

Harry Potter AND THE CHAMBER OF SECRETS™



TRIVIA GAME

OBJECT

Test your knowledge of *Harry Potter and the Chamber of Secrets™* while playing a thrilling game of Quidditch™ at the same time. The team with the most points after the Golden Snitch™ is captured wins the game.

GAME CONTENTS

- * 1 Quidditch™ Field Gameboard
- * 230 Trivia Cards
- 115 Red Gryffindor™ Cards in Box
- 115 Green Slytherin™ Cards in Box
- * 1 8-sided Die
- * 8 Quidditch™ Player Movers
- 2 Chasers (Red and Green)
- 2 Keepers (Red and Green)
- 2 Beaters (Red and Green)
- 2 Seekers (Red Harry Potter™ and Green Draco Malfoy™)
- * 1 Quaffle
- * 2 Bindgers
- * 1 Golden Snitch™
- * 2 Score Slides

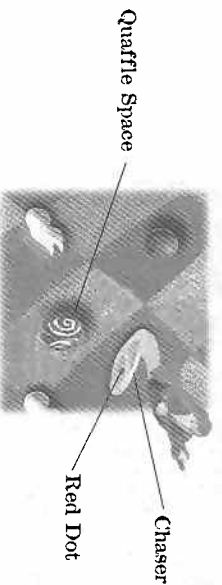
Please remove all components from package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS.

GAME SUMMARY

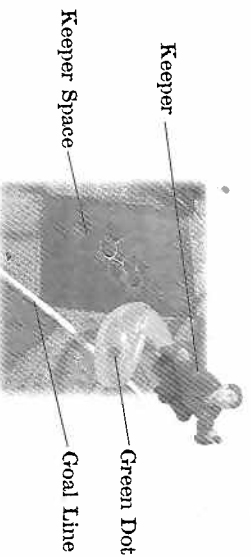
When playing *Harry Potter and the Chamber of Secrets™* Trivia, you control a team of four Quidditch™ Movers – 1 Chaser, 1 Keeper, 1 Beater and 1 Seeker. The type of Mover you use determines the category of question you can answer – a Quaffle, Keeper, Bludger, Beater or Golden Snitch™ Question. Each question category allows a different result when you answer successfully – from scoring 10-point Quaffles to attacking your opponent with a Bludger to capturing the Golden Snitch™ and ending the game.

Just like a real Quidditch™ match, some games end quickly and some take a long time. Your knowledge will determine the outcome!

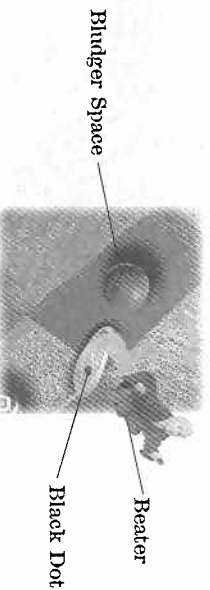
THE QUIDDITCH™ MOVERS



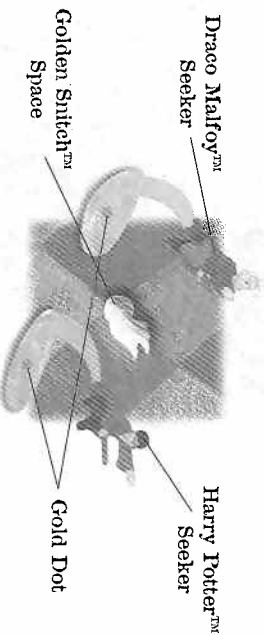
CHASER – Only Chasers can answer 10-point Quaffle Questions, and may do so only when on a Quaffle space that is not behind a goal line. A RED DOT on its base marks a Chaser.



KEEPER – Only Keepers can answer Keeper Questions to block opposing Quaffles from scoring, and may do so only when on the Keeper Space behind their goal line. A GREEN DOT on its base marks a Keeper.

