

INSTRUCTIONS

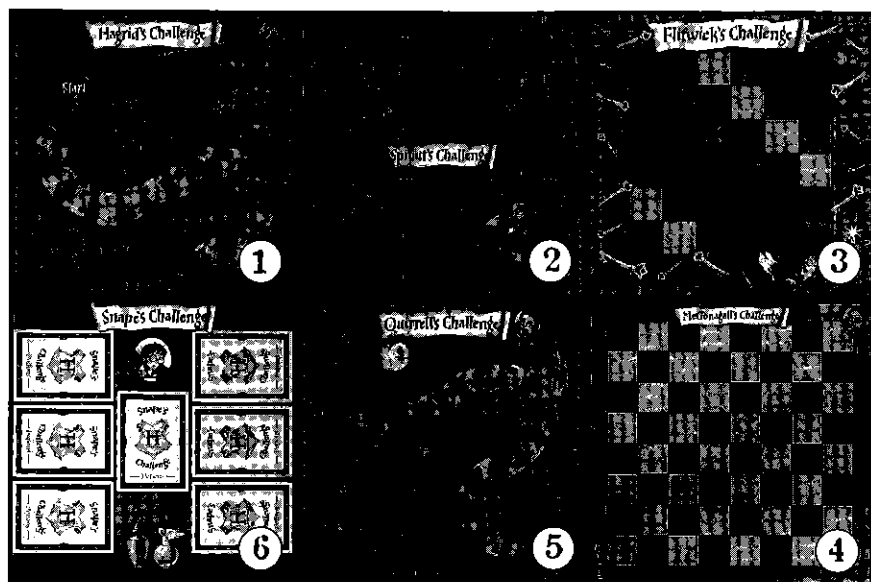
HARRY POTTER



HARRY POTTER AND
THE SORCERER'S STONE
THE GAME

INTRODUCTION

This game features six challenges. Each of these challenges is an individual game, with its own rules. These games are designed to be played in order, but they can also be played individually. To play them in order, hook the boards together and follow the rules below. Rules for playing the games individually are found at the end of this rules booklet.



Arrange gameboards in this sequence.

HARRY POTTER AND THE SORCERER'S STONE: THE GAME

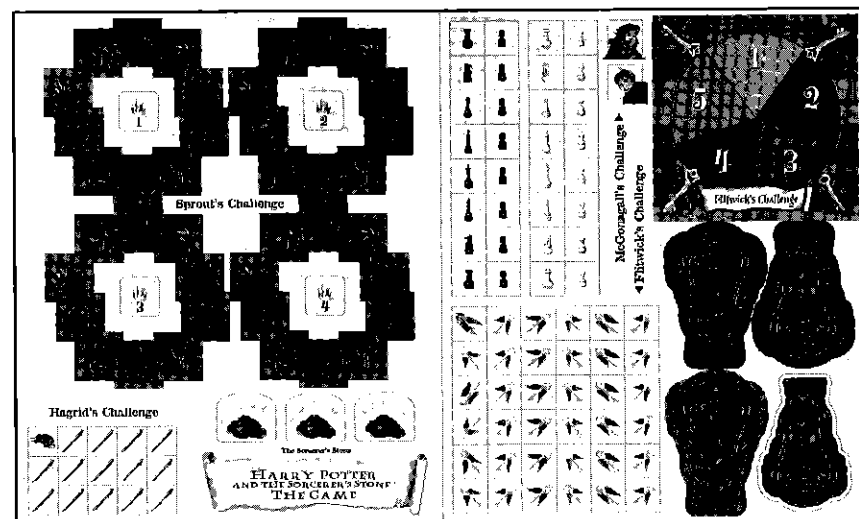
COMPONENTS

- 6 Game Boards
- 4 Playing Pieces (Harry Potter)
- 4 Playing Piece Stands
- 3 Winner's Tokens (Sorcerer's Stone)
- 90 Cards
- 117 Tokens
- 1 Two-Sided Spinner
- 1 Spinner Arrow

SET UP

Before playing for the first time:

1. Punch out the tokens, and place them in the compartments in the tray. Be sure to keep the tokens from each game separate, as indicated on the token sheet. In case they get mixed together, each game's cards and tokens are color-coded, by the logo on the back.
2. Punch out the playing pieces (the images of Harry Potter), and slide them into the plastic stands.
3. Punch out the spinner card. Place the round spinner base on the table. With the Flitwick side of the spinner card face up, push the hole in the center of the spinner card onto the spinner base. Snap the spinner arrow into the hole in the spinner base.
4. Separate the card deck into three decks (the Hagrid's Challenge deck, the Snape's Challenge deck, and the Mirror of Erised™ deck) and place them in their compartments in the tray.
5. Place all six game boards on the table, hooked together in the order shown at left.



Punch out all tokens and playing pieces.

