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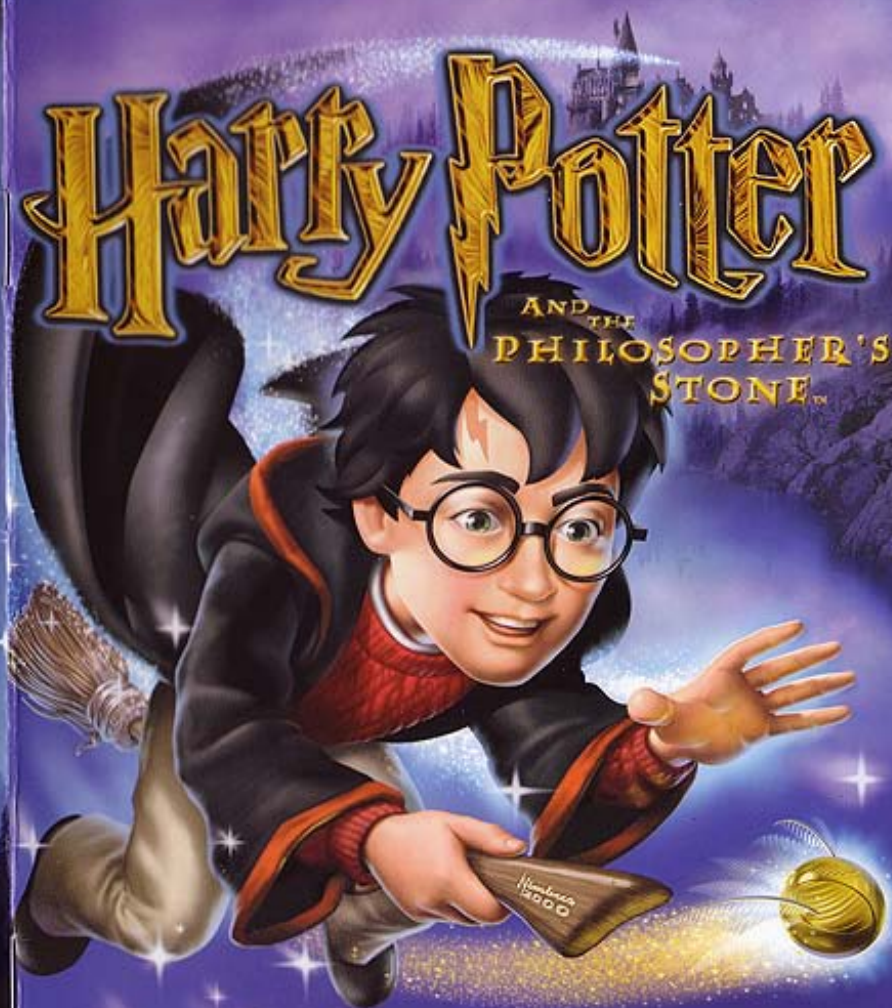
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MENU CONTROLS

Highlight menu items	Move the mouse over the item
Cycle choices/Move sliders	Click to select choice or click on slider bar
Select/Go to next screen	Left-click option/NEXT SCREEN
Return to previous screen	Left-click on Back arrow/Press ESC

BASIC GAMEPLAY CONTROLS

Master the basic controls for your first term at Hogwarts™.

ACTION	CONTROL
Move	UP/DOWN/LEFT/RIGHT arrow keys
Jump	CTRL or right-click
Use Wand	Left-click and hold . Release when aimed to cast spell
Action/Talk To	Walk up to the person/object
Look Around	Move the mouse to look around
Pause Game/View Pause Menu	ESC

- For broomstick-flying controls, see *Broomstick Practice and Quidditch*™ on p. 10.

INTRODUCTION

It's the first day of term at Hogwarts School of Witchcraft and Wizardry and an incredible world of magic is opening up to you. As the gifted young wizard-in-training, Harry Potter™, you must take your first steps into this strange world – a place far away from the humdrum existence of unsuspecting nonmagic folks.

With friends to be made, lessons in Charms, Potions and Defence Against the Dark Arts to be learned and an enormous, ever-changing castle to be explored, you'll need all your wits about you. Especially if you're going to beat the school bully, Draco Malfoy™ and his henchmen, Crabbe and Goyle, avoid the unwelcome attentions of the potions master, Severus Snape™ and tame a bestiary of magical creatures.

