisest wizards and witches will be able to share that round's Rewards and gain points for their House. The House with the most points at the end of the game wins.

GAME ELEMENTS



Spell cards (2 different types)



Reward cards (5 different types)



Become the Favourite card



Potions Master card



Latecomer cards



Distribution cards (5 different)



Wands (8 different)



Flag tiles (4 different types)



Favourite tile



Delay tokens



4 Houses Box

SETUP

Before your first game, place the Flag tiles and the Favourite tile in their plastic stands.




1 Each player takes **1 wand** and **8 Spell cards** (5 Misspell and 3 Stupefy).

2 Take the **Distribution card** corresponding to the number of players. Give a **Flag tile** to each player following the distribution outlined on the card.

Notes:

- With 4 players, you'll each have a different Flag and play for a different House.
- With 5 or more players, all players with the same Flag are in the same House and play on the same team.

THE TWINS (ODD NUMBER OF PLAYERS)

To balance out teams when you have an odd number of players, the two players designated by the  symbol on the Distribution card are considered to be **Twins**.

They are on the same team and each start with **1 wand**, **6 Misspell cards**, **2 Stupefy cards**, and **1 Delay token** (instead of the normal setup). The rest of the rules are the same.

3 Shuffle all the **Reward cards** and make a facedown pile within reach.

4 Place the **Become the Favourite card** in the middle of the table, and leave space for 8 other cards that will be added at the start of each round.

5 Place the **Potions Master** and **Latecomer cards** nearby. They won't be used until the end of the game.

6 Leave an empty space on the table to create the **discard pile** where you'll stack all cards discarded during the game.

7 Place the **Delay tokens** within reach to form a reserve.

8 Place the board on top of the insert in the box to make the **4 Houses Box**. Place it within reach.

9 The player who was the best notetaker in school takes the **Favourite tile** and becomes the Favourite for the first round.

Place the remaining components aside. They will not be used for this game.

GAMEPLAY

The game plays over 8 rounds, each divided into **7 phases**. The Favourite announces and manages the phases, one after the other. The back of the Favourite tile has a player aid with reminders of the different phases.

1 REVEAL REWARDS

Draw **8 Reward cards** and place them faceup in the middle of the table, next to the **Become the Favourite card**. That card is the 9th Reward and is **available in each round**.

2 PREPARE YOUR SPELL

Simultaneously, secretly choose a **Stupefy** or **Misspell** card from your Spell cards and place it facedown in front of you.



3 TARGET AN OPPONENT

After everyone has prepared their Spell card, the Favourite announces "Witches and Wizards... ready your wands!" then **counts to three**.

On three, **simultaneously**, point your wand at one of your opponents. If you do not point at anyone on "three," it's too late. You don't target anyone during this round.

Important: For safety reasons, always point your wand at your opponent's torso, and never their face.

4 CAST YOUR SPELL

Carefully look at the wands pointing at you and at your opponents. After a few seconds, the Favourite **counts to three again**.

On three, **simultaneously**, cast the Spell that you prepared in Phase 2 or the Protego Spell.

- **Stupefy:** Shout "Stupefy!" and keep your wand pointed at your opponent.
- **Misspell:** Say nothing and lower your wand.
- **Protego:** You can always choose to protect yourself by casting a Protego Spell **instead** of any prepared card. Hold your wand in front of your face and shout "Protego!". You do not target anyone anymore.

5 APPLY SPELL EFFECTS

If you cast a **Protego Spell**: you are protected.

Lay down your Flag and ignore any Spells that target you. Then discard your Spell card, **facedown**.

Otherwise, if **you are targeted by one or more Stupefy Spells**: you are stupefied. **Lay down your Flag** and take **1 Delay token** per Stupefy Spell targeting you. Then discard your Spell card, **faceup**.

Note: Since Spell effects are applied simultaneously, it's possible to stupefy an opponent and be stupefied yourself at the same time.