GAME 1 • HAGRID'S CHALLENGE: FLUFFY, THE THREE-HEADED DOG

COMPONENTS

- Hagrid's Challenge Game Board
- 40 Musical Note Cards
- 15 Tokens (14 Flutes, 1 Fluffy)
- 4 Playing Pieces (Harry Potter)



Fluffy Token



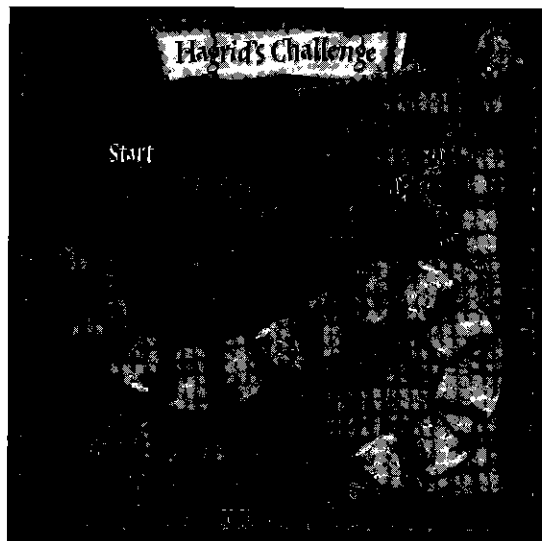
Flute Token

OBJECT OF THE GAME

To put Fluffy to sleep so players can sneak by and go through the trapdoor.

SET UP

1. Mix up the tokens and place them face down on the game board, one on each space.
2. Shuffle the cards and deal two to each player. Place the rest of the cards in a pile, face down.
3. Each player chooses a playing piece and places it on the door next to Start.

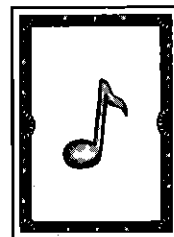


STARTING THE GAME

1. The youngest player goes first, by picking a card from the deck and adding it to his/her hand.
2. Each card shows a number of musical notes on it. Players collect these notes to create a song that will put Fluffy to sleep. These same cards are used to move ahead on the board.
3. Play passes to the left. This becomes the *regular turn order*.
4. At some points during the game, players may be playing on different game boards. Even though they are playing different parts of the game, they continue to take their turns in the regular turn order unless the rules state otherwise.

PLAYING CARDS TO MOVE AHEAD

1. On each turn, players pick a card, then decide whether or not to move. They do not have to move on any turn.



Move 1 space



Move 2 spaces



Move 3 spaces



Move 4 spaces

2. After picking a card, a player may play one card from his/her hand and move ahead one space for each note shown (see above), or end the turn.
3. Players must move the full number of notes shown on each card they play, and may only play one card to move per turn.
4. After playing a card, players place it in a discard pile on the table. When there are no more cards in the face-down pile, players shuffle the discard pile and form a new face-down pile.

LANDING ON A TOKEN

1. When a player ends his/her move on a space with a token on it, that player flips the token over.
2. If the token shows a flute, that player removes the token from the board. The turn is over.
3. If the token has Fluffy on it, that player must play a song to put Fluffy to sleep. To put Fluffy to sleep, a player must play four different cards (a 1 note card, a 2 note card, a 3 note card, and a 4 note card) at the same time.
4. If the player does not have all four cards, he/she must go back to Start.

PASSING FLUFFY

1. Once Fluffy has been put to sleep, he stays asleep for one full turn (until the player who put Fluffy to sleep plays again). Any other player may pass Fluffy without playing a song.
2. After one full turn is over, players may not pass Fluffy unless they can play a song (four different cards).

ADVANCING TO THE NEXT CHALLENGE

1. As each player reaches the trapdoor, he/she moves on to Sprout's Challenge: The Devil's Snare. The rest of the players continue to play Hagrid's Challenge.



GAME 2 - SPROUT'S CHALLENGE: THE DEVIL'S SNARE

COMPONENTS

- Sprout's Challenge Game Board
- 40 Devil's Snare Tokens
- 4 Fire Tokens
- 4 Playing Pieces (Harry Potter)



Devil's Snare
Token



Fire
Token

OBJECT OF THE GAME

To build complete rings of Devil's Snare pieces to surround the other players and be the last player who is not surrounded.

SET UP

1. Mix up the Devil's Snare tokens and lay them, face down, on the table to create a draw pile.
2. Place the four Fire tokens, face up, on the table.
3. As players complete Hagrid's Challenge, they move immediately to this game. Players wait for their turn in the regular turn order, but do not wait for all players to reach Sprout's Challenge to begin.
4. The first player to reach the trapdoor places his/her playing piece in the center of one of the four areas on the board and picks two Devil's Snare tokens from the draw pile. Players place their Devil's Snare tokens face down on the table in front of them.
5. As the other players complete Hagrid's Challenge they place their playing pieces in the center of one of the remaining areas on the board and pick two Devil's Snare tokens.



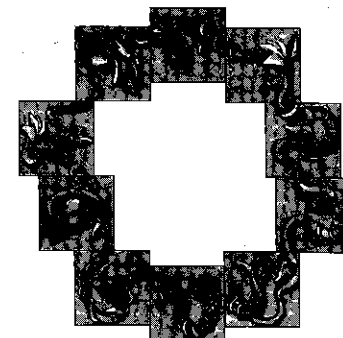
STARTING THE GAME

1. On each turn, a player picks a token from the draw pile.

PLACING TOKENS ON THE BOARD

1. Each of the four areas on the board has an identical Devil's Snare path around it. After picking a token, players place one of their tokens on a matching space on the board that does not already

- have a token on it. The token must match the space on the board.
2. Players may place a token in any of the four areas.
3. Once a token has been placed in an area, players may only place tokens next to a token already placed in that area.
4. Players may only place one token per turn.
5. When there are no more face-down tokens in the draw pile, players take one token from any other player on each turn.



