



Harry Potter™

Casting Stones™ Chart

Dumbledore

Dumbledore ★★★★★ 25
 Mirror of Erised ★★★★★ 20
 Wand ★★ 15
 Put-Outer ★★ 15
 Dragon's Blood ★★ 10
 Sorting Hat ★★★★★ 50
 Music ★★ 10
 Lemon Drops ★★ 10

Voldemort

Voldemort ★★★★★ 25
 Wand ★★★★★ 20
 Unicorn Blood ★★ 10
 Green Light ★★ 5

Harry Potter

Harry Potter ★★★★★ 25
 Wand ★★★★★ 20
 Hedwig ★★ 15
 Flute ★★ 15
 Phoenix Feather ★★ 10
 Cloak of Invisibility ★★★★★ 50

Professor Quirrell

Prof. Quirrell ★★★★★ 25
 Turban ★★★★★ 20
 Dragon Egg ★★ 15
 Garlic ★★ 10
 The Dark Forces ★★ 10

Draco Malfoy

Draco Malfoy ★★★★★ 25
 Eagle Owl ★★ 15
 Goyle ★★ 15
 Crabbe ★★ 15

Ron Weasley

Ron Weasley ★★★★★ 25
 Scabbers ★★ 15
 Black Knight ★★ 10
 Wesley Sweater ★ 9

Hermione Granger

Hermione Granger ★★★★★ 25
 Troll ★ 9
 Feather ★ 4

Hagrid

Hagrid ★★★★★ 25
 Pink Umbrella ★★★★★ 15
 Norbert ★★★★★ 15
 Fang ★★★★★ 15
 Violet Light ★★ 5
 Fluffy ★★★★★ 50

Neville Longbottom

Neville Longbottom ★★ 20
 Remembrall ★★★★★ 15
 Trevor ★★ 10

Professor Snape

Prof. Snape ★★★★★ 25
 Beaver ★★ 10
 Horned Slugs ★★ 5
 Root of Asphodel ★★ 5
 Infusion of Wormwood ★★ 5
 Crushed Snake Fangs ★★ 5
 Black Flames ★★ 5
 Purple Fire ★★ 5
 Cauldron ★ 6
 Magical Drafts and Potions ★ 8
 Potion Bottles ★ 6
 Porcupine Quills ★ 4
 Dried Nettles ★ 3

Professor McGonagall

Prof. McGonagall ★★★★★ 25
 White Queen ★★ 10
 Snuff Box ★★ 10
 Needle ★★ 10
 A Beginner's Guide to Transfiguration ★ 8
 Moose ★ 9
 Cat ★ 9

Professor Binns

Prof. Binns ★★★★★ 25
 A History of Magic ★ 8

Professor Sprout

Prof. Sprout ★★★★★ 25
 One Thousand Magical Herbs and Fungi ★ 8
 Devil's Snare ★ 9
 Fungi ★ 1

Professor Flitwick

Prof. Flitwick ★★★★★ 25
 Winged Key ★ 9

Ghosts

Bloody Baron ★★ 15
 Peeves ★★ 15

Lily Potter

Lily Potter ★★★★★ 25
 Willow Wand ★★★★★ 15
 Love ★★★★★ 10

James Potter

James Potter ★★★★★ 25
 Mobygony Wand ★★★★★ 15

Nicolas Flamel

Nicolas Flamel ★★★★★ 25
 Elixir of Life ★★ 5
 Gold ★★ 4
 Sorcerer's Stone ★★★★★ 50

House Shields

Shield Gryffindor ★★ 15
 Shield Slytherin ★★ 15
 Shield Hufflepuff ★★ 15
 Shield Ravenclaw ★★ 15

Chocolate Frog Wizards

Potemys ★★ 15
 Merlin ★★ 15
 Grindelwald ★★ 15
 Emerie the Evil ★★ 15
 Uric the Oddball ★★ 15

Centaur

Firenze ★★ 20
 Roman ★★ 15
 Bane ★★ 15
 Mars ★ 7
 Telescope ★ 7

Spells

Bluebell Flame ★★ 5
 Alohomora-Opening ★★ 5
 Locomotor Mortis - Leg Locker ★★ 5
 Petrificus Totalus ★★ 5
 Curse of the Bogies ★★ 5
 Wingardium Leviosa ★★ 5