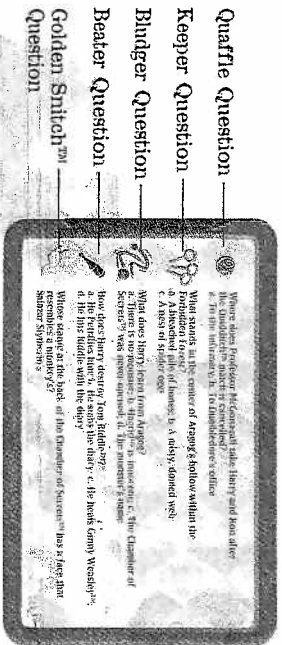


BEATER – Only Beaters can answer Bludger and Beater Questions. Bludger Questions temporarily knock opposing Movers out of the game and into the Grounding Zone (see **GROUNDING ZONE**); Beater Questions allow Beaters to block opposing Bludger questions. Beaters must be on a Bludger space to answer a Bludger Question but may be anywhere on the field to answer a Beater Question. A BLACK DOT on its base marks a Beater.



SEEKER – Only Seekers can answer Golden Snitch™ Questions to capture the Golden Snitch (the winged ball), score 150 points and end the game. They must be in a space next to the Golden Snitch to do so. They do not move on the Golden Snitch™ spaces – only the Golden Snitch™ does. A GOLD DOT marks a Seeker.

THE TRIVIA CARDS



Yellow Circle

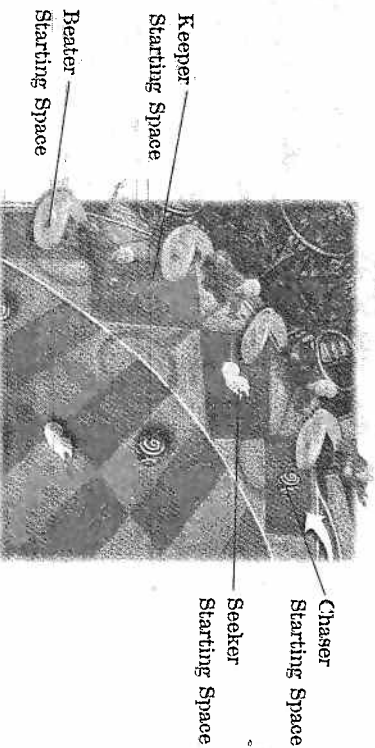
Each trivia card contains five questions of increasing difficulty. Quaffle questions are easiest with 2 multiple-choice answers. Keeper questions become harder with 3 multiple-choice answers. Bludger and Beater questions both have 4 multiple-choice answers. Golden Snitch™ questions are the most difficult of all — they have 10 multiple-choice answers.

A **YELLOW CIRCLE** appears in the lower right-hand corner of every trivia card and tells how far the Golden Snitch™ moves during that turn (see **MOVING THE GOLDEN SNITCH™**).

SETTING UP THE FIELD

Open the gameboard in the center of the playing area. Each team chooses which Quidditch™ team they will play and places all Movers behind their respective goal lines on the Starting Spaces marked for them — the red Gryffindor™ Movers start on the light green spaces, the green Slytherin™ Movers on the dark green spaces.

