

## Spin Master Games 6069717

# Spin Master Games Wizarding World Harry Potter Serpents & Staircases Classic Game Instruction Manual

Model: 6069717

## 1. INTRODUCTION

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Welcome to the Wizarding World of Harry Potter Serpents & Staircases Classic Game by Spin Master Games. This game offers a magical twist on a traditional board game, inviting players to race to the top of Hogwarts. Designed for 1-4 players aged 5 and up, it provides an engaging experience for fans of all ages.

## 2. COMPONENTS

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- Game Board
- 4 Mover Standees (Harry, Hermione, Ron, Draco)
- Punch Sheet (for characters and other elements)
- Spinner
- PET Punch Sheet
- 6 Fasteners
- Instructions

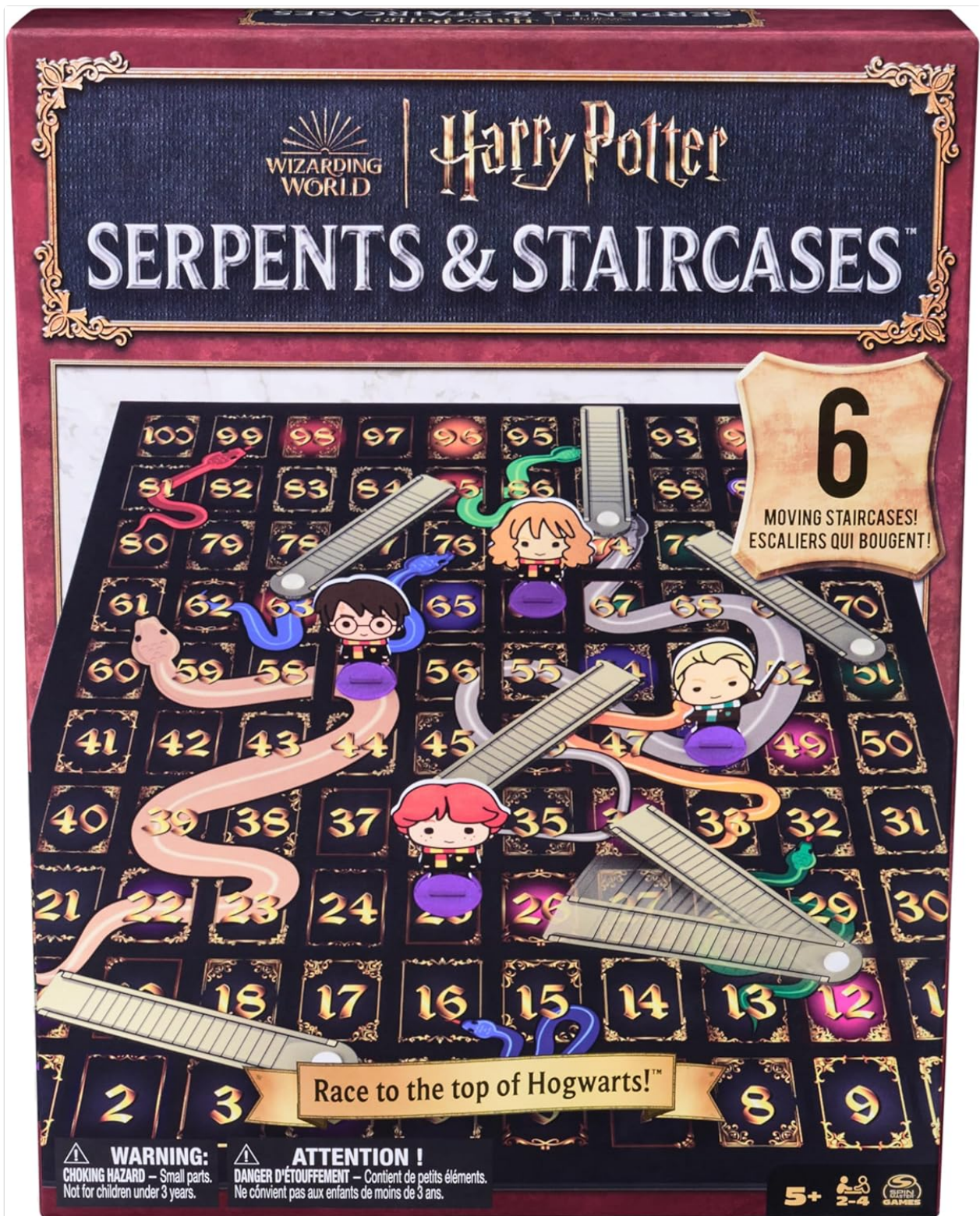


Image: The game box displaying the title and main characters.

### 3. SETUP

1. **Prepare the Game Board:** Unfold the game board and place it on a flat surface.
2. **Assemble Movers:** Carefully punch out the 4 character mover standees (Harry, Hermione, Ron, and Draco) from the punch sheet. Insert each standee into its corresponding plastic base.
3. **Attach Staircases:** Use the 6 fasteners to attach the magical moving staircases to their designated spots on the game board. Ensure they can pivot freely.
4. **Prepare the Spinner:** Attach the spinner arrow to the center of the spinner base.

5. **Place Movers:** Each player chooses a character and places their mover on the 'START' space (space 1) on the game board.



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**5+**  
**AGE**



**1-4**  
**PLAYERS**

*Image: Children engaged in playing the game, illustrating the setup with character movers and the spinner.*

## 4. GAMEPLAY

The objective of the game is to be the first player to reach the top of the Grand Staircase (space 100) at Hogwarts.

### Player Turn Sequence:

1. **Spin the Spinner:** On your turn, spin the spinner. The number it lands on indicates how many spaces your mover will advance.
2. **Move Your Mover:** Move your character mover forward the indicated number of spaces.
3. **Staircases and Serpents:**
  - If you land on the bottom of a staircase, you may use it to move up to the space at the top of that staircase.

- If you land on a space with a serpent's head, you must slide down the serpent to the space at its tail.

