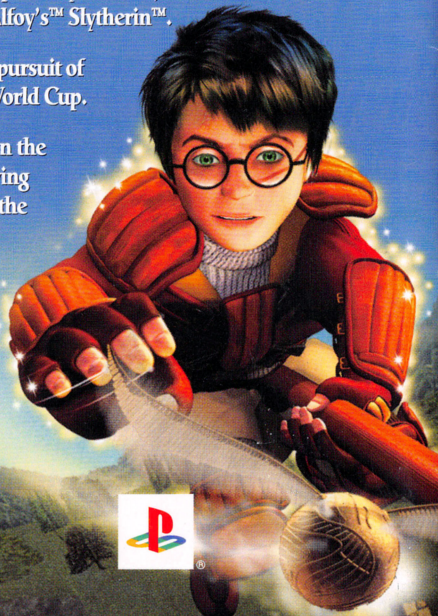# Harry Potter™

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PlayStation®2

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# Harry Potter

## AND THE SORCERER'S STONE™

EVERYONE
E
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## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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✦ Be sure to take an occasional rest break during extended play.

✦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# CONTENTS

# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button

USB connector

S400 i. LINK connector
controller port 1
controller port 2
(OPEN) button
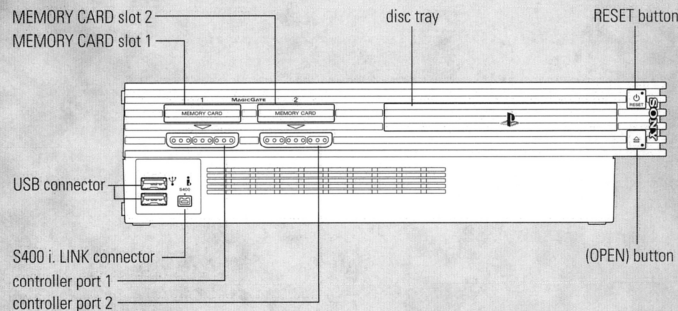
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.

3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

4. Place the *Harry Potter and the Sorcerer's Stone*™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

5. Attach game controllers and other peripherals, as appropriate.

6. Follow on-screen instructions and refer to this manual for information on using the software.

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# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



L2 button
L1 button
R2 button
R1 button
directional buttons (D-buttons)
left analog stick (**L3** button when pushed down)
**SELECT** button
**ANALOG** mode button
**START** button
right analog stick (**R3** button when pushed down)
△ button
○ button
✕ button
□ button
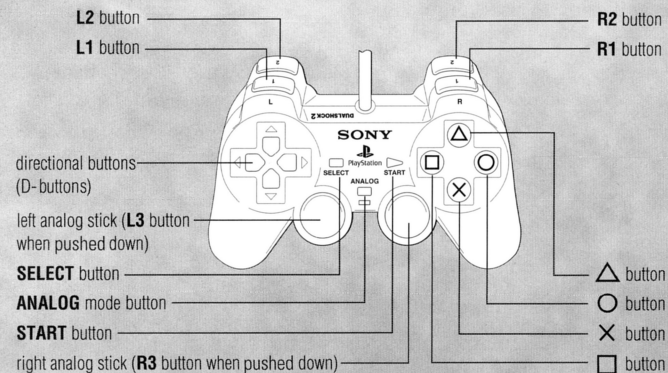
# WELCOME TO HOGWARTS

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, Harry Potter, you must take your first steps into this mysterious world – a place far away from the humdrum existence of unsuspecting Muggles.

With friends to be made, lessons in Charms, Potions and Defense 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 Draco Malfoy and his cronies, 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, clever Hermione, and the wise headmaster Albus Dumbledore on hand, you'll be ready to take on 'You-Know-Who' before you can say – Flipendo!

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

**For more information** about *Harry Potter*, visit **www.harrypotter.com.**

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# CONTROLS

## MENU CONTROLS

| ACTION | CONTROL |
| --- | --- |
| Highlight menu | D-button ⇕ |
| Adjust selected option | D-button ⇔ |
| Select highlighted option/ complete action/toggle option | ✖ button |
| Return to previous screen | ▲ button |

## IN GAME CONTROLS

| ACTION | CONTROL |
| --- | --- |
| Move Harry | left analog stick ⇕ ⇔ |
| Climb ladder | left analog stick ⇕ |
| Wall sneak | left analog stick ⇔ |
| Step away from wall (when in 'Sneak' mode) | ✖ button |
| Cast spells (when assigned) | ● button, ◉ button and ▲ button |
| Action button (context sensitive) | ✖ button (the function of this button changes as Harry gets close to objects and people) |
| Targeting button (change targets) | **R1** button (press repeatedly to cycle through targets) |
| Center view behind Harry | **L1** button |
| Harry's view | Hold the **R2** button and press the left analog stick ⇕ ⇔ |
| Take a closer look/ Sneak-a-peak in 'Sneak' mode | left analog stick |
| Camera 'look around' | right analog stick ⇕ ⇔ |
| Pause game/In-game options | **START** button |
| Check Harry's Remembrall | **SELECT** button |
| Broomstick direction control | left analog stick ⇕ ⇔ |
| Broomstick accelerate | hold the ✖ button |

# Main Menu

The day Harry receives an unexpected letter, his life is transformed.

