

Harry Potter

AND THE
SORCERER'S STONE™



TRIVIA GAME
PREFECTS EDITION

THE BOARD:

Players are not permitted to share spaces, with three exceptions: The Entrance Hall, Detention Areas and your House Common Room.

In the event you land on an occupied space, proceed to the next open space.



THE ENTRANCE HALL:
The Entrance Hall is in the center of the board. It serves as both the Starting Point and a place to trade in Charm Cards. In the Entrance Hall, you may exchange one of your Charm Cards for a new Charm Card from the deck.

You do not need an exact roll to land on the Entrance Hall.

You may not exit the Entrance Hall the same way you entered.

DETENTION AREAS:

There are 4 Detention areas: The Dungeon, the Forbidden Forest, the Hospital Wing and the Trophy Room.

If you're sent to a Detention Area, you must remain there until one of three things happens: 1) You produce a card, which releases you from the area. 2) You roll the appropriate die roll, which is indicated on the board. 3) You're automatically released on your third turn.

CATEGORY SPACES -

Symbols correspond with categories on the Question Cards. Symbols are as follows:



Magical Creatures



Non-magic Folk



Places



Magic



Wizards



SPELL SPACES -

When you pass over or land on a Spell Space, draw a Spell Card.



DETERMINING YOUR HOGWARTS HOUSE:

At the beginning of the game, each player in turn pulls a colored House Stone from the Sorting Hat. Match the color of the House Stone with the color of the House. Then put a House/Legend Card in front of you to identify your Hogwarts House.

Put the House stone back into the Hat.

If two people draw the same colored House Stone, take that Stone out of the Sorting Hat until the rest of the players have Houses. No more than two players can share a Hogwarts House. Replace all the Stones into the Sorting Hat.

THE SORTING HAT:

The Sorting Hat helps to determine your Hogwarts House and is used in game play to determine whom some Spells and Curses affect. When you see the words "Select a House" on a card, this refers to the Sorting Hat. Select a colored House Stone from the Sorting Hat and then follow the directions on the Curse or Spell card with reference to the chosen House.

ASKING AND ANSWERING THE QUESTIONS:

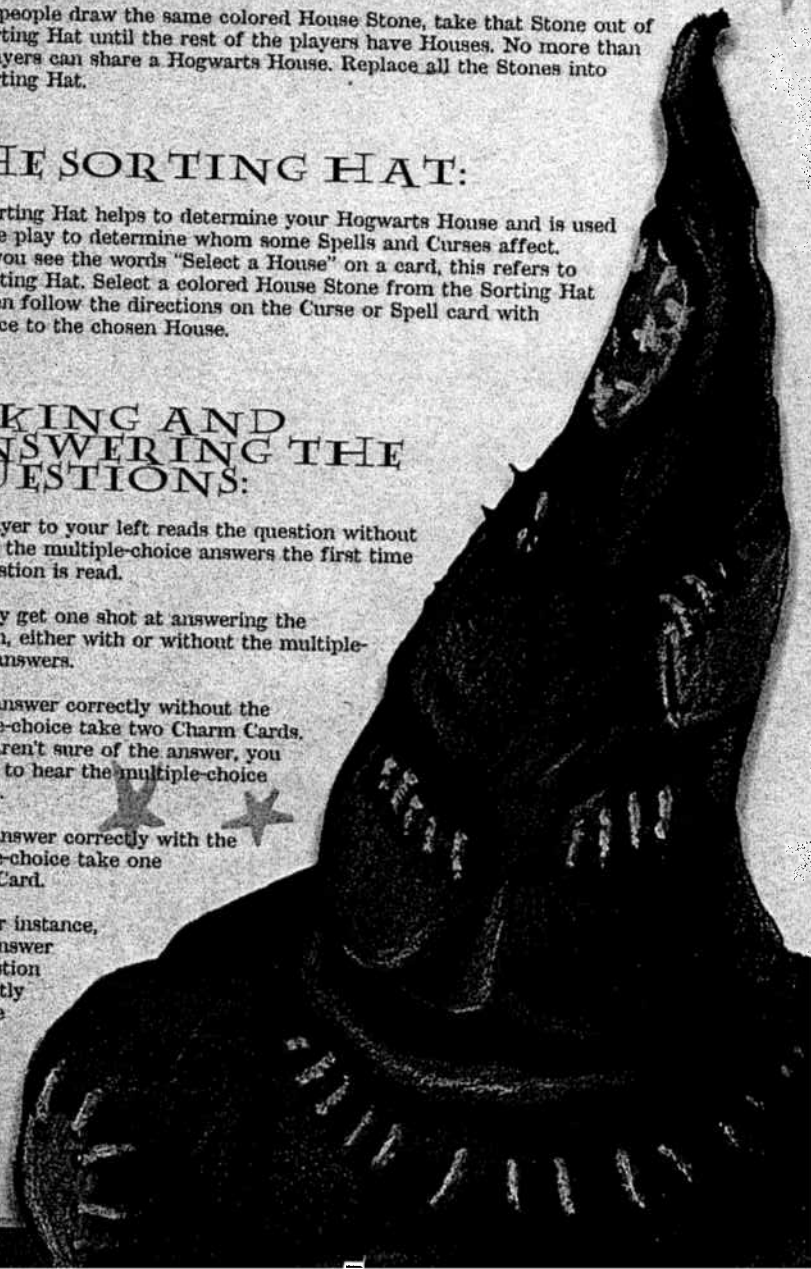
The player to your left reads the question without reading the multiple-choice answers the first time the question is read.