SURROUNDING PLAYERS



1. When a player is surrounded, that player picks up the Fire token with the number 1 on it.
2. On their turns, players who have taken a Fire token continue to place Devil's Snare tokens.
3. The second player to be surrounded picks the Fire token with the number 2 on it.
4. The third player to be surrounded picks the Fire token with number 3 on it.
5. Play stops, and the remaining player picks the Fire token with the number 4 on it.
6. It is possible that areas will be surrounded while some players are still playing Hagrid's Challenge. After completing Hagrid's Challenge, players still place their playing pieces in the center of an area, pick two tokens, and begin play on their turn. If more than one area is surrounded before players place their playing pieces, the last player to finish Hagrid's Challenge picks the Fire token with the number 1 on it. The next to last player to finish Hagrid's Challenge picks the Fire token with the number 2 on it, and so on.

ADVANCING TO THE NEXT CHALLENGE

1. When all players have a Fire token, they move on to Flitwick's Challenge: The Winged Keys.

GAME 3 • FLITWICK'S CHALLENGE: THE WINGED KEYS

COMPONENTS

- Flitwick's Challenge Game Board
- 4 Playing Pieces (Harry Potter)
- 35 Winged Key Tokens
- 1 Special (Silver) Winged Key Token
- Spinner With Spinner Arrow



"Normal"
Winged Key



Special Silver
Winged Key

OBJECT

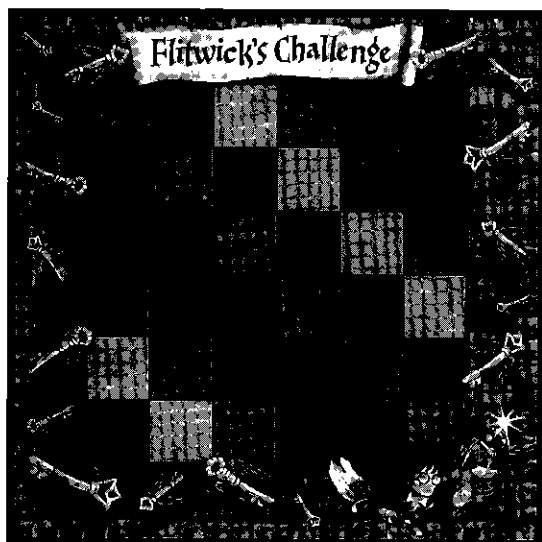
To find the special silver winged key.

SET UP

1. Mix up all winged key tokens and place them face down on the board, one token per space.

PLAYING THE GAME

1. Play does not begin until all players have taken a Fire token from Sprout's Challenge.
2. The player with the highest-numbered Fire token goes first, by turning over the number of winged key tokens indicated on his/her Fire token. When this player is done, play passes to the player with the second-highest Fire token. This player turns over the number of winged key tokens indicated on his/her Fire token. Play continues in this manner until all players have turned over the number of winged key tokens indicated on their Fire tokens. **Note:** Players do NOT follow their regular turn order for this part of the game.
3. When a player turns over a winged key token that shows a "normal" key, that player removes that key from the board.
4. When a player turns over the special winged key token, that player advances to McGonagall's Challenge: Chess.
5. The other players close their eyes, and the player who found the special winged key places it back on the board, face down.
6. The special winged key is the only silver key in the game; all other keys are gold.

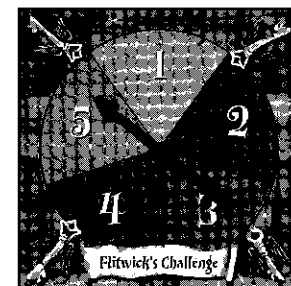


TAKING TURNS

1. Beginning with the player with the highest-numbered Fire token, all players who have not advanced to McGonagall's Challenge place their playing pieces on any space on the game board.
2. If one or more players advanced to McGonagall's Challenge, the first player to advance takes his/her turn on the McGonagall's Challenge game board. After this player completes his/her turn, players resume their regular turn order.
3. If no player advanced to McGonagall's Challenge, the player with the highest-numbered Fire token goes first. After this player moves, players resume their regular turn order.

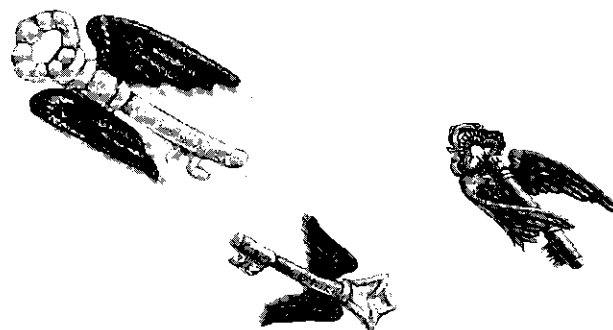
SEARCHING FOR THE SPECIAL SILVER WINGED KEY

1. The first player spins the spinner and moves the number of spaces shown.
2. Players may move in any direction (horizontally, vertically, and/or diagonally).
3. Players must move the full number of spaces that they spin, and may not visit the same space twice on a single turn.
4. When players finish moving, they flip over the token on the space they occupy.
5. When a player turns over a token that is a "normal" key, that player removes that token from the board.
6. When a player turns over the special silver winged key token, that player advances to McGonagall's Challenge.
7. The other players close their eyes, and the player who found the special silver winged key places it back on the board, face down.



