

SEEK THE SNITCH

AIM OF THE GAME

- UK** Race around the Quidditch Pitch and be the first to catch the Golden Snitch. Play as either a *Gryffindor*, *Hufflepuff*, *Slytherin* or *Ravenclaw* Seeker. Be the first to land on the Golden Snitch. Catch it to WIN the match! Beware of the Enchanted Bludger, jinxed by Professor Quirrel... If this ball lands on the same tile as you, you'll be knocked off your broom back to the start line! Perform special Quidditch Moves to off-put your opponents, score goals with the Quaffle and control the Enchanted Bludger to race ahead of your competitors in the ultimate Quidditch race.
- SE** Swedish Aim of the Game: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. Play as either a *Gryffindor*, *Hufflepuff*, *Slytherin* or *Ravenclaw* Seeker. Be the first to land on the Golden Snitch. Catch it to WIN the match! Beware of the Enchanted Bludger, jinxed by Professor Quirrel... If this ball lands on the same tile as you, you'll be knocked off your broom back to the start line! Perform special Quidditch Moves to off-put your opponents, score goals with the Quaffle and control the Enchanted Bludger to race ahead of your competitors in the ultimate Quidditch race.
- FI** Finnish Aim of the Game: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. Play as either a *Gryffindor*, *Hufflepuff*, *Slytherin* or *Ravenclaw* Seeker. Be the first to land on the Golden Snitch. Catch it to WIN the match! Beware of the Enchanted Bludger, jinxed by Professor Quirrel... If this ball lands on the same tile as you, you'll be knocked off your broom back to the start line! Perform special Quidditch Moves to off-put your opponents, score goals with the Quaffle and control the Enchanted Bludger to race ahead of your competitors in the ultimate Quidditch race.
- DK** Danish Aim of the Game: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. Play as either a *Gryffindor*, *Hufflepuff*, *Slytherin* or *Ravenclaw* Seeker. Be the first to land on the Golden Snitch. Catch it to WIN the match! Beware of the Enchanted Bludger, jinxed by Professor Quirrel... If this ball lands on the same tile as you, you'll be knocked off your broom back to the start line! Perform special Quidditch Moves to off-put your opponents, score goals with the Quaffle and control the Enchanted Bludger to race ahead of your competitors in the ultimate Quidditch race.
- NO** Norwegian Aim of the Game: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. Play as either a *Gryffindor*, *Hufflepuff*, *Slytherin* or *Ravenclaw* Seeker. Be the first to land on the Golden Snitch. Catch it to WIN the match! Beware of the Enchanted Bludger, jinxed by Professor Quirrel... If this ball lands on the same tile as you, you'll be knocked off your broom back to the start line! Perform special Quidditch Moves to off-put your opponents, score goals with the Quaffle and control the Enchanted Bludger to race ahead of your competitors in the ultimate Quidditch race.
- IS** Icelandic Aim of the Game: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. Play as either a *Gryffindor*, *Hufflepuff*, *Slytherin* or *Ravenclaw* Seeker. Be the first to land on the Golden Snitch. Catch it to WIN the match! Beware of the Enchanted Bludger, jinxed by Professor Quirrel... If this ball lands on the same tile as you, you'll be knocked off your broom back to the start line! Perform special Quidditch Moves to off-put your opponents, score goals with the Quaffle and control the Enchanted Bludger to race ahead of your competitors in the ultimate Quidditch race.

SETTING UP Setting Up / Setting Up / Setting Up / Setting Up / Setting Up

You should have:

You should have: / You should have: / You should have: / You should have: / You should have:

1 Die / 1 Die / 1 Die / 1 Die / 1 Die / 1 Die

4 Seekers 4 Seekers / 4 Seekers / 4 Seekers / 4 Seekers / 4 Seekers

1 Enchanted Bludger 1 Enchanted Bludger / 1 Enchanted Bludger / 1 Enchanted Bludger / 1 Enchanted Bludger

1 Pile of Enchanted Bludger cards 1 Pile of Enchanted Bludger cards / 1 Pile of Enchanted Bludger cards / 1 Pile of Enchanted Bludger cards / 1 Pile of Enchanted Bludger cards / 1 Pile of Enchanted Bludger cards