Hogwarts Supplies

Brass Scales ★ 6
 Crystal Phials ★ 6
 Parchment ★ 6
 Quills ★ 6
 Standard Book of Spells ★ 8

Gringotts

Gripbook ★ 10
 Galleon ★ 7
 Knut ★ 7
 Sickle ★ 7

Basic Elements

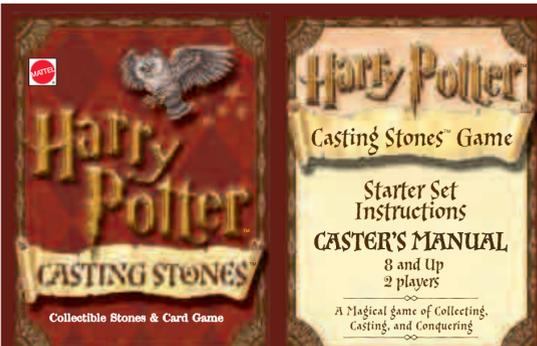
Unicorn Hair ★★ 5
 Dittany ★ 1
 Bat Spleen ★ 2
 Beetles Eyes ★ 1
 Dragon Liver ★★ 3
 Gels Eyes ★ 2
 Fangs ★ 2
 Holly ★ 3
 Mistletoe ★ 3
 Silver ★ 4
 Snarled Claws ★ 1
 Spine of Lionfish ★ 2

Quidditch

Snitch ★ 9
 Nimbus Two Thousand ★★★★★ 50

★★★★★ Chaser
 ★★★★★ Rare Foil
 ★★★★★ Rare
 ★★★★★ Uncommon
 ★ Common

Character
 Artifacts
 Elements
 Chaser



CONTENTS OF STARTER SET

- 1 Tower Mat (converts into a sack to carry your Casting Stones™)
- 12 Casting Stones™ (2 Silver, 4 White, 6 Brown)
- 2 Casting Cards (1 Double Potion, 1 Charms)
- 12 Turret Gems™ (6 of two different colors – red, green, yellow or blue. Contents will vary.)

OBJECTIVE

You hold in your hands an ancient game of both skill and luck, played by wizards of all ages – the game of Casting Stones™.

The objective is simple. You and your opponent compete with your Casting Stones™, conjuring Spells, Potions and Charms until one of you conquers four adjacent Turrets around the Tower Mat. The first to do so wins the game.

F CONCORDANCE OF CASTING STONES

Following is a list of all the Casting Stones issued in the first edition of the game. You can look up a picture of each Casting Stone—along with its Name, Type and Rarity—on the chart included on the back of these instructions. Be aware, some Stones are much harder to find than others. The easiest to locate are listed as Common, followed by Uncommon, then Rare, Rare Foil, with black Chasers being the hardest to find of all. Good luck!

1. Dumbblore	11. Harry Potter™	61. Lily Potter	81. Mars	104. Snitch	116. Silver
2. Mirror of Erised	12. Harry's Wand	62. Lily's Wand (10 Willow Wand)	82. Telescope	105. Dragon Liver	117. Winged Gem
3. Dragon's Blood	13. Heilwig (Owl)	63. James Potter	83. Elixir of Life	106. Weasley Sweater	118. Snailed Claw
4. Dumbblore's Wand	14. Flute	64. James Potter's Wand (11 Mahogany Wand)	84. Dittany	107. Eels Eyes	119. Spine of Lionfish
5. Lemon Drops	15. Phoenix Feather	65. Nicolas Flamel	85. Black Flames	108. Fangs	120. Unicorn Hair
6. Voldemort	16. Professor Quirrell	66. Professor Snape	86. Purple Fire	109. Gold	121. Sorcerer's Stone
7. Voldemort's Wand	17. Turban	67. Shield Slytherin	87. Locomotor Mortis (Leg Locker)	110. Feather	122. Sorting Hat
8. Unicorn Blood	18. Garlic	68. Shield Hufflepuff	88. Petrificus Totalus	111. Holly	123. Cloak of Invisibility
9. Put-Outer	19. Dragon Egg	69. Shield Ravenclaw	89. Crystal Thials	112. Cat	124. Nimbus Two Thousand
10. Green Light	20. The Dark Forces: A Guide to Self-Protection	70. Shield Transfiguration	90. Devil's Snare	113. Mischief	125. Fluffy
		71. Love	91. Gallon		
		72. Prolong	92. Knot		
		73. Merlin	93. Grimhook		
		74. Grindelwald	94. Parchment		
		75. Professor Filch	95. Potion Bottles		
		76. Emeris the Evil	96. Quills		
		77. Uric the Oddball	97. Professor Sickle		
		78. Roman	98. Standard Book of Spells		
		79. Bane	99. Mouse		
		80. Firenze	100. Mouse		
			101. Rat Spies		
			102. Beesley Eyes		
			103. Curse of the Bogies		

