

42908

## ASSEMBLY INSTRUCTIONS CONTENTS

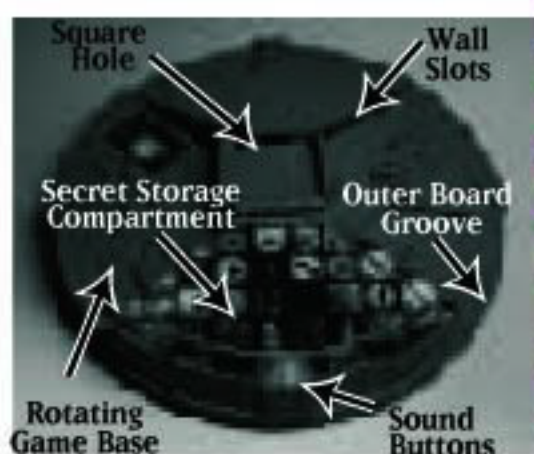
- |                                       |                             |
|---------------------------------------|-----------------------------|
| 1 Rotating Game Base with Electronics | 10 Broom Tokens             |
| 1 Center Column                       | 4 Cauldron Tokens           |
| 4 Vertical Walls                      | 4 Owl Tokens                |
| 7 Floor Panels                        | 4 Wand Tokens               |
| 4 Outer Board Sections                | 24 Coin Tokens: 8 Galleons, |
| 1 Roof                                | 8 Sickles, 8 Knuts          |
| 4 Movers                              | 30 Spell Book Cards         |
| 4 House Token                         | 1 Die                       |

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

### GAMEBOARD ASSEMBLY

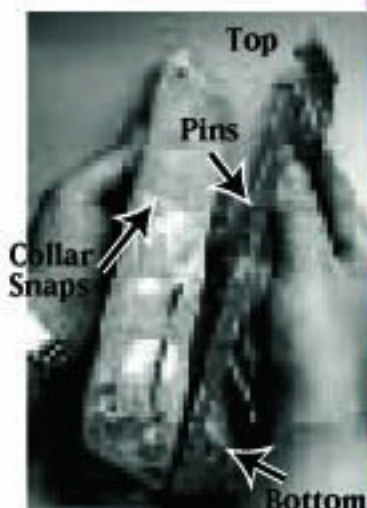
#### 1. Insert batteries

in the bottom of the Rotating Game Base. (see Battery Information for details)




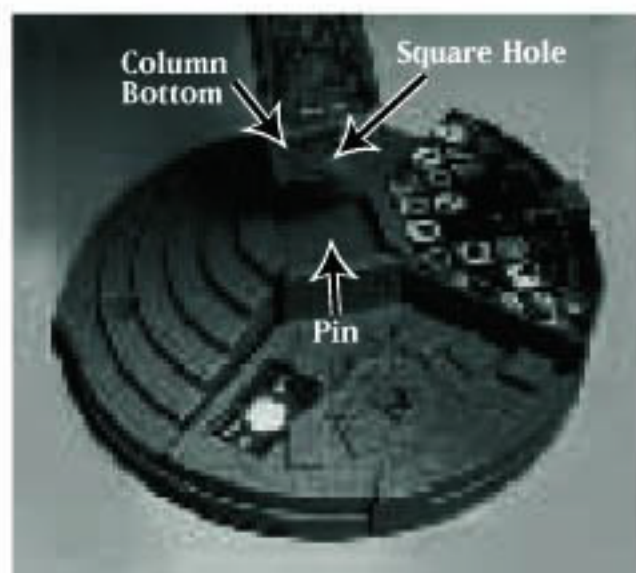
#### 2. Assemble the Center Column:

- Align the tops of each half of the Column.
- Line up the pins on the inside of one half to the collar snaps in the other half.
- Snap together.



#### 3. Insert the Center Column:




- Rotate the Base until the  Sound Button faces you.
- Turn the bottom of the Column so the Column's bottom hole is in the upper right hand corner (see photo top right).



