

Ages 8 and up  
2 Players

# Harry Potter

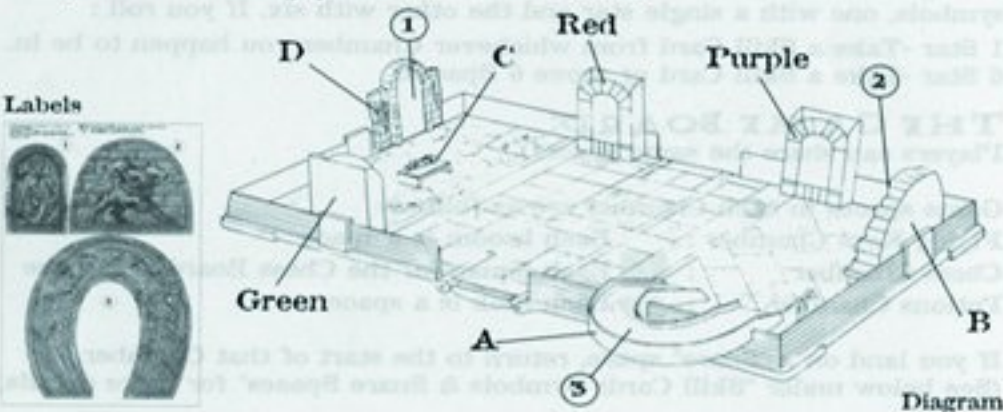
## AND THE SORCERER'S STONE™

### THROUGH THE TRAPDOOR CHAPTER GAME

#### CONTENTS

- |                        |   |
|------------------------|---|
| 1 Mini Game Book       | 1 Final Chamber Door Piece  |
| 2 Harry Potter Movers  | 1 Fluffy Piece  |
| 15 Skill Cards         | 1 Flying Keys Path  |
| 1 Six-Sided Custom Die | 1 Potion Bottles Table  |
| 4 Chess Pieces         | 3 Customer Applied Labels: Fluffy,<br>Final Door & Flying Keys Path |
| 3 Card Holders         |   |

Please remove all contents from package and compare them to the list.  
If any items are missing, please call 1-800-524-TOYS.



If you land on a "Snare" space but have one of the Protective Skill Cards from that Chamber; play your card, move your mover ahead 1 space and return the card to the rear of the deck. (See below under "Skill Card Symbols & Snare Spaces" for more details.)

#### SKILL CARDS:

Every room has its own set of 5 Skill Cards. Each Card has a symbol which gives one of 3 commands (see Below under "Skill Card Symbols & Snare Spaces" for more details).

After you have played your Skill Card, replace it to the rear of the deck.

After you have passed through a Chamber, place all Skill Cards that you have collected from that Chamber back into the rear of the deck.

If you pick a Skill Card and get swapped into another Chamber, return all your Skill Cards to the cardholder from your Chamber of origin.

#### LET'S PLAY:

##### THE FOLLOWING RULES APPLY TO EACH CHAMBER:

1. Select a Harry mover and place it on the Devil's Snare™ "Start" space (in front of Fluffy).
2. Player with the highest roll goes first.
3. Roll the die and move forward the corresponding number of spaces, following the game path.
4. If you land on a "Snare" space go back to the first space in that particular Chamber. That is unless you have a protective Skill Card, in which case you move your mover ahead 1 space and place the card back in the rear of the appropriate deck.
5. If you roll a lightning bolt symbol with 1 Star take a Skill Card and follow the instructions that pertain to each Chamber, as explained below.
6. If you roll a lightning bolt symbol with 6 Stars, take a Skill Card (as above) or move 6 spaces.
7. The first player to successfully pass through all the Chambers and reach the Final Chamber door is the winner. You don't have to reach the Final door by exact count.

#### SET UP

1. Apply the appropriate label to the following game pieces: Fluffy, Final Door & Flying Keys Path. (See diagram.)
2. Attach the following 4 game pieces to their appropriate sections on the side of the game board: A. Flying Keys Path, B. Fluffy, C. Potion Bottles Table, D. Final Chamber Door. (See diagram.)
3. Divide the Skill Cards into three sets of 5, one set for each Chamber. The Card colors are as follows:  
Flying Keys - Purple, Chess Game - Red and Potions Chamber - Green.
4. Insert each set of Skill Cards into one of the 3 cardholders. Then attach each holder onto the side of the game board, one for each Chamber. (See diagram.)
5. Place the 4 chess pieces randomly (off the game path) in the Chess Room. These are not used in game play.
6. Select a Harry mover and place it on the Devil's Snare™ start space.
7. Roll the die, player with the highest roll goes first.

#### OBJECT

Be the first player to successfully negotiate the Chambers and reach the Final Door leading to the Sorcerer's Stone™.

#### QUICK PLAY NOTES

##### THE DIE:

This game contains a custom die. In place of the 1 & 6 are lightning bolt symbols, one with a single star and the other with six. If you roll:  
1 Star - Take a Skill Card from whichever Chamber you happen to be in.  
6 Star - Take a Skill Card or move 6 Spaces.

##### THE GAME BOARD:

Players can share the same space.

Game spaces in each Chamber are as follows:

- |                       |   |
|-----------------------|---|
| Flying Keys Chamber : | Each broom is a space                     |
| Chess Chamber :       | Each Square of the Chess Board is a space |
| Potions Chamber :     | Each rock is a space                      |

If you land on a "Snare" space, return to the start of that Chamber. (See below under "Skill Cards Symbols & Snare Spaces" for more details.)

#### SKILL CARD SYMBOLS & SNARE SPACES FOR EACH CHAMBER:

##### FLYING KEYS CHAMBER: CARDS

- |                                   |   |
|-----------------------------------|---|
| Flying Key (Play immediately)     | - Change places with the other player   |
| Broken Broom (Play immediately)   | - Go back to the first space in that Chamber  |
| Non-Broken Broom (Hold this card) | - Hold this card - Use it to protect yourself if you land on a broken broom symbol (Snare space) on the game path. Move your mover forward 1 space when you play this card. |
| "Snare" Spaces                    | - Broken Broom Symbol (go back to the first space in that Chamber)  |

##### CHESS CHAMBER: CARDS

- |  |   |
|--|---|
| Upright Black Chess Piece (Play immediately) | - Change places with the other player   |
| Fallen Chess Piece (Play immediately)        | - Go back to the first space in that Chamber  |
| Upright White Chess Piece (Hold this card)   | - Use it to protect yourself when you land on a broken tile symbol (Snare space) on the game path. Move your mover forward 1 space when you play this card. |
| "Snare" Spaces                               | - Broken Tile (go back to the first space in that Chamber)  |

##### POTIONS CHAMBER: CARDS

- |                                 |  |
|---------------------------------|--|
| Thin Bottle (Play immediately)  | - Change places with the other player  |
| Round Bottle (Play immediately) | - Go back to the first space in that Chamber   |
| Square Bottle (Hold this card)  | - Use it to protect yourself when you land on a broken stone symbol (Snare space) on the game path. Move your mover forward 1 space when you play this card. |
| "Snare" Spaces                  | - Broken Stone (go back to the first space in that Chamber)  |



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