

Harry Potter

THE SORCERER'S STONE™

LEVITATING CHALLENGE

Electronic Skill and Action Game



AGES 8 and up

PLAYERS

1 - Multiple players

CONTENTS



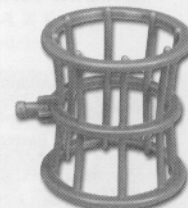
1 Levitating Challenge Game Unit



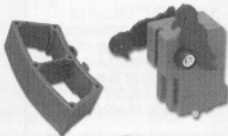
1 Harry Potter with Wand



1 Cauldron



1 Spinning Drum Cage



1 Animated Ravens' Revenge L
(3 Cage Ribs, 1 Basket,
1 Raven Pedestal)



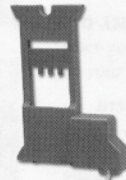
1 Spinner Drive



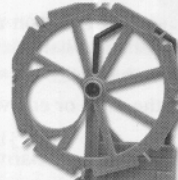
1 Spinning Large Hoop



1 Animated Broom



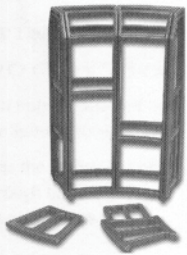
1 Animated Guillotine



1 Paddle Wheel



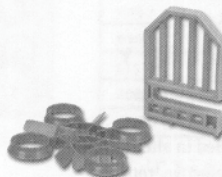
1 Spinning Double Hoop



1 Three-Level Maze Cage
(1 Main Cage and 2 Slats)



1 Triple Loop



1 Four-Looped Fan Wheel
(1 Fence and 1 Fan Wheel)



1 Hole in the Wall



1 Claw Handle



6 Balls

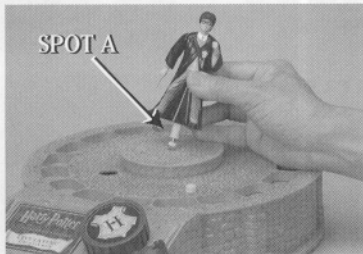
Please remove all contents from package and compare them to the list. If any items are missing, please call 1-800-524-TOYS.

SET UP

- ★ Insert 3 size C alkaline batteries (not included) into the base of the unit. (see Battery Safety Information)

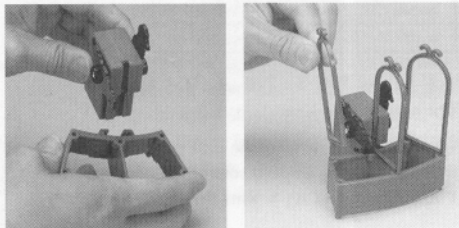


- ★ Snap the Claw Handle into the right side of the Control Panel.
- ★ Insert the Harry Potter figure into the center of the unit (Spot A - see diagram below)
- ★ Insert the Cauldron in front of Harry at the designated Cauldron spot (Spot B - see diagram). The Cauldron handle will face outward.
- ★ Insert the Spinner Drive into the Spinner spot (Spot C - see diagram). The opening will face outward.



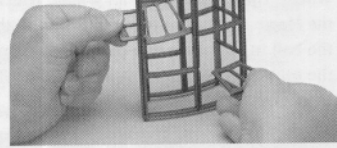
- ★ Assemble the multi-piece Challenges:

RAVEN'S REVENGE - Slide the Raven Pedestal down into the groove in the back of the basket. Snap the 3 Cage Ribs into the top of the Raven Basket.



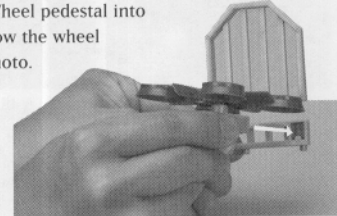
THREE-LEVEL CAGE MAZE -

Snap each Slat into the grooves of the top and bottom rungs of the Cage Maze. See the photo.

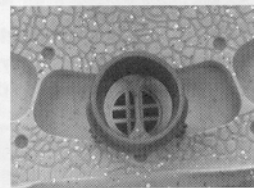


FOUR-LOOP FAN WHEEL -

Snap the Fan Wheel pedestal into the groove below the wheel passage. See photo.



- ★ Turn the MOVER (the dial on the control panel), so the MAGICAL AIR VENT (the force that levitates the ball) is directly under the Cauldron.



MAKING THE MAZE

You determine the course the ball must float through by inserting any combination of the Challenges below. You can have up to 7 different Challenges in a Maze at one time.

