

ENG

Harry Potter™



MagiCreatures™ Card Game

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2 Wild Cards 7 Oversized Point Cards
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OBJECT

Collect Point Cards by trading creatures with other players until you gather six (6) of a kind. When the last Point Card is taken, the player with the highest score wins.

TYPES OF CARDS

Creature Cards

Seven (7) different creatures appear on the CREATURE CARDS:



Pixie



Dobby™



Fluffy



Norbert



Buckbeak™



Fawkes™



Hedwig™

Each creature appears on a total of six (6) cards.

Wild Cards

HARRY POTTER™ and RUBEUS HAGRID™ function as WILD CARDS.



Harry Potter™ Wild Card



Rubeus Hagrid™ Wild Card

Because they are wild, the Harry and Hagrid™ cards can represent any Creature Card you want. For example, if you collect five (5) Norbert cards and one (1) Hagrid card, it is the same thing as having a full set of Norberts – the Hagrid Wild Card becomes the sixth Norbert card!

Point Cards

Each of the seven (7) oversized POINT CARDS matches a creature on the Creature Cards. Players win Point Cards by collecting six (6) of the corresponding Creature Cards.



Pixie-1



Dobby™-2



Fluffy-3



Norbert-4



Buckbeak™-5



Fawkes™-6



Hedwig™-7

The Dementor™

There is one card that you do **not** want in your hand – the DEMENTOR.

A player cannot win a Point Card as long as the Dementor is in that player's hand. The player must get rid of it by trading with someone else.



Dementor Card

HOW TO PLAY

Place each Point Card face up in the middle of the playing area, from lowest to highest.

NOTE: Although not required, you may find it easier to play with just one more suit of Creature Cards than the number of players. Remove the sets of Creature Cards and matching Point Cards as follows: 3 Players – remove the Pixie, Dobby™ and Fluffy; 4 Players – remove the Pixie and Dobby; 5 Players – remove the Pixie; 6 Players – play with the full deck.

Players take turns dealing, beginning with the oldest player and proceeding in a clockwise direction. Shuffle together the Creature Cards, Wild Cards and Dementor™ Card, then deal them one at a time, rotating among all the players until all the cards have been dealt. It's okay if some players have one more card than others.

Each player secretly decides the type of Creature Cards they want to collect. Players must trade their cards until they collect six (6) of a kind, so they should look for the most – if any – matching cards they are already holding and try to gather those first. Remember, the Harry and Hagrid™ cards are Wild Cards – hold on to them because they can become any Creature Card you want.

There is no turn sequence – all players trade cards at the same time.

When all players are ready to begin, you select the number of cards from your hand you wish to trade (this may be any number and any type, from one (1) to all of your cards), hold them face down and call out the number of cards you are trading. You **must** trade for an equal number of cards (For example: two (2) cards for two (2) cards) – if no one wishes to trade the number you offer, you will have to adjust the number you want to trade. While trading, always leave the cards face down.

When a player collects six (6) of a kind (with or without Wild Cards), that player calls out the creature that has been collected and grabs the matching Point Card from the middle of the play area (or from another player if that Point Card has already been won during a previous hand). **But remember**, you can't win a Point Card if the Dementor is in your hand.

Whenever players take a Point Card, they must reveal their hand to the other players to prove that they have six (6) of a kind and do not hold the Dementor.

The round ends when someone wins a Point Card. The Creature Cards must be re-shuffled, and the **next player** in line deals the next hand.

Players must display all Point Cards they have won face up in front of them.

Winning the Game

Play continues until all Point Cards have been won. Players add up the number(s) on their Point Card(s). Highest total wins.