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PlayStation

PAL

Harry Potter

AND THE PHILOSOPHER'S STONE

EA GAMES

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

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For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-03662

STARTING THE GAME

It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

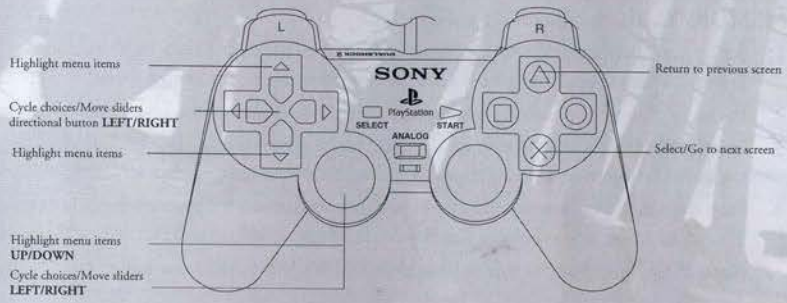
1. Set up your PlayStation® game console according to the instructions in its instruction manual. **Make sure the power is OFF before inserting or removing a disc.**
2. Insert the *Harry Potter and the Philosopher's Stone*™ disc and close the Disc cover.
3. Insert game controllers and turn on the PlayStation game console. The EA GAMES™ and other introductory screens appear, followed by the Language Select screen.
4. Press the directional button to highlight your chosen language then press the ✕ button. The Main Menu screen appears (see the *Main Menu* section on p. 5).

Note: Please note that this title only supports MEMORY CARD slot 1.

CONTENTS

Starting the Game 1
Menu Controls 2
Basic Gameplay Controls 3
Introduction 4
Setting Up the Game 5
Main Menu 5
Starting a Game 6
Game Screen 7
Famous Witches and Wizards Cards 8
House Points 8
Quidditch 9
Items and Obstacles 11
Status Screen 12
Options Screen 12
Saving and Loading 13
Character Descriptions 14
Credits 16

MENU CONTROLS



BASIC GAMEPLAY CONTROLS

Master the basic controls to last your first term at Hogwarts™.

ACTION	CONTROL
Move Harry	directional button or left stick
Flipendo Knockback jinx	× button (Hold down × button for a charged knockback jinx)

Note: The above action is unavailable until learnt in the game.

Action/Talk To	■ button
Look Around	▲ button + directional buttons or left stick
Target Lock	**R1** button (▲ button to cancel)
Change Camera Angle	**L2/R2** buttons
Pause Game/View Status screen	**START** button

- For broomstick-flying controls, see *Quidditch* ™on p. 9.

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 steely gaze of the Potions master, Severus Snape™ and tame a bestiary of magical creatures.

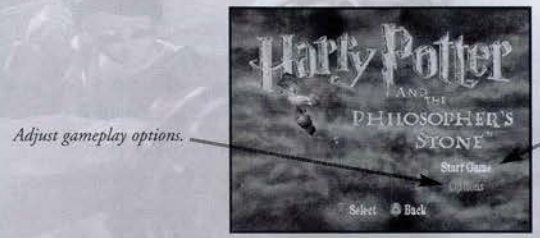
But fear not, with allies such as the lovable Hagrid, the clever Hermione, and the wise headmaster Albus Dumbledore™ on hand, you'll be ready to take on 'You Know Who' before you can say – *Wingardium Leviosa!*

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

Main Menu



Adjust gameplay options.

Begin your adventure, continue a saved adventure or erase an adventure and start a new game.

- Bonus Quidditch matches become available only after you have unlocked the feature in the full game.

Note: Default settings in this manual appear in **bold** type.

Starting a Game

To Start a New Adventure:

Highlight START GAME, then press the ✕ button. Now choose START NEW GAME. If you want to save your progress to a MEMORY CARD, follow the onscreen instructions to create a save slot (see *MEMORY CARDS* section, below).

- The next time you start the game, you can continue with your previous adventure, if you saved it, erase your progress and start again, begin a new game without saving or use another slot! Just follow the on-screen instructions.

  Note: If you're sharing your game and MEMORY CARD with someone else. Remember to choose a new slot. Otherwise, you might continue their game by accident!

MEMORY CARDS

There's so much to explore at Hogwarts School of Witchcraft and Wizardry, it's difficult to see and do it all in one sitting. Therefore, to get the most out of *Harry Potter and the Philosopher's Stone,* we recommend that you use a MEMORY CARD to save your progress.