- ★ You may insert one the following Challenges into the Spinner drive:

Spinning Double Hoop
Spinning Drum Cage
Spinning Large Hoop



NOTE: When inserting a Spinning piece into the Drive, make sure the piece is in a vertical position before you start the game.
(See photo above)

★ You may insert one the following Challenges into the Animation spot (Spot D):

- Animated Broom
- Animated Guillotine
- Animated Raven's Revenge



NOTE: When inserting an Animated piece into the base, make sure the pin snaps into the groove. (see illustration)

★ You may insert any number of the following Random Challenges anywhere on the board, except where the Spinner Drive and Animated Pieces are placed:

- Four-Looped Fan Wheel
- Hole in the Wall
- Paddle Wheel
- Three-Level Maze Cage
- Triple Loop

★ For a quick start, we've included three different Mazes for you to overcome! Use the pictures (to the side) to build the easiest one (Maze #1) and work your way to the most difficult (Maze #3). When you have mastered these, rearrange the pieces to make your own mazes.



Maze #1 - Easy



Maze #2 - Medium



Maze #3 - Difficult

OBJECT

SINGLE PLAYER

Levitate the ball out of the Cauldron and around a Maze that you built, maneuvering it through each Challenge to return it to the Cauldron in the fastest possible time.

MULTI-PLAYER

Be the player with the highest Rank in two out of three rounds. In a multi-player game, the first round should be an easy Maze (3 Challenges). The second round should be a difficult Maze (5 Challenges). The final round should be a complex Maze (7 challenges).

Before the first round, players should choose which player builds the first Maze. After that, the winner of the round sets up the Maze for the next round. Each player must complete the same Maze in each round.

LEVELS OF PLAY

Players should establish the rules for each level of play before beginning. We suggest the following guidelines:

BEGINNERS: If the ball falls out of play, place it back into play at the point where it left the game.

ADVANCED: If the ball falls out of play, your turn is over. You are worse than a Squib. Turn the unit off. If you are playing against other players, pass the unit to the next player. Return the ball and the Magical Air Vent to the Cauldron. Turn the unit back on and start again.

NOTE: Players are not permitted to touch or guide the ball with their fingers while it is levitating. If a player does so, they forfeit the round.

LET'S PLAY

It's time to set up the Maze! You choose the Challenges Harry must levitate the ball through. Up to seven different Challenges may be placed in the Maze at a time. Leave enough space between each challenge so the obstacles do not touch. Good luck!

★ First, place the ball in the Cauldron

★ Make sure Harry is facing the Cauldron and the Claw Handle is in the down position. (See photo)



★ You navigate the ball by using the Claw Handle to move the ball up and down, and the Mover to move the ball clockwise around the Maze.

★ Turn on the game unit using the on/off switch located on the front panel of the base unit. (see diagram) You will hear musical chimes.



★ Lift the Claw Handle to raise the ball out of the Cauldron. A Wizard Trainer Voice will call out from the Levitation Challenge unit telling you to "Complete the course as fast as you can." The timer has **NOW** started! You have **5 MINUTES** to complete the Maze.

★ Turn the Mover to the right to move the ball in a **CLOCKWISE** direction around the Maze. Use the Claw Handle and the Mover in unison to guide the ball through the Maze, tackling each Challenge in turn. (See below for specific instructions on each individual challenge.)



★ Although you have 3 minutes to complete the course, try to return the ball to the Cauldron in the fastest time possible.

★ When you have finished the course, the Wizard Trainer Voice will tell you how long you took and the Rank you achieved.

NOTE: You must line the Magical Air Vent underneath the Cauldron to stop the clock and finish the game. If you do not, you will not hear your final score.

★ While navigating the maze, if you hear the voice scold you with "Shameful Performance. Practice makes perfect.", you have run out of time. Your turn is over. Lower the Claw Arm and return the Ball to the Cauldron. If you are playing against other players, pass the unit to the next player, then return the Magical Air Vent to the Cauldron. The next turn will begin immediately!

NOTE: If you do not hear the musical chime or the Voice when you begin the next turn, reset the unit by turning it off and then back on.

WINNING THE GAME (MULTIPLE PLAYERS)

The first player with the highest Rank (time) in two out of three rounds is the winner.

NAVIGATING THE CHALLENGES (with diagrams showing ball path):

NOTE: Carefully handle the Levitation Balls, so not to damage their ability to levitate (do not press, crush, or squeeze)!

ANIMATED BROOM

Can only be inserted into spot D.

Get the ball around the dancing broom handle.



NOTE: When the broom is added to the course, do not place other Challenges on the course before it.

ANIMATED GUILLOTINE

Can only be inserted into spot D.

When inserting, hold the chop to the top of the Guillotine so the pin will snap into place. Levitate the ball through the Guillotine while avoiding the chop!



ANIMATED RAVENS REVENGE

Can only be inserted into spot D.