**NEW GAME**        Highlight and press the ❌ button to begin your adventure.

**CONTINUE**        Highlight and press the ❌ button to continue a previously saved adventure.

**OPTIONS**        Adjust a variety of game settings (see *Start Options* on p. 19).

**LANGUAGE**        Choose the language for the game.

✦ To start your adventure, highlight NEW GAME in the Main Menu and press the ❌ button. The introductory sequence runs and the game begins.

**Note: For information on saving your progress or loading a saved game, see *Saving and Loading* on p. 20.**

# Horklump

The Horklump, considered a delicacy by gnomes, resembles a fleshy, pinkish mushroom. It is covered in sparse, wiry bristles and spreads sinewy tentacles into the ground to search for its preferred food: earthworms. Stun Horklumps with Flipendo, then sever them with Diffindo.

# Imp

The imp is sometimes confused with the pixie. They're of a similar height and both have a slapstick sense of humor. Imps are vicious little creatures. You will need to use Flipendo to knock them back before picking them up and throwing them into a hole, like a gnome, or into an open cage.

# Venemous Tentacula
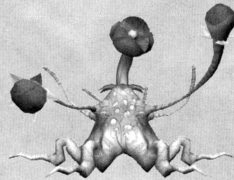
The Venemous Tentacula is a long, straggly plant with moving tendrils and fanged shoots. The bite of the Venemous Tentacula is very painful and poisonous, and an antidote should be taken if inflicted. Use Diffindo to stun the creature and sever its tendrils. Incendio can then be used to finish it off.

# Flobberworm

The thick, brown Flobberworm can reach up to ten inches in length. Both ends of the worm produce a mucus that can be used to thicken potions. The Flobberworm's preferred food is lettuce, though it will eat almost any vegetation.

## GYTRASH

A large, scary dog-like spirit that can be encountered singly or in groups. It is pale gray with shining white eyes. Gytrashes are only frightened by fire or by the light directed from a Lumos Wand Lighting Charm.

## TROLL

Trolls are fearsome creatures and are often violent and unpredictable. They are particularly notable for their prodigious strength and prodigious stupidity. There are three types of troll: mountain, forest and river. The mountain troll is the largest and most vicious. Trolls can be disabled using Spongify.

## BOWTRUCKLE

The Bowtruckle is a shy, peaceful creature, but will attack if the tree it lives in is threatened. Bowtruckles are adept at dodging all charms, but cast Flipendo on them enough times and they will disappear.

## FIRE CRAB

Despite its name, the fire crab resembles a large tortoise with a heavily jeweled shell. In order to defend itself from those who are tempted by its valuable exterior, the fire crab shoots flames from its rear end when attacked. Stun a fire crab by casting Flipendo.

## GNOME

Common garden pests, gnomes have big heads and large, bony feet. Use Flipendo to push them onto their backs and make them drop anything they might have stolen, or, distract them with Horklumps. To get rid of gnomes permanently, pick them up and throw them into a gnome hole.

# PLAYING THE GAME
## GAME SCREEN

The lightning bolt shows how much stamina Harry has

To move Harry, use the left analog stick (see *Harry's World*, below)

If you need some help to decide what to do next, press the **SELECT** button to open the Remembrall and check out Completed Tasks & Hints (see *Using Harry's Remembrall* on p. 13)

To assign spells and items to the buttons, press the **SELECT** button and the **L2/R2** buttons to view the Inventory (see *Inventory* on p. 15)

To cast Flipendo, press the ● button (see *Casting Spells* on p. 11)

**Note: The onscreen Remembrall flashes when a new objective is added to the Tasks.**

# HARRY'S WORLD

Harry lives in a strange and mysterious world, full of the unexpected.

## RUNNING, WALKING AND SNEAKING ABOUT

Press the left analog stick fully in the direction of travel for swifter progress.

Press the left analog stick half way to move Harry at walking pace.

Lightly press the left analog stick to creep past difficult situations without creating a stir!

Press the left analog stick to push Harry up against certain walls and enter Sneak Mode.

If Harry's up against a wall and you want to sneak a peek around the corner, press the left analog stick.

To make Harry step away from the wall press the ✖ button.

# INTERACTING WITH THE WORLD



◆ Move Harry close to people and objects to see if he can interact with them. If he can, the onscreen Action button (the ❌ button) tells you what to do.



