

Ages 8 and up
2 Players

Harry Potter

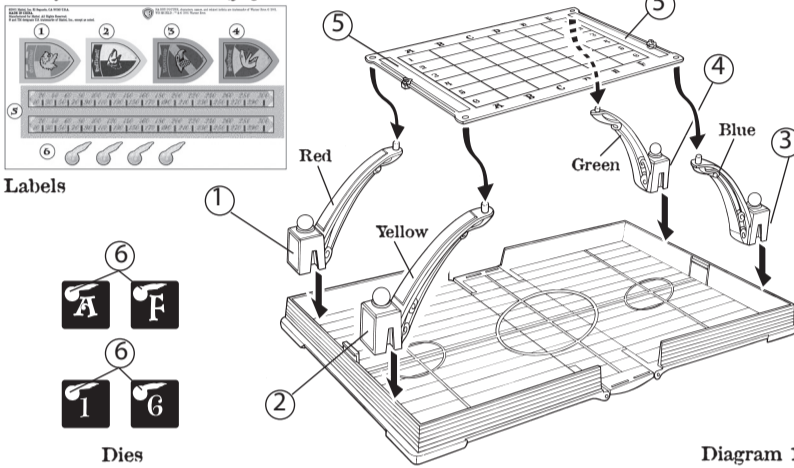
AND THE
SORCERER'S STONE™

Quidditch™ Chapter Game

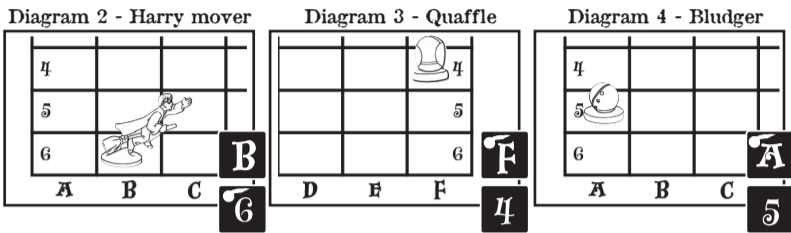
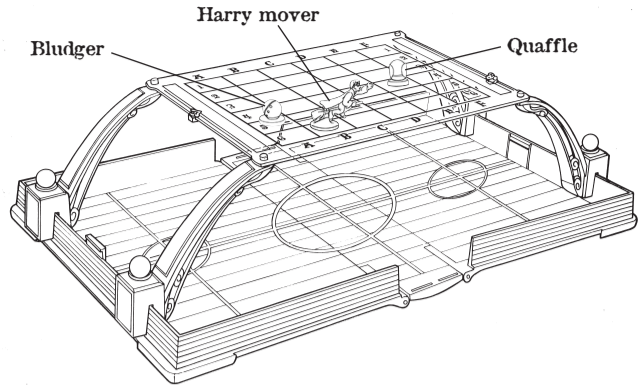
Contents

- 1 Mini Game Book
- 1 Quidditch Grid
- 1 Harry Potter Mover(Red Cloak)
- 1 Terence Higgs Mover(Green Cloak)
- 1 Quaffle (Red)
- 1 Bludger (Blue)
- 1 Golden Snitch
- 1 Six-Sided Die w/ numbers
- 1 Six-Sided Die w/ letters
- 4 Supports
- 10 Customer applied labels

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



SIZE : 6.5" X 13.5" COLOR : 1C + 1C



Set Up

1. Unfold the game board.
2. Affix 1 label to each of the four supports, 2 scoring labels onto the Quidditch grid, 1 Golden Snitch label to the corner of A and F on the lettered die, 1 and 6 on the numbered die. (see diagram 1)
3. Place the four supports on the walls of the game, lining them up with the indications on the game board. (see diagram 1)
4. Place the Quidditch grid on the supports. Secure firmly to supports. (see diagram 1)
5. Each player rolls the numbered die. The player with the highest roll plays with the Harry Potter Mover. The other player is given the Terence Higgs Mover.
6. Starting with Harry, each player rolls both dice and places their Mover on the Quidditch Grid in the position indicated by the dice. (see diagram 2)

FRONT

BACK

6. If any Mover is within one space of the Bludger (including diagonally), then that player is knocked to the ground (See THE BLUDGER below).
7. If your mover is within one space of the Quaffle and the Bludger – you score before being knocked to the ground.
8. Any piece on the Quidditch Grid can share a space with one or more pieces. Of course, if you share a space with a Bludger, you will still get Bludgered and knocked to the ground.
9. Play continues until the Golden Snitch is caught (See GOLDEN SNITCH below) OR a player reaches 300 points. In the unlikely event of a tie, the next player to score wins the match.

