

Harry Potter

forbid



QUIDDITCH TRYOUTS



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AIM OF THE GAME

Match colours and slam your Quaffle cards on the Goalpost cards. You'll need to think fast and score faster to win! The player with the highest score when all Goalpost cards run out becomes the new Gryffindor player.

CONTENT:

- 2 Golden Snitch cards
- 36 Quaffle cards
- 22 Goalpost cards



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GET READY

- Visit www.shuffle.cards for the quickstart video or continue reading.
- On your first time playing, remove the Golden Snitch cards from the deck. Once you have some experience with the base game, add some extra fun by including them.
- Shuffle the Goalpost cards and lay four out in a horizontal row between the players. Put the rest in a pile nearby, face down.
- Shuffle the Quaffle cards and deal nine to each player. Put the rest out of the game.
- Stand up and hold all your Quaffle cards in your hand, face down. Imagine you're holding a broom. Slide out the top card so it sticks out from the rest of the pile.



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HOW TO PLAY

The person who has most recently touched a muggle broom starts!

- Everyone on your feet, Quaffle cards ready! Starting player, counts down...

3...2...1... GO!

- On "GO!", all flip over your top card and slam it on the table.

Try to put your Quaffle on a Goalpost that has the same colour(s) as your card. You have to be lightning fast or another player could steal your thunder!

Note: You MUST play a Quaffle card on every round. If none of the colours on your Quaffle card match any of the Goalposts on the table, you missed! Play onto ANY Goalpost.

An **orange**, **blue** and **red** Quaffle card is needed to win the Goalpost card.



- If your Quaffle matched all the colours on the Goalpost card, it's yours.
- Keep it beside you and put any Quaffles on it back in your hand at the bottom. If one player plays some of the colours on a Goalpost card and a second player plays the card that completes it, the first player wins the card.
- You cannot double up on a Goalpost colour if another one is free. If two players played Quaffle cards onto the same Goalpost card and matched all the colours, the card that hit the Goalpost first wins.
- If two players slam a card down on a Goalpost at exactly the same time, the player whose Quaffle card has the most colours wins. If it's a perfect draw, your Quaffles bounce off each other... Bad luck! Put both your Quaffle cards at the bottom of your hand.

END OF ROUND

- **Reset!** Lay out new Goalpost cards, so there are always 4 on the table. Leave any unclaimed Goalpost cards where they are, along with any Quaffle cards. On the next round, any player can win that Goalpost.
- Keep playing until all the Goalpost cards have been played, or any player runs out of Quaffle cards. Play with less Goalposts for a faster game.

THE GOLDEN SNITCH CARD

- Use the Golden Snitch cards to add some extra fun to your game.
- Take out the two Golden Snitch cards. Place one Golden Snitch card somewhere within a short running distance from the playground. Make sure all players can see the card.
- Before handing out the Quaffle cards, mix the other Golden Snitch card with the Quaffle cards and shuffle.
- Now play the game as usual. When one of the players slams down the Golden Snitch card instead of a Quaffle card, he or she must slam it on the table and yell: "Catch the snitch!".
- The first player to grab the other Golden Snitch card wins all the Goalposts and Quaffles currently on the table and the game ends.
- Keep in mind, the player that slammed the Golden Snitch card can only start running after yelling "Catch the Snitch".
- Next time, mix up your positions so every player has a fair chance of grabbing the Golden Snitch.

THE CARDS



Quaffle card



Goalpost card



Golden Snitch card

THE WINNER!

If you have the highest number of points in your Goalpost pile at the end of the game, you are the new Gryffindor player.

In case of a draw add up your remaining Quaffles, the highest number wins.