Quidditch Pitch Gameboard / Quidditch Pitch Gameboard / Quidditch Pitch Gameboard / Quidditch Pitch Gameboard / Quidditch Pitch Gameboard

1 Pile of Quidditch move cards (with the Quidditch cup on) 1 Pile of Quidditch move cards (with the Quidditch cup on) / 1 Pile of Quidditch move cards (with the Quidditch cup on) / 1 Pile of Quidditch move cards (with the Quidditch cup on) / 1 Pile of Quidditch move cards (with the Quidditch cup on) / 1 Pile of Quidditch move cards (with the Quidditch cup on)

UK Make sure the cards are separated into these two different piles. Shuffle them, lay them both face down and put in a place where every player can reach them. Pick your Seeker to represent you. You have the option of Gryffindors' seeker Harry Potter, Ravensclaws' seeker Cho Chang, Hufflepuffs' seeker Cedric Diggory or Slytherins' seeker Draco Malfoy. Place all your seekers on the tile behind the start line. Now, place the Enchanted Bludger on the Enchanted Bludger tile directly behind all the Seekers. **SE** Make sure the cards are separated into these two different piles. Shuffle them, lay them both face down and put in a place where every player can reach them. Pick your Seeker to represent you. You have the option of Gryffindors' seeker Harry Potter, Ravensclaws' seeker Cho Chang, Hufflepuffs' seeker Cedric Diggory or Slytherins' seeker Draco Malfoy. Place all your seekers on the tile behind the start line. Now, place the Enchanted Bludger on the Enchanted Bludger tile directly behind all the Seekers. **FI** Make sure the cards are separated into these two different piles. Shuffle them, lay them both face down and put in a place where every player can reach them. Pick your Seeker to represent you. You have the option of Gryffindors' seeker Harry Potter, Ravensclaws' seeker Cho Chang, Hufflepuffs' seeker Cedric Diggory or Slytherins' seeker Draco Malfoy. Place all your seekers on the tile behind the start line. Now, place the Enchanted Bludger on the Enchanted Bludger tile directly behind all the Seekers. **DK** Make sure the cards are separated into these two different piles. Shuffle them, lay them both face down and put in a place where every player can reach them. Pick your Seeker to represent you. You have the option of Gryffindors' seeker Harry Potter, Ravensclaws' seeker Cho Chang, Hufflepuffs' seeker Cedric Diggory or Slytherins' seeker Draco Malfoy. Place all your seekers on the tile behind the start line. Now, place the Enchanted Bludger on the Enchanted Bludger tile directly behind all the Seekers. **NO** Make sure the cards are separated into these two different piles. Shuffle them, lay them both face down and put in a place where every player can reach them. Pick your Seeker to represent you. You have the option of Gryffindors' seeker Harry Potter, Ravensclaws' seeker Cho Chang, Hufflepuffs' seeker Cedric Diggory or Slytherins' seeker Draco Malfoy. Place all your seekers on the tile behind the start line. Now, place the Enchanted Bludger on the Enchanted Bludger tile directly behind all the Seekers. **IS** Make sure the cards are separated into these two different piles. Shuffle them, lay them both face down and put in a place where every player can reach them. Pick your Seeker to represent you. You have the option of Gryffindors' seeker Harry Potter, Ravensclaws' seeker Cho Chang, Hufflepuffs' seeker Cedric Diggory or Slytherins' seeker Draco Malfoy. Place all your seekers on the tile behind the start line. Now, place the Enchanted Bludger on the Enchanted Bludger tile directly behind all the Seekers.

UK Does your Quidditch pitch look like this? Great, you're ready to play!

SE Does your Quidditch pitch look like this? Great, you're ready to play!

FI Does your Quidditch pitch look like this? Great, you're ready to play!