THE BLUDGER:

1. If any Mover is within one space of the Bludger, then that Mover is knocked off his broom and down to the ground.
2. You will notice a grid on the ground corresponding to the Quidditch grid. Place your Mover on the ground grid right underneath the space you were Bludgered.
3. On your move, roll the NUMBERED DIE only. You may move as many spaces on the ground grid as indicated on your numbered die except diagonally.
4. You may NOT move the Bludger, Quaffle, or Golden Snitch. You cannot score while you are on the ground grid, even if the Quaffle or Golden Snitch is right above you.
5. You can return to the Quidditch grid by reaching any of the four corner squares (A1, A6, F1, or F6). The next move will place you on the Quidditch Grid.
6. If you moved under the corner square with some movement still leftover from your die roll, then you can immediately move up to the corresponding square on the Quidditch Grid. You may NOT move any farther than the corner grid on your turn. However, once you are on the Quidditch Grid, you may move the Bludger or Quaffle and possibly score, just like a normal turn.

Example:
Harry Potter has been Bludgered and is currently at position C-4 on the ground. On his turn, you roll a 3 on the numbered die. You move Harry to C-3, C-2, and then C-1 – not quite enough to get you off the ground! But on Harry's next turn, you roll a 6! You move to B-1 and

then to A-1 (a corner square). Since you have 4 "leftover" moves, you can now place Harry back on the Quidditch grid. Although you can't move Harry any more this turn, you can move the Bludger or the Quaffle as in normal play.

THE GOLDEN SNITCH:

1. If two Golden Snitch symbols appear in a single dice roll, then the Golden Snitch appears on the board. The dice rolls that will do this are A1, A6, F1, and F6.
2. When the dice indicate that the Snitch will appear, you first take your normal turn. Then, at the end of your turn, roll the dice again and place the Golden Snitch on the Quidditch Grid in the position indicated by the dice. Please note that since the Snitch came into play at the end of the turn you cannot score with it, even if it ends up appearing right next to you.
3. After its initial appearance, the Golden Snitch moves on each player's move. On your move, roll both dice as normal. You may choose to move to either the letter OR the number position on the grid. Once you have made your choice, the Golden Snitch uses the other die for its movement.

Example # 1:
It's the middle of the game and the Harry Potter Mover is back on position C-6 on the Quidditch Grid. The Golden Snitch is way over on F-3. You roll the dice and get A-4. If you chose to move to A-6, the Golden Snitch would then immediately move to F-4. If you chose instead to go to C-4, the Snitch would go to A-3. (see diagram 6)

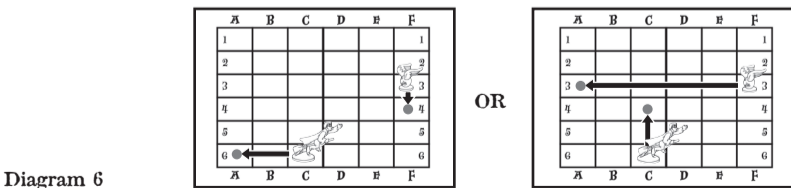


Diagram 6

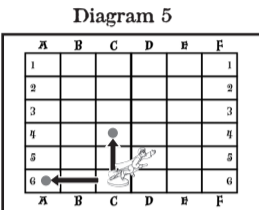
7. The Harry Potter player then rolls both dice and places the Quaffle on the Quidditch Grid in the position indicated by the dice. (see diagram 3)
8. Finally, the Terence Higgs player rolls both dice and places the Bludger on the Quidditch Grid in the position indicated by the dice. (see diagram 4)
9. Set the Golden Snitch aside until later.

Object

Have the most points when the Golden Snitch is caught or be the first player to reach 300 points.

LET'S PLAY:

1. The Player with the Harry Potter Mover goes first.
2. On your move, you're attempting to get within scoring distance of the Quaffle or to avoid the Bludger. Roll both dice. You may choose to move to either the letter OR the number position on the Grid, according to your roll on the dice.
3. If your current position matches one of the rolls on the dice, you can choose not to move your piece.
Example:
If Harry Potter is on position D-3 and then you roll A-3 on the dice, you can choose to move Harry to A-3 or stay at D-3.
4. After your piece has moved, move either the Quaffle or the Bludger one space in any direction except diagonally.
5. If your Mover is within one space of the Quaffle (including diagonally), you score! Receive 10 points. You can only score once with the Quaffle on your turn.



Example # 2:

It's the middle of the game and the Harry Potter Mover is back on position E-6 on the Quidditch Grid. The Golden Snitch is way over on F-3. You roll the dice and get E-5. You can choose to leave the Harry Mover on E-6 and move the Snitch to F-5, thus catching the Snitch.

4. The Golden Snitch is caught if anyone ends up within one space of it (including diagonally). This ends the game and gives the player who caught it 150 points.
5. Once the Golden Snitch is on the board, a roll of A1, A6, F1, or F6 will cause the Snitch to exit the board. At that point the Golden Snitch exits the Quidditch Grid at the end of the turn.

WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

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