



Harry Potter

WHOMPING WILLOW

Game

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Keep these instructions for future reference as they contain important information.

OBJECT

Rescue Harry Potter's and Ron Weasley's luggage from the Whomping Willow's branches using nothing but your Flying Car! The quickest to do so wins the game!

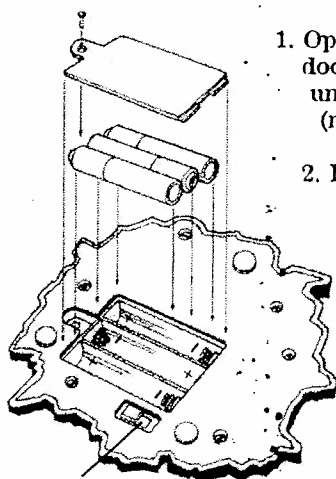
GAME CONTENTS

- ★ 1 Whomping Willow™ (22 Pieces)
- ★ 1 Base
- ★ 1 Trunk Section
- ★ 1 Branch Section
- ★ 1 Upper Branch
- ★ 12 Small Filler Branches
- ★ 3 Medium Filler Branches
- ★ 3 Large Filler Branches
- ★ 4 Flying Car Rescue Rods
- ★ 12 Pieces of Luggage
- ★ 4 Owls
- ★ 4 Suitcases
- ★ 4 Books

Please remove all components from package and compare them to the component list.

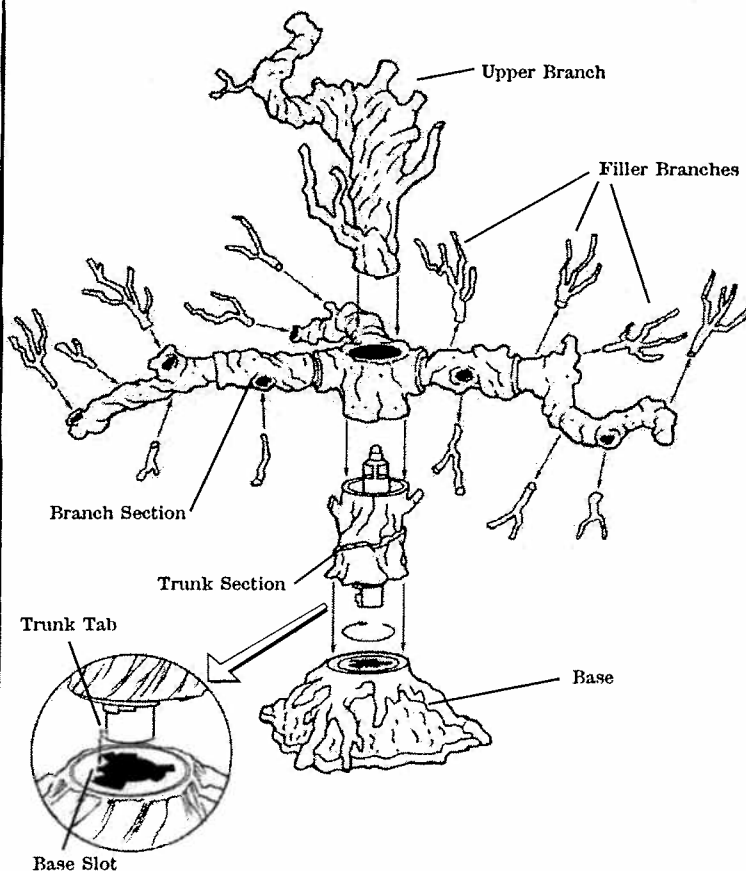
INSTALLING BATTERIES

This game unit requires 3 AA batteries (not included).



1. Open the battery compartment door on the bottom of the unit using a screwdriver (not included).
2. Insert batteries as shown. Match direction of "+" and "-" terminals.
3. Close the battery compartment and replace the screw.
4. For longer life, use only alkaline batteries.

SET-UP



1. Set the Willow's base in the middle of the playing area.
2. Insert the Trunk Section into the Base, matching the tab on the Trunk Section to the slot in the Base. Once inserted, twist the Trunk Section until its edges are flush with the Base.
3. Attach the Branch Section by sliding it onto the rod projecting from the top of the Trunk Section.
4. Snap the Upper Branch into the Branch Section.

5. Snap the Filler Branches into the various sockets around the Willow – use more for greater challenge, less for simplified play.