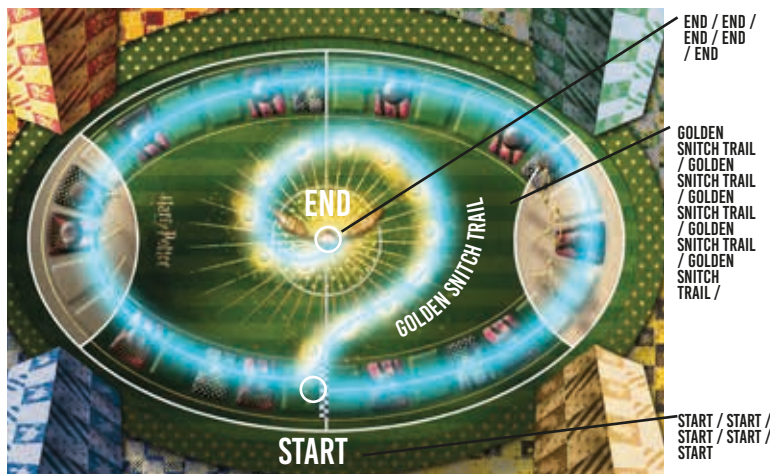
DK Does your Quidditch pitch look like this? Great, you're ready to play!

NO Does your Quidditch pitch look like this? Great, you're ready to play!

IS Does your Quidditch pitch look like this? Great, you're ready to play!

HOW TO PLAY

UK Race around the Quidditch Pitch and be the first to catch the Golden Snitch. The most athletic player goes first! Players take it in turns to roll the die. The number rolled on the die represents how many tiles to fly forward. You must complete one whole lap of the outside Quidditch pitch before you can jump on to the Golden Snitch trail. You can only fly anti-clockwise. Your flight path to catching the Golden Snitch will look like this: **SE** How to Play: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. The most athletic player goes first! Players take it in turns to roll the die. The number rolled on the die represents how many tiles to fly forward. You must complete one whole lap of the outside Quidditch pitch before you can jump on to the Golden Snitch trail. You can only fly anti-clockwise. Your flight path to catching the Golden Snitch will look like this: **FI** How to Play: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. The most athletic player goes first! Players take it in turns to roll the die. The number rolled on the die represents how many tiles to fly forward. You must complete one whole lap of the outside Quidditch pitch before you can jump on to the Golden Snitch trail. You can only fly anti-clockwise. Your flight path to catching the Golden Snitch will look like this: **DK** How to Play: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. The most athletic player goes first! Players take it in turns to roll the die. The number rolled on the die represents how many tiles to fly forward. You must complete one whole lap of the outside Quidditch pitch before you can jump on to the Golden Snitch trail. You can only fly anti-clockwise. Your flight path to catching the Golden Snitch will look like this: **NO** How to Play: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. The most athletic player goes first! Players take it in turns to roll the die. The number rolled on the die represents how many tiles to fly forward. You must complete one whole lap of the outside Quidditch pitch before you can jump on to the Golden Snitch trail. You can only fly anti-clockwise. Your flight path to catching the Golden Snitch will look like this: **IS** How to Play: Race around the Quidditch Pitch and be the first to catch the Golden Snitch. The most athletic player goes first! Players take it in turns to roll the die. The number rolled on the die represents how many tiles to fly forward. You must complete one whole lap of the outside Quidditch pitch before you can jump on to the Golden Snitch trail. You can only fly anti-clockwise. Your flight path to catching the Golden Snitch will look like this:



UK Land back on the Starting tile and then move on to the Golden Snitch trail **SE** Land back on the Starting tile and then move on to the Golden Snitch trail **FI** Land back on the Starting tile and then move on to the Golden Snitch trail **DK** Land back on the Starting tile and then move on to the Golden Snitch trail **NO** Land back on the Starting tile and then move on to the Golden Snitch trail **IS** Land back on the Starting tile and then move on to the Golden Snitch trail