ADVANCING TO THE NEXT CHALLENGE

1. As each player finds the special silver winged key, he/she moves on to McGonagall's Challenge: Chess.



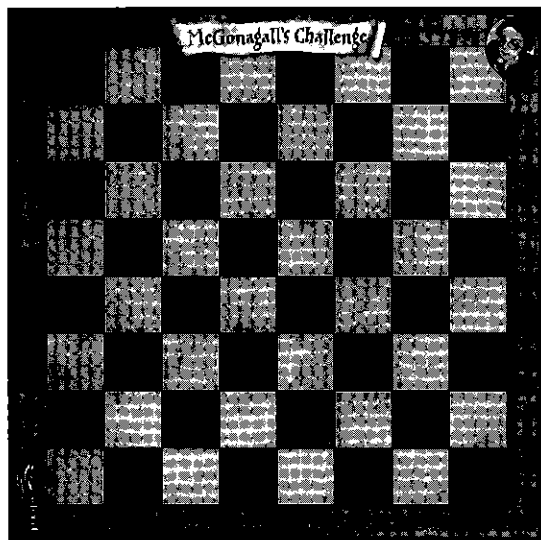
GAME 4 • MCGONAGALL'S CHALLENGE: CHESS

COMPONENTS

- McGonagall's Challenge Game Board
- 4 Playing Pieces (Harry Potter)
- 32 Chess Piece Tokens
- 1 Ron Weasley™ Token
- 1 Hermione Granger™ Token



NOTE: For McGonagall's Challenge, players may either play a complete game of Chess, or the abbreviated rules of Chess. Rules for the complete game of Chess appear at the end of this booklet.



SET UP

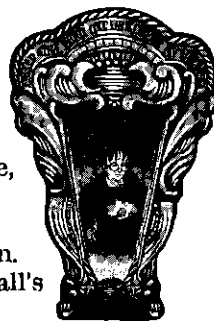
1. Players set up the board for Chess (see Fig. 1, next page).
2. Players replace the black knight (horse) with the Ron token and the black rook (castle) with the Hermione token.



3. The first player to complete Flitwick's Challenge removes the black bishop of his/her choice from the board and replaces it with his/her playing piece (Harry Potter).



4. Players start immediately on this game, keeping their regular turn order. Players do not wait for all players to reach McGonagall's Challenge to begin.
5. As additional players reach McGonagall's Challenge, they replace the remaining



bishops of their choice (of either color). The second player to reach McGonagall's Challenge does not have to play against the first player; instead, he/she may opt to play on the same team as the first player.

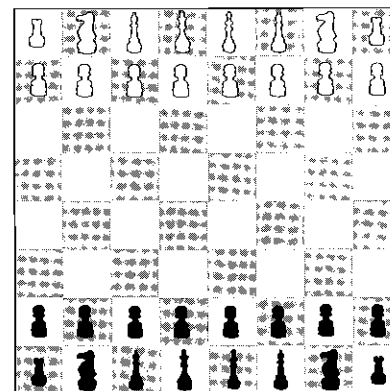


Fig. 1

6. If all remaining bishops have already been captured by the time that a player reaches McGonagall's Challenge, that player places his/her playing piece (Harry Potter) on the space where a captured bishop started.

CHESS

OBJECT

To move your playing piece (Harry Potter) off the opposite end of the board from where it starts.

MOVING INDIVIDUAL PIECES

1. With the exception of the knight, all pieces move in a straight line, may only move in one direction per turn, and may not jump over other pieces.
2. All pieces except pawns may move forward or backward; pawns may only move forward.

Players may move their king one square in any direction. (See Fig. 2)

Players may move their queen as far as they like in a straight line—horizontally, vertically, or diagonally. (See Fig. 2)

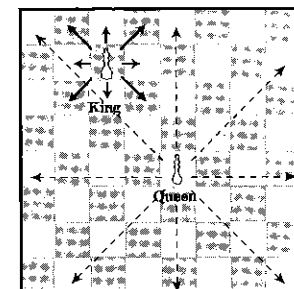


Fig. 2

Players may move their rooks and Hermione as far as they like in a straight line—either horizontally or vertically. (See Fig. 3)

Players may move their bishops and playing pieces (Harry Potter) as far as they like in a straight diagonal line. These pieces move only on the color on which they start. (See Fig. 3)

Players may move their knights and Ron one square horizontally or vertically, then, still moving away from the square on which they started, one additional square diagonally. Knights may pass over another piece during their move. (See Fig. 4)

Except on each pawn's first move, players may only move pawns one square vertically forward. The first time they are moved, pawns may move two squares vertically forward. (See Fig. 4)