But fear not, with allies such as the lovable Hagrid, the bookish Hermione, and the wise headmaster Albus Dumbledore™ on hand, you'll be ready to help solve the mystery of the Philosopher's Stone and to take on 'You Know Who' before you can say – *Wingardium Leviosa!*

Good luck, young wizard, you're certainly going to need it.

- For more information about Harry Potter, visit www.harrypotter.com
- For more on *Harry Potter and the Philosopher's Stone* video games, visit www.harrypotter.ea.com

SETTING UP THE GAME

Place the game CD in your PC's primary CD/DVD drive and follow the on-screen installation instructions.



Note: Please refer to the separate enclosed EASY Install Guide for further information or in case of any difficulties with installation.

STARTING A GAME

TO START A NEW ADVENTURE:

1. Highlight **START OR LOAD GAME**, then **left-click**. The Select a Game screen appears. Now, **left-click** on a **NEW GAME** slot.
2. The introductory sequence begins. Once the introduction has finished, the game loads and begins automatically.

SAVING AN ADVENTURE:



You must find a Save Game point in Hogwarts, which takes the form of a weighty magical book. Once you walk up to the book, the game saves.

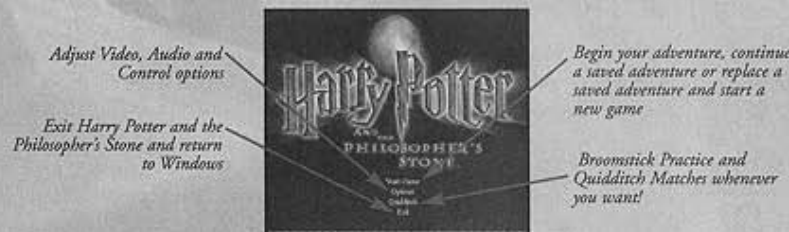
TO START A SAVED ADVENTURE:

1. The next time you start the game, click **START GAME** and the Select a Game screen appears.
2. Simply **click** on the Save game of your choice (Each slot with a saved game states **LOAD GAME**). Click again on **LOAD GAME**.
3. The game loads and you continue from the last point at which you saved.
- Alternatively, left-click **NEW GAME** to begin a new game.

REPLACING A SAVED ADVENTURE

1. The next time you start the game, click **START GAME** and the Select a Game screen appears.
2. Now, click on **LOAD GAME** for the game you want to delete. Now, click on **REPLACE GAME** and select **YES** at the prompt; a new game begins.

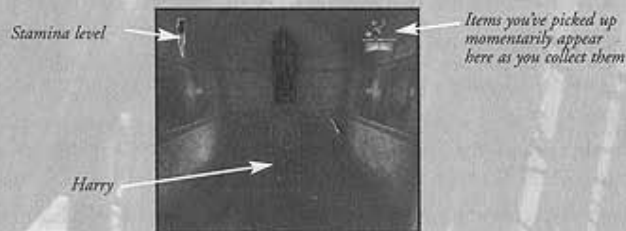
MAIN MENU



- Highlight and **left-click** an option to advance.
- Quidditch Matches and Broomstick Practice become available only after you unlock these features in the full game. For more information, including Broomstick controls, see p. 10.

GAME SCREEN

After meeting Albus Dumbledore in the entrance hall, waste no time and get going to explore Hogwarts' darkest recesses.



- To start a conversation, walk up to the people you encounter.
- You can use the **Mouse** in conjunction with the arrow keys to alter your viewpoint – this could come in handy in tricky situations.

Tip: Press the **ESC** button to pause the game and view the details of your Report Card – see *The Report Card Menu* on p. 9.



Note: The onscreen icons only appear when needed (for example, when you pick up a Challenge Star).

ESSENTIAL INFORMATION FOR NEW STUDENTS

The information in this section, though by no means exhaustive, provides a good indication of the sort of unfamiliar things students will likely encounter as they're getting to know their way around Hogwarts.

LOCKED DOORS



You cannot open locked doors until you've completed certain tasks or cast the correct spell. In certain areas of the castle, powerful magic restricts your access.