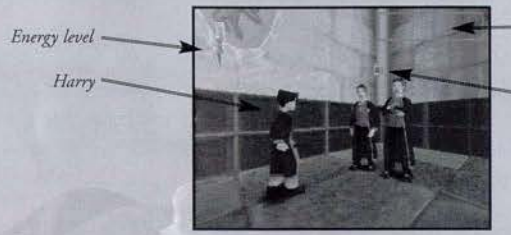
- The first time you play, a *Harry Potter and the Philosopher's Stone* save game block is created on your MEMORY CARD. If your MEMORY CARD is new, it will need to be formatted. Follow the on-screen instructions to do this.

Playing Without a MEMORY CARD

If you do not have a MEMORY CARD inserted, a warning screen appears. You do not need a MEMORY CARD to play but if you continue without a MEMORY CARD inserted, you cannot save your progress, which makes finishing the game a rather lengthy process.

Game Screen

You start in the entrance hall where you are met by Albus Dumbledore. Start your adventure by exploring Hogwarts' darkest recesses!



- Use the **L2** and **R2** buttons to alter your viewpoint – this could come in handy in tricky situations.

  Tip: Press the **START** button to pause the game and view details.

Famous Witches and Wizards Cards

Famous Witches and Wizards cards are collectibles that you can discover throughout your adventure. Collect them all and win enough House points (see below) and you will be in for a great surprise.

Viewing Your Card Collection

When you find a card you automatically get an opportunity to view your Famous Witches and Wizards card collection book. If you want to view your collection at other times, you should proceed to Gryffindor™ Tower, approach the Wizard Card Book and press the ■ button

House Points

As a member of Gryffindor house, you can earn House points in lessons and throughout Hogwarts and the surrounding grounds. At certain times, you will be able to see how you're doing when the Gryffindor and Slytherin House point hourglasses appear. If Slytherin's hourglass has more sand in it, you're in trouble and you'll need to excel if you're to help Gryffindor to clinch the House Cup!

- If you collect enough House points and all the Famous Witches and Wizards cards, you'll have a great surprise in store.

Quidditch

Quidditch is an important part of life at Hogwarts. Not only is it an exciting and skilful sport but it also teaches participants invaluable broomstick-handling skills that may be handy away from the pitch.

- Once Harry has joined the Gryffindor Quidditch team, you can take part in the Quidditch Cup from the Main Menu. This will pit you against progressively harder teams as you progress through the competition.

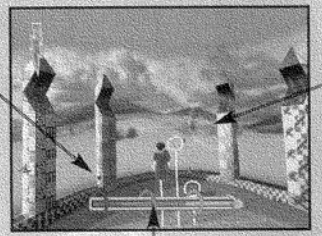
  Note: Before you can ride your broomstick, you must complete the Broomstick Tutorial.

Broomstick Controls

× button	Accelerate
directional button or left stick **UP/DOWN/LEFT/RIGHT**	Fly UP/DOWN/LEFT/RIGHT

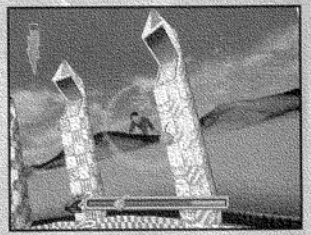
Note: For advanced users, the directional button or left stick **UP/DOWN** control can be reversed by selecting REVERSE Broomstick Control in the Option menu (for more information, see Options Screen on p. 12).

Aim of the Game



- If any of the bars time out, you must begin that phase again.

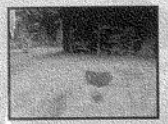
When you're within arm's length of the Snitch, the Catch screen appears:



- Press the ✕ button to catch the Golden Snitch™.

Items and Obstacles

Bertie Bott's Every Flavour Beans™



You'll notice these unusual 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!

Tip: Pick up Chocolate Frogs™ for a boost to Harry's stamina.

Locked Doors

You cannot open locked doors until you've completed certain tasks or found the proper key. Powerful locks restrict your access to certain areas of the castle. The staff have closed off these areas for student safety, but you may be able to find a way in if you complete the proper task.

Jumping, Climbing and Clambering

To explore Hogwarts properly, you may need to jump over great chasms or climb up or over obstacles.

Note: Only certain obstacles can be climbed or jumped.

To Jump – Run up to the gap, ensuring you're travelling in the right direction. You'll jump automatically and your momentum should carry you over the gap.

To Climb – Walk up to an object or obstacle and press the directional button **UP**. You'll climb up or over.

Status Screen

Access the Status screen at any time to pause your game, check out how many items, beans, House points and Famous Witches and Wizards cards you've collected and see what spells you've learnt.