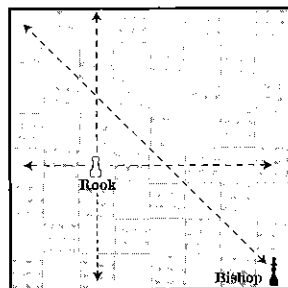


Fig. 3

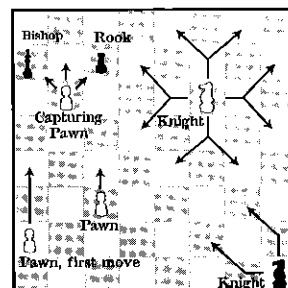


Fig. 4

CAPTURING

1. Whenever a player moves a piece onto a square with an opponent's piece on it, the player captures the opponent's piece by removing it from play.
2. With the exception of the pawn, all pieces capture in the same way that they move. Pawns may only capture diagonally. The only time that a pawn may move diagonally is to capture. (See Fig. 4)
3. Players may not capture their own pieces.
4. If a player's playing piece (Harry Potter) is captured, that player may no longer play in the Chess game.

ADVANCING TO THE NEXT CHALLENGE

As each player moves his/her playing piece (Harry Potter) off of the opposite edge of the board, he/she places it on the door at the top left corner of the Quirrell's Challenge: The Troll game board.



PLAYING THE GAME

1. Players take turns moving, in their regular turn order.
2. All pieces move in the same ways that traditional Chess pieces move. Playing pieces (Harry Potter) move like bishops, the Ron token moves like a knight, and the Hermione token moves like a rook.
3. On their turns, players may move any Chess piece of their color, except for another player's playing piece (Harry Potter).
4. Players may only move one piece per turn (Castling is not allowed).
5. Two pieces may not share the same square.
6. The En Passant rule, the Check rule, and the Castling rule are not used (see the complete rules for Chess at the end of this booklet for explanations of these rules).



King



Queen



Bishop



Knight



Rook



Pawn

GAME 5 • QUIRRELL'S CHALLENGE: THE TROLL

COMPONENTS

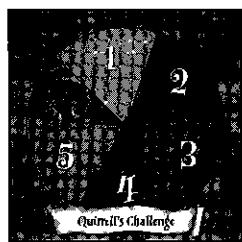
- Quirrell's Challenge Game Board
- 4 Playing Pieces (Harry Potter)
- 1 Spinner With Spinner Arrow

OBJECT

To race past the sleeping troll before it wakes up.

SET UP

1. Unsnap the spinner arrow, then flip over the spinner so that the Quirrell's Challenge side is face up. Reassemble the spinner, with the arrow on the Quirrell's Challenge side.
2. As players complete McGonagall's Challenge, they start immediately on this game, keeping their regular turn order. Players do not wait for all players to reach Quirrell's Challenge to begin.
3. As players reach Quirrell's Challenge, they place their playing pieces on the door at the top left corner of the board.



4. Players whose playing pieces were captured in McGonagall's Challenge must wait before beginning play. The last player captured must wait 1 turn after the last player to finish McGonagall's Challenge starts this game. The second to last player captured must wait 2 turns, and the third to last player captured must wait 3 turns.

MOVING ALONG THE BOARD

1. The first player spins the spinner and moves the number of spaces shown.
2. When a player spins the troll, the troll wakes up and that player moves back to the door at the top left corner.

ADVANCING TO THE NEXT CHALLENGE

1. When all players have reached the door at the end of the path, they move on to Snape's Challenge: Secret Potions.



GAME 6 • SNAPE'S CHALLENGE: SECRET POTIONS

COMPONENTS

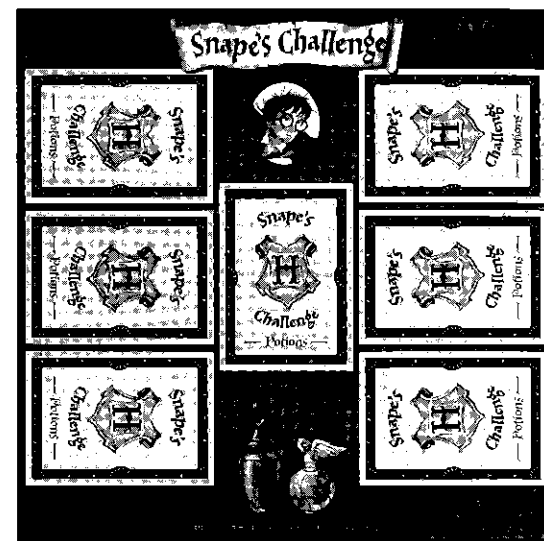
- Snape's Challenge Game Board
- 26 Potions Cards
- 14 Incantations Cards
- 4 Playing Pieces (Harry Potter)

OBJECT

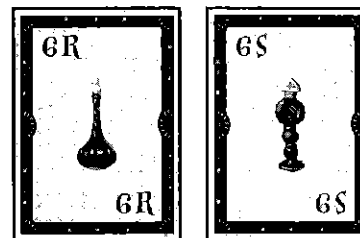
To collect the smallest (lowest-numbered "S" card) and roundest (lowest-numbered "R" card) potions in the game.