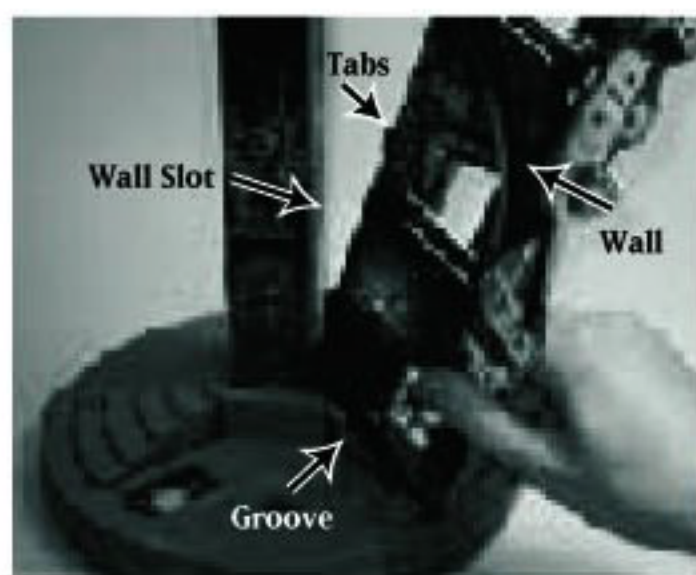
This will align the hole with the Base's pin.




- Snap the Column into place in the Square Hole.

#### 4. Insert the Walls:

- Punch out the 4 Wall Panels from the cards.
- Find the Wall with the numbered shields 7, 12, 13.
- With the  Fluffy Sound Button still facing you, insert the bottom of the Wall in the Slot between the  Fluffy Sound Button and the  Chess Piece Sound Button.

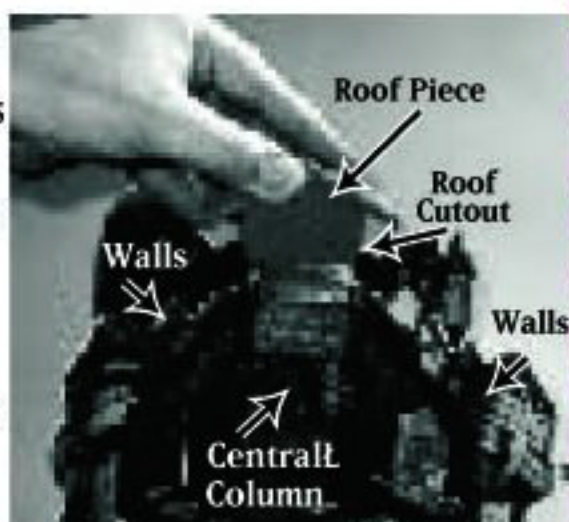





- Beginning with the bottom Tab, align the Tabs on the Wall with the Groove in the Column.
- Insert the Wall tabs into the Column.
- Rotate the Base until the Chess Piece  Sound Button faces you.
- Find the Wall Panel with the numbered shields 8, 11, 14.
- Insert as above.
- Rotate the Base until the Sorcerer's  Stone Sound Button faces you.
- Find the Wall Panel with the numbered shields 9, 10, 15.
- Insert as above.
- Rotate the Base until the Sorting Hat  Sound Button faces you.
- Find the Wall Panel with the numbered shields 5, 6.
- Insert as above.