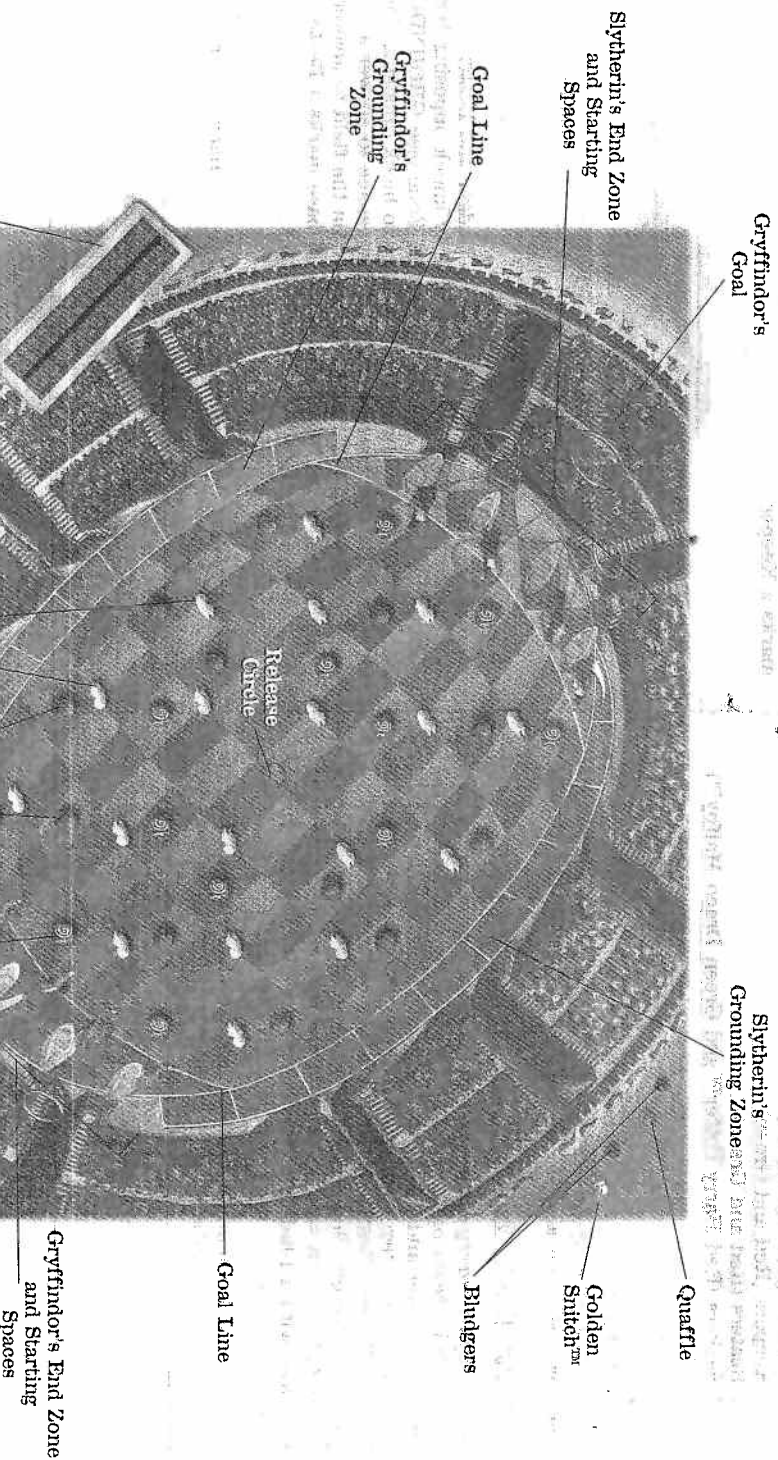
NOTE: Slytherin™ Team always moves on dark green, Gryffindor™ Team on light green.



- Gryffindor™ Team takes the red box of cards and Slytherin™ takes the green box.
- Each team takes a score slide.
- Place the Golden Snitch™ beside the board. Set the Quaffle and two Bludgers aside — you only need them for Advanced Quidditch™ Gameplay (see **OPTIONAL RULES**).

- Both teams roll the die. Highest roll plays first.

AND THE MATCH IS UNDER WAY!



1. ROLL AND MOVE

- Team One rolls the die, selects a Mover and moves the full number of spaces rolled.

Note on Movement: When exiting the end zone, Movers must move onto the square connected to their starting space. Keep in mind that you can only move one Mover per turn. You must always move the full number of spaces rolled. You cannot end in the space from which you started, nor can you move back into a space you just left. You can move through a space occupied by another Mover, but you can't share the space with it. You may only move diagonally on the field.

- You must move a Mover in order to answer a question with it and may only answer one question per turn.

2. OFFENSE – QUAFFLE AND BLUDGER QUESTIONS

- If Team One lands a Mover on the appropriate question space they may attempt to answer the corresponding question:

Quaffle Question (Score a Quaffle)

If your Chaser lands on a Quaffle Space, you may attempt to score a Quaffle.

Bludger Question (Bludger an Opposing Mover)

If your Beater lands on a Bludger Space, you may attempt to Bludger any opposing Mover on the field (but not those in the Grounding Zone). Tell your opponent(s) which of their Movers you will attempt to Bludger. You must pick your target before you hear the Bludger Question.

- Team Two draws a card from their box and reads the appropriate question along with all multiple choice answers.

Note: Never read questions from the same card back-to-back; always replace the cards in the back of the question box after one question has been asked and the Snitch has been moved (see **MOVING THE GOLDEN SNITCH™** below).

