

Ages 8 and up
2 to 6 players or teams

Harry Potter

AND THE
SORCERER'S STONE™

TRIVIA GAME

CONTENTS

Game Board
Special Six-Sided Die
Sorting Hat™ cards (4)
Movers (6)
Trivia Box (contains 168 Question Cards)



Charm Cards (50)
Spell Cards (50)
Curse Cards (50)
Double sided House/
Legend Cards (8)

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

TEST YOUR HARRY POTTER KNOWLEDGE
AND LUCK, WHILE CHALLENGING YOUR FRIENDS!

SET UP

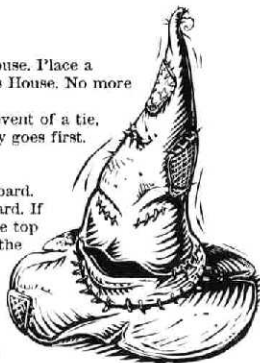
- Unfold game board.
- Group Charm Cards, Spell Cards and Curse Cards into like piles. Shuffle each. Separate Sorting Hat and House Legend Cards.
- Place all Movers in the Entrance Hall, this is the center space on the Game Board
- Remove lid from Questions Box.

OBJECT

Be the first player to collect 6 different Charm Cards by answering Harry Potter trivia questions correctly. Then race to your Hogwarts™ House and answer a final question correctly to win.

QUICK RULES

1. Choose a Sorting Hat Card to determine your Hogwarts House. Place a House/Legend Card in front of you to identify your Hogwarts House. No more than two players can occupy one Hogwarts House.
2. Player with highest roll of the die starts the game. In the event of a tie, the player with a birthday closest to Harry Potter's birthday goes first. (Harry's birthday is July 31st)
3. Roll the die.
4. Move out of the center, and clockwise around the Game Board.
5. If you *pass over or land on* a Spell Square, take a Spell Card. If you land on a Category Square, player to your left picks the top question card and asks you a question that corresponds to the Symbol on the board. Take two Charm Cards for a right answer without the use of multiple choice. Take one Charm Card, if you answer correctly using the multiple-choice answers. If in either instance you give a wrong answer, draw one Curse Card.
6. Follow the directions on the Spell or Curse Card and, once played, place back in the bottom of the appropriate deck.
7. Your turn is now over. The player to your left begins their turn.
8. The Game continues until a player has collected 6 different Charm Cards, races to their Hogwarts House and answers one final question correctly.



SORTING HAT CARDS: DETERMINING YOUR HOUSE.

At the beginning of the game, each player blindly selects one of the 4 Sorting Hat Cards. After you've selected a House, return the House Card to the deck. Once two players have chosen the same House, remove that House Card, because no more than two players can share a Hogwarts House. Put a House/Legend Card in front of you to identify your Hogwarts House.

The Sorting Hat Cards will come into play during the game. They help to determine who some Spells and Curses affect during game play. When you see the words "Select a house" on a Spell or a Curse Card, this refers to the Sorting Hat Cards. Blindly select a Card from the deck and then follow the directions on the Curse or Spell Card with reference to the chosen house.

THE BOARD:

Players are not permitted to share spaces, with three exceptions: The Entrance Hall, Detention Areas and your House Common Room.

In the event you land on an occupied space, proceed to the next open space.

The Entrance Hall -

The Entrance Hall is the center of the game board and serves as both the Starting Point and a place to trade in Charm Cards. In the Entrance Hall, you may exchange one of your Charm Cards for a new Charm Card from the deck.

You do not need an exact roll to land on the Entrance Hall.

You may not exit the Entrance Hall the same way you entered.

Detention Areas -

There are 4 Detention areas: The Dungeon, the Forbidden Forest, the Hospital Wing and the Trophy Room.

If you're sent to any one of the four Detention Areas, you must remain there until one of three things happens: 1) you produce a card, which releases you from the area. 2) you roll the appropriate die roll, which is indicated on the board. 3) you're automatically released on your third turn.

Category Spaces -

Symbols correspond with categories on the Question Cards.

Symbols are as follows:



Magical Creatures



Non-magic Folk



Wizards



Magic



Places

Spell Spaces -

When you *pass over or land on* a Spell Space, draw a Spell Card.