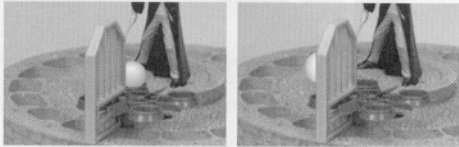
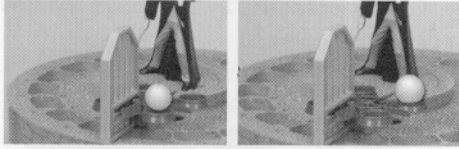
Levitate the ball through the cage while avoiding the pecking ravens.



FOUR LOOPED FAN WHEEL

Can be placed anywhere on the course.

Levitate the ball onto one of the four loops on the Fan Wheel. Then, rotate the Fan Wheel by using the force of the Magic Air Vent to turn the props on the Wheel moving the ball to the other side of the fence. Once the ball is on the other side, levitate the ball off the Wheel and continue through the Maze.



NOTE: When the Fan Wheel is added to the course, make sure there is plenty of room between the previous Challenge so the Wheel may turn.

HOLE IN THE WALL

Can be placed anywhere on the course.

Pass the ball through the opening in the wall. Make sure to keep it steady!



PADDLE WHEEL

Can be placed anywhere on the course.

Pass the ball through the hole in the wheel using the force of the Magic Air Vent to turn the Wheel lining up the hole with the opening in the frame.



SPINNING DOUBLE HOOP

Can only be inserted into the Spinner Drive.

Pass the levitating ball through both of the rotating Hoops.



SPINNING DRUM CAGE

Can only be inserted into the Spinner Drive.

As the Cage spins, navigate the ball up, through, then back through the Cage, and out.



NOTE: If the rotation of the Drum Cage does not allow the ball to pass through, player may adjust the Drum Cage to a better angle.

SPINNING LARGE HOOP

Can only be inserted into the Spinner Drive.

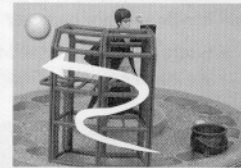
Pass the levitating ball through the rotating Hoop.



THREE-LEVEL MAZE CAGE

Can be placed anywhere on the course.

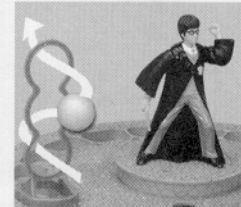
Maneuver the ball into the bottom opening of the cage and navigate it up through the three-level maze to exit the top opening.



TRIPLE LOOP

Can be placed anywhere on the course.

Weave the ball in and out of the 3 loops.



After you have mastered these Challenges, you can make up your own versions by combining the same pieces.

SCORING

Here is a list of the Ranks and their accompanying times.

| TIME | RANK |
|--------|-----------------|
| 2:45 + | Squib |
| 2:30 + | First Year |
| 2:15 + | Ordinary Wizard |
| 2:00 + | Prefect |
| 1:45 + | Head Boy |
| 1:30 + | Sorcerer |
| 1:15 + | Wizard |
| 1:00 + | Great Wizard |
| 0:45 | Headmaster |

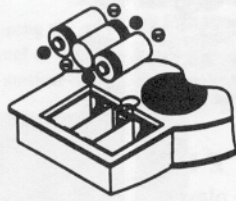
IF THERE IS A TIE

(for multi-player games)

When there is a tie, play the next round with the same maze as a speed round. The player with the FASTEST TIME wins the game.

BATTERY INFORMATION

This game requires 3 "C" Alkaline Batteries. Not included.



REPLACING YOUR BATTERIES:

1. Remove the battery compartment cover using a screwdriver (not included).
3. Insert 3 "C" Alkaline batteries, per the illustration above.
4. Replace the battery cover and tighten the screws.

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

BATTERY SAFETY INFORMATION

- Do not recharge Non-rechargeable batteries.
- Remove rechargeable batteries from the toy before recharging.
- Only recharge rechargeable batteries under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the toy.
- Do not short-circuit the supply terminals.
- Dispose of batteries safely.
- Do not dispose of batteries in a fire as batteries may explode or leak.

WARRANTY

90 DAY LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free of defects in material or workmanship for ninety days (unless specified in alternate warranties) from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to Consumer Relations, 636 Girard Avenue, East Aurora, New York, 14052 for replacement or refund at our option.

This warranty does not cover damage resulting from accident, misuse, or abuse. In no event shall we be responsible for incidental or consequential damages (except in those states that do not allow this exclusion or limitation) **Valid only in U.S.A.** This warranty gives you specific legal rights and you may also 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.

Send only the product to the address above. Send all correspondence to Consumer Relations, Mattel, Inc., 333 Continental Blvd., El Segundo, California 90245-5012, U.S.A. Or you may telephone us toll-free at 1-800-524-TOYS, Monday - Friday, 8:00 a.m. - 6:00 p.m. EST; 11:00 a.m. - 9:00 p.m. PST.

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