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A WHAT ARE CASTING STONES?

Casting Stones™ comprise the heart of this game. Each is a coin-like stone with a rune (symbol) on one side and a number on the other. Each rune represents something magical from the wizarding world; this particular series of Casting Stones™ focuses on the fantastic events at Hogwarts School of Witchcraft and Wizardry.

Casting Stones™ come in three colors. Each color represents a different category of Stone.

Silver: Is a Character
White: Is an Artifact
Brown: Is an Element

A fourth type of Stone exists. These black Stones are called Chasers and they are very rare. In Advanced Games, Chasers are wild – they can become Character, Artifact or Element Stones as the player wishes.

By casting different combinations of symbols and numbers with your Casting Stones™ you can create various Spells, Potions and Charms to battle your opponent.

GAME SUMMARY

In many ways, the Game of Casting Stones is a lot like the old Muggle game "Rock-Scissors-Paper" except that in this case it is "Spells-Potions-Charms."

You and your opponent start the game with 5 Casting Stones. These 5 Stones form your Casting Hand. You throw your Casting Hand to generate Spells, Potions or Charms. Each turn you make is called a cast. If either you or your opponent fails to cast a Spell, Potion or Charm after your first throw, you may choose to cast any or all of your Stones a second time. You are each allowed two casts per turn.

GETTING STARTED

BASIC GAME

- Set aside the Casting Cards. You don't need the Cards to play the Basic Game.
- Open the Tower Mat in the center of your playing surface.

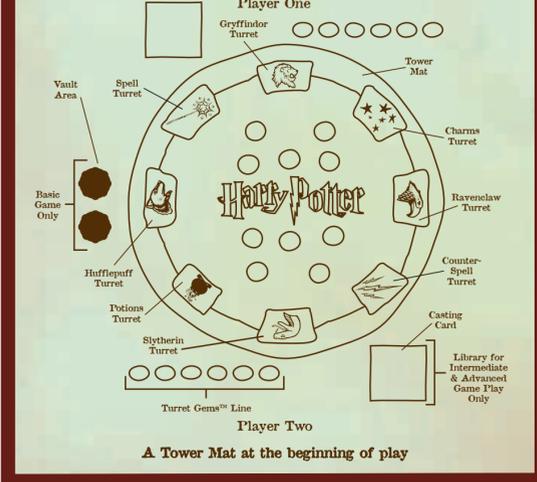
Position the Mat so that both players are seated behind one of the Turrets with the five small Casting Circles in front of it.

- Divide the Turret Gems™.

Each player chooses what color Turret Gem they wish to play and sets all six Turret Gems of that color in a line to their left.

- Divide the Casting Stones.

Place all the Casting Stones, symbol side up, in the center of



B THE BASIC GAME

SEQUENCE OF PLAY

A Basic Game of Casting Stones™ is played in a series of turns, and each turn is comprised of 5 steps:

1. Both players cast (throw) their Casting Stones.
2. Both players take their Second cast if they require one, re-casting any or all of the Stones in their Casting Hand.
3. Compare the casts and determine who won the turn.
4. The winner executes his victory action.
5. Whoever won the turn casts first on the following turn.

Let's explore each step in more detail.

(FOLLOW THE INSTRUCTIONS BELOW STEP BY STEP TO PLAY A PRACTICE GAME. WHEN BOTH PLAYERS UNDERSTAND THE GAME YOU CAN PLAY FOR REAL.)

