

Did you hear right or wrong?

- **Hooray, a philosopher's stone:**

You have found a philosopher's stone? Take it and place it in your collecting dish as a reward. Your turn is now finished. A new search can begin. Set all the witches and magicians back into the Blocksberg, in any order you may choose.

The player on your left takes his turn. He takes a new stone from the stock. Then he says: "Helter-Skelter, three times black cat" and lets the stone fall into the Blocksberg pit. Then he throws the die, moves tomcat Hugo von Samt to a witch or magician and lifts her or him up. Well, have you found the stone?



- **Botheration!:**

Unfortunately, you didn't hear correctly. But, never mind. Lay the witch or magician down before you. Then, the player on your left takes his turn at throwing the die, making a move and searching. But remember: as long as no-one has found the stone, the witches and magicians where you have already searched must be left lying before you.

Rare misfortune of the die:

Sometimes it happens that you have to move tomcat Hugo von Samt to the front of an open cave entrance. This means, you are no longer able to lift up a witch or magician. What a pity, that's the misfortune of the die. The player on your left now takes his turn.

Remember:

You must always find one stone first, before you can drop another into the Blocksberg pit.

How the game ends:

End

The end of the game depends on the number of fellow players: In a game of two players, the game ends as soon as one

of you has seven stones. In a game of three players, you need five stones and in a game of four players four stones to win.

For elite children

For professional witches and magicians:

Adapt the game as follows: Even if you don't find the stone, set the witch or magician back into the Blocksberg immediately. With this version, you must pay particular atten-

tion and remember which witches and magicians you have searched already. Phew, really bewitched!



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Achtung! Nicht geeignet für Kinder unter 3 Jahren. Erstickungsgefahr wegen verschluckbarer Kleinteile. Diesen Hinweis aufbewahren.

Attention ! Ne convient pas aux enfants de moins de 3 ans : risque d'asphyxie à cause de petits éléments ! Adresse à conserver !

Attenzione! Non adatto a bambini di età inferiore a 3 anni per il pericolo di soffocamento che può essere causato da piccole parti. Conservare le avvertenze.

Rule

Holterdipolter

Perk up your ears at the Blocksberg Gate



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Guido Hoffmann • Jens-Peter Schliemann

Holterdipolter

Perk up your ears at the Blocksberg Gate

The slightly different audio play for 2 to 5 players aged 5 years and up

Contents

- 1 3-D Blocksberg
- 1 tomcat Hugo von Samt
- 1 die
- 5 collecting dishes (1 large and 4 small dishes)
- 12 witches and magicians
- 13 philosopher's stones



Your game material

At last! For weeks now, the witches and magicians have been waiting for the best night of all in the year, Walpurgis night! Because it is only during this crazy night that the Blocksberg reveals its deepest secret: the philosopher's stones. They strengthen magic powers. But, just how do you get hold of the stones? They are clattering along secret channels in the Blocksberg. By chance they land behind a witch or a magician. But for thunder's sake: behind whom? Since it's pitch-black, everyone must rely on their hearing. You and the clever tomcat can help in the search! Who will be the one to "hear" the most stones?

Aim of the game

Psst! Be quiet and perk up your ears: listen extremely carefully to the philosopher's stone clattering along its way - to whom? Near which witch or magician does it come to a stop?

Well, did you hear it? Then run there as fast as you can with tomcat Hugo von Samt and fetch the stone. Or did the clattering come from a completely different corner ...?

What to do:

How to build up the Blocksberg:

Game setup

1. Hook your index finger into the grasping recess, carefully lift up the Blocksberg and place it to one side, with the mountain side facing upwards.

2. Take the die, the tomcat, the collecting dishes, the philosopher's stones, the witches and magicians out of the box and place them, too, to one side.

3. Replace the Blocksberg onto the box inset.

4. Place the twelve witches and magicians in any order in the narrow slits between the grey foam rubber (a) and the

cave entrances (b). Make sure that the witches and magicians wholly cover the cave entrances and are slotted in firmly.



How to get the game ready:

Push the Blocksberg into the centre of the table within easy reach of everyone. Place tomcat Hugo von Samt on any square you like. The squares are the grey stones on the game board. Have your die ready. Each player takes a small

collecting dish and places it in front of him on the table. The remaining collecting dishes are taken out of the game. Fill the large collecting dish with the thirteen philosopher's stones and place it next to the Blocksberg. That is your stock.

How to play:

The youngest player begins. After that, you take it in turns moving in a clockwise direction. When it's your turn, you take a philosopher's stone from the stock.

Tip: If you like, you can move your ear very close to the Blocksberg so you can hear the clattering more clearly!

Everyone is quiet and perks up their ears. Now say loud and clear: „Helter-Skelter, three times black cat” and then let the stone fall into the pit (c) of the Blocksberg. Listen very carefully to where the stone is clattering. But, psst: keep the secret to yourself and don't let on to your fellow players where you think the stone has landed.

It is still your turn and you throw the die. With tomcat Hugo von Samt you can move as many spaces to the left or right around the Blocksberg as indicated by the number on the die. But you can also move less spaces. If you think that you are standing in front of the right witch or magician you may even stay where you are. Now disclose the secret and look to see whether you have found the stone. Carefully lift up the witch or magician standing in front of the cat.

Tip: You really wanted to go somewhere else? But the number thrown is not enough? Never mind: go on and lift the witch or magician you are standing in front of. Who knows, perhaps you'll be lucky. Sometimes, things seem to be bewitched ...

Game preparation

Start