SET UP

1. Play does not start until all players have reached Snape's Challenge.
2. Shuffle the Potions Cards and place seven Potions cards on the game board, face down.
3. Combine the remaining Potions Cards and the Incantations Cards, shuffle, and deal two cards to each player. Place the remaining cards in a pile on the table, face down.
4. The first player to finish Quirrell's Challenge takes the top three cards from the deck, the second player takes the next two cards, and the third player takes the next card. The fourth player does not take any additional cards.



STARTING THE GAME



Potions Cards "6R" and "6S".

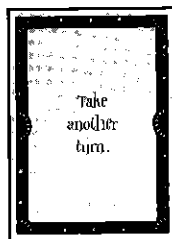
1. Each potion is numbered: "1R" is the roundest and "1S" is the smallest.
2. Each player looks at their cards. Players with more than two cards discard to start a discard pile, placing cards face up, so that they have only two cards left in their hands.
3. Each player places their two cards face down on the table in front of them. The player then places his/her playing piece on top of one of his/her cards.

TAKING A TURN

1. The player who finished first in Quirrell's Challenge goes first.
2. On each turn, players may either pick a card from the deck or flip over a card on the game board. When a player takes a card, that player must discard one card from his/her hand, face up.
3. Players may never have more than two cards in their hands at the end of each turn.
4. Players follow their regular turn order.
5. Players always discard face up, on top of the discard pile.
6. On each turn players may, at their option, move their playing piece to another card.

INCANTATIONS CARDS

1. Each Incantations Card has special instructions on it—players may add the card to their hand (and discard) or play the card immediately.
2. To play an Incantations Card, players lay the Incantations Card on the table and follow the instructions on the Card:
 - **TAKE ANOTHER TURN**—Players either flip over a card on the board or pick another card.
 - **STEAL A CARD FROM ANOTHER PLAYER, THEN DISCARD**—Players take any card from any player, then discard.
 - **LOOK AT ANY FACE-DOWN CARD, THEN PUT IT BACK FACE DOWN**—Players look at any face-down card on the game board or any card in another player's hand except for the cards with playing pieces on them. Players put the card back, face down.
 - **LOSE YOUR TURN**—The player loses a turn.
 - **NETTLE WINE**—No effect.
3. Except for "Steal a Card" cards, players place used Incantations Cards out of play. Players place used "Steal Card" cards on the discard pile.



FINDING THE SMALLEST AND ROUNDEST CARDS

1. The cards that are placed on the game board do not count as the smallest or roundest for this game. For example, if the 1S, 2S, and 3S Potions Cards are on the game board, the smallest potion for this game is 4S.
2. When a player (Player 1) thinks that he/she has the lowest-numbered S and the lowest-numbered R Potions Cards that are not on the board, that player shows the other players his/her cards. If there are still cards face down on the board, then Player 1 checks the cards on the board without showing any other players.
3. If Player 1 has the best (lowest-numbered) Potions Cards, then he/she begins to search for the Sorcerer's Stone.



Player 1's cards are placed out of play, and play continues as the remaining players try to collect the new lowest-numbered S and R cards.

INCORRECT SMALLEST AND ROUNDEST CARDS

1. If a lower S or lower R card is on the board, Player 1 announces this to the other players and places his/her cards face up next to the board and play continues.
2. If another player has a lower-numbered S or R card, then Player 1 must give his/her cards to that player, who adds the cards to his/her hand, then discards the same number of cards that he/she added.
3. If one player has a lower-numbered S card and one player has a lower-numbered R card, then Player 1 mixes up his/her cards and places them face down on the table. The player with the lower S card chooses one of these cards and adds it to his/her hand; the player with the lower R card gets the remaining card. Both players must discard.
4. If more than one player has a lower S and/or lower R card, the player(s) with the lowest cards collects the cards from Player 1.
5. When players discard after collecting Player 1's cards, they may not follow the instructions on any Incantations Cards that they discard.
6. If Player 1 did not have the lowest-numbered S and lowest-number R cards, then he/she does not continue to play Snape's Challenge, and must wait to move on to the Mirror of Erised (see rule #3, page 16).

CONTINUING THE GAME

1. Play continues as the remaining players race to collect the next-lowest S and next-lowest R Potions.
2. The game continues until every player has found the current lowest S and lowest R Potions.



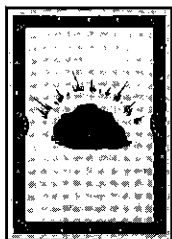
ADVANCING TO THE NEXT CHALLENGE

1. As each player completes Snape's Challenge, he/she moves on to the Mirror of Erised. The rest of the players continue to play Snape's Challenge.

GAME 6 3/4: THE MIRROR OF ERISED AND THE SORCERER'S STONE

COMPONENTS

- * 10 Mirror of Erised Cards



The Sorcerer's Stone



You-Know-Who™

OBJECT

To find the Sorcerer's Stone.

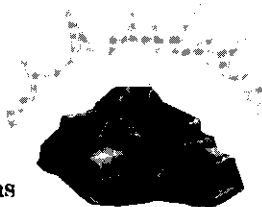
SET UP

1. Shuffle the Mirror of Erised Cards and place them face down on the table, with the mirror side facing up.
2. As players complete Snape's Challenge, they begin immediately on the Mirror of Erised, keeping their regular turn order. Players do NOT wait for all other players to reach the Mirror of Erised to begin.

