

# QUIDDITCH

## Game Instructions

### Object

To score the most points; players score points by shooting the Quaffle through a Golden Hoop and finding the Golden Snitch

### Contents

-Game board	-14 Playing Pieces with Stands
-Quidditch Launcher	(Gryffindor and Slytherin)
-Plastic Quaffle	-2 Bludger Playing Pieces with Stands
-1 Golden Snitch Token	-20 Speed Tokens
-15 Slow Potion Tokens	-15 Penalty Tokens
-29 No Effect Tokens	-20 Quaffle Tokens
-6 Golden Hoops	-3 Colorform Quaffle Stickers
-2 Dice	-3 Stickers for Launchers
-Complete Instructions	

### Set Up

1. Before playing for the first time, punch out all 100 tokens, all 14 playing pieces, and both Bludgers. Separate the 6 Golden Hoops from the plastic runner.
2. Place the game board on the table, with the stadium side face up.
3. Lifting the ends of the game board slightly, push the base of each Golden Hoop into one of the holes so that the Hoops stand up. There will be 3 Hoops at each end of the board
4. Mix up the tokens and place them face down on the game board at random
5. Each player chooses a team and places all 7 players into playing piece stands. Place both Bludgers into playing piece stands.
6. Place the 2 Harry Potter logo stickers onto the 2 circular areas on the front on the launcher. Place the remaining sticker onto the rectangular area near the front of the underside of the launcher.
7. If 2 players are playing, each player controls an entire team of 7 players. If 14 players are playing, players split into 2 teams of 7; each player controls 1 playing piece. For numbers of players between 2 and 14, players split into teams. Each team determines which player will control which playing piece.
8. Players place their playing pieces on the spaces at the outer edge of the field, between the two outer Golden Hoops, on their side of the board.

### The Players

There are four types of players in Quidditch: Chasers, Beaters, Seekers, and Keepers

1. Chasers: Each team has three Chasers, who try to catch the Quaffle and score by shooting it through their opponent's Golden Hoops.
2. Seeker: Each team has one Seeker, who tries to find the Golden Snitch.
3. Beaters: Each team has two Beaters, who try to hit the other team's players with a Bludger and prevent Bludgers from hitting their teammates.
4. Keeper: Each team has one Keeper who tries to prevent the other team's Chasers from scoring. Keepers may only move on spaces with a K on them.

## Starting the Game

1. The youngest player goes first by rolling one die.
2. Each player on the youngest player's team, at his/her option, moves his/her playing piece up to the number of spaces shown on the die. On each turn, each team may move any or all of its playing pieces.

## Turning Over Tokens

1. If one or more Chasers end its move on a space with a token, one of those Chasers may flip over that token. Only one Chaser may flip over a token on a turn.
2. If a Seeker ends its move on a space with a token, the Seeker may flip over a token (even if a Chaser flips over a token on the same turn).
3. The instructions below apply only to the playing piece that flips over the token. All other playing pieces move normally.
  - a. Speed: On the next turn, a player on this token rolls both dice, adds them together, and moves up to this number of spaces.
  - b. Quaffle: If a Chaser flips over a Quaffle token, that Chaser sticks one of the Quaffle stickers onto that Chaser's playing piece. Remove this token from the board. If another chaser already has a Quaffle sticker, the player does not stick another Quaffle – only one Quaffle may be in play at a time. The Quaffle token remains on the board, face up. If a seeker flips over a Quaffle token, it remains face up on the board.
  - c. Golden Snitch: If a Seeker flips over the Golden Snitch, the game is over. If a Chaser flips over the Golden Snitch, it remains on the board, face up.
  - d. Slow Potion: On the next turn, a player on this token may not move.
  - e. Penalty: Remove the playing piece on this token from the board. After waiting one turn, this playing piece re-enters play on one of the spaces marked K at its team's end of the field.
  - f. No Effect: This token has no effect on the player.

After tokens have been used, they are removed from the board and placed out of play. Speed, Slow Potion, Penalty, and No Effect tokens are removed immediately. Quaffle tokens are removed as soon as a player places the Quaffle Sticker onto a Chaser.

## Shooting the Quaffle

1. Instead of moving, a Chaser with the Quaffle Sticker may shoot the Quaffle. This Chaser removes the Quaffle Sticker from his playing piece, and places the red plastic Quaffle into the launcher.
2. The Chaser places the launcher just off the side of the board closest to the Chaser, with the front of the launcher aligned with the space that the Chaser occupies.
3. The Chaser pulls back the launcher's arm and tries to shoot the Quaffle through one of the Golden Hoops at the opponent's end of the board.
4. The Chaser may not shoot at the Hoop closest to the opponent's Keeper.
5. Other players on the shooting Chaser's team may move on the same turn on which the Chaser shoots

## The Bludger

1. The first two times that a 1 is rolled the player(s) who rolled the 1 place a Bludger on the board.
2. Players place Bludgers on any space next to one of their Beaters.
3. Once a player places a Bludger, that player's Beater may move that Bludger on every turn until one of the opponent's Beaters ends its move on a space next to that Bludger.

4. To move, the Beater rolls the die at the same time that the opponent rolls for his/her turn.
5. After the opponent has moved all of his/her playing pieces, the Beater moves the Bludger up to the number of spaces shown on the die.
6. When a Bludger passes through or lands on a space with a playing piece (from either team) on it, that playing piece is removed from the game for 2 turns. This playing piece then re-enters the game on one of the spaces marked K on its team's end of the field.
7. Bludgers may affect more than one player per turn.
8. When one of the opponent's Beaters ends its move on a space next to a Bludger, that Beater takes control of the Bludger's movement, following the above rules.

### **Scoring**

1. When a Chaser shoots the Quaffle through one of the opponent's Golden Hoops, that Chaser scores 10 points for his/her team. If the Quaffle goes through the Golden Hoop closest to the opponent's Keeper, no points are scored.
2. When a Seeker ends his/her turn on the Golden Snitch token, that Seeker scores 150 points for his/her team. The game is over.

### **Winning the Game**

1. Each team adds up its points
2. The team with the most points wins.