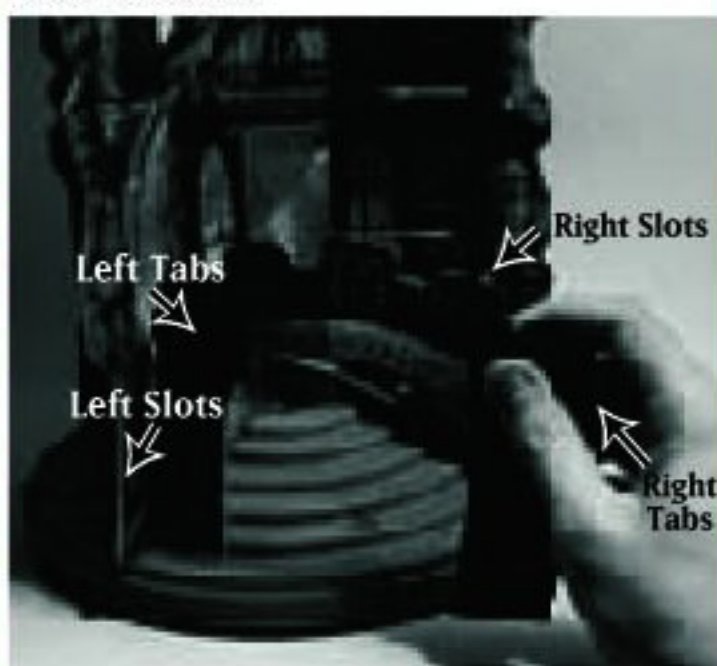
### 5. Slide on the Roof:

- Align the corners of the Roof with the top edges of the Walls that meet the Central Column.
- Snap the Roof down onto the Column, sliding the corners into the Roof Cutouts in the Walls.



### 6. Insert the Entrance Hall Arch:

- Punch out the Entrance Hall Arch from the cards.
- Keeping the  Sorting Hat Sound Button facing you, locate the 4 slots in the Wall Panels (2 in each Wall) of the Great Hall (lower room w/ the #5 shield).
- With the Arch front facing you, insert the **left** 2 Arch tabs into the left Wall's 2 slots.
- Gently flex the Arch back to insert the **right** 2 Arch tabs into the **right** Wall's 2 slots.



### 7. Insert the Room Floors:

- Punch out all 7 Floor pieces, each with a number Shield from 6 to 12.
- Locate the matching room Walls by finding the identical number Shields on the right Wall of the rooms.
- Assemble in the order below:

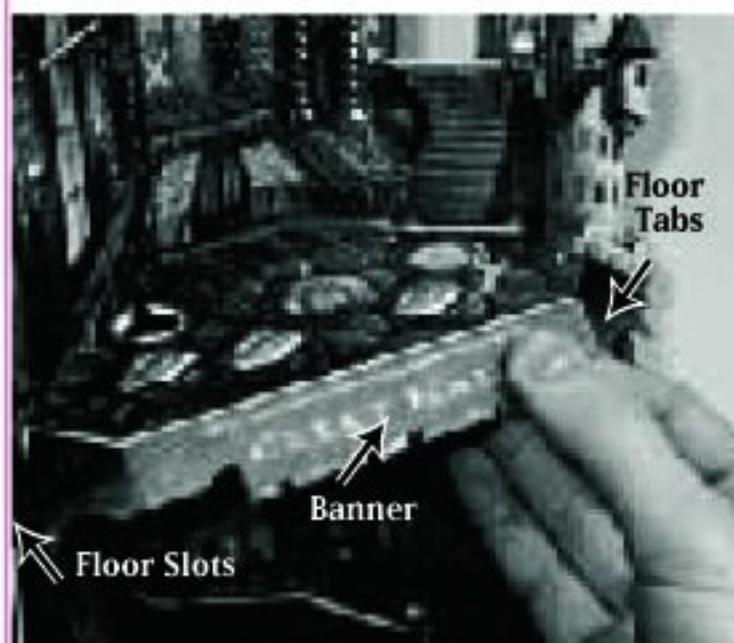
#### THE GREAT HALL

- Find the Floor piece with the "Great Hall" banner and the #6 Shield.
- With the Sorting Hat  Sound Button facing you, locate the horizontal Floor slots just below the tables on the Column (one each on the right and left Walls).
- With the front Banner facing you, insert both Floor tabs into the Floor slots.






- Fold the front Banner down while inserting the Banner tabs into the vertical Banner slots just below the Floor slots.



## TRANSFIGURATION CLASSROOM

- Find the Floor piece with the "Transfiguration Classroom" banner and the #7 Shield.