4. **Magical Moving Staircases:** If the spinner lands on the first or second space, you have the option to move one of the six magical staircases to any corresponding colored space on the board. This can be used strategically to create shortcuts for yourself or obstacles for opponents.



**Play as your favorite characters  
as you race to the top of Hogwarts**

*Image: A close-up view of the game board with character movers positioned on spaces near serpents and staircases.*



**Use staircases to move across the board while avoiding serpents**

*Image: A player's hand demonstrates moving a character mover up a staircase on the game board.*

## 5. WINNING THE GAME

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The first player to reach space 100 (the top of the Grand Staircase) wins the game. You must land on space 100 by exact count. If your spin results in a number that would take you past 100, you remain on your current space and wait for your next turn.



## Be the first to get to the top of the Grand Staircase to win

*Image: A player expresses excitement as their character approaches the final space on the game board.*

### 6. MAINTENANCE

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- Store all game components in the original box to prevent loss and damage.
- Keep the game board and pieces away from moisture and direct sunlight.
- Clean components with a dry, soft cloth if necessary. Avoid abrasive cleaners.

### 7. TROUBLESHOOTING

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- **Missing Components:** If any components are missing upon opening, please contact Spin Master customer support.
- **Unclear Rules:** Refer to the detailed instructions provided. For specific questions, visit the Spin Master Games website or contact customer service.
- **Staircases Not Moving Freely:** Ensure fasteners are correctly inserted and not overtightened. Adjust as needed.

## 8. SPECIFICATIONS

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- **Product Dimensions:** 8.13 x 2.13 x 0.1 inches
- **Item Weight:** 1.04 pounds
- **Item Model Number:** 6069717
- **Manufacturer Recommended Age:** 5 years and up
- **Players:** 1-4
- **Manufacturer:** Spin Master

## 9. WARRANTY AND SUPPORT

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For warranty information, product support, or to inquire about replacement parts, please visit the official Spin Master Games website or contact their customer service department. Keep your proof of purchase for any warranty claims.