

## QUIDDITCH™

2–4 Players

Contains: 80 Quidditch pitch cards (numbered 1, 2, 3 or 4), 16 Quaffle cards, 3 Bludger cards, 1 Golden Snitch card

Objective: The aim of the game is to put together, in order, as many quintets of Quidditch-related cards as possible. Each quintet is made up of 4 cards that form the Quidditch pitch, and 1 card with an image of a Quaffle, Bludger or the Golden Snitch.

To play the game: Shuffle the cards and place them face down in 10 rows of 10 cards each. The players then take turns, turning over one card of their choice at a time, revealing the picture on the card to all the players. If, on a player's first turn, he or she does not reveal a Quidditch pitch card with a number "1" on it, the card is turned back over and the next player takes a turn. Once a player has revealed a Quidditch pitch card with the number "1" on it, the player places that card face-up in front of himself or herself and turns over another card. If that card is not a Quidditch pitch card with the number "2" on it, the card is turned back over and the next player takes a turn. Play continues in this fashion as each player tries to obtain 4 Quidditch cards, in order, to create a Quidditch pitch.

Once a player has obtained four Quidditch pitch cards in numerical order, the player will have created a square Quidditch pitch. At this point, the player must find a card with an image of a Quaffle, Bludger or the Golden Snitch, and place it on top of the four-card Quidditch pitch to complete a quintet. A player may not begin a new quintet until he or she has completed the previous one.

Each quintet completed with a Quaffle card is worth 1 point; each quintet completed with a Bludger card is worth (-1) point; and each quintet completed with the Golden Snitch card is worth 3 points.

The Golden Snitch Card: The Golden Snitch card may only be taken from the table when all 16 Quaffle cards have been removed. When the Golden Snitch card is found and used to complete a quintet, the game is over. Players must keep track of how many Quaffle cards have been removed from the table. If a player removes the Golden Snitch card from the table before all the Quaffle cards have been removed, that player is disqualified. The Golden Snitch card is then returned to its original place on the table and the remaining players continue the game.

The Bludger Cards: If a player uncovers one of the 3 Bludger cards during the game and that player has a Quidditch pitch without a fifth card, he or she must take the Bludger card. One point will be deducted from that player's total score.

The player with the most points when the Golden Snitch card is placed on a pitch wins. If there is a tie for first place, the winner is the player (of those tied for first place) with the Golden Snitch card. If none of the players tied for first place has the Golden Snitch card, then the player with the fewest Bludger or no Bludger cards wins.

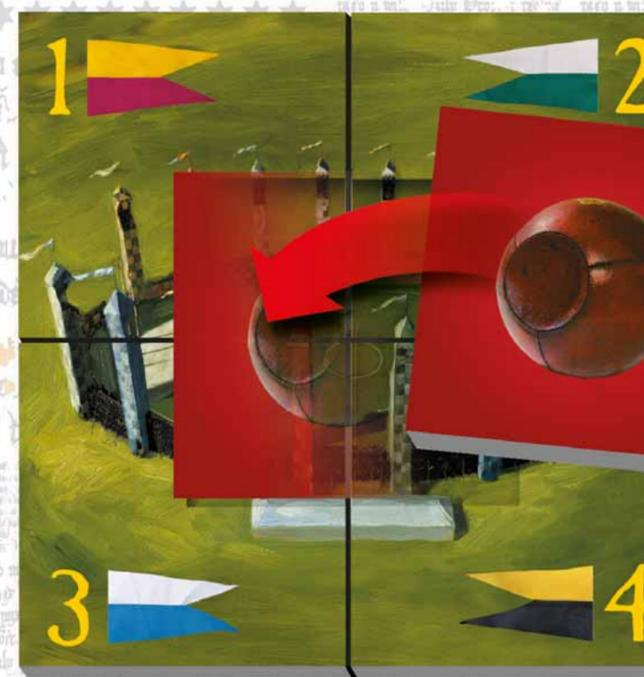
Quidditch Tournament: You can play more than one round with your friends. Just keep track of the number of points each player wins during each round, and after completing an agreed number of rounds, the player with the highest total points wins the Quidditch Cup!