You only get one shot at answering the question, either with or without the multiple-choice answers.

If you answer correctly without the multiple-choice take two Charm Cards. If you aren't sure of the answer, you can ask to hear the multiple-choice answers.

If you answer correctly with the multiple-choice take one Charm Card.

In either instance, if you answer the question incorrectly take one Curse Card.



TYPES OF CARDS:

CHARM CARDS -

These Cards are the Cards you'll need to win. There are 10 different items on these Cards; players need to collect 6 different ones. They are: Wizard money, books, broomsticks, cauldrons, owls, wands, trunks, hourglasses, potion bottles, and Bertie Bott's Every Flavor Beans™.

What happens if you run out of Charm Cards?

In the rare instance that the supply of Charm Cards is exhausted, select a Charm card from the player with the most cards.

SPELL CARDS -

Spell Cards can be good or bad.

All Spell Cards must be played on your turn, before you roll, with two exceptions:

THE HERMIONE CARD -

This Card is played on another player's turn, just after the question is read. The Hermione Card requires a bit of explanation: If you have one and think your opponent doesn't know the answer to the question being asked of them (but you do), hold your card up into the air and shout "Hermione" before the answering player has the opportunity to answer or hear the multiple-choice. That player is then forced to answer the question without the use of the multiple-choice answers. If the player gives the correct answer, he or she takes two Charm Cards, and you hold onto your Hermione Card for later use. If however the player gives an incorrect answer, he or she must take a Curse Card and must play it immediately. Then it's your turn to answer the question, again without the multiple-choice answers. If you are right take two Charm Cards. If you are wrong, take a Curse Card. Either way, return the Hermione Card back to the deck after use.

There can be as many Hermione challenges as there are players that hold the Cards and call "Hermione." But only the first player to call "Hermione" gets to play their Card. There is no Multiple Choice for anyone when the Hermione Card is played.

Play then continues to the left of the original answering player.

You can use the Hermione card at the end of the game when you are in your House in order to answer a final question and win the game.

COUNTER SPELL CARDS -

These are played just after someone fires a Spell or a Curse at you, thereby deflecting that Spell or Curse. It's a defensive card, use it wisely.

CURSE CARDS -

Take one of these if you give an incorrect answer. All Curse Cards are played immediately.

THE GOLDEN RULE -

If the card text goes against any of the game rules, follow the card.



WINNING THE GAME:

The first player to enter their house with 6 different Charm Cards and answer a final question, without the use of multiple choice, wins!

Exception to the rule: Two players sharing the same house:

If a player draws a Spell Card that allows them to exchange places with any player on the board, that player may enter their Hogwarts House by swapping places with a player already inside the House and then answering the final question. In this instance you do not need to have collected the 6 Charm Cards, the Spell Card is your key!