Less Challenging



More Challenging

6. The three main branches on the Branch Section are poseable. For easy game play, position the main branches straight out with the Filler Branches pointing to the side. For a greater challenge, fold the arms upward.

NOTE: Do not fold all three main branches the entire way up as this may interfere with the motion of the tree, especially when using Filler Branches.



Less Challenging



More Challenging

7. Activate the Willow by moving the power switch on the bottom of its base to the "1" (ON) position then press the Start Button on the side of the base. After a 3 second delay, the Willow should begin to rotate easily, and all the main branches will move. If not, see Troubleshooting on the last page.
8. Allow the tree to make at least one full rotation to determine whether the branches interfere with each other during movement. If so, press the Start Button a second time to stop the Willow, then readjust the problem branches before beginning play.

NOTE: If the Willow is allowed to rotate for a duration of four minutes without anyone pressing the Start Button again, the tree will enter sleep mode and stop moving. As long as the power switch remains on, pressing the Start Button again will reactivate the tree.

9. Turn the power switch to the "0" (OFF) position.



Game Selector Switch

Start Button

10. Each player selects a Flying Car and gathers one of each luggage piece.
11. At this point, you're ready to play.

★ ★ EASY AND ADVANCED GAME MODES ★ ★

Each of the following games allows players to select the difficulty level – either Easy or Advanced.

Pressing the Start Button once places the Willow in Easy Mode – this is the default setting. There will be a 3-second delay before the Willow begins to move. If the Start Button is not pressed again during the delay, Easy Mode will remain the selected setting.

Easy Mode is the most basic of game play modes. The tree will move in a slow, regular motion, making it easier to judge the path of the branches.

For Advanced Mode, press the Start Button a second time during the 3-second delay. Advanced Mode produces faster, more erratic movement, and it becomes much more difficult to discern which way the tree will move next.

If you continue to press the Start Button during the 3-second delay, the game will cycle back and forth between Easy and Advanced Modes. You have 3 seconds to make your choice – once the Willow starts to move, it will operate at whatever difficulty setting was last selected and continue to do so for the duration of that game. Pressing the Start Button once the Willow begins to move will stop it.

At the end of each game, you will need to reselect the difficulty setting you wish to play.

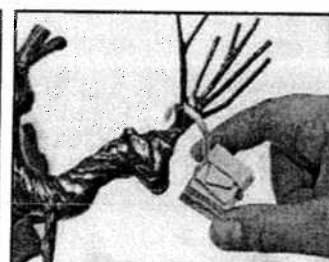
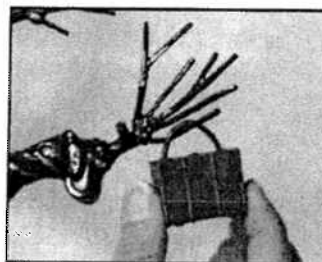
★ ★ GAME SUMMARY ★ ★

The Whomping Willow™ Game has three different types of game play: Time Trial, Collection, and Free-for-All.

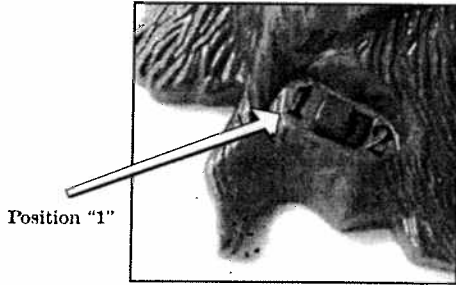
★ TIME TRIAL ★

An unlimited number of players may play Time Trial. Each competes one at a time, racing the Willow's internal clock for the best time as they attempt to remove all hanging luggage from the Whomping Willow™ with their Flying Cars.

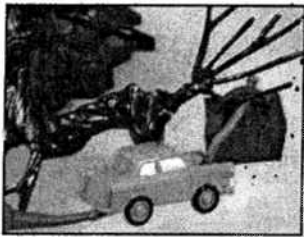
1. Place the assembled Willow in the middle of the playing area and pose it as you like.
2. Decide on the number of items to place in the Willow and hang that number from its branches. Scatter them evenly throughout the branches, and make sure that each piece of luggage is hooked through its handle.



