

Harry Potter

AND THE
SOCIETY OF
SECRET
STOOLS

IMPORTANT- READ THIS FIRST!

This set brings the excitement of Quidditch™ home – with high-performance motorized action for super-realistic competition. To help you get started, here are some important things to know.

1. You'll need an adult to help you set up your set. It's not hard, but you probably want to set aside about 30 minutes for setup, and about 30 minutes to assemble your Quidditch™ field. Take your time and be patient. It's all part of the fun!
2. This is an electric, plug-in action set. Please read all the important information about safe operation of the set.
3. All of the information you need to set up your set – along with detailed game play instructions – are in the separate QUIDDITCH™ SETUP & MATCH PLAY instruction sheet.
4. We used high-performance components to bring you authentic Quidditch™ competition. Those components may need occasional maintenance for best performance. We've put all that technical information into a separate MAINTENANCE MANUAL. If you have any problems operating your set, check there first.

ATTENTION QUIDDITCH™ PLAYERS! CALL TOLL-FREE:

- To register your Quidditch™ set! or...
- To get help! If you have questions about your set.

DON'T RETURN IT TO THE STORE...talk to the WIZARDS at Mattel!

TOLL-FREE: 1-888-557-8926 (USA only)

Harry Potter

AND THE SORCERER'S STONE™

QUIDDITCH™ SETUP & MATCH PLAY INSTRUCTION SHEET

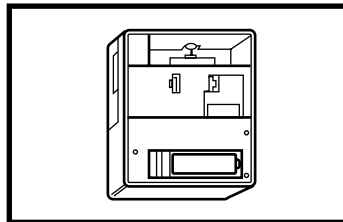
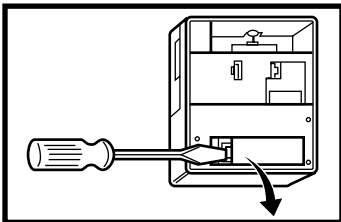
Keep these instructions for future reference, as they contain important information. Please see "Special Note to Adults" (following Section III).

This manual has three parts. Section I tells you how to set up your Quidditch™ set. Section II tells you how to assemble your authentic Quidditch™ Field. Section III tells you how to play. Take your time and read all three sections carefully before starting.

I. SETUP

A. ASSEMBLY / BATTERY INSTALLATION

- 1 Start out on a clean, hard, flat surface – not carpeting. Spread out all the pieces and check them against the contents list inside (pg. 6).
- 2 Follow the molded-in letters – it's easy! Following the Setup Diagram inside (pg. 6), first lay out all the pieces – without connecting them. That way you'll be able to see how everything goes together.
- 3 Turn the Bludger™ Base over and carefully pry open the battery compartment with a screwdriver (not included). Install 1 "AA" alkaline battery with polarity as shown inside battery compartment. Replace the battery door. Turn the Bludger™ Base right side up and continue with setup.



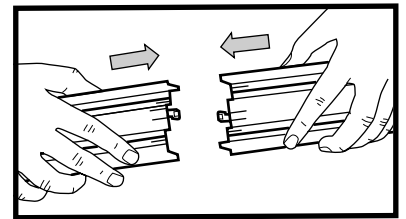
Bludger™ mechanism requires 1 "AA" battery.
Battery not included.



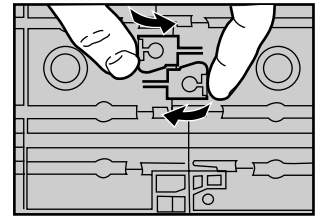
CAUTION - ELECTRIC TOY:

NOT RECOMMENDED FOR CHILDREN UNDER 8 YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK. MODEL B615RG: INPUT: 120VAC, 60Hz, OUTPUT: 15.0VDC, 500mA.

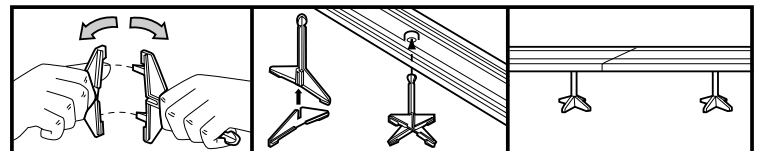
- 4 Now, carefully following the Setup Diagram, start assembly. Start by turning the Quaffle™ Counter Piece over and inserting the supports for that piece (see Step 5 for support assembly). Then, working on the flat surface, assemble the remaining pieces...connecting the Quaffle™ Counter Piece last. Push the connector ends of the pieces together. Make sure they snap together securely – you'll hear a click when they're properly connected. Remember: if the connections aren't right, electric power won't flow from one section to the next.



To disconnect pieces, simply reach underneath where the pieces meet and press the locking tabs together with thumb and forefinger as shown.



- 5 Your set includes several specially designed supports. Refer to the Setup Diagram for location of supports. To assemble the supports, separate pieces as shown and remove connectors. Next, fit the two pieces together as shown. Insert the assembled track support into the round hole on the underside, as shown.



- 6 Your set includes a special, authentically-designed Quidditch™ Field. When you're playing, place it in the center, as shown in the Setup Diagram. When you're done playing, you can display it along with your collectible Quidditch™ player figures. Please see Section II, "Quidditch™ Field Assembly," for details.

Harry Potter

AND THE SORCERER'S STONE

MAINTENANCE MANUAL

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

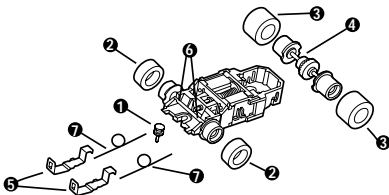
This is where you'll find all kinds of detailed information about maintenance - and other "tech" stuff.

Your set uses high-performance components to deliver super-authentic game play. Those components may need some simple maintenance from time to time...for top performance. Follow these easy steps!

I. PARTS DIAGRAM

Each player figure attaches to a motorized base that moves around the field on 4 wheels. This diagram will help you understand the parts of the motorized base, and how they go together.

- ❶ Guide Pin
- ❷ Front Tires
- ❸ Rear Tires
- ❹ Rear Axle Assembly
- ❺ Contacts
- ❻ Front Axle
- ❼ Springs

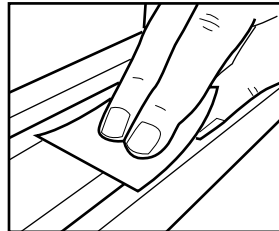


II. CLEANING RAILS



Clean rails are IMPORTANT for best performance!

1. Dirty rails may cause the player figure to stop moving. Usually you can get it going again with a slight push. After 3-4 "laps" around the field the player figure will run properly.
2. Sometimes oxidation may form on the rails, and this may cause the player figure to stop moving. If this happens, you'll have to remove the oxidation. Using the supplied sandpaper, GENTLY rub the rails. Don't rub hard - rails are clean when they're shiny. After cleaning, wipe the rails with a soft, clean, lint-free cloth to remove any residue (don't use tissue or paper towels).





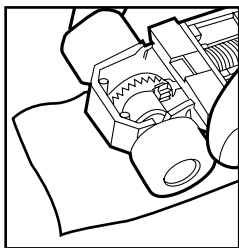
NEVER use steel wool for cleaning: severe damage can result if a fiber of steel wool is picked up by the magnets in the motor. Use only very fine sandpaper for cleaning. DO NOT clean with liquid.

III. OTHER MAINTENANCE

Check out these other important maintenance tips!

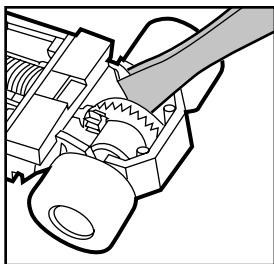
1. CLEANING WHEELS

Dirty wheels can cause the player figure to run poorly. To clean them, place a piece of adhesive tape on a hard, flat surface, with the sticky side facing up. Roll the rear wheels across the tape until they're clean.



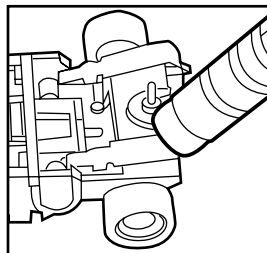
2. CLEANING AXLE

Lint may collect around the axles of the motorized base; this may cause the player figure to run poorly. Use tweezers or a toothpick to remove lint as shown.



3. CLEANING CONTACTS

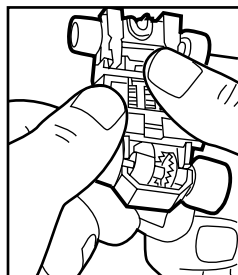
Regularly clean the contacts of the motorized base to remove oxidation. Using a pencil eraser, as shown, carefully scrub the contacts. Do not apply too much pressure, or you may bend contacts.



DO NOT USE STEEL WOOL. Worn-out contacts can be replaced.

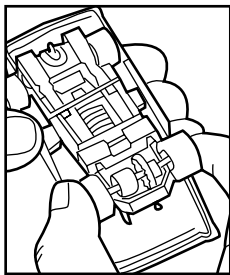
4. AXLE ALIGNMENT

The axle assembly of the motorized base may become “dislocated” as a result of a sudden impact. To realign it, snap the assembly back into the motorized base.



5. CHASSIS ALIGNMENT

Occasionally check to make sure the tires are not rubbing against the plastic housing of the motorized base. If necessary, carefully snap the motorized base back into the housing, as shown.



DO NOT use any type of tool to snap the chassis back in place. Use only your fingers.

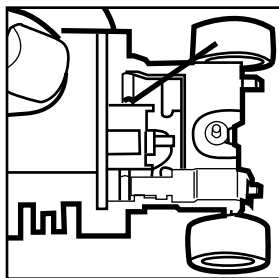
6. CONTACT REPLACEMENT

The contacts of the motorized base should last a minimum of 8-10 total hours of play, with regular cleaning. You may need to replace the contacts if they become overly worn or bent...or if they become dislodged after an impact.

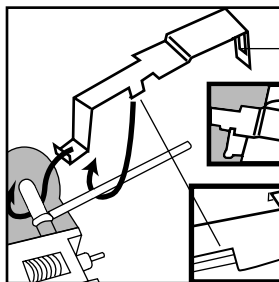


The best way to replace contacts is one at a time, using the remaining contact assembly as a guide.

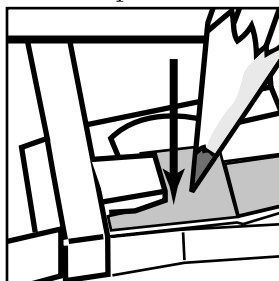
- (1) Hold the chassis bottom side up. Hold the spring as shown (with your thumb on one side and your forefinger on the other). You'll need to hold the spring securely throughout the assembly process.



- (2) Hook the narrow end of the contact under the motor shaft. Hook the curved side tab of the contact over the spring; the spring will be held in place by the curved tab. Snap the wide (slotted) end of the contact into place, with the tab through the slot.



- (3) Still holding the spring securely, turn the chassis over. You may need to press the top of the contact into place with the tip of a pencil. When properly installed, the contact will spring back when pushed.



IV. TESTING POWER CONNECTIONS

To test power connections, hold the motorized base with its metal contacts touching the rails, as shown. Hold the front end down while lifting the rear end. Squeeze

the hand controller: the wheels should spin. If they don't, there's a connection problem. Carefully check the track and power connections.

TROUBLESHOOTING

A RAIL CLEANING REQUIRED. You may need to clean the rails.
Refer to Section II above.

C CHECK CONNECTIONS. Check to make sure pieces are properly connected – and power connection is correct.
Refer to Section IV above.

B MAINTENANCE REQUIRED. You may need to clean the wheels, axles or contacts.
Refer to Section III above.

D CHECK ALIGNMENT. Check to make sure alignment is correct.
Refer to Section III above.

PROBLEM	A RAIL CLEANING REQUIRED	B MAINTENANCE REQUIRED	C CHECK CONNECTIONS	D CHECK ALIGNMENT
PLAYER FIGURE STOPS OR WON'T RUN.	✓	✓	✓	✓
PLAYER FIGURE RUNS POORLY.	✓	✓	✓	✓
PLAYER FIGURE SPINS OFF THE RAILS.	✓	✓		



B. POWER CONNECTION



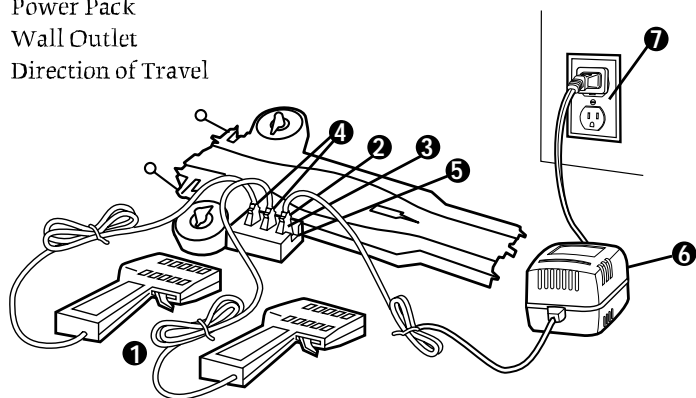
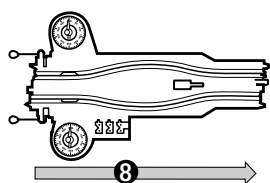
Always unplug your Power Pack when not in use!



Bludger™ mechanism requires 1 “AA” battery.

Battery not included. Please see “Battery Safety Information” (following Section III) for important battery information.

- ❶ Hand Controllers (2)
- ❷ Red Power Pack Plug
- ❸ Red Power Receptacle
- ❹ Yellow Hand Controller Plugs (2)
- ❺ Yellow Hand Controller Receptacles (2)
- ❻ Power Pack
- ❼ Wall Outlet
- ❽ Direction of Travel



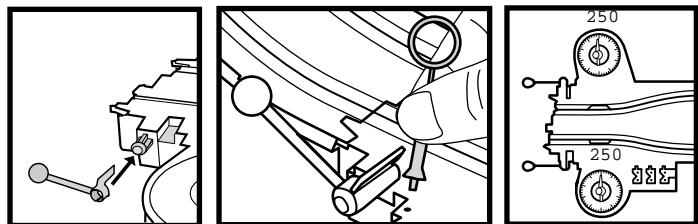
- 1 Plug the Power Pack into a convenient wall outlet.
- 2 The cables for the Power Pack and the Hand Controllers have color-coded plugs to help you make your connections properly. First, plug the red plug into the red Power Receptacle. Next, plug the yellow Hand Controller Plugs into the yellow Hand Controller Receptacles



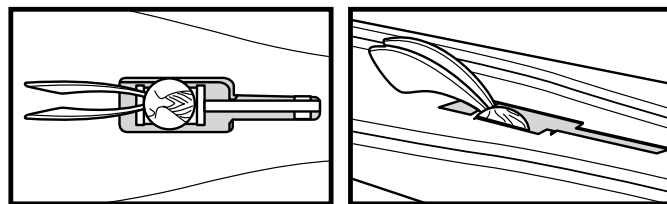
Please see “Special Note to Adults” (following Section III) for important information about power connections.

C. FINAL ASSEMBLY

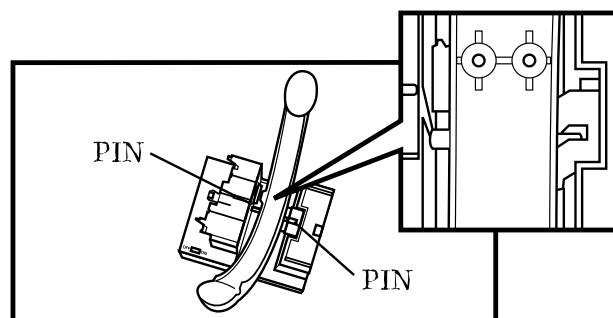
- 1 Attach the Quaffle™ balls as shown. Attach the Quaffle™ goals as shown, snapping them into their receptacles. Set the Quaffle™ Counter pointers to the starting point – the arrow at the number 250.



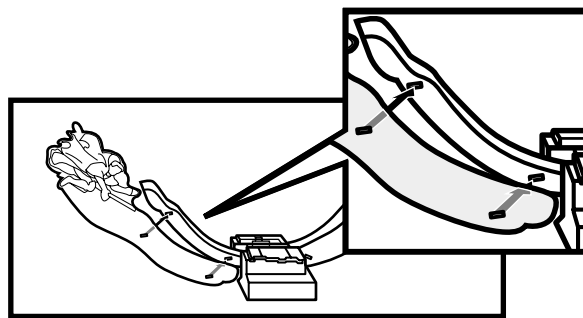
- 2 Make sure the Golden Snitch™ mechanism is gently pressed all the way down – so that it clicks into place and “disappears” below the surface. Once the mechanism is pressed down, carefully place the Golden Snitch™ into its special holder as shown, holding it by its “wings.”



- 3 To connect the Bludger™ mechanism to the Bludger™ base, line up the pins on the mechanism with the notches on the base. Tilt the mechanism until it snaps into place. Make sure the tabs of the mechanism fit around the rotating base wheel, as shown.



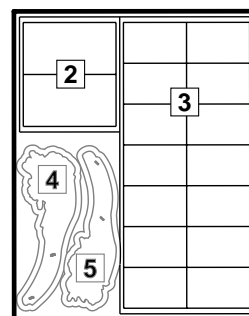
- 4 Carefully separating the perforations, remove cardboard pieces ❹ and ❺ from the cardboard sheets. To attach the cardboard pieces to the Bludger™ mechanism, insert the notches on the Bludger™ mechanism through the slots in the cardboard, as shown.



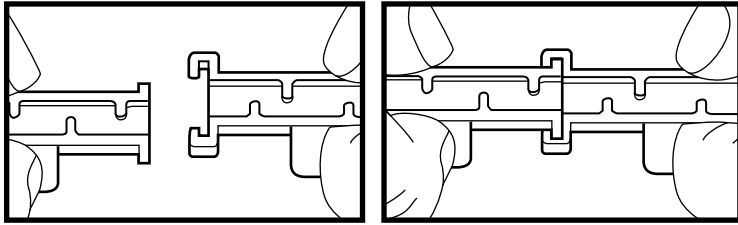
II. QUIDDITCH™ FIELD ASSEMBLY

To assemble your Quidditch™ Field:

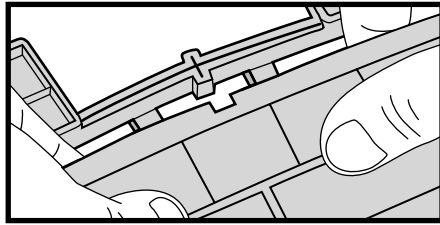
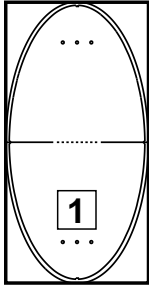
- 1 Carefully separating the perforations, remove the Viewing Stands from the cardboard sheets (❷ and ❸).



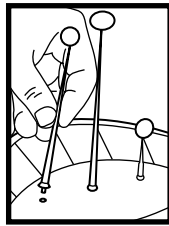
- 2** Connect the playing field frame together, leaving one of the long sides unconnected.



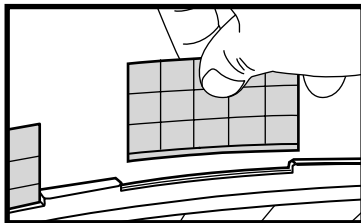
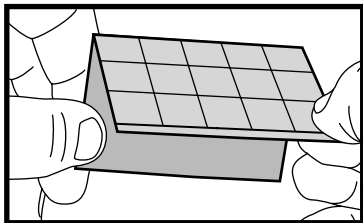
- 3** Locate and unfold the cardboard sheet containing the oval playing field surface. Carefully separating the perforations, punch out the playing field surface. Attach it to the playing field frame, carefully inserting it between the inner tabs as shown. Once the cardboard is attached, connect the last long side of the playing field frame.




- 4** Attach the goals to the playing field. Locate the three holes on each side of the cardboard field surface (punch them out if necessary). Lifting the cardboard slightly, place the two goal mounting bases underneath the cardboard, matching the holes in the mounting bases with the punched holes in the cardboard. Snap the goals through the punched holes and into the holes in the mounting bases, making sure they're securely in place (three goals on each side of the field). Refer to the Quidditch™ Field Diagram (pg. 5) for placement of the short, medium, and tall goals.

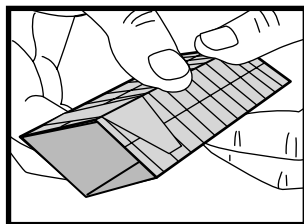


- 5** Insert the Viewing Stands. First fold each Viewing Stand as shown. Then insert the Viewing Stands into the slot in the playing field frame. Refer to the Quidditch™ Field Diagram for correct placement.

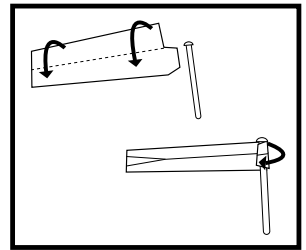


-  The two larger viewing stands **2** go at the opposite ends of the Quidditch™ Field (behind the goals). Insert remaining viewing stands **3** as shown.

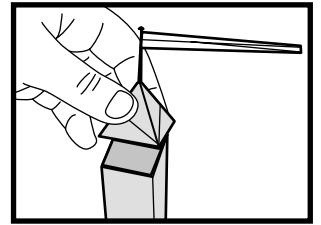
- 6** Your set includes 16 special towers for the Quidditch™ field. The towers are packed flat. Squeeze them as shown to expand them.



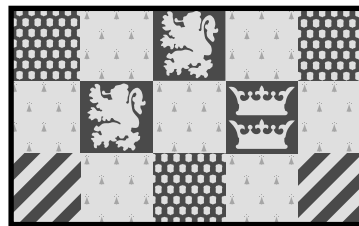
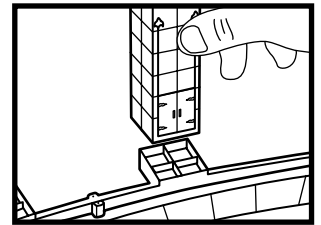
- 7** Carefully separate the flagpoles. Carefully remove a flag from the label sheet, fold it over on itself lengthwise, and wrap it around each pole. Insert the flagpole into the tower cap as shown.



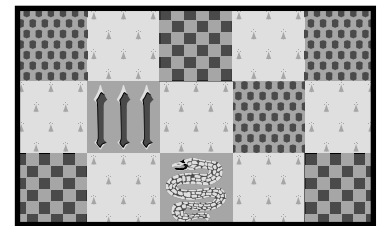
- 8** When all the flags are in place, attach the tower caps to the towers as shown.



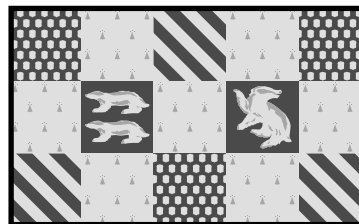
- 9** Following the Quidditch™ Field Diagram, start placing the completed towers into the receptacles molded into the playing field frame. The design of each tower will tell you which house it belongs to.



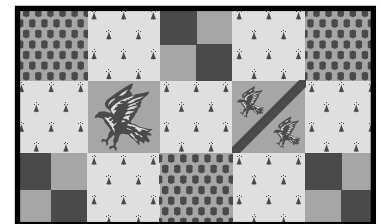
Gryffindor™



Slytherin™



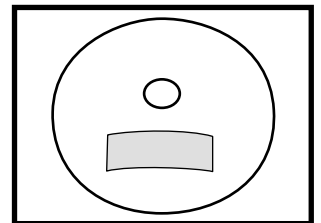
Hufflepuff™




Ravenclaw™

These are two special black and white faculty Towers too. The Quidditch™ Field Diagram shows their placement. You may want to place faculty towers first, and continue with assembly from there.

- 10** Carefully remove the two display base labels from the label sheet. Attach them to the clear display bases as shown.



-  When your Quidditch™ Field is complete, it will look like the photograph on the back of the package. Use that photo for reference.

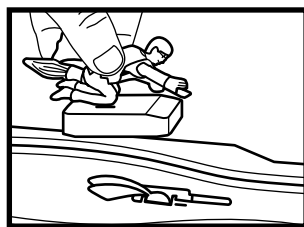



III. HOW TO PLAY

A. MATCH PLAY


- 1 Complete assembly, power connections and battery installation as explained above.

- 2 Place the player figures into the slots as shown.




 **IMPORTANT:** the Harry Potter™ figure goes on the inside slot, and the Slytherin™ opponent figure goes on the outside slot.

- 3 Press the Hand Controller to start your player figure zooming around the field. Every time you pass the Quaffle™, it will automatically move through the goal – and the Quaffle™ Counter will record ten points for your house.

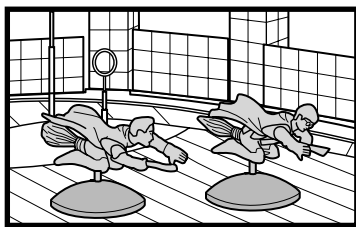
 **NOTE:** The more you squeeze the hand controller trigger, the faster your player figure will go. Practice at a slow speed until you're ready to play!

- 4 Watch out for the Bludger™! If it hits you as you zoom past, it will knock you off the field. If you get knocked off, replace your player figure just past the Bludger™ mechanism. As a time penalty, the player knocked off will have to turn the Bludger™ mechanism OFF, replace the Bludger™ in one of the two holders, and then turn the Bludger™ mechanism back ON.

- 5 The match ends when one of the players captures the Golden Snitch™. The Golden Snitch™ is unpredictable...you never know when it will appear! Once it pops up, race to be the first to reach it! The first player figure to reach the Golden Snitch™ will capture it.

 If your player figure flies off the field during the match, just replace it in the same area. If your player figure detaches from its motorized base, snap it back into place before getting back in the match.

- 6 After the match, you can detach the player figures from their motorized bases, attach them to their clear display bases and display them on the Quidditch™ Field, as shown.



B. SCORING


Scoring is simple!

- 1 When the match is over, just check the Quaffle™ Counter to see how many "Quaffle™" points you've scored. Enter your total Quaffle™ points on the scorecard, on the line marked QUAFFLE™ POINTS.

- 2 The player capturing the Golden Snitch™ gets an extra 150 points. Those points are added to the Quaffle™ points. Enter your total Golden Snitch™ points on the scorecard, on the line marked GOLDEN SNITCH™ POINTS.

- 3 The player with the highest point total is the winner of the match.

- 4 The Quidditch™ season consists of five matches. You can play them one after the other, or keep a running total. Use the included scorecard to keep score. At the end of the five-match season, the player with the highest point total is the winner of the house championship.

 Your set comes with one special scorecard. You can make additional scorecards yourself with a pencil and paper, or you can make photocopies of the scorecard.

BATTERY SAFETY INFORMATION

- Insure that battery polarity is correct.
- Use only batteries of the type recommended (or equivalent).
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Remove used-up batteries immediately. Remove batteries if vehicle will not be used for a long period.
- Do not recharge non-rechargeable batteries.
- Do not short-circuit terminals.
- Remove rechargeable batteries before recharging (if the batteries are designed to be removable).
- Recharge batteries only under adult supervision (if the batteries are designed to be removable).
- Dispose of batteries safely. Do not dispose of batteries (or products containing non-replaceable batteries) in fire, as batteries may explode or leak.

Battery Performance Note:

For best performance use alkaline batteries (where disposable batteries are called for). If your vehicle is supplied with standard (carbon-zinc) batteries for initial use and/or demonstration purposes, we recommend replacing them with alkaline batteries when necessary. Battery life may vary depending on battery brand.

SPECIAL NOTE TO ADULTS:

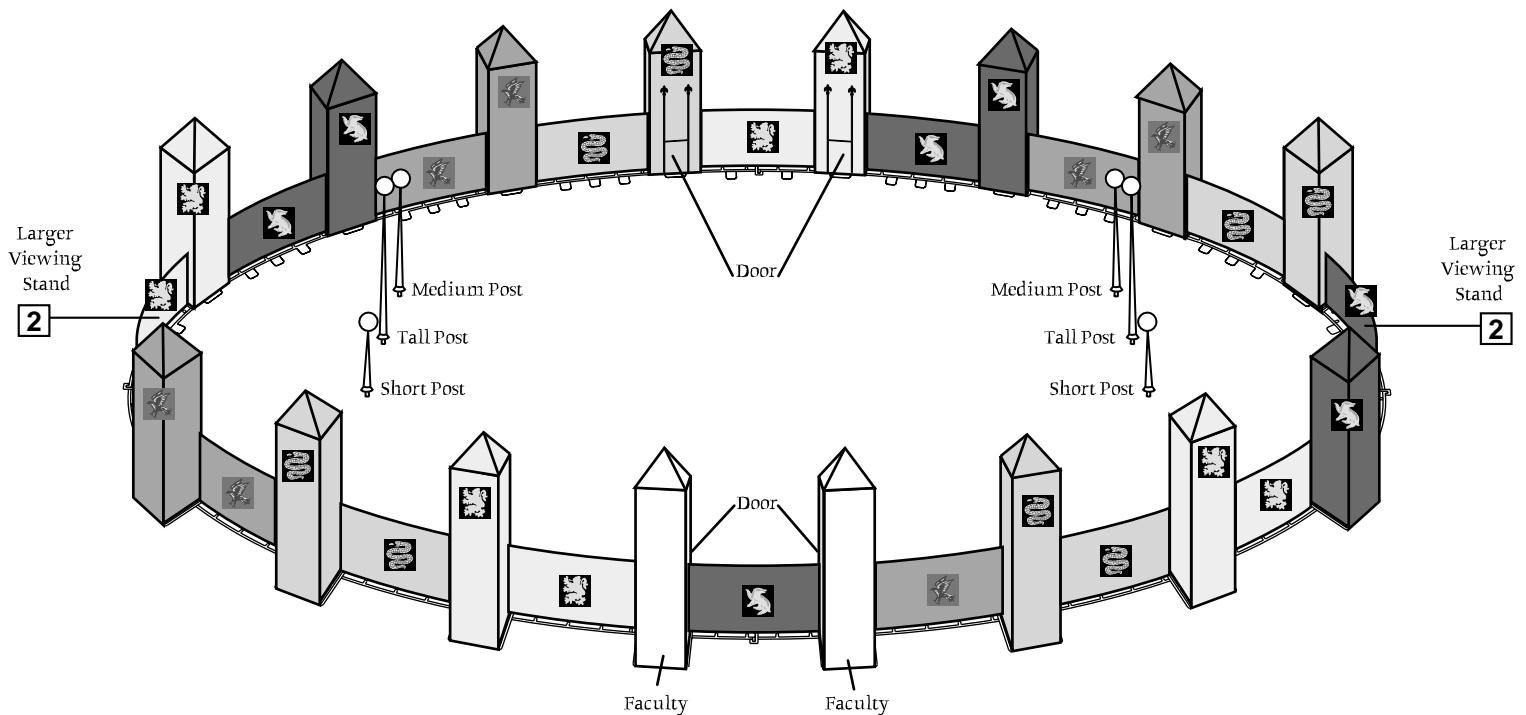
Always make sure your set is unplugged before assembling or disassembling track. Always unplug Power Pack when not in use. Regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, this toy must not be used with the transformer until the damage has been repaired.

Do not connect to more than the recommended number of power supplies.

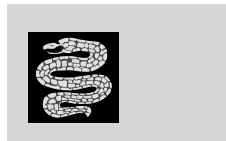
If this toy is being operated in the presence of children under 8 years old, adult supervision is recommended. This toy is not intended for children under 3 years old.

This toy must be used only with the recommended transformer. The transformer is not a toy.

QUIDDITCH™ FIELD DIAGRAM



Gryffindor™



Slytherin™



Ravenclaw™



Hufflepuff™

ONE-YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material and workmanship for one (1) year (unless specified in alternate warranties) from the date of purchase. Mattel will repair or replace the product, at our sole option, in the event of such a defect within the warranty period.

In the event of a defect covered under this warranty, first call the toll-free number listed below. Many problems can be solved in this manner. If necessary, you will be instructed to return the product, postage prepaid and insured, to the address below. Enclose your name, address, dated sales receipt, and a brief explanation of the defect. Repair or replacement, and return shipment, will be free of charge. Please return only the defective part or unit, packed securely.

This warranty does not cover damage resulting from unauthorized modification, accident, misuse or abuse. If the product is returned without a dated sales receipt the product may be excluded from coverage under this warranty.

Mattel's liability for defects in material and workmanship under this warranty shall be limited to repair or replacement, at our sole option, and in no event shall we be responsible for incidental, consequential, or contingent damages (except in those states that do not allow this exclusion or limitation). This warranty is exclusive, and is made in lieu of any express or implied warranty. **Valid only in U.S.A.** This warranty gives you specific legal rights and you may have other rights, which vary from state to state. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

TOLL-FREE NUMBER: 1-888-557-8926

(valid only in U.S.A.)

Hours: 8:00 A.M. - 6:00 P.M. Eastern Time; Monday - Friday. Expect some delay in January following the holiday season. Please be patient and keep trying the toll-free number.

ADDRESS FOR RETURNS: CONSUMER RELATIONS, 636 GIRARD AVENUE, EAST AURORA, NY 14052

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This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment

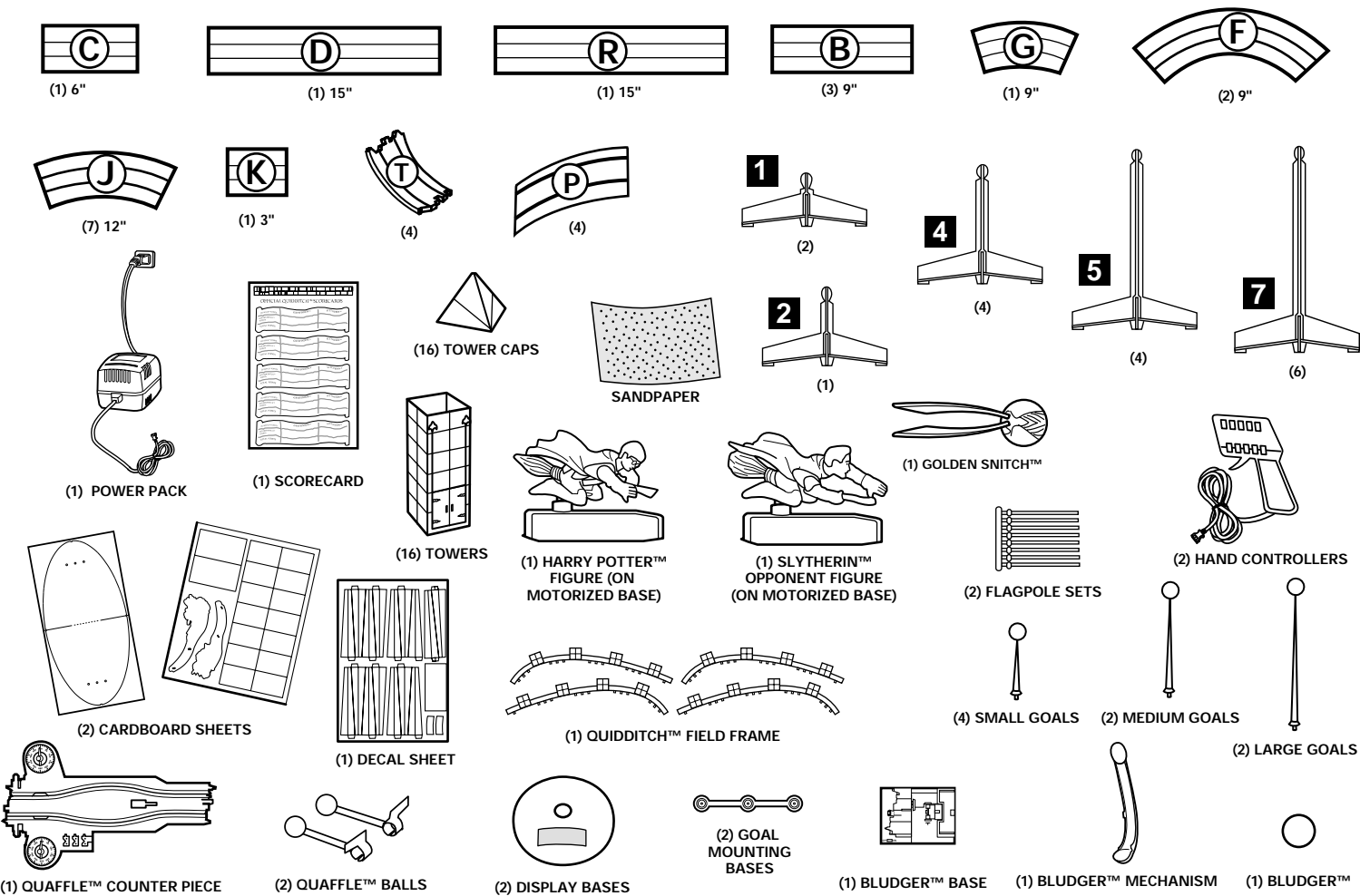
generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help. Mattel Inc., 333 Continental Blvd., El Segundo, CA (310) 252-2400

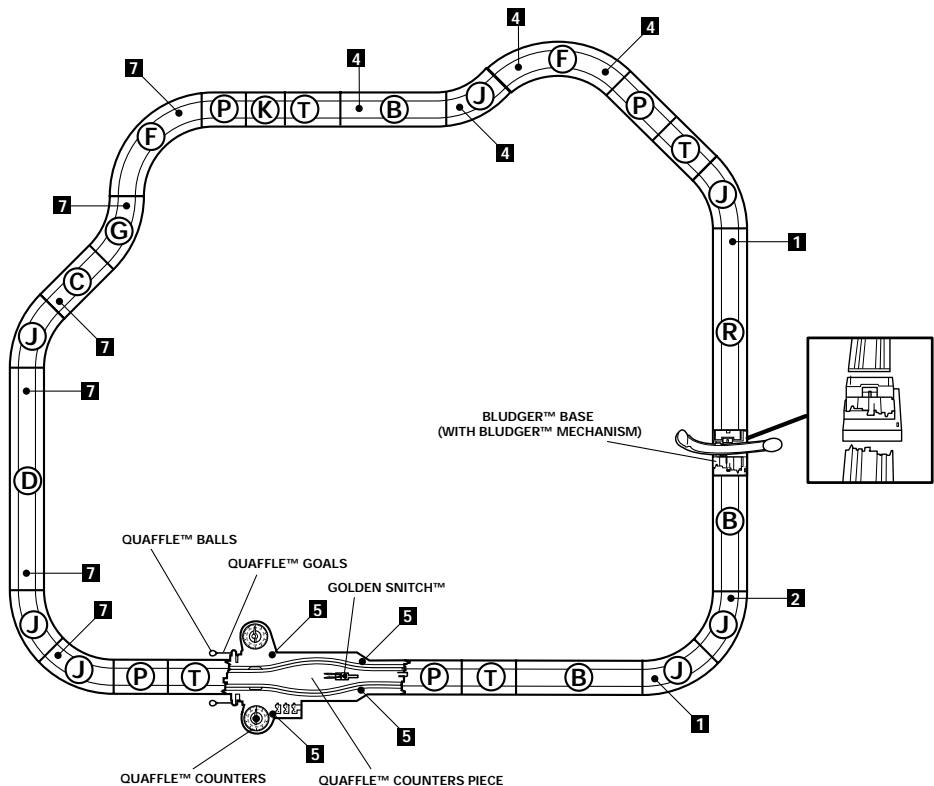


CAUTION: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

CONTENTS NOTE: Letters for pieces are not in sequence.



SETUP DIAGRAM





OFFICIAL QUIDDITCH™ SCORECARD

QUAFFLE™ POINTS

GRYFFINDOR™

SLYTHERIN™

GOLDEN SNITCH™
POINTS (150)

TOTAL POINTS

QUAFFLE™ POINTS

GRYFFINDOR™

SLYTHERIN™

GOLDEN SNITCH™
POINTS (150)

TOTAL POINTS

QUAFFLE™ POINTS

GRYFFINDOR™

SLYTHERIN™

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POINTS (150)

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