- Team One attempts to answer. If they are correct, Team Two gets a chance to defend (see **DEFENSE** below), but not before Team One moves the Golden Snitch™. Even if Team One answers incorrectly, they still get to move the Golden Snitch™, then their turn ends.

Note: Whenever someone answers any category of question – whether correct or not – the answering player always gets to move the Golden Snitch™ (see **GOLDEN SNITCH™** below).

3. DEFENSE

- If Team One answers a Quaffle or Bludger Question correctly, Team Two gets a chance to defend. They may do so only if they have the appropriate Mover on the field to answer the defense question: a Keeper on its Keeper Space for a Keeper question or a Beater anywhere on the field for a Beater question.

- Team One draws a card from the front of their box and reads the question and all answers to Team Two.

- Team Two attempts to answer:

Keeper Question (Block a Quaffle)

If Team Two answers correctly, Team One does not score. If Team Two misses their Keeper question, Team One's Quaffle scores. Quaffle questions are worth 10 points each. No points are scored for Keeper questions.

Beater Question (Block a Bludger)

If Team Two correctly answers their Beater Question, they avoid Team One's Bludger. If they answer incorrectly, their Mover is Bludgered and gets placed at the far end of the Grounding Zone (see below). No points are scored for either Bludger or Beater questions.

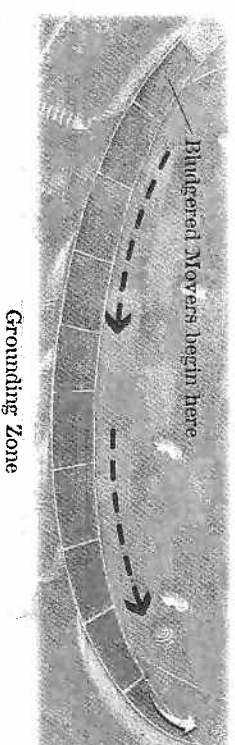
Note: Bludgering your opponent gives you an advantage. By temporarily removing your opponent's Movers from the field, you limit your opponent's ability to score and defend. Remember, players will not be able to answer questions if they don't have the appropriate Mover on the board to do so.

- Whether Team Two answers correctly or not, they move the Golden Snitch™ and Team One returns the question card to the back of its box.

- If Team One scored a Quaffle, adjust Team One's score slide to register this.

- Now Team Two rolls the die and the play sequence starts over. Play continues until someone captures the Golden Snitch™.

GROUNDING ZONE



- The **GROUNDING ZONE** is a path of 10 spaces located on either side of the field. Each team has its own Grounding Zone.

Gryffindor's (light green) begins on the red side of the field and proceeds behind the goal line at the green end; Slytherin's (dark green) begins on the green side and proceeds to the goal line at the red end.

- Bludgered Movers are placed at the end of the Grounding Zone opposite the arrow that points behind the goal line and must move the length of the Zone back into the game.

- Bludgered Movers return to play only after re-entering the field behind their goal line. They move the full number rolled when exiting the Grounding Zone.

- Movers **CANNOT** answer questions while in the Grounding Zone.

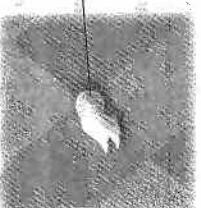
- If you are Bludgered to the Grounding Zone and another Mover is in the space you need, move ahead to the next available space. Movers can never share the same space anywhere on the board.

THE GOLDEN SNITCH™

The Golden Snitch™ does not start the game on the field. When it appears it moves only on the Golden Snitch™ spaces.

The Golden Snitch™ moves every time a question is asked, regardless of whether the question is answered correctly or not, and the answering team is always the one who moves it. The Golden Snitch™ may move to any Golden Snitch™ space that is three spaces away or less.

Golden Snitch™
Space



In order to capture the Golden Snitch™, you must maneuver your Seeker onto any space next to the Golden Snitch™. When you do, you may attempt to answer a Golden Snitch™ question. Your opponent draws a card from the front of their box and reads the Golden Snitch™ Question.

Success means you capture the Snitch, earn 150 points, and end the game. Failure means the Snitch remains in play – the answering team moves it as the card indicates (see below) and their turn ends.