◆ Harry can push and pull heavy objects to clear his way, or use them to help him climb.

**Tip: Pushing and pulling heavy objects could also help to solve puzzles.**



Owl Perch

◆ Making Harry approach and explore unfamiliar objects can be extremely useful in your adventure.

# CREATURE DESCRIPTIONS

You will encounter all manner of creatures during your adventure. If you are having problems helping Harry defeat them or are simply interested in reading a little bit of background information, the below descriptions could be useful.

**Tip: Check the Folio Bruti Volume 1 for more information on creatures.**

Do not read the below descriptions if you would prefer to discover these creatures as you progress through the adventure.

## GHOST



General, unnamed non-specific ghosts haunting the classrooms and corridors of Hogwarts (not house ghosts, like Nearly Headless Nick). Ghosts are only hurt by the light directed from a Lumos Spell.

## FLYING BOOK
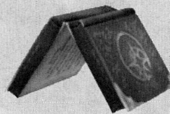


These weighty tomes may erupt dangerously from bookcases in the library – especially in the Restricted Section. They can be stunned with Flipendo; however, they're easily combustible.

## PUFFAPOD



Puffapods can be hit with Flipendo. Be careful of their spores, however. They can appear to create a confusing haze in the air when thrown. The Puffapod's dangerous bounty can be harvested for use as a potion ingredient.

## DOXY



The Doxy is covered in thick, black hair. It has an extra pair of arms and legs and a double row of sharp, venomous teeth. If you're bitten by one of these creatures, an antidote should be taken. A Knockback Jinx will hold them at bay.

# SAVING AND LOADING

**Note:** *Harry Potter and the Sorcerer's Stone* only supports MEMORY CARD slot 1.

**Note: Never insert or remove a memory card (8MB) (for PlayStation®2) while loading or saving.**

## SAVING A GAME

1. Press the **START** button while in-game and highlight SAVE GAME then press the ✖ button.

2. Now, press the D-button ⇕ to highlight the slot you want to save your game on and press the ✖ button.

3. If there are no empty slots, you must highlight an old saved game and save your new game in its place.

4. If you are sure you want to overwrite the old game, press the D-button to highlight YES and press the ✖ button.

5. The game is saved. Press the ✖ button to continue.

**Note: If you exit *Harry Potter and the Sorcerer's Stone* without saving, you lose all progress made during that session.**

## LOADING A GAME

**Note: You can only load a new game from the Main Menu.**

1. Highlight CONTINUE from the Main Menu and press the ✖ button.

2. Highlight the slot that your saved game is in and press the ✖ button.

3. Confirm that you wish to load the game and press the ✖ button to continue.

# JUMPING, CLIMBING AND HANGING

When every door Harry tries is locked and cupboards do not contain vital clues, sometimes the only way out of a situation is to climb…



✦ Harry can climb up and down ladders. Press the Action button (the ✖ button) to make him take hold of one.

Run towards an edge and Harry jumps….



…but walk towards a gap and he'll grab hold of the edge and hang there.



✦ To drop from a ledge, press the ✖ button.
✦ To climb up onto a ledge when hanging, press the left analog stick ⇑.

**Note: There are a number of other ways of exploring but you'll discover these as you play through the game. Watch the onscreen Action button (the ✖ button) as Harry steps up to walls, doors and other objects.**

# FLYING

- ✦ To steer your broomstick press the left analog stick.
- ✦ To accelerate press the ✖ button.

# BUMPS AND KNOCKS

Though tough, Harry is not invulnerable. When pelted with Stink Pellets or confronted by nasty creatures, he'll be knocked over and lose stamina.

⚡ The lightning bolts show Harry's stamina. If all Harry's stamina gets used up, Harry faints and is set back in his adventure.

**Tip: You can earn extra stamina by collecting Witches and Wizards Cards – one extra lightning bolt for every twenty cards collected.**

**Tip: To partly restore stamina, get Harry to eat a Chocolate Frog or a Cauldron Cake. If you have a Wiggenweld potion in your Inventory then Harry will drink it and fully replenish his stamina. Look for cauldrons to fill Harry's potion vial.**

# START OPTIONS

At the Main Menu highlight OPTIONS, then press the ✖ button.

| | |
|---|---|
| **EXTRAS** | Check here for game trailers. |
| **FLYING CONTROL** | Switch between **NORMAL** and REVERSE broomstick techniques (see *In Game Options* on p. 18 for details). |
| **CAMERA CONTROL** | Switch between **NORMAL** and REVERSE camera modes. |
| **VIBRATION** | Switch Vibration **ON**/OFF. |
| **SUBTITLES** | Switch on-screen text **ON**/OFF. |
| **MUSIC VOLUME** | Set the volume for background