- Turn the  Fluffy Sound Button to face you, and locate the doorway slot on the left and the Floor slot a 1/4 inch below the door on the right.
- With the front Banner facing you, push the Spellbook tab through the doorway slot on the left; and then, insert the Floor tab into the Floor slot on the right.

- Fold the front Banner down while inserting the Banner tabs into the vertical Banner slots just below the Floor slots.

## CHARMS CLASSROOM


- Find the Floor piece with the "Charms Classroom" banner and the #8 Shield.



- Turn the  Chess Piece Sound Button to face you, and locate the doorway slot on the left and the Floor slot a 1/2 inch below the door on the right.
- With the front Banner facing you, insert the Floor tab through the doorway slot on the left; and then, insert the Floor tab into the Floor slot on the right.
- Fold the front Banner down while inserting the Banner tabs into the vertical Banner slots just below the Floor slots.
- Continue as above with the remaining Floors, matching the Floor number Shield to the number Shield on the Wall. When inserting the Floors, make sure the Floor tabs go into the Floor slots on the same level. If a Floor slants, it has been inserted incorrectly.

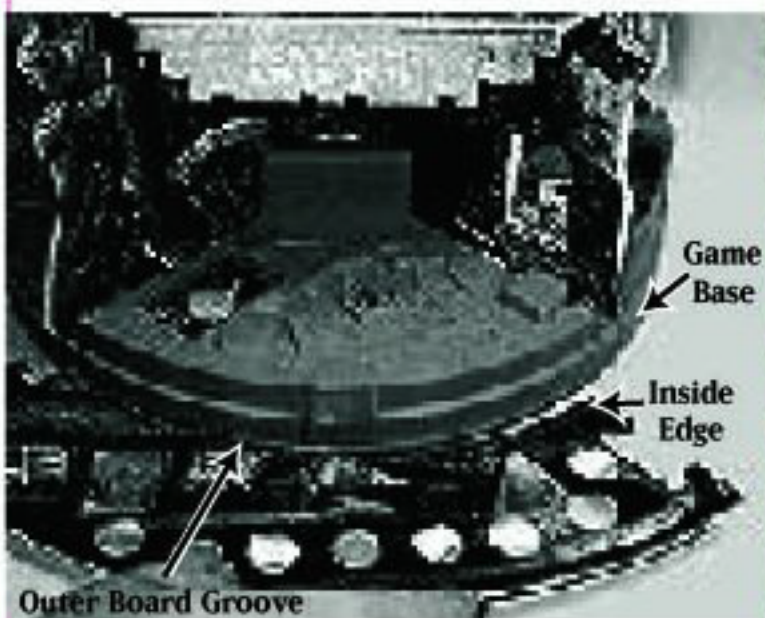
**NOTE:** Floors #10, #11, and #12 are second level Floors below the ones assembled above.




