









# Harry Potter

## MORTAL KOMBAT


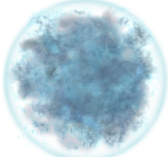




### AN EPIC DUELING GAME



1. Upon starting the game, you will be prompted to select your wand. The options are as follows:

Wand Core	Wand Wood	Wand Characteristics
Dragon Heartstring: <ul style="list-style-type: none"> <li>Capable of the most flamboyant spells</li> <li>Learn quickly</li> <li>Bond strongly with the current owner</li> <li>Easiest to turn to the Dark Arts</li> <li>Somewhat temperamental</li> </ul>	Cypress 	<ul style="list-style-type: none"> <li>Associated with nobility</li> <li>For the:               <ul style="list-style-type: none"> <li>Brave</li> <li>Bold</li> <li>Self-sacrificing</li> </ul> </li> <li>Owners usually die a heroic death</li> </ul>
	Hazel 	<ul style="list-style-type: none"> <li>Sensitive</li> <li>Reflects the owner's emotional state</li> <li>Best for those who can understand and manage their own feelings</li> </ul>
Phoenix Tail Feather <ul style="list-style-type: none"> <li>Rarest core type</li> <li>Capable of the greatest range of magic</li> <li>Show the most initiative, sometimes acting of their own accord</li> <li>Pickiest when it comes to potential owners</li> <li>Hardest to tame and to personalize</li> </ul>	Laurel 	<ul style="list-style-type: none"> <li>It is said they cannot perform a dishonorable act, though powerful</li> <li>Unable to tolerate laziness</li> <li>Will happily cleave to its first match forever</li> </ul>
	Sycamore 	<ul style="list-style-type: none"> <li>A questing wand, eager for new experiences</li> <li>Cannot remain bored</li> <li>Best for those who are:               <ul style="list-style-type: none"> <li>Curious</li> <li>Vital</li> <li>Adventurous</li> </ul> </li> <li>Has a capacity to learn and adapt</li> </ul>
Unicorn Hair <ul style="list-style-type: none"> <li>Generally produces the most consistent magic</li> <li>Least subject to fluctuations and blockages</li> <li>Most difficult to turn to the Dark Arts</li> <li>Most faithful of all wands, usually remain attached to their first owner</li> <li>Do not make the most powerful wands</li> <li>Prone to melancholy if seriously mishandled</li> </ul>	English Oak 	<ul style="list-style-type: none"> <li>Best for those who have:               <ul style="list-style-type: none"> <li>Strength</li> <li>Courage</li> <li>Fidelity</li> <li>Powerful intuition</li> <li>Affinity with the magic of the natural world</li> </ul> </li> </ul>
	Hornbeam 	<ul style="list-style-type: none"> <li>Selects a talented wizard with a single, pure passion which will almost always be realized</li> <li>Fine-tuned and sentient wand</li> <li>Adapt quickly to their owner's style of magic</li> <li>Absorb their owner's code of honor</li> </ul>

2. You will then be asked to select a spell to cast. Both players start at health level 100. You can choose either an offensive spell (harms the opponent) or defensive spell (heals yourself up to health 100). The spell choices are as follows:

Spell Type	Spell Name	Spell Properties
Defensive	Episkey 	+5 Healing to Yourself 33% Chance for +19 Healing
	Protego 	+22 Healing to Yourself 33% Chance for -15 Backfire on Yourself
	Salvio Hexia 	Random Healing between +1 and +17
Offensive	Expelliarmus 	-11 Damage to the Opponent
	Sectumsempra 	-5 Damage to the Opponent 25% Chance for -22 Damage
	Stupefy 	Random Damage between -1 and -18

3. After you cast your spell, the opponent will select their own spell to cast. Then, a new round of casting will begin and you will be prompted to select another spell. This will continue until one player reaches 0 health and that player will be declared the loser.

HAPPY DUELING!