- To pause your quest, press the **START** button. The Status screen appears.
  OPTIONS: Go to the Options screen.
  CONTINUE: Return to the game where you left off.
  QUIT GAME: Select to finish your current adventure, then select YES to confirm.
  Note: If you quit, all progress will be lost since the last point at which you saved the game.

Options Screen

Choose the options you want to adjust.

VIBRATION: Switch Controller Vibration ON/**OFF** (Only available if you have an Analog Controller DUALSHOCK)).
BROOMSTICK CONTROL: Switch between REVERSE or **NORMAL** broomstick control.
Note: When using the default NORMAL broomstick controls, pressing directional button **UP** moves the broomstick up and pressing directional button **DOWN** moves the broomstick down. These controls are reversed if REVERSE is selected.
LOOK MODE: Switch between REVERSE and **NORMAL** look mode.
Note: Press the ▲ button to access look mode. When look mode is set to **NORMAL**, press directional button **UP** to look up and press directional button **DOWN** to look down. These controls are reversed if REVERSE is selected.

SOUND OPTIONS: Choose MONO, **STEREO** or SURROUND. Set volume levels for Sound Effects and Music.
CENTRE SCREEN: Highlight and press the ✕ button. Use the directional button to adjust the screen then press the ✕ button to set it.
EXIT: Exit the Options screen and return to the Main Menu.

Saving and Loading

Harry Potter and The Philosopher's Stone allows you to save game data or settings with the use of a MEMORY CARD.

Note: Never insert or remove a MEMORY CARD when loading or saving files.

To Load a Saved Game or Settings:

1. Select START GAME from the Main Menu. The Load Game screen appears.
2. Use the directional button to highlight the game you want to continue. Then press the ✕ button.

- To erase a save game and start a new game in the same slot, directional button to highlight the game, then press the ● button.

To save a game or settings:

1. Find the Red Sparkling Save Game book (there's one in Gryffindor Tower!) and press the ■ button.
   The Save Game Screen appears. Now, use the directional button to highlight a game and press the ✕ button to save the game.

- Alternatively, press the ▲ button to return to the game without saving.

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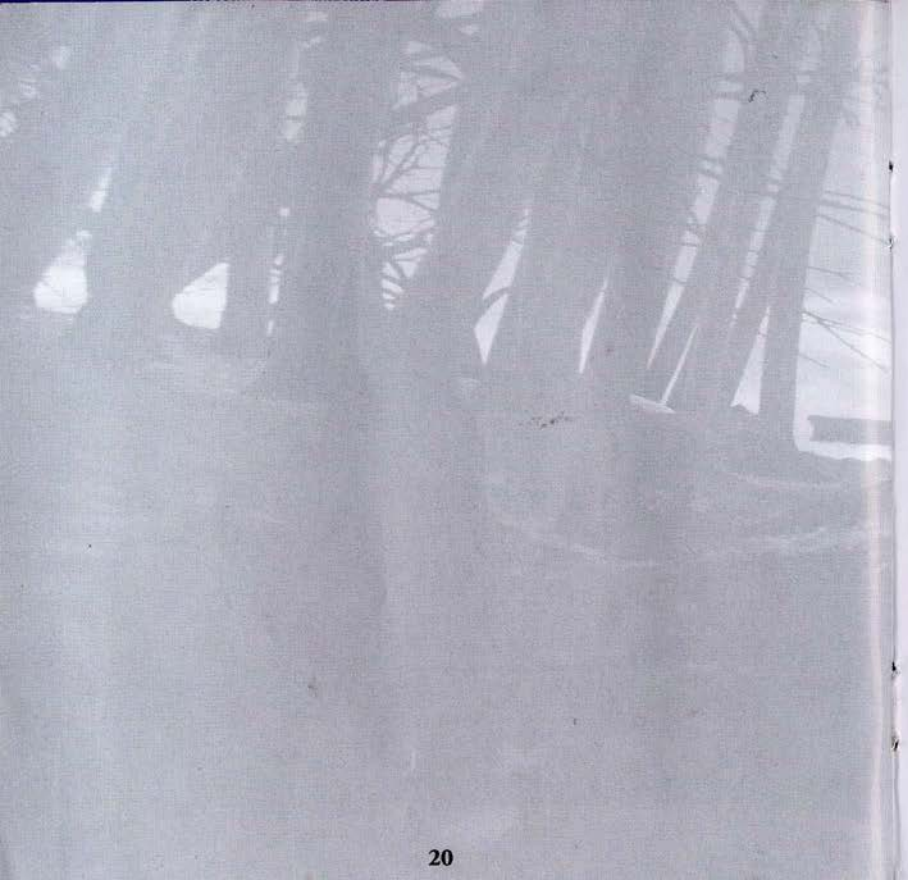

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