THE SEARCH FOR THE SORCERER'S STONE

1. On each turn, a player flips over one Mirror of Erised card. If this player reveals the Sorcerer's Stone, he/she wins the game. If not, play continues.
2. As other players complete Snape's Challenge, they join in flipping over Mirror of Erised cards when it is their turn.
3. Players who play incorrect smallest and/or roundest cards in Snape's Challenge must wait 2 turns after the last player begins flipping over Mirror of Erised cards to begin this game.
4. The player who reveals the Sorcerer's Stone wins the game.

Each game includes three tokens with an image of the Sorcerer's Stone. The winners of the first three complete games each take one of these tokens as their prize for winning.

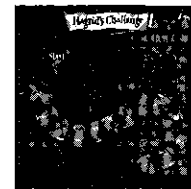


RULES FOR PLAYING THE GAMES INDIVIDUALLY

HAGRID'S CHALLENGE

All rules are the same, except that:

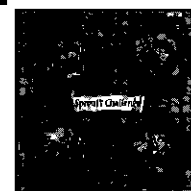
1. The first player to reach the trap-door at the end of the cobblestone path wins the game.



SPROUT'S CHALLENGE

All rules are the same, except that:

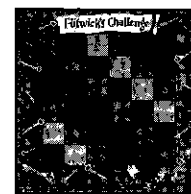
1. To start, each player places his/her playing piece in the center of one of the four areas on the board.
2. Each player takes two tokens.
3. The player with the largest number on his/her Fire token wins the game.



FILTWICK'S CHALLENGE

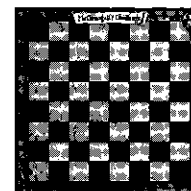
All rules are the same, except that:

1. The youngest player places his/her playing piece on any space on the game board.
2. The remaining players place their playing pieces on any space on the game board.
3. The youngest player goes first.
4. Play passes to the left.
5. The first player to find the special silver winged key wins the game.



MCGONAGALL'S CHALLENGE

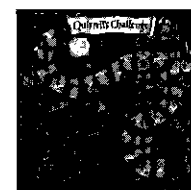
All rules are the same.



QUIRRELL'S CHALLENGE

All rules are the same, except that:

1. Players place their playing pieces on the door at the top left corner of the board.
2. The youngest player goes first. Play passes to the left.
3. The first player to reach the door at the end of the path wins the game.



SNAPE'S CHALLENGE

All rules are the same, except that:

1. Each player starts with only two cards.
2. The game ends when one player collects the lowest-numbered S and lowest-numbered R Potions Cards.



RULES FOR PLAYING CHESS

OBJECT

To be first to capture the other color's king.

SET UP

1. Players set up the board for Chess. (See Fig. 1)
2. Players replace the black knight (horse) with the Ron token and the black rook (castle) with the Hermione token.
3. The first player to complete Flitwick's Challenge removes the black bishop of his/her choice from the board and replaces it with his/her playing piece, (Harry Potter) which will move like a bishop for this game. Players start immediately on this game, keeping their regular turn order. Players do NOT wait for all players to reach McGonagall's Challenge to begin.

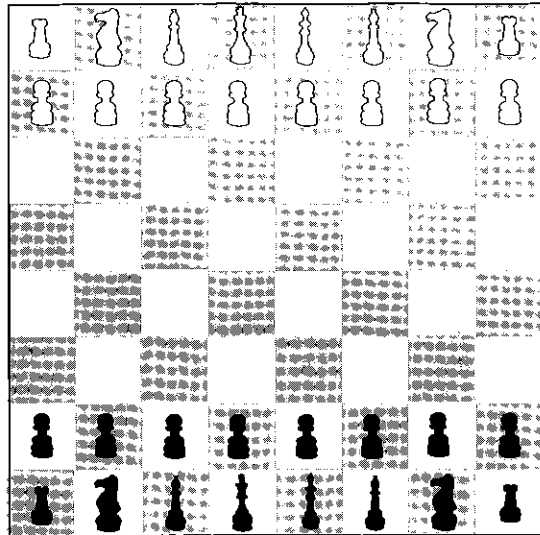


Fig. 1

4. As additional players reach McGonagall's Challenge, they replace the remaining bishops of their choice (of either color). The second player to reach McGonagall's Challenge does not have to play against the first player; instead, he/she may opt to play on the same team as the first player.
5. If all remaining bishops have already been captured by the time that a player reaches McGonagall's Challenge, that player places his/her playing piece (Harry Potter) on the space where a captured bishop started.

GENERAL MOVEMENT

1. Players move according to their regular turn order.
2. Players may only move one piece per turn (except when Castling, see page 22).
3. On their turns, players may move any Chess piece of their color, except for another player's playing piece (Harry Potter).
4. Two pieces may not share the same square.

5. Pieces are removed from the board when captured, but may never move off the board.
6. If a player's playing piece (Harry Potter) is removed from the board, that player may no longer play in the Chess game.