BERTIE BOTT'S EVERY FLAVOUR BEANS™

You'll notice these rather strange sweets all around the castle and grounds. Pick them up and you'll soon find that they are an important currency amongst your fellow students.



YOUR STAMINA



The Lightning bolt stamina indicator shows how well you are. If it reaches the bottom, Harry faints and you must begin again from the last save point in the game.



Note: Some opponents you face also have Stamina Bars that appear at the bottom of the screen.

CHALLENGE STARS

Throughout your adventure, you will attempt to complete many exciting challenges in order to learn the required wizardry skills and proceed through your first year at Hogwarts. Collecting challenge stars during these tasks is vital to your success – the more stars you find, the more points you win for Gryffindor.



CHOCOLATE FROGS™



When you find a jumping Chocolate Frog, pick it up. If your stamina is less than 100%, it'll give you a useful boost.

JUMPING, CLIMBING AND CLAMBERING

To explore Hogwarts properly, you will need to jump over great chasms and climb up or over obstacles. Follow the first level tutorial and you should quickly get the hang of it.



To Jump – Run up to the gap and press **CTRL** or **right-click** the mouse just before you reach the edge. If the jump is performed properly, you should sail safely to the other side. If you fall from a great height, you'll faint and must restart from the last save point.

Note: If the auto jump option is activated from the **OPTIONS** Menu, it eliminates the need to press the button **CTRL** (or **right-click** the mouse) to jump. Simply run up to an edge and you automatically jump in the direction that you are running in.

To Climb – Walk up to an object or obstacle and press forward. You'll climb up or over.

Note: Only certain obstacles can be climbed or jumped.

LEARNING AND CASTING SPELLS

You learn your first spell in Professor Quirrell's Defence Against the Dark Arts class. Pay close attention to the lesson and you should be casting your first basic spell in no time at all.

LEARNING

- To learn the spells, you must trace the same shape as your teacher within the time limit. You will win more house points if you successfully cast the spell with particular accuracy.

Left-click and hold at the start point and then trace over the shape using your mouse. Release the button when you have finished

You need to achieve a mark equal to or higher than the pass mark to succeed



Trace the shape before the time runs out

- Keep the path of your wand trace within the white shape.
- Remember, a steady hand and numerous successes are sure to help you in your efforts to win the House Cup.

Note: You may find that it is easier to trace the spell if you adjust your mouse sensitivity in the Controls section of the **OPTIONS** Menu (see p. 12).

CASTING

TO CAST A SPELL:



1. Once you've learned a spell, you must **left-click** and **hold** to prime your wand arm for spell-casting.



2. Move the sparkling cursor over the target using the mouse or arrow keys.



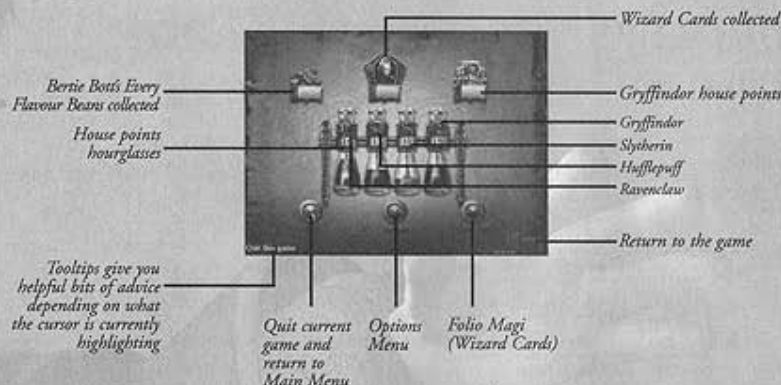
3. If you are on target, the spell trace appears and you should release the mouse button to cast the spell.

THE REPORT CARD MENU

Check your status and access the game's other menus from the Report Card Menu. If you want to see how Gryffindor are doing in the House competition, view your Folio Magi, change options or just take a break, press **ESC** and your Report Card appears.



Note: The game is paused while the Report Card Menu is open.



BERTIE BOTT'S EVERY FLAVOUR BEANS



As you'll soon learn, collecting these magical sweets is a hobby that most resourceful young wizards indulge in. If you collect enough beans, you'll be able to trade them with other students.