UK You must roll the exact number of tiles to stop at a Quidditch Move or an Enchanted Bludger tile. Once you have rolled the die and moved to the corresponding Quidditch pitch tile, your turn is over... **UNLESS** you land on one of these special tiles! **SE** You must roll the exact number of tiles to stop at a Quidditch Move or an Enchanted Bludger tile. Once you have rolled the die and moved to the corresponding Quidditch pitch tile, your turn is over... **UNLESS** you land on one of these special tiles! **FI** You must roll the exact number of tiles to stop at a Quidditch Move or an Enchanted Bludger tile. Once you have rolled the die and moved to the corresponding Quidditch pitch tile, your turn is over... **UNLESS** you land on one of these special tiles! **DK** You must roll the exact number of tiles to stop at a Quidditch Move or an Enchanted Bludger tile. Once you have rolled the die and moved to the corresponding Quidditch pitch tile, your turn is over... **UNLESS** you land on one of these special tiles! **NO** You must roll the exact number of tiles to stop at a Quidditch Move or an Enchanted Bludger tile. Once you have rolled the die and moved to the corresponding Quidditch pitch tile, your turn is over... **UNLESS** you land on one of these special tiles! **IS** You must roll the exact number of tiles to stop at a Quidditch Move or an Enchanted Bludger tile. Once you have rolled the die and moved to the corresponding Quidditch pitch tile, your turn is over... **UNLESS** you land on one of these special tiles!

LANDING ON A QUIDDITCH MOVE TILE

UK Pick up a Quidditch Move card. Read out the positive or negative Quidditch effect on either you OR fellow competitors. The card comes into action now! For example, if you were to pick up the "Wronski Feint" Card, you must choose a competitor to send back 3 spaces NOW. **SE** Landing on a Quidditch Move Tile: Pick up a Quidditch Move card. Read out the positive or negative Quidditch effect on either you OR fellow competitors. The card comes into action now! For example, if you were to pick up the "Wronski Feint" Card, you must choose a competitor to send back 3 spaces NOW. **FI** Landing on a Quidditch Move Tile: Pick up a Quidditch Move card. Read out the positive or negative Quidditch effect on either you OR fellow competitors. The card comes into action now! For example, if you were to pick up the "Wronski Feint" Card, you must choose a competitor to send back 3 spaces NOW. **DK** Landing on a Quidditch Move Tile: Pick up a Quidditch Move card. Read out the positive or negative Quidditch effect on either you OR fellow competitors. The card comes into action now! For example, if you were to pick up the "Wronski Feint" Card, you must choose a competitor to send back 3 spaces NOW. **NO** Landing on a Quidditch Move Tile: Pick up a Quidditch Move card. Read out the positive or negative Quidditch effect on either you OR fellow competitors. The card comes into action now! For example, if you were to pick up the "Wronski Feint" Card, you must choose a competitor to send back 3 spaces NOW. **IS** Landing on a Quidditch Move Tile: Pick up a Quidditch Move card. Read out the positive or negative Quidditch effect on either you OR fellow competitors. The card comes into action now! For example, if you were to pick up the "Wronski Feint" Card, you must choose a competitor to send back 3 spaces NOW.





UK Roll the exact number on the die to land on the golden
 Switch. Treat the image of the Golden Switch as one tile.
 This may mean not being able to move for a few turns if
 you only have 3 tiles left to land on the Switch. Catch the
 FIRST to win by landing on it! **SE** How to Win the match: Roll
 the exact number on the die to land on the golden Switch to
 land on the Switch. Catch the Golden Switch FIRST to
 win the match: Roll the exact number on the die to
 land on the Golden Switch to win! Treat the image of the Golden Switch
 as one tile. This may mean not being able to move for a few turns if you, for example, roll a
 6 but only have 3 tiles left to land on the Switch.
 Roll the exact number on the die to land on the golden Switch to
 land on the die to land on the Golden Switch to win! Treat the image of the
 Golden Switch as one tile. This may mean not being able to move for a few turns if you, for
 example, roll a 6 but only have 3 tiles left to land on the Switch. Catch the Golden Switch
 FIRST by landing on it! **ON** How to Win the match: Roll the exact
 number on the die to land on the Golden Switch to win! Treat the image
 of the Golden Switch as one tile. This may mean not being able to move for a few turns if
 you, for example, roll a 6 but only have 3 tiles left to land on the Switch. Catch the Golden
 Switch FIRST by landing on it! **IS** How to Win the match: Roll the
 exact number on the die to land on the Golden Switch to win! Treat the image
 of the Golden Switch as one tile. This may mean not being able to move for a few
 turns if you, for example, roll a 6 but only have 3 tiles left to land on the Switch. Catch the
 Golden Switch FIRST by landing on it!

LANDING ON A ROGUE BLOODGER TIE



SEEK THE SNITCH

2-4 AGE **8+**
PLAYERS