On the Subject of Hogwarts

Alohomora! ... Hm, why doesn't that solve the module?

- The aim is to solve other modules on the bomb one for each of the Houses of Hogwarts — then determine which House wins the House Cup.
- At the start, the names of other modules on the bomb are listed on Hogwarts. Use the left/right buttons to scroll
- through them.
- Each module name is accompanied with the banner of one of the four Houses of Hogwarts, listed below.
- When you solve a module on this bomb <u>while</u> that module's name is selected on Hogwarts, the associated House wins a number of points (see below). The remaining modules for that House are removed from selection.
- Once every House has received a solved module, Hogwarts displays the seals of the Houses still under consideration. Select the one that has received the most points. (Beware of a hex that may have been placed on the seals and the bomb's countdown timer.)
- Solving unselected modules in such a way that one of the Houses can no longer receive any points will result in a strike.
- Solving modules in such a way that two Houses will be tied for the House Cup will also result in a strike. In such a case, either House can be selected to solve the module.
- If the House seals are already shown on the module when the bomb activates, press any seal to solve the module.

Points calculation

- Take the name of the module (as shown on Hogwarts) and the full name of its House's founder.
- For every letter, multiply the number of times that letter occurs in the module's name with the number of times it occurs in the founder's name.
- To help you, the table shows the number of occurrences of each letter in each of the founders' names.
- The House earns the sum of those points.