ASKING AND ANSWERING THE QUESTIONS:

The player to your left reads the question for you without reading the multiple-choice answers the first time the question is read.

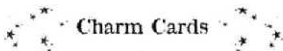
You only get one shot at answering the question, either with or without the multiple-choice answers.

If you answer correctly without the use of the multiple-choice answers take two Charm Cards. If you aren't sure of the answer, you can ask to hear the multiple-choice answers.

If you answer correctly with the multiple-choice take one Charm Card.

In either instance, if you answer the question incorrectly take one Curse Card.

TYPES OF CARDS:

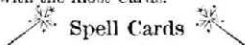


Charm Cards

These are the Cards you need to collect to win the game. There are 10 different items on these Cards; players need to collect 6 different items. They are: Wizard money, books, broomsticks, cauldrons, owls, wands, trunks, hourglasses, potion bottles, and Bertie Bott's Every Flavor Bean's™.

What happens if you run out of Charm Cards?

In the rare instance that the supply of Charm Cards is exhausted, Randomly select a Charm Card from the player with the most Cards.



Spell Cards

Spells Cards can be good or bad.

All spell cards must be played on your turn, before you roll, with two exceptions:

The Hermione Card -

This card is played on another player's turn, just after the question is read. The Hermione Card requires a bit of explanation: If you have one and think your opponent doesn't know the answer to the question being asked of them (but you do), hold your card up into the air and shout "Hermione" before the answering player has the opportunity to answer or hear the multiple-choice. That player is then forced to answer the question without the use of the multiple-choice answers. If the player gives the correct answer or she must take two Charm Cards, and you hold onto your Hermione Card for later use. If however the player gives an incorrect answer, he or she must take a Curse Card and must play it immediately. Then it's your turn to answer the question, again without the multiple-choice answers. If you are right take two Charm Cards. If you are wrong, take a Curse Card. Either way, return the Hermione Card back to the deck after use.

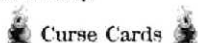
There can be as many Hermione challenges as there are players that hold the Cards and call "Hermione." But only the first player to call "Hermione" gets to play their Card. There is no Multiple Choice for anyone when the Hermione Card is played.

Play then continues to the left of the original answering player.

You can use the Hermione Card at the end of the game when you are in your House in order to answer a final question and win the game.

Counter Spell Cards -

These are played just after someone fires a Spell or a Curse at you, thereby deflecting that Spell or Curse. It's a defensive Card, use it wisely.



Take one of these if you give an incorrect answer. All Curse Cards are played immediately.

The golden rule - If the Card text goes against any of the game rules, follow the Card.

WINNING THE GAME:

The first player to enter their house with 6 different Charm Cards and then answer a final question, without the use of multiple choice, wins!

Exception to the rule: Two players sharing the same house:

If a player draws a Spell Card that allows them to exchange places with any player on the board, that player may enter their Hogwarts House by swapping places with a player already inside the House and then answering the final question. In this instance you do not need to have collected the 6 Charm Cards, the Spell Card is your key!

The 6 Charm Cards are your keys into your house. If you lose any of these items while you are in your house, you don't have to leave. However, if you are sent out of your House you must get the items back before you can enter again.

You do not need to roll an exact roll to enter your House.

Play continues until a final correct answer is given.

The Final Question:

After you have entered your Hogwarts House, the player to your left picks up a question Card and reads you a question from a category of his or her choice. You do not get to hear the multiple-choice answers. If you give an incorrect answer take a Curse Card and remain in your house (unless the Curse Card directs you to leave.) Wait until your next turn to answer another question.

You are not immune from any Curse or Spell Card while inside your House.

ADJUSTING THE GAME:

Players have the option of making the game simpler, more difficult, or making allowances for different levels of knowledge by altering the number of items required for the win. You may also opt to get rid of the final winning question and allow players to win the game by entering their house after they have collected 6 different Charm Cards.

As always, determine before game play how many items each of you need to get in order to win.

CONFORMS TO THE SAFETY
REQUIREMENTS OF ASTM F963.



CONSUMER INFORMATION

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