THE CAST

1. Both players cast their Casting Stones.

When casting your Stones, you and your opponent take turns. During the first turn of a new game, the youngest player casts first, followed by the oldest player.

To perform a cast, hold your 5 Casting Stones in both hands about six inches above the table. Shake the Stones vigorously at least three times, and then drop them all at once in front of you (they do not need to land on the Tower Mat).

If the Stones land on top of each other unstack them, leaving whichever side was on top face-up.

Sometimes the Stones land on their side, sticking straight up. This is called a Leaner. With a Leaner, you can tip the Stone whichever way you desire, toward a picture or a number as you require. But don't be hasty! Figure out what you need before you tip the Stone because once you tip it, you're stuck with your choice.

Note: You must tip all Leaners before the second cast begins.

As mentioned above, depending on which sides are face up when the Stones land determines whether you have cast a Spell, Potion, Charm.

A Spell

When a cast shows symbols on 1 Character (Silver) Stone, 1 Artifact (White) Stone and 1 Element (Brown) Stone, and numbers on the remaining two Casting Stones, you have conjured a Spell. A Spell will beat any Potion your opponent throws. The cast must show two numbers—the numbers determine how powerful your Spell is. If both players throw a Spell at the same time, add the numbers cast with each Spell then compare the totals to decide which is more powerful. If the Spells are a tie, no one wins that turn and the players must cast a new Hand.

A Potion

If all 5 Casting Stones land symbol-side up, you have pictured a Potion. A Potion will beat any Charm your opponent throws. If both players cast a Potion, they have a tie (2 Potions are always a tie); no one wins that turn and the players must cast a new Hand.

Note: You may throw a Potion with any combination of Casting Stones. You do not need to have one of each kind as you do for a Spell (i.e. a Potion could be thrown with only Element [Brown] Casting Stones).

A Charm

If all 5 Casting Stones land numbered-side up, you have calculated a Charm. A Charm will beat any Spell your opponent throws. If both players throw Charms, add up the numbers on both sets of Stones and compare the totals to determine who has the most powerful Charm. If the Charms are a tie, no one wins that turn and the players must cast a new Hand.

Note: You may throw a Charm with any combination of Casting Stones. You do not need to have one of each kind as you do for a Spell (i.e. a Charm could be thrown with only Artifact [White] Casting Stones).

SECONDS

2. Both players take their second cast if they require one.

Either player may choose to keep the combination of symbols and numbers showing after their first cast. However, if they failed to throw a Spell, Potion or Charm they may choose to cast any or all of their Casting Stones a second time to get the combination they want.

C INTERMEDIATE GAMES

The Intermediate Game is almost identical to the Basic Game. The only difference is the introduction of Casting Cards.

action the Card entitles you to. Every Starter Set comes with the same two Casting Cards—A Double Potion and a Charms Card. Let's examine what they do.

CASTING CARDS (INTERMEDIATE)

Casting Cards are enchantments that add to the effect of a Spell, Potion or Charm. By casting the combination of Stones listed on your Casting Card, you are allowed whatever victory

The Double Potion Card requires that you cast a Potion two turns in a row, and the Charms requires that you cast a Charm two turns in a row. With these Cards it doesn't matter if you win the turns or not—as long as you successfully cast two Potions or two Charms in a row, you will gain the benefits listed on those Cards. In this case, as the Cards indicate, a Double Potion allows you to Swap two of your Turret Gems™ or Casting Stones, and a Charms allows you to Knock-out two of your opponent's Turret Gems™ or Casting Stones. (See the Quick Reference Table for symbols and their meaning.)

Note: Only the Charm and Double Potion Cards allow you their bonus even if you fail to win the turn. All other Casting Cards require you to win the turn in order to gain the benefits of those Cards.

Whoever cast first in Step 1 goes first again and decides whether or not they want to make a second cast. If they decide to cast again, their opponent waits until they finish. The opponent may then make a second cast if they want one.

To make a second cast, choose the Casting Stones from your first cast that you want to keep and place them in the small Casting Circles located on your side of the Tower Mat.

Then take your remaining Casting Stones and cast them as you would normally. These new Casting Stones are immediately placed on the empty Casting Circles with the Stones you chose to keep from your first cast.