## 8. Assemble the Outer Board:

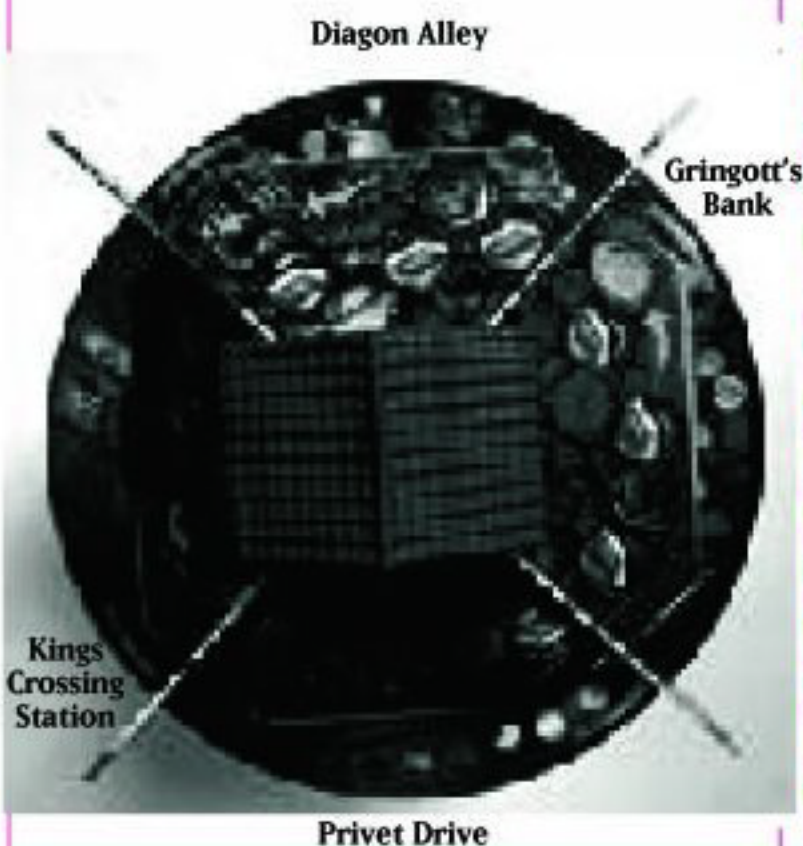
- Punch out the 4 Outer Board pieces from the card.
- Rotate the Base until the Fluffy  Sound Button faces you, then locate the Privet Drive Outer Board.
- With the inside edge of the Privet Drive Board facing the Game Base, line up the Board's ends with the Wall Panels.



- Insert the inside edge of the Privet Drive Board into the Outer Board Groove in the Base under the Sound Button. Slide the Board in until it stops.



- Rotate the Base until the  Sound Button faces you, and locate the Gringott's Bank Outer Board.
- Insert the Board as above, snapping the puzzle piece end into the Privet Drive Board.
- Continue as above, inserting the Diagon Alley Board under the Sorcerers Stone Sound Button, and the  King's Crossing Station under the  Sorting Hat Sound Button until all the Boards complete a circle.



Finished Game Board

**9. Congratulations!** You are now a game assembly wizard!

### BATTERY INFORMATION

- This game requires 3 AA Alkaline Batteries. (not included)
- Keep these instructions for future reference as they contain important information

#### Replacing Your Batteries:

- Replace the batteries when the sounds distort or the central columns lights dim.
- Remove the battery compartment cover using a Phillips screwdriver (not included).
- Insert 3 AA Alkaline batteries, making sure the positive side is always up.
- Replace the battery cover and tighten the screws.



#### Battery Safety:

- 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.





## HOW TO PLAY

Relive Harry's adventures through his first year at Hogwarts. Receive your Hogwarts letter, collect your money from Gringotts to buy school supplies in Diagon Alley™, and then board the Hogwarts Express™.

After you arrive at Hogwarts, the quest for the Sorcerer's Stone™ begins. You'll race through enchanted talking rooms, battle the troll, charm Fluffy, play wizard's chess, escape from the Devil's Snare™ and ultimately capture the Sorcerer's Stone.

It's a game of spell casting, strategy and magic. May the best wizard win!

## OBJECT

Race through Hogwarts and be the first player to capture the Sorcerer's Stone in the Final Chamber!

## SETUP

- Turn on the game unit. On/Off button is located underneath the base of the game.
- Each player selects a mover.
- Place all movers on the Starting Space (the Dursleys front door) located at the beginning of "Privet Drive" (section 1) on the outer board.
- The oldest player becomes the "banker" setting up the game pieces in the following order:
  1. Shuffle the Spell Book Cards and place them beside the game board.
  2. Separate the Bronze Knut, Silver Sickle and Gold Galleon Coins into 3 like piles. Place them beside the game board.



3. Put the Cauldron, Broom, Owl and Wand Tokens to one side. (Spell Book Cards, Coins, Tokens and Movers can be stored under the "Chess Room" floor after you have finished playing.)

