

SKIRMISH IN THE FORBIDDEN FOREST

Play the game inspired by scenes from the film Harry Potter and the Order of the Phoenix that take place in the Forbidden Forest: meeting Grawp, Dolores Umbridge's encounter with the centaurs, and the D.A. members' use of Thestrals to get to the Ministry of Magic.

THE AIM OF THE GAME:

The aim is to find 10 cards of the same colour in order from 1 to 10 (1 – Harry Potter; 2 – Hermione Granger; 3 – Dolores Umbridge; 4 – Forbidden Forest; 5 – Draco Malfoy; 6 – Ron Weasley; 7 – Ginny Weasley; 8 – Luna Lovegood; 9 – Neville Longbottom; and 10 – Thestral ⑤).

Game for four players:

Shuffle the cards and put them all on the table face down in an 8x8 rectangle. (Players determine the playing order.) On each player's turn, they must turn a card face up. If it is not the card they need, they must turn it back over where it was and the turn moves to the next player. The idea is to remember which cards you've seen so that when you need them, you can find them.

The first card each player must find is a Harry Potter card (number 1 in each colour series). Once a player has turned over a Harry Potter card, they may begin collecting the series of cards – in order – with the same colour frame as the Harry Potter card they have found. Whenever a player finds a card they need, they can turn over another card – continuing in this fashion until they turn over a card they don't need, at which point their turn ends. Whoever completes their series first is the winner.

CENTAUR ① AND GRAWP ② CARDS:

If a player encounters a centaur card in their colour after they have reached the Forbidden Forest (i.e., after they have collected their fourth card), they must place it next to their line of cards and end that turn. Beginning with their next turn, they must try to find the Grawp card in their colour to eliminate the centaur card before they can continue to collect the rest of their series of cards.

If a player discovers the centaur card in an opponent's colour, and that opponent has reached the Forbidden Forest ③, they may place it next to that opponent's line, forcing the opponent to find their Grawp card before continuing on.

- Only players who have uncovered their Harry Potter card ④ may play a centaur card on an opponent.
- If a centaur card is uncovered in a player's colour, and that player has not yet reached the Forbidden Forest, the card is turned over like any other unwanted card and play continues.
- When a player discovers a centaur card, no matter what colour, play moves to the next player.

Game tactic: Remember the position of your cards, of course, but also of your opponents' cards; you do not want to turn them over and remind your opponents of their locations!

GAME VARIANTS FOR VARIOUS NUMBERS OF PLAYERS:

Game for fewer than 3 players:

There are four series of cards. If you have only 2 or 3 players, you may use the entire deck – including all four series – with the 1 or 2 extra series of cards included in the game simply to increase the number of cards on the table and complicate play (remember: a player must be the first to collect only one series of cards to win the game); or you can remove the 1 or 2 extra series of cards from play and use only the number of series equal to the number of players.





- 1) HARRY POTTER
- 2) HERMIONA GRANGER
- 3) DOLORES UMBRIDGE

When Harry refused to tell her what he had been doing, Umbridge first attempted to dose him with Veritaserum, but Professor Snape told her he had no more. She then claimed that the Cruciatius Curse might „loosen his tongue“, responding that „What Cornelius doesn't know won't hurt him“ when Hermione said the curse was illegal. Hermione then spoke up, pretending to be revealing who Harry was contacting, and tricked Umbridge into following her and Harry into the Forbidden Forest in search of an alleged „secret weapon“ of the Order of the Phoenix. Dolores Umbridge being lured into the forest.



4) THE FORBIDDEN FOREST

The Forbidden Forest, also known as the Dark Forest, bordered the edges of the Hogwarts School of Witchcraft and Wizardry grounds. The forest was a very old place that held many secrets and housed many creatures, some dark and dangerous, others friendly. The trees in the forest were considered ancient, they were dense and rough looking from years of exposure to the elements.



5) DRACO MALFOY

Draco was a major member of the Inquisitorial Squad. The Inquisitorial Squad was founded to support Umbridge's tenure over Hogwarts after the departure of Albus Dumbledore from the school. The Inquisitorial Squad members held D.A. members in Dolores Umbridge's office.



- 6) RON WEASLEY
- 7) GINNY WEASLEY
- 8) LUNA LOVEGOOD
- 9) NEVILLE LONGBOTTOM

Ron, Ginny, Luna and Neville, escaped the Inquisitorial Squad's capture with a combination of Disarming Charms, Stunning Spells, Impediment Jinxes and a particularly good Bat-Bogey Hex from Ginny and joined Harry and Hermione in the Forbidden Forest.



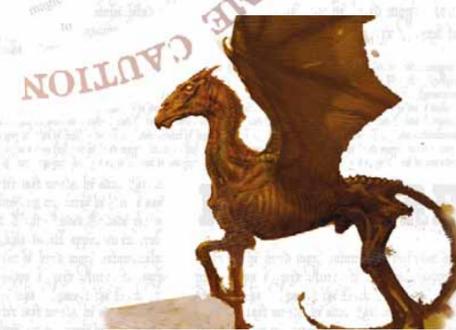
CENTAUR

A centaur was a magical creature whose head, torso, and arms appeared to be human and were joined to a horse's body. They were, however, their own individual species, and thus were not half-breeds. In the forest, Harry wasn't sure if Hermione had a plan or if she was making it up as she went along. Hermione made sure to make a lot of noise, as she wanted to be overheard. Soon the party was confronted by a herd of centaurs. Umbridge, though frightened, shamelessly insulted the centaurs with racial slurs and her wizarding arrogance. Umbridge cast the Incarcerous Spell on the centaur Magorian, strangling him with ropes. The centaur Bane then picked her up and carried her away deeper into the forest screaming.



GRAWP

Grawp was a giant that was known, despite standing a full sixteen feet tall, for his small stature and short height. He was the son of Fridulf and an unnamed giant and, therefore, the maternal half-brother of Rubeus Hagrid. The centaurs, prepared to attack on Hermione and Harry but then Grawp, Rubeus Hagrid's Giant half-brother, arrived. The centaurs attacked him instead, shooting him with arrows in the face. Grawp chased away the centaurs, howling with pain, as blood from his face poured down on Harry and Hermione.



10) THE THESTRAL

The Thestral was a breed of winged horse with a skeletal body, face with reptilian features, and wide, leathery wings that resemble a bat's. They were very rare, and were considered dangerous by the British Ministry of Magic. Thestrals were, undeservedly, known as omens of misfortune and aggression by many wizards because they were visible only to those who had witnessed death at least once, or due to their somewhat grim, gaunt and ghostly appearance. After meeting Harry and Hermione with other members of D.A. the group decided to use Thestrals to fly to the British Ministry of Magic in London (attracting them because Harry and Hermione were covered in Grawp's blood).