After the Second cast, players must go with whatever combination they are left with. If they still haven't thrown a Spell, Potion or Charm, they are left with a Bungle and have failed their cast.

AND THE WINNER IS...?

3. Compare the casts and determine who won that turn.

To determine who wins the turn, remember that:

- Spell (3 Symbols + 2 Numbers) BEATS
- Potion (Symbols Only)
- Charm (Numbers Only)
- Bungle

And any good cast (Spell, Potion or Charm) always beats a Bungle.

REWARDS

4. The winner executes his victory action.

When you win a cast, here's what you can do.

SPELL beats POTION: PLACE A TURRET GEM™

- Place a Turret Gem on the empty Turret of your choice. Remember that you need to get four Turrets in a row to win!

POTION beats CHARM: SWAP

You must choose one of the following options:

- Swap one of your in-play Turret Gems™ with an adjacent in-play Turret Gem belonging to your opponent. This is a great way to prevent your opponent from getting four in a row.
- Swap one of the Casting Stones in your Casting Hand for any Casting Stone in the Vault.

CHARM beats SPELL: KNOCK-OUT

You must choose one of the following options:

- Knock your opponent's Turret Gem off its Turret and back into its owner's line.
- Knock one of your opponent's Casting Stones into the Vault. Your opponent must choose a new Casting Stone from the Vault (players may not choose the Casting Stone that was just knocked into the Vault).

Note: The Knock-out is the most effective way to prevent your opponent from placing Turret Gems on Turrets—if you Knock their Character Stone into the Vault, they will be unable to cast any Spells until recovering it.

5. Whoever won the turn casts first on the following turn.

The winner of the previous turn must cast first on the next turn. This allows the loser of the previous turn a chance to see what their opponent casts before they cast their own Stones; they can adjust their attack accordingly. For example: if they see that their opponent has cast a Spell, they realize that they need to cast a Charm to beat it.

ENDGAME

Once a player has taken over four adjoining Turrets on the Tower Mat, the game is at an end. Kind wizards celebrate by shaking hands with their opponents. Dark wizards tend to gloat.

That's all you need to know to play a Basic Game of Casting Stones! Take some time to play several games. Once you feel comfortable casting Spells, Potions and Charms, then it will be time to move on to the Intermediate Game where you'll learn how to add some punch to your Hand with Casting Cards!

THE LIBRARY

When setting up for an Intermediate Game, after you and your opponent have chosen your Casting Stones, divide the Casting Cards. Place the Cards face-down on the table and have the youngest player select one. The oldest player takes the remaining Card. Both players place them face-up in front of them. This is called the Library. As long as Cards in the Library are face-up they may be used, but they may only be used once per game. After you have successfully used a Card, turn it face-down, placing it out of play until the end of the game. And that's all there is to the Intermediate Game. You now know everything you need to use your Starter Set.

D ADVANCED GAME

The Advanced Casting Game introduces a new level of complexity to Casting Stones by moving you beyond the confines of your Starter Set. In order to play the Advanced Game you will need to collect additional Casting Stones and Casting Cards to build up your Casting Hand.

COLLECTING CASTING STONES

Casting Stones is a collectible game—part of the fun is trying to find the Stones and Cards you need to complete your collection. This edition of the game has 70 different Casting Cards and 125 Casting Stones for you to collect (for a full list of Casting Stones, see the chart included on the back of these instructions.)

Your Starter Set contains 12 Casting Stones and 2 Casting Cards, everything you need to play the Basic and Intermediate Games. "Refill Sets" contain 4 Casting Stones and 1 Casting Card you can use for Advanced Gameplay. Refill Sets are how you build your collection, and they're available at toy stores, game stores and bookstores everywhere. Each set sold separately and subject to availability.

Both you and your opponent will need to buy at least one Refill Set apiece to play the Advanced Game.

CASTING HANDS (ADVANCED)

To play an Advanced Game, you and your opponent must each have 10 Casting Stones and 3 Casting Cards in your Hands. Note: You may play with more than 3 Casting Cards as long as you and your opponent have agreed to this and you both play with the same number of Cards.

Set up the game the same way you would for Intermediate play. This time, instead of 1 Casting Card you will have at least 3 Casting Cards face-up in your Library.