If **you are not targeted by any Stupefy Spells**, nothing happens to you.

6 SHARE REWARDS

Important: Only players whose Flag is still standing upright can participate in the Share Rewards phase.

If your Flag is still standing, starting with the Favourite then playing clockwise, choose and take a Reward (see page 4) from the revealed cards. Continue taking Rewards in turn order until there are none left in the middle of the table.

Notes:

- If the Favourite cannot participate in the Share Rewards phase, the first player to their left, whose Flag is still standing, will choose first.
- All the Reward cards are always distributed, so if you're the only player participating in the Share Rewards phase, you take all the Reward cards!

When you take a **Private Lessons**, **Time-Turner**, or **Become the Favourite card**, immediately apply its effect, then continue the Share Rewards phase like normal.

7 END OF THE ROUND

Once all 9 Rewards are taken, the round ends:

- Keep the **Successful Potion** and **Favour** cards facedown in front of you.
- Discard the **Private Lessons** and **Time-Turner** cards.
- Return the **Become the Favourite** card to the middle of the table.
- **Announce out loud** the total value of **Point** cards your House won during the Share Rewards phase. Then place them in your **House's Box**.

Important: Only Point cards are added to your House's Box. All other Reward cards are individual bonuses.

Stand up all the Flag tiles, then return to Phase 1. "Reveal Rewards" to begin a new round.



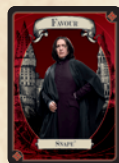
EFFECTS OF REWARD CARDS



Points: Your House gains 10, 20, or 40 points.



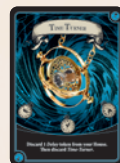
Successful Potion: You successfully brew 1 potion. At the end of the game, the player with the most Successful Potion cards takes the Potions Master card.



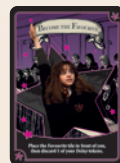
Favour: You gain a professor's favour. At the end of the game, each player gains bonus points corresponding to the number of Favour cards they have (see table below and on the 4 Houses Box).



Private Lessons: Immediately discard 1 of your Misspell cards and take 1 Stupefy card from the discard (if there are any). Then discard the Private Lessons card.



Time-Turner: Immediately discard 1 Delay token from your House (held by your teammate or yourself) and return it to the reserve. Then discard the Time-Turner card.



Become the Favourite: Immediately take the Favourite tile in front of you. Discard 1 of your own Delay tokens and return it to the reserve. You will be the Favourite for the next round.

END OF THE GAME

The game ends after 8 rounds, once all Reward cards are taken.



1. Potions Master

The player with **the most Successful Potion cards** gains the Potions Master card and places it in their House Box. In case of tie, no one gains the card. This card adds 100 points to your House's score.



2. Latecomer

The person with **the most Delay tokens** gains a Latecomer card and places it in their House Box. In case of tie, all tied players gain a Latecomer card. Each Latecomer card makes your House lose 100 points.

Note: If all players have the same number of Delay tokens (or none), no one gains a Latecomer card.

3. Favour

Each player **individually** counts the number of **Favour** cards they have. Consult the table below to see how many bonus points you each earned for your House.

Number of Favours	0	1	2	3	4	5	6	7	8	9	10
Bonus points	0	10	30	60	120	200	300	400	600	800	1000

4. Then calculate your House's score as follows:

- Add the value of all the cards in your House's Box.
- Each player adds **bonus points** from Favour cards to their House's score.

The House that earned the highest score wins the game.
In case of tie, tied Houses share the victory.

Contents: 1 board • 8 wands • 9 Flag tiles • 1 Favourite tile • 10 plastic stands • 24 Delay tokens • this rulebook
142 cards (1x Become the Favourite, 1x Potions Master, 7x Latecomer, 40x Misspell, 24x Stupefy, 15x 10 Points, 15x 20 Points, 10x 40 Points, 10x Successful Potion, 10x Favour, 2x Private Lessons, 2x Time-Turner, and 5x Distribution)

CREDITS

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