The 6 Charm Cards are your keys into your house. If you lose any of these items while you are in your house, you don't have to leave. However, if you are sent out of your House you must get the items back before you can enter again.

You do not need to roll an exact roll to enter your House.

Play continues until a final correct answer is given.

THE FINAL QUESTION:

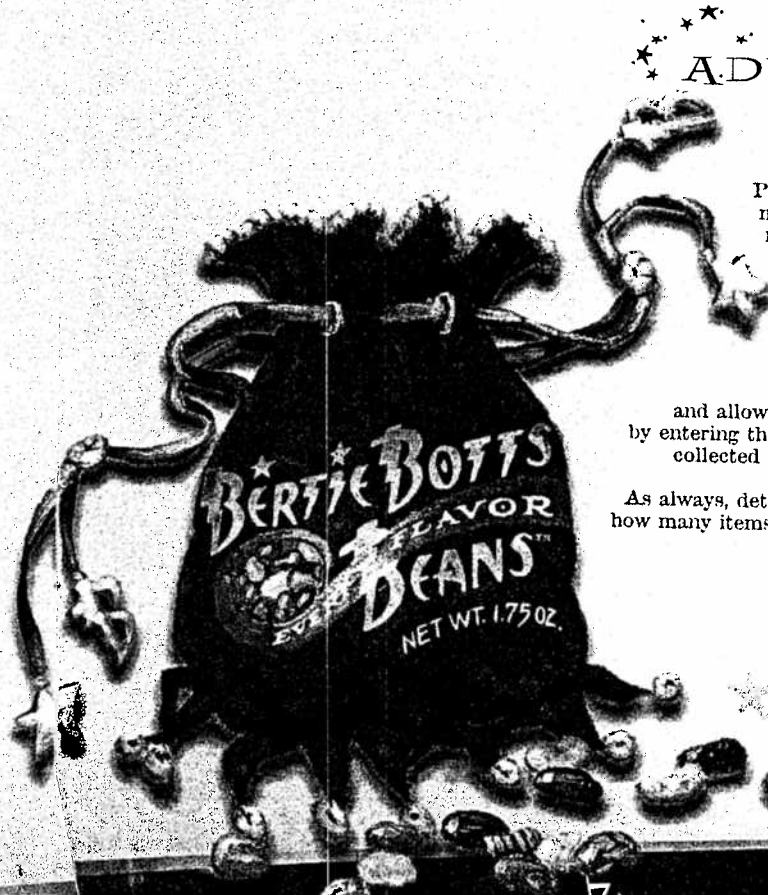
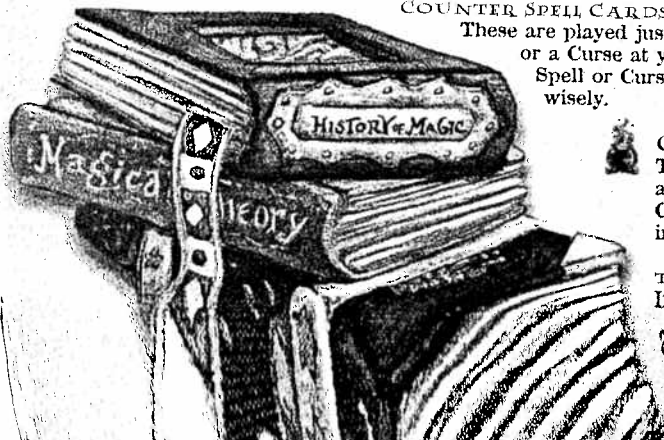
After you have entered your Hogwarts house, the player to your left picks up a question Card and reads you a question from a category of his or her choice. You do not get to hear the multiple-choice answers. If you give an incorrect answer, take a Curse Card and remain in your house (unless the Curse Card directs you to leave). Wait until your next turn to answer another question.

You are not immune from any Curse or Spell Card while inside your House.

ADJUSTING THE GAME:

Players have the option of making the game simpler, more difficult, or making allowances for different levels of knowledge by altering the number of items required for the win. You may also opt to get rid of the final winning question and allow players to win the game by entering their house after they have collected 6 different Charm Cards.

As always, determine before game play how many items each of you need to get in order to win.



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