## GENERAL RULES FOR THE GAME

- In each section of the game, roll the die and move forward the appropriate number of spaces.
- Players cannot share most spaces. But, if a space has a RED border, then more than one player may be on it. The spaces bordered in red are: the Diagon Alley Start space, the shop spaces in Diagon Alley, the first space of the Devil's Snare section and the Sorting Hat space.
- If you land on an occupied space, move to the next available space in the direction you are headed. This also means that if you get sent backwards and that space is occupied keep going back to the next available space.
- If you get sent back any number of rooms, go backwards in the same room order in which you came.
- You must follow the directions (if any) on the space on which you land before you can cast a Spell or use a Broom.
- Play always moves in a forward direction. You are never allowed to move backwards unless the game sends you back.
- On your turn, you can spin the game for easy access to your section of play.

**We suggest that you start to play the game from this point on and read the details of each section as you enter it.**

## LET'S PLAY

Youngest player rolls first, play continues to the left.

### SECTION 1: Privet Drive

**Goal:** Land on a Letter (from Hogwarts) space in order to move forwards to Gringotts (section 2).

#### Play:

- When you land on a **Letter** space move directly to the first space in Gringotts. If that space is occupied, move forward to the next available space. That is the end of your turn.





**Note:** If you reach the end of Privet Drive without landing on a Letter Space, stop on the final Envelope Space. If your roll allows, you cannot continue onto

Gringotts. This is the end of your turn. On your next turn, move to the Gringotts Start Space.

## **SECTION 2: Gringotts Bank**

**Goal:** Land on the **Money Spaces** and collect as many coins as you can to buy school supplies in Diagon Alley.

### **Play:**

- When you land on a **Money Space**, take 1 corresponding coin.
- After you have passed through Gringotts and collected your coins, move directly into Diagon Alley (section 3).

## **SECTION 3: Diagon Alley**

**Goal:** With the coins you collected from Gringotts, try to buy an Owl, Wand and Cauldron from the stores that sell each of these 3 items. You do not need all 3 items to play the game, but having all 3 could be an advantage! See **OWL, WAND AND CAULDRON TOKENS** for more information.

### **Play:**

- If you want to buy an item, you must stop at a shop. You do not have to land on a shop by an exact count.
- More than one Mover can be on a shop at a time.
- The item you can purchase in each store and the coin it takes to do so are pictured next to the store.
- When you land on a store, you can buy 1 item, providing you have the appropriate coin. This is the end of your turn.
- The last space in Diagon Alley is the Bookstore. If you have any coins left you must stop here and trade them in for Spell Book Cards. You don't have to land on this space by an exact count. This is the end of your turn regardless of the number you rolled.



- If you don't have any coins, you don't have to stop.
- A coin of any denomination will buy you 1 Spell Book Card. Each player is only permitted to have up to 5 Spell Book Cards at any one time. (*See RULES FOR SPELL BOOK CARDS for more details.*)

Note: You won't need your coins after this point in the game.

## OWL, WAND AND CAULDRON TOKENS

**Wand & Cauldron Tokens:** These tokens allow you to play certain Spell and Counter Spell Cards that show the corresponding symbols. (*See RULES FOR SPELL BOOK CARDS for more details.*)



**Owl Tokens:** If you have an Owl Token and land on an Owl Space within Hogwarts you can move forward to the last space of the room you are in.

Hold on to your Owl, Wand and Cauldron Tokens for the duration of the game. You don't return them after you have used them.

## SECTION 4: King's Cross Station/ Hogwarts Express

**Goal:** Land on 1 of the 3 **Train Spaces** by exact count in order to proceed to Hogwarts School.

### Play:

- The first 4 spaces represent the non-magic area of the station.
- You have to pass through the barrier between platforms 9 and 10 in order to get to platform 9  $\frac{3}{4}$  and the Hogwarts Express. But to do this you have to land on 1 of the 3 Hogwarts Express Spaces by an exact count.
- For example: If you are on the second non-magic space and you roll a 6, you can't move. You must wait until your next turn when a roll of 3, 4 or 5 would allow you to land on a Hogwarts Express Space by an exact count.



- Once you are aboard the train, move immediately to the first space on the stairs of the Hogwarts Entrance Hall (section 5). This is the end of your turn.