MOVING INDIVIDUAL PIECES

1. With one exception, the knight, all pieces move in a straight line, may only move in one direction per turn, and may not jump over other pieces.
2. All pieces except pawns may be moved forward or backward; pawns may only move forward.

Players may move their king one square in any direction. (See Fig. 2; exception: see Castling) Players may not move kings onto a square that would allow them to be captured. If a player moves a king onto a square on which it can be captured, the opponent informs the player that this is an illegal move. The king is returned to its previous square; the player who moved the king moves again.

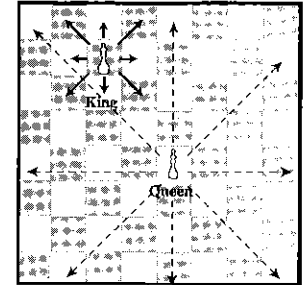


Fig. 2

Players may move their queen as far as they like in a straight line—horizontally, vertically, or diagonally. (See Fig. 2)

Players may move their rooks and Hermione as far as they like in a straight line—either horizontally or vertically. (See Fig. 3)

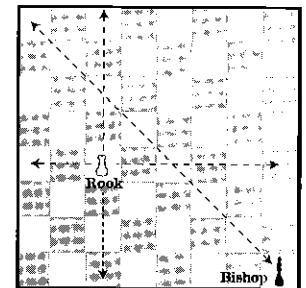


Fig. 3

Players may move their bishops and playing pieces (Harry Potter) as far as they like in a straight diagonal line. These pieces move only on the color on which they start. (See Fig. 3)

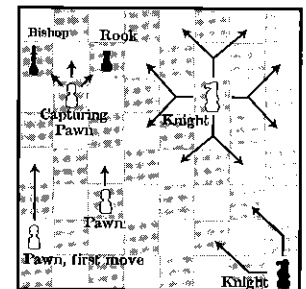


Fig. 4

Players may move their knights and Ron one square horizontally or vertically, then, still moving away from the square on which they started, one additional square diagonally. Knights may pass over another piece during their move. (See Fig. 4)

Except on each pawn's first move, players may only move pawns one square vertically forward. The first time they are moved, pawns may move two squares vertically forward. (See Fig. 4)

PROMOTING PAWNS

1. When a pawn reaches the row furthest from where it started, its owner may transform it into any other piece (other than a king). If the owner chooses a piece that has been captured, replace the pawn with the captured piece.

CAPTURING

1. Whenever a player moves a piece onto a square with an opponent's piece, the player captures the opponent's piece by removing it from play.
2. With the exception of the pawn, all pieces capture in the same way that they move. Pawns may only capture diagonally. The only time that a pawn may move diagonally is to capture. (See Fig. 4)
3. Players may not capture their own pieces.

EN PASSANT (IN CAPTURING)

1. A pawn that can capture the square crossed by an opponent's pawn that has advanced two squares can capture the opponent's pawn as though it had only been moved one square. This special capture may only be made on the turn immediately following the two-square move.

CHECK

1. Whenever a player makes a move that threatens to capture the opponent's king, the king under attack is "in check."
2. At the end of the move that puts the king in check, the player who makes the move announces that the opponent's king is in check by saying, "Check."
3. The player whose king is in check must immediately make a move that gets the king out of check. These moves include: 1) moving the king to a safe square; 2) capturing the piece that put the king in check; 3) placing a piece between the king and the piece that put the king in check.
4. If the player whose king is in check does not move so that the king is no longer in check, the opponent informs the player that this is an illegal move. The player must replace the piece that was moved illegally and move so that the king is no longer in check.

CASTLING

1. Castling is a special move involving the king and a rook that may only be made by each color once in the game, provided that:
 - a. the king and the rook to be used for Castling have not yet been moved this game;
 - b. the king is not in check;
 - c. all squares between the king and the rook to be used for Castling are vacant;
 - d. the spaces that the king must cross, and the space that the king will occupy, cannot be reached by any of the opponent's pieces (i.e., the king will not be moving into or through check).

2. If all four of the above conditions are met, a player may Castle, by moving the king two squares horizontally toward the rook to be used in Castling. The rook then jumps over the king and lands on the square directly on the other side of the king. This is the only time that two pieces may be moved on the same turn.

CHECKMATE

1. If a player is in check and cannot move in such a way that the king is no longer in check (either by the piece that currently has the king in check, or by any other of the opponent's pieces), the king is in "checkmate" and the game ends.

ADVANCING TO THE NEXT GAME

1. When playing a complete game of Chess, play does not begin on Quirrell's Challenge until the game is over.
2. Players place their playing pieces (Harry Potter) on the door at the top left corner of the board.
3. The team that checkmates the other team's king goes first.
4. When neither player from a team was captured in McGonagall's Challenge, those players spin the spinner. The player with the highest spin goes first. Spinning the troll counts as zero.
5. Players whose playing pieces (Harry Potter) were captured in McGonagall's Challenge must wait before beginning play. Regardless of which team he/she was on, the last player captured must wait 1 turn after the last player to finish McGonagall's Challenge starts Quirrell's Challenge: The Troll. The second to last player captured must wait 2 turns, and the third to last player captured must wait 3 turns.

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