FAMOUS WITCHES AND WIZARDS CARDS

Famous Witches and Wizards cards are collectibles that can be found throughout your adventure. Amass a fine collection of cards and you're bound to be the envy of all your friends.



VIEWING YOUR CARD COLLECTION



When you find a card, it is placed in your Folio Magi. To look at your collection, press **ESC** to open your Report Card, and then click the Folio Magi (Wizard Cards) button. The Folio Magi appears. **Click** the arrows at the bottom of the page to view the whole collection.

- To find out more about a specific card, **click** on the small image to enlarge it.

HOUSE POINTS

As a member of Gryffindor house, you can earn house points in lessons and by accomplishing tasks throughout your adventure. Your aim is to help Gryffindor clinch the House Cup and stop those slimy Slytherins from winning the cup for another year! To see where Gryffindor stand in the race for the House Cup, look at your report card for the current tallies.



BROOMSTICK PRACTICE AND QUIDDITCH

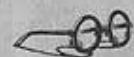


Quidditch is an important part of life at Hogwarts. Not only is it an exciting sport, but it also teaches participants invaluable broom-handling skills that may prove to be very handy away from the pitch.

- Once you have completed the Broomstick Practice, you can have more BROOMSTICK PRACTICE by accessing it from the Main Menu.
- After you complete the first Quidditch Match, you can take part in a QUIDDITCH LEAGUE from the Main Menu. This pits you against increasingly harder teams as you progress through the competition.

BROOMSTICK CONTROLS

A	Speed up
Z	Slow down
UP/DOWN/LEFT/RIGHT arrow keys	Fly /UP/ DOWN LEFT/RIGHT



Note: You may find broomstick flying easier if you invert the controls for the Broomstick in the OPTIONS Menu. You can reach the OPTIONS Menu from the Main Menu or Report Card screen. Check the box beside INVERT BROOM CONTROL and the UP and DOWN arrow key commands are reversed.

THE RULES OF QUIDDITCH

Quidditch is one of the magic world's most popular sports – and with good reason. It's fast and furious and can sometimes go on for weeks at a time. Of course, it is the Seeker who can turn a match in an instant by catching the Golden Snitch™. To catch it, you'll have to chase it down first.

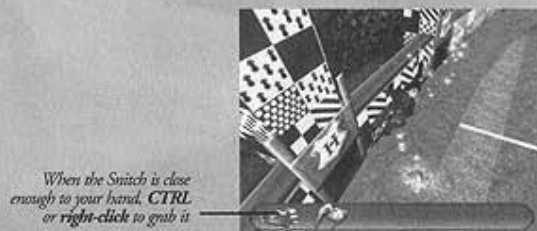
- Remember to avoid the Bludgers and the other players at all costs. If you collide with anything, your stamina will suffer.
- If you miss hoops, the bar shrinks.

CHASING THE GOLDEN SNITCH



- Once you've spotted it, you must chase down the Golden Snitch, ensuring you pass through the coloured hoops. You must try to stay with it until the bar is full. Then you can reach out and try to catch it.

CATCHING THE SNITCH



- When you're within arm's length of the Snitch, press **CTRL** or **right-click** when it is close enough to your hand to catch it. If you succeed you'll win the match for Gryffindor!
- If you take too long to catch the Snitch, it will escape and you will have to chase it down all over again.



Note: If you faint during the Quidditch League, your team forfeits the match and the opposing team wins. If you faint during other Quidditch matches, you must restart the level.

Options

Choose the options you want to adjust.

To access the Options screen in-game, press **ESC** then **left-click** the **OPTIONS** button.

To access the Options screen from the Main Menu, **left-click** the **OPTIONS** button.

VIDEO

RESOLUTION – Click to adjust the screen resolution to a number of presets.

Note: The game will automatically choose a resolution based upon the graphics card and drivers you have installed on your PC.

COLOUR DEPTH – Choose between 16 and 32 bit colour.

TEXTURE DETAIL – Choose between HIGH, MEDIUM, and LOW.

OBJECT DETAIL – Choose between VERY HIGH, HIGH, MEDIUM, LOW and VERY LOW.