### **SECTION 5: Hogwarts Entrance Hall**

**Goal:** Make your way through the Entrance Hall and up the marble stairs to the Great Hall to get sorted into your School House.

#### **Play:**

- Roll the die and follow the circular spaces up the steps of the Entrance Hall. When you reach the top step move directly up one level into the Great Hall (section 6) and stop at the Sorting Hat Space. See section 6 to continue your turn.

### **SECTION 6: Great Hall (Enchanted Room)**

**Goal:** Stop at the Sorting Hat Space and get sorted into your Hogwarts House by pressing the sound button.

#### **Play:**

- Continuing your turn from the Entrance Hall: Once you have landed on the Sorting Hat Space, press the sound button, which is located on the outer edge of the base.
- The Sorting Hat will announce your School House. Take the House Token that matches your selected House. This is the end of your turn.
- No two players can be in the same House. If the Sorting Hat sorts you into a House that's already taken by another player, press the button again until you get sorted into an unclaimed House.
- From this point on, follow the arrows indicated on the game board to ensure that you are traveling in the right direction.

**Note:** The rooms are also numbered sequentially.



- If at any point during the game you are sent backwards past the Sorting Hat, you don't have to stop or be re-sorted at the Sorting Hat Space.

## SPECIAL SPACES



If you land on a **Book Space**: Collect a Spell Book Card. Remember, you are only allowed to have 5 Spell Book Cards. See **USE OF SPELL BOOK CARDS** for more details.)



If you land on a **Broom Space**: Collect a Broom Token. You may use your Broom Token on your turn only after you have rolled and moved. Your Broom Token enables you to fly through any room and land on the first space of the next room. Once you have used your Broom, return the token to the Broom Pile.

**NOTE:** At the end of your turn, you can use your Broom Token instead of Casting a Spell. **You may not do both.** Brooms are not counted as Spell Book Cards and do not count against your limit of 5 Spell Book Cards.

If you land on your **Hogwarts House Symbol**, (check your House Token), move directly to the first space of the next room. House Symbol Spaces are secret passageways that can only be accessed by members of that House. If you land on your House Symbol in an Enchanted Room, you don't need to press the sound button; just move directly to the Start Space of the next Room.



If you land on an **Owl Space** and have an Owl Token: move forward to the last space of the room you are in.



## TRAP DOORS

These are holes cut into the floor and do not count as spaces! Just drop down to the space on the level directly below.

## ENCHANTED ROOMS

There are 4 Enchanted Rooms inside Hogwarts:



• The Great Hall



• Forbidden Corridor



• Wizard Chess Room



• Final Chamber

Each of these rooms has a sound button that ties in with the game play. **All players** in an Enchanted Room can be affected by that sound (with the exception of the Great Hall.)

## RULES FOR THE USE OF SPELL BOOK CARDS:

- You collect a Spell Book Card each time you land on a Book Space or buy them at the last store in Diagon Alley.
- There are two types of Spell Book Cards:
  - Spells:** Spells you cast on your opponents.
  - Counter Spells:** Spells you use to counter any Spell cast **against** you.
- Certain Spell Book Cards possess either a wand or a cauldron symbol. You can only use that particular Spell Book Card if you purchased that item in Diagon Alley.
- Spell Book Cards without symbols can be used by any player.



- **You may use only 1 Spell Book Card per turn**, but only after you have rolled, moved and followed any directions for the space on which you land.
- Your opponents may also choose to cast 1 Spell or Counter Spell on you during your turn, but only after you have had a chance to cast your Spell.
- If they have a Counter Spell Card, any player may cast a Counter Spell on any Spell cast against them. You may **not** use a Counter Spell against a Counter Spell.
- You may cast as many Counter Spells on your turn as there are spells cast against you (only if you have Counter Spell Cards).
- Return all used Spell Book Cards to the bottom of the deck

### **The Five Card Rule:**

- At the end of your turn you are only permitted to have 5 Spell Book Cards in your hand. If at the end of your turn you have more than 5, you must cast a Spell (use a card) or discard down to 5.
- If for any reason you get sent back on another player's turn and collect a sixth card; you may keep it until the end of your next turn.
- If after your turn you have still have more than 5 cards and another player catches you, that player randomly selects and discards however many cards it takes to bring your hand back down to 5.