Choose 5 Casting Stones for your Casting Hand and place the remainder in your Vault.

THE VAULT (ADVANCED)

That's right, "Your" vault. In the Advanced Game, each player gets their own private Vault. This Vault is not shared with your opponent as it was in the Basic and Intermediate Games. What is stored in your Vault is for you and you alone. Your opponent cannot touch anything you keep there. Each player should set up their Vault on opposite sides of the Tower Mat.

ADVANCED CASTING

The Advanced Game follows the same turn sequence as the Intermediate Game as well as the same rules regarding Casting Cards. The only real change involves the Casting Cards themselves.

CASTING CARDS (ADVANCED)

The Casting Cards you collect in Refill Sets will differ significantly from the Double Potion and Charms Casting Cards you received in your Starter Set. The Double Potion and Charms Cards allowed you to use any Stones in your Hand to make them work. The Advanced Casting Cards require specific Casting Stones to work, and they only work if the Casting Stones the Card

specifies are cast exactly as they appear on the Card. You must also win the turn for these Cards to work.

In the advanced game, COUNTER SPELLS on Casting Cards play just like SPELLS, even if the Casting Stones pictured are different than a normal spell. If you cast the Counter Spell shown on a Casting Card, score it just like a spell and then take the card out of play by turning it over. Once the Casting Card with the Counter Spell is out of play, the Counter Spell combination is no longer a valid spell.

The Cards may make other specifications as well, such as requiring you to control certain Turrets on the Tower Mat with your Turret Gems™, etc.

Note: Every combination listed on the Card must be met to use the Card.

The "Draco Malfoy" Card is typical of this type of Casting Card. As you can see, it is much more specific than the Double Potion or Charm. In order to make this particular Card work, you will need to have the Draco Malfoy, Eagle Owl, Shield Slytherin, Crabbe, and Goyle Casting Stones in your Casting Hand (you won't get all of these Stones in your Starter Set. That's where collecting comes in). Once you have the proper Stones in your Hand, the Casting Card tells you the proper way to throw them: Draco Malfoy, the Eagle Owl and Shield Slytherin need to be picture-side up while Crabbe and Goyle need to be number-side up. If you succeed in casting this combination, you gain the bonus play indicated on the bottom of the card.

You must show your opponent that you did indeed cast the right Stones to satisfy your Casting Card.

Once a Casting Card has been successfully used, it must be turned face-down and remains out of play until the end of that game.

SWAPS AND KNOCK-OUTS (ADVANCED)

To make the Advanced Game even more interesting, your Casting Cards now become vulnerable to Swaps and Knock-outs just like your Casting Stones.

CHARM beats SPELL: KNOCK-OUT

- Knock one of your opponent's in-play (face-up) Casting Cards out of play and into their Vault.

POTION beats CHARM: SWAP

- Swap one of your in-play (face-up) Casting Cards for any Card that is in your Vault.

GAME HINTS & STRATEGIES

When designing your Casting Hand, remember that the combination of excellent Casting Cards are connected to specific Casting Stones. With this in mind, try designing your Hand around a theme. Perhaps you'll be interested in the Harry Potter™ Hand, or the Voldemort Hand, or maybe even give Hermione or Ron Weasley a try. Whichever way you decide to go, the possibilities are endless!

E QUICK-REFERENCE CHART

Seem like a lot to keep track of? The following chart makes it easier than turning beetles into buffons.

MAGIC TYPE	SPELL	POTION	CHARM
THE CAST			
VICTORY TYPE	Spell beats potion or a bungle	Potion beats charm or a bungle	Charm beats spell or a bungle
VICTORY EFFECT	PLACE A TURRET GEM	SWAP	KNOCK-OUT
VICTORY ACTIONS: BASIC GAME (YOU MAY ONLY CHOOSE ONE)	Place a Tower Gem on the empty Tower of your choice.	Swap one of your in-play Turret Gems™ with an adjacent in-play Turret Gem belonging to your opponent.	Knock one of your opponent's in-play Turret Gems™ from their hand into the Vault.
ADDITIONAL VICTORY ACTIONS: ADVANCED GAME		Swap your in-play Casting Card with any Card in the Vault.	Knock your opponent's in-play Casting Card into the Vault.