MOVING THE GOLDEN SNITCH

In the bottom corner of every trivia card is a **YELLOW CIRCLE**. This circle either contains a number or will be completely blacked-out. Whenever a team answers a question – whether they succeed or fail – they get to move the Golden Snitch™ as the yellow circle on the card indicates.

- If the Golden Snitch™ is not yet on the field and a number appears in the yellow circle, the answering team moves the Golden Snitch™ onto the field. If appears in the release circle at the center of the board and moves the full number of spaces listed in the yellow circle. The Snitch may not be moved behind the goal lines.

- If the Golden Snitch™ is already on the field when a number appears in the card's yellow circle, the answering team moves the Golden Snitch™ the number of spaces listed in the symbol.

- If the Golden Snitch™ is already on the field when a blacked-out

WINNING THE GAME

The team with the most points after the additional Golden Snitch™ points have been tallied wins the game.

The following table will help keep everything straight:

MOVER	QUESTION IT ANSWERS	FUNCTION
Chaser	Quaffle Question	Scores Goal – 10 pts
Keeper	Keeper Question	Blocks Goal – No pts.
Beater	Bludger Question	Knocks Opponent's Mover into the Grounding Zone – No pts.
Beater	Beater Question	Blocks Bludger – No pts.
Seeker	Golden Snitch™ Question	Captures Golden Snitch™ – 150 pts and Ends Game



OPTIONAL RULES FOR ADVANCED QUIDDITCH™ GAMEPLAY

Set the game up as you do for the regular version of the game, but place the Quaffle on the release circle in the center of the board and the two Bludgers beside the board.

Using the Quaffle (Optional)

- In order to answer a Quaffle question your Chaser must first pick up the Quaffle and carry it to a Quaffle space.
- Move your Chaser to any space adjacent to the Quaffle – this does not have to be by exact count – and place the Quaffle on the base of your Mover. Finish the remainder of your move, if any.
- If you land on a Quaffle space, you may attempt to answer a Quaffle question as you would normally.
- The Quaffle always returns to the release circle after you attempt to answer a Quaffle Question – successful or not. The only time you keep the Quaffle is if your Chaser is still trying to reach a Quaffle space.
- An opposing Chaser may steal the Quaffle by moving into any space adjacent to the Quaffle-carrying Chaser. This transfers the Quaffle to their Mover and they finish the remainder of their move, if any.

The Bludgers (Optional)

- Bludgers begin the game off the field.
 - When you decide to Bludger an opponent, take one of the Bludgers and place it on the base of the Mover you are targeting. If you succeed in Bludgering your opponent, their Mover retires to the Grounding Zone, but the Bludger remains on that space. No other Mover can move onto or through that space until someone uses it to Bludger another Mover.
 - If a player is unsuccessful in their Bludger attempt, remove the Bludger in question from the board until someone chooses to use it again.
 - Players may choose either of the Bludgers – whether the Bludgers are currently on or off the field – when marking opposing Movers.
- Note:** Bludgering is an especially useful tactic to use on Keepers. If you succeed in Bludgering one, that team will not be able to answer Keeper questions until their Keeper returns to its Keeper Space. It will not be able to do so until it exits the Grounding Zone and the Bludger has been removed from its Keeper Space by a Beater.

WINNING THE GAME

As in the regular game, play proceeds until someone captures the Golden Snitch™. The team with the most points wins.

CONFORMS TO THE SAFETY REQUIREMENTS OF ASTM F963.



CONSUMER INFORMATION

YOU CAN TELL IT'S MATTTEL! CML us toll-free or write with any comments or questions about our products or service. Monday-Friday 8:00 a.m. - 6:00 p.m. Eastern Time. Outside U.S.A., see telephone directory for Matttel listing.

MATTY MATTEL™ toys



Consumer Relations, Mattel, Inc.
333 Continental Blvd.
El Segundo, CA 90245 USA

1 (800) 524-TOYS

WE ARE DEDICATED TO QUALITY PRODUCTS.



© 2002 Mattel, Inc., El Segundo, CA 90245 U.S.A. All Rights Reserved.
HARRY POTTER, characters, names and related indicia are trademarks of and © Warner Brothers.
(S02)
Mattel U.K. Ltd., Vauxhall Business Park, Watlington St, G. 4UB, Highgate, O1628500303.



43452