BRIGHTNESS – **Left-click** on the bar to adjust screen brightness.



Note: Depending on your PC's technical specification, you may find that the game's image stutters if you set the detail options too high. Your PC will automatically attempt to choose the optimum specification upon installation. However, you may find adjusting the above settings will improve the game's performance.

AUDIO

MUSIC VOLUME – **Left-click** on the bar to adjust the game's music level.

SOUND VOLUME – **Left-click** on the bar to adjust the volume level of the game's sound effects.

CONTROLS/FLYING CONTROLS

All controls in *Harry Potter and the Philosopher's Stone* are user definable. To change a control, **left-click** on the dialogue box, so that it is highlighted, then press the new key. The new controls are set.



Note: The computer remembers two key presses for each action so click again if you want to set a control to one key only.

MOUSE SPEED – Click and drag the slider. The further you drag the slider to the right, the more sensitive the mouse is to your input.

INVERT BROOM – When checked, reverses the UP and DOWN depending upon your preference.

AUTO JUMP – When checked, Harry automatically jumps when he encounters a gap.

SAVING AND LOADING

Harry Potter and The Philosopher's Stone allows you to save game data to your computer's hard drive.

TO LOAD A SAVED GAME:

1. Highlight and **left-click** **START GAME** from the Main Menu. The Select a Game screen appears.

Simply **click** on the saved game of your choice (Each slot with a saved game states **LOAD GAME**). Click again on **LOAD GAME** at the bottom of the screen and the game begins.

- To replace a saved game with a new save game in the same slot, **click** on **LOAD GAME**. Now, click **REPLACE GAME** at the bottom of the screen.
- To return to the Main Menu at any time, press **ESC**.



TO SAVE A GAME:

Find the Save Game book (they appear frequently in Hogwarts' hallowed halls) and walk over it. The game saves automatically.

Tip: Look out for the Save Game books and walk over them. This will help avoid losing the progress you've made.

CHARACTER DESCRIPTIONS

RON WEASLEY

Ron Weasley is the sixth Weasley to attend Hogwarts. He meets Harry aboard the Hogwarts Express and the two become friends instantly. Even though his family does not have much money, Ron has a heart of gold. A loyal and true friend, Harry can always count on Ron to help him out of a tight spot.

HERMIONE GRANGER

Hermione Granger is the top student in Harry's class at Hogwarts. Always eager to answer questions, Hermione studies hard and is always prepared. Hermione is very brave and never backs down from a challenge. On more than one occasion, her bravery and her brains play a big part in helping Harry get out of trouble.

RUBEUS HAGRID

Rubeus Hagrid is the Keeper of Keys and Grounds at Hogwarts. A giant of a man with a gentle soul and a soft spot for all magical creatures, Hagrid becomes one of Harry's true friends. As the Keeper of Keys and Grounds, Hagrid has much information about the school and its history.

ALBUS DUMBLEDORE

Albus Dumbledore is the highly esteemed Headmaster at Hogwarts School of Witchcraft and Wizardry. Considered by many to be the greatest wizard of all time, Dumbledore presides over Hogwarts with wisdom, patience, fairness and tremendous magical powers. In Albus Dumbledore, Harry has an unparalleled mentor and protector.

PROFESSOR QUIRRELL

Professor Quirrell is Hogwarts' new Defence Against the Dark Arts master. He is responsible for teaching students how to protect themselves from the forces of evil. Despite the fact that Hagrid has suggested he might not be up to the job, he is a more powerful force at Hogwarts than many give him credit for.

PROFESSOR SEVERUS SNAPE

Professor Severus Snape is the Potions master. He is also the head of Slytherin house, and he is often found in odd places at Hogwarts. Professor Snape is not very friendly to Harry, and he seems to go out of his way to find any reason to deduct house points from Gryffindor, especially when those deductions come at Harry's expense.

DRACO MALFOY

Draco Malfoy is Harry's nemesis at Hogwarts. With his Slytherin cohorts, Crabbe and Goyle, Malfoy takes immense pleasure in taunting Harry and in thwarting his adventures. Malfoy's envy knows no bounds, and he can't stand any success on Harry's part. He'll do whatever it takes to win the House Cup for Slytherin.