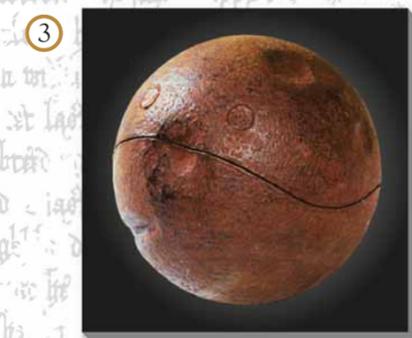
① Build squares forming the playground



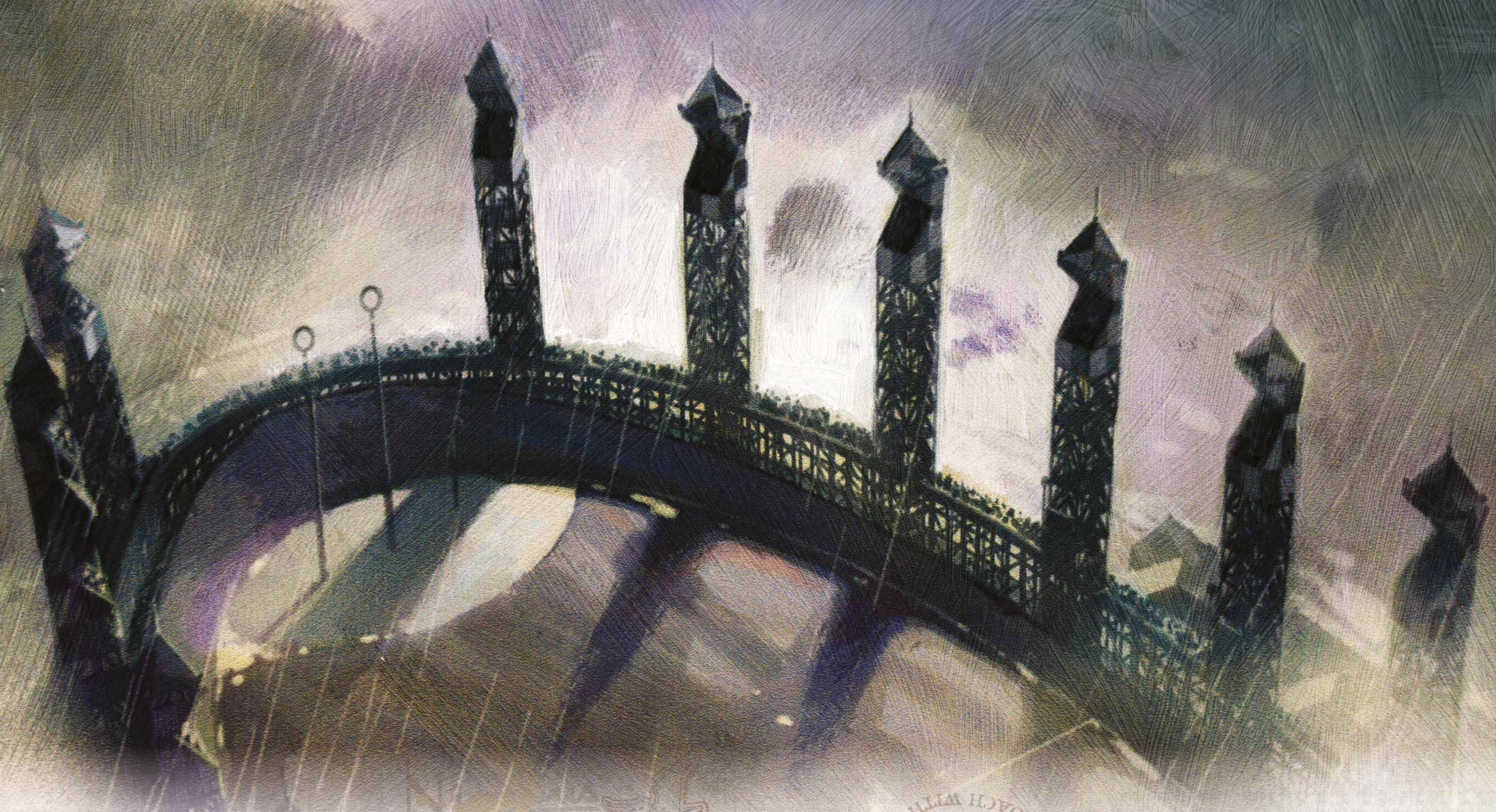
④ Golden quintet with Golden Snitch



② Completion of the quintet by Quaffle



Bludger: the player subtracts one point



#### QUIDDITCH PITCH

Hogwarts School of Witchcraft and Wizardry had its own Quidditch pitch where Quidditch teams could practise, hold try-outs and play matches against each other. Each year would see a total of six inter-house matches (with each house competing for the Quidditch Cup playing against every one another), along with numerous training sessions by each house team.



#### QUAFFLE

A Quaffle was a ball used in the wizarding game of Quidditch. It is approximately the size of a football. When a Chaser used it to score once, they earn ten points for their team.



#### BLUDGER

A Bludger was a black iron ball used in the wizarding sport of Quidditch. It was ten inches in diameter. There were two Bludgers used in every match, which were bewitched to fly around and try to knock the players off of their broomsticks. It was the Beaters' job to protect their teammates from the Bludgers and at the same time aim them towards the opposing players.



#### GOLDEN SNITCH

The Golden Snitch, often simply called the Snitch, was the third and smallest ball used in Quidditch. It was a walnut-sized gold-coloured sphere with silver wings. It flew around the Quidditch field at high speeds, sometimes pausing and hovering in place. The Seeker's goal was to catch the Snitch before the other team's seeker, which was worth one-hundred and fifty points. The Quidditch rule also stated that only the two team's Seeker had the right to catch (or touch) the Snitch, any player other than the Seeker to do so committed a foul called a Snitchnip.