3. Move the Game Selector Switch on the side of the base to position '1'.



4. When Player One is ready, press the Start Button. At this point, you can select the Easy or Advanced mode setting that determines the Willow's motion (see **EASY AND ADVANCED GAME MODES**).
5. As the tree starts moving, Player One attempts to pluck items from its branches using nothing but the Flying Car. Grip the Flying Car's handle (the gray cloud of exhaust) and steer it through the Willow's branches. Use the car's antenna to hook the luggage handles and lift each piece from the twisting branches.



NOTE: Be careful not to drop anything or knock it from the tree because you will have to replace it on its branch while the tree is still moving. You may use your hands to do this – you do not have to use your Flying Car. This is the penalty for removing an item from the tree without correctly using your Flying Car.

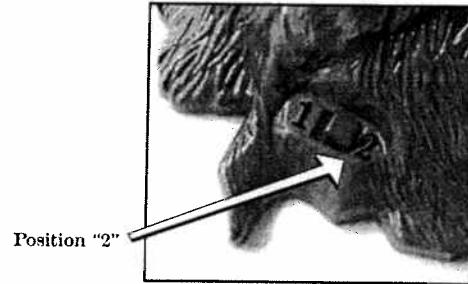
6. When Player One removes all the objects from the Willow, press the Start Button again.
7. The tree will score the amount of time it took Player One to retrieve the items by sounding a car horn. The more honks heard, the better the score.
8. If playing a 1 player game, reset the tree (replace the luggage and select the Easy or Advanced mode with the Start Button) and try to beat your score. For a multi-player game, reset the tree and the next player must beat Player One's score.

COLLECTION

The Collection game is for 2 to 4 players. In this game, everyone competes at once, racing to be the first to recover one of each luggage piece from the Willow.

1. Place the assembled Willow in the middle of the playing area and pose the branches as desired.

2. Each player hangs one full set of luggage (1 Owl, 1 Suitcase, 1 Book) from the Willow's branches.
NOTE: Make sure that all luggage is evenly mixed.
3. Move the Game Selector Switch to Position '2'.



4. Press the Start Button and select the Easy or Advanced mode setting (see **EASY AND ADVANCED GAME MODES**).
5. All players simultaneously reach for the luggage, attempting to hook the various pieces with the antennas on their Flying Cars.
Note: Be careful not to knock any luggage from the tree – if you do you will have to replace it on the tree while it is moving.
6. The first player to retrieve one of each luggage item presses the Start Button again to stop the tree. They win the game.

FREE-FOR-ALL

Free-For-All is a game for 2 to 4 players. Players simultaneously compete to collect the most pieces of luggage from the tree. That person is the winner.

1. Place the assembled Willow in the middle of the playing area and pose the tree as you like.
2. Place every piece of luggage on the Willow, making sure to distribute them evenly through all the branches.
3. Move the Game Selector Switch to Position '2'.
4. Press the Start Button and select the Easy or Advanced mode setting (see **EASY AND ADVANCED GAME MODES**).
5. All players simultaneously attempt to retrieve as many pieces of luggage as they can.
NOTE: Be careful not to knock any pieces of luggage from the Willow – if you do you will have to replace them while the Willow is still moving.
6. Once the final piece of luggage is successfully removed from the tree, press the Start Button again to stop the Willow.
7. Each player counts the number of luggage pieces they have collected. The player with the most items wins.
8. **OPTIONAL GAMEPLAY—KEEP SCORE!**

Suitcases = 3 Points

Owls = 2 Points

Books = 1 Point

★ ★ TROUBLESHOOTING ★ ★

If the Whomping Willow™ fails to activate, perform the following:

1. Make sure that the Power Switch is set to position "1" and press the Start Button.
2. Check the battery compartment to verify that the batteries have been inserted correctly.
3. The Willow's motor will not run unless the tree is fully assembled. Check each Trunk and Branch Section, making sure that all of the pieces have been completely connected. If it still fails to rotate, disassemble the tree then put it back together to ensure a complete connection.
4. If the Willow still fails to activate, the batteries may need to be replaced. Follow the directions above.
5. For further technical support call us at 1-800-524-TOYS.

If the Whomping Willow™ begins to move slowly, turn the Power Switch off and on to reset the motor. If the Willow still functions slowly, the batteries are drained and will need to be replaced.

If the branches catch on each other, remove some of the Filler Branches. If the problem continues, lower the main branches until they no longer snag.

★ ★ BATTERY SAFETY INFORMATION ★ ★

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of in a fire as batteries may explode or leak.

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