**Hint for using your Spell Book Cards:** It might be wise to hang onto them for use later in the game. Spell casting can get more competitive the closer you get to the Final Chamber.



## **SECTION 7: Transfiguration Classroom**

## **SECTION 8: Charms Classroom**

## **SECTION 9: The Owlery**

## **SECTION 10: Dark Arts Classroom**

**Goal:** In each of these rooms (7 to 10), your goal is to collect as many Spell Book Cards and Brooms as you can.

## **SECTION 11: The Troll's Bathroom**



**Goal:** Make it through the room without landing on a Troll Space.

### **Play:**

- If you land on a Troll Space go back to the Starting Space of this room.

## **SECTION 12: Forbidden Corridor (Enchanted Room)**

**Goal:** Get past the sleeping Fluffy.

### **Play:**

- When you land on any space in this Room press the sound button.
- If you hear flute music, congratulations, you've put Fluffy to sleep. Go directly through the trap door to the Starting Space for the Devil's Snare (section 13). If multiple players are in the room, they also move forward to the Devil's Snare Start Space. (Multiple players can share this space.)
- If you hear Fluffy snoring, stay where you are until your next turn.



- If you hear Fluffy growling, return to the first space in this room (you don't press the sound button again until you move and land on a new space on your next turn.)
- If there are multiple players in the room when Fluffy growls the player farthest along the path goes back to the Start Space, followed by the next leading player (who must go back to the last space of the Troll's Bathroom) and so on. Players must follow directions on any space they are sent to.

**Note:** It is possible to pass through the Forbidden Chamber without hearing the flute music either by:

- Rolling a high number and avoiding the Chamber altogether.
- Sneaking past Fluffy as he snores.
- Using a Spell or Broom card to move along to the next room.

### **SECTION 13: Devil's Snare**

**Goal:** Escape the Devil's Snare and move forward to the Wizard's Chess game.

#### **Play:**

- On your turn: Follow the stepping stone path; if you land on a space covered with vines, the Devil's Snare has caught you! Go back to the first space in this room.

### **SECTION 14: Wizard Chess (Enchanted Room)**

**Goal:** Make your way through the chess game, and into the Final Chamber.

#### **Play:**

- Follow the set path through the chess game. On each turn after you have moved, press the sound button.
- You will hear a sound indicating which chess piece attacks. If you are on a space with an icon of the attacking chess piece, you must retreat to the Starting Space of the room. The sounds are as follows:





**Royal Trumpet Flourish:** Players on the Queen Space are being attacked.



**Church Bells:** Players on the Bishop Space are being attacked.



**Horse Neighing:** Players on the Knight Space are being attacked.

**Footsteps:** No attack - you're safe and can stay where you are.

- All players on the chessboard are affected by the sounds.  
*For example:* if you land on a Queen Space, press the button and hear the Royal Trumpet Flourish, you and any other player sitting on a Queen Space must retreat.
- If there are multiple players on a Queen Space when the Trumpet Flourish sounds, the player farthest along the path goes back to the Start Space, followed by the next leading player (who must go back to the last space of the Devil's Snare) and so on.

## SECTION 15: The Final Chamber (Enchanted Room)

**Goal:** Get to the Mirror of Erised, confront Quirrell and capture the Sorcerer's Stone.

### Play:

- Follow the set path through the Chamber, moving towards the Mirror of Erised.
- Landing on the "Rope" Space means that Quirrell has tied you up. Go back to the first space in this room.
- You don't have to land on the final space by exact count. When you land on the final space, press the sound button. You will hear one of two sounds:

**Voldemort laughing:** Go back to the first space in the Final Chamber.



**Magical sparkling sound:** Congratulations! The Sorcerer's Stone will appear in the Mirror of Erised and you are the winner!



## 90 DAY LIMITED WARRANTY

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