

 <p>START</p>	 <p>MAD EYE MOODY</p> <p>Everybody drinks the number of eyes they have.</p>	 <p>QUIDDITCH WORLD CUP</p> <p>Anyone wearing anything green drinks twice to the glory of Ireland.</p>	 <p>THE TIME TURNER</p> <p>Roll a die. 1-4: Move backwards to Sirius Arrested and do the task. 5: Roll a die. Even: give one. Odd: drink once.</p>	 <p>SIRIUS ARRESTED</p> <p>Roll a die. Even: give one. Odd: drink once.</p>	 <p>THE WHOMPING WILLOW</p> <p>You move like the Willow for twenty seconds.</p>	 <p>THE MARAUDER'S MAP</p> <p>The first player to set foot on this field creates a task that is in power here.</p>	 <p>FLIGHT ON A HIPPOGRIFF</p> <p>The player on your left is your Hippogriff. You ride on its back across the room. If you fall down, both drink four times. Remember to bow.</p>	
 <p>LETTERS FROM NO ONE</p> <p>Uncle Vernon has taken your letter from Hogwarts. Drink twice in sorrow.</p>	 <p>THE GOBLET OF FIRE</p> <p>Fill the big glass/cup with a drink and everybody drinks from it until it's empty.</p>	 <p>THE POTION OF DESPAIR</p> <p>Mix all the beverages you can find in the room in a big glass/cup and finish the Potion. In case your will breaks, ask someone to force it down your throat.</p>	 <p>SECTUMSEMPRA</p> <p>Give four to someone. The chosen player falls down and begins to bleed out.</p>	 <p>ARAGOG'S BURIAL</p> <p>One player recites: "Farewell, Aragog, king of arachnids..." and everyone drinks twice.</p>	 <p>FELIX FELICIS</p> <p>Switch your drink for a non-alcoholic beverage.</p>	 <p>PRINCE'S SCHOOLBOOK</p> <p>You become a master potionmaker. From now on, you make the drinks.</p>	 <p>DEMENTORS</p> <p>Expecto patronum! Everybody drinks twice. If there is chocolate nearby, eat it.</p>	
 <p>THE KEEPER OF THE KEYS</p> <p>You all say: "Happy birthday, Harry!" and drink twice.</p>	 <p>THE FIRST TASK</p> <p>Summon an object with "Accio". Everybody drinks three except the first player who brings you the Summoned object.</p>	 <p>THE LIGHTNING STRUCK TOWER</p> <p>The first player on this field drinks four, next drink twice and give two.</p>	<p><i>Alison & Co. Authors</i> PHOENIX, FERRET, WINKY & FLOO <i>Conveyors of Aids to Magical Mischiefs</i> proudly present</p> <p>the Harry Potter Drinking Game</p> <p>Rules:</p> <ol style="list-style-type: none"> The Game should be played with drinks in standard glasses. A bigger piece of drinkware and a shot glass may also be of use. The players take turns rolling a die, moving forward and doing the task given by the field they stopped on. You can surrender anytime you want. You lose and have to live with the shame of being a Muggle for the rest of your life. For casting an Unforgivable Curse in a Wizard Duel you finish a whole new drink. <p>IMPORTANT: If you encounter a grey field before finishing your move, you have to stop there.</p> <p>WIZARD DUELS: The player on your left is your target. If he/she rolls five anytime in the Game, you have to cast an offensive spell and your target has to cast Protego. The slower one drinks twice.</p>		 <p>THE ULTIMATE DUEL</p> <p>Finish a whole new drink</p> <p><i>Voldy's gone moldy so now let's have fun!</i></p>	 <p>HORACE SLUGHORN</p> <p>Add a self-made elixir to a chosen player's drink and give it to them. They have to finish it.</p>	 <p>THE KNIGHT BUS</p> <p>Roll a die. 1-3: Move that many fields forward and do the new task. 4-6: Go two fields backwards and do nothing.</p>	
 <p>ANYTHING FROM THE CART, DEARS?</p> <p>Get some snacks for everyone, otherwise drink twice.</p>	 <p>THE YULE BALL</p> <p>Choose a partner. Waltz or you both drink three.</p>	 <p>THE SEVEN POTTERS</p> <p>Everyone shouts: "Hedwig, NOOO!" and drinks three.</p>	<p>THE BATTLE OF HOGWARTS</p> <p>You have 40 seconds to name 14 wizards defeated in the Battle of Hogwarts. Drink two for each one you miss. If you miss more than four, finish your drink.</p>		 <p>THE BATTLE OF THE PROPHECY</p> <p>Roll a die. 1-2: Stupefy! Drink twice. 3-4: Confringo! Drink four. 5-6: Crucio! Drink six.</p>	 <p>AUNT MARGE</p> <p>Drink twice, inflate yourself and fly out of the room for one turn.</p>		
 <p>THE SORTING CEREMONY</p> <p>Roll a die. Even: "Gruffador!" Give two drinks to somebody. Odd: "Slytherin!" Drink twice.</p>	 <p>THE SECOND TASK</p> <p>Find a way to drink once without using arms.</p>	 <p>THE WEDDING</p> <p>Everyone shouts: "They are coming!". The player who manages to drink first can skip the next two drinks.</p>	<p>GODRIC'S HOLLOW</p> <p>Roll a die. Drink half, give half, round up.</p>		 <p>MALFOY MANOR</p> <p>All girls drink three for Hermione.</p>	 <p>GRINGOTT'S</p> <p>Close your eyes. Point to any field on the board and do the task. If you aren't drinking anything in the end, drink twice.</p>	 <p>SIRIUS DIES</p> <p>Everyone drinks twice in silence.</p>	 <p>MANDRAKE</p> <p>A Mandrake's scream knocks you out and you drink twice. If somebody is petrificated, he/she is healed.</p>
 <p>WINGARDIUM LEVIOSA</p> <p>Drink once without touching the glass with your mouth.</p>	 <p>THE MAN IN THE CHEST</p> <p>For one turn hide in a chest, wardrobe or otherwise enclosed space and drink twice. There, if possible.</p>	 <p>MAGIC IS MIGHT</p> <p>Try to get into the Ministry of Magic through a toilet or drink four.</p>	<p>SKIVING SNACK BOX</p> <p>You ate a Nosebleed Nougat. Drink twice and drink an additional one next turn.</p>		 <p>DUMBLEDORE'S ARMY</p> <p>Choose a player. During the next two turns you both drink one less.</p>	 <p>DETENTION WITH DOLORES</p> <p>Give three to somebody. The drinking one says "I must not tell lies" after every sip.</p>	 <p>ROOM OF REQUIREMENT</p> <p>Everybody thinks of a wish for you. You choose the one you'd like to come true the most, and the losers drink twice.</p>	 <p>PIDES</p> <p>You become petrificated for one turn. If you move, drink three times.</p>
 <p>CHRISTMAS</p> <p>You acquire the Invisibility Cloak. You can use it once during the Game outside of grey fields to avoid drinking. Use it well.</p>	 <p>THE THIRD TASK</p> <p>Sphinx's Riddle. Other players ask you a question. Answer the truth or doom awaits you - drink five.</p>	 <p>WIZENGAMOT TRIAL</p> <p>Everyone votes on how much you drink (1-6)</p>	<p>FLOO POWDER</p> <p>If you want, roll a die, drink that number, move that number of fields forward and do the new task.</p>		 <p>FORD ANGLIA</p> <p>Drink three times if you are wearing anything blue.</p>	 <p>THE CHAMBER OF SECRETS HAS BEEN OPENED</p> <p>Drink once straight from a bottle that you haven't drunk from in this game before.</p>	<p>IF ANYBODY CROSSES THIS FIELD, WIZARD DUELS COME INTO EFFECT FOR EVERYBODY.</p> <p>DUJLING CLUB</p>	 <p>POLY JUICE POTION</p> <p>During the next player's turn you do everything that he/she does.</p>
 <p>DETENTION IN THE FORBIDDEN FOREST</p> <p>You lose a turn. If somebody joins you, you wait together another one.</p>	 <p>THROUGH THE TRAPDOOR</p> <p>Roll a die. 1-2: Devil's Snare chokes you. Drink four and lose a turn. 3-4: Winged keys bruise you. Drink four. 5-6: The chess queen captures you. Drink twice.</p>	 <p>DOBBY'S PUNISHMENT</p> <p>The player on the left tells you how much to drink (max six). Before every sip shout "Bad Dobby!".</p>	<p>FLOO POWDER</p> <p>If you want, roll a die, drink that number, move that number of fields forward and do the new task.</p>		 <p>FORD ANGLIA</p> <p>Drink three times if you are wearing anything blue.</p>	 <p>THE CHAMBER OF SECRETS HAS BEEN OPENED</p> <p>Drink once straight from a bottle that you haven't drunk from in this game before.</p>	<p>IF ANYBODY CROSSES THIS FIELD, WIZARD DUELS COME INTO EFFECT FOR EVERYBODY.</p> <p>DUJLING CLUB</p>	 <p>POLY JUICE POTION</p> <p>During the next player's turn you do everything that he/she does.</p>