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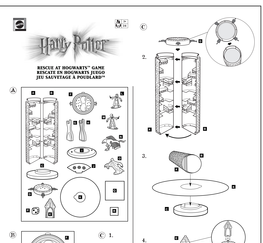
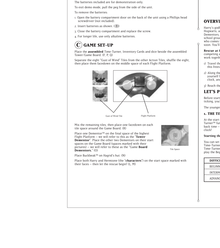
CD001

CD005-0720





A GAME CONTENTS

- 1 game board (1)
- 7 Tower Base (2)
- 7 Tower Tops (3)
- 7 Tower Bridges (4)
- 7 Time Turners™ (5)
- 7 Time Turner™ Base Pieces (6, 6)
- 7 Time Turner™ Tokens (7)
- 4 Flight Mechanisms (8)
- 1 Spinner (9)
- 1 Game Manual (10)
- 1 Rescue Object Tower™
- 1 Rescue Object Tower™ Base (11)
- 1 Dumbledore's Army™ Tower (12)
- 1 Dumbledore's Base (13)
- 1 Hogwarts Castle (14)
- 1 Hogwarts Castle Base (15)
- 48 Action Cards (16)

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

THE OBJECT

Players must work under to rescue Snow Block™ before time run out – you win or lose as a team!

B INSTALLING BATTERIES

This game uses magnetic Zanmer cell 10 x 23kg batteries.

Ensure you have the correct batteries before starting.

To ensure device sound, pull the tag from the side of the unit.

To remove the batteries:

- Open the battery compartment door on the back of the unit using a Phillips head screwdriver (not included).
- Insert batteries as shown.
- Close the battery compartment and replace the screw.
- Dispose of the used batteries properly.

C GAME SET-UP

Place the **assembled** Tree Turner, Inventory Card and Box beside the assembled Rescue Object Tower.

Separate the eight Tower of Blood Bridges from the other Tower Bits, shuffle the eight, then place them on the Tower of Blood Base. Place the Tower of Blood Bridges

Tower of Blood Bridges

Tower Bits

this way: Place the Tower of Blood Bridge with the Tower of Blood Base, shuffle the remaining Tower Bits and place them on the Tower of Blood Bridge.

The Spinner

Place the Spinner on Hogwart's Plot.

Place Each Rescue and Dumbledore Tile **Upside-Down** (on the short square marked with their base – then let the rescue target 1, 70).

Rescue and Dumbledore Tiles

Dumbledore's Base

Hogwarts Castle

Hogwarts Castle Base

Dumbledore's Base

Rescue Object Tower

Rescue Object Tower Base

Dumbledore's Base

Hogwarts Castle

Hogwarts Castle Base

Dumbledore's Base

Rescue Object Tower

Rescue Object Tower Base

Dumbledore's Base

Place the remaining tiles, then place one Gondolier on each Tower Base (Dumbledore's Base).

Place the Inventory Card beside the game board.

Place the Time Turner™ Tokens in a pile on the Dumbledore's Base (Hogwarts Castle).

Place the Time Turner™ Base Pieces (6, 6) and Time Turner™ Bridges (4) in a pile beside the game board.

Place the Time Turner™ Tower Tops (3) and Time Turner™ Tower Bases (2) in a pile beside the game board.

Place the Time Turner™ Bridges (4) in a pile beside the game board.

Place the Time Turner™ Tower Tops (3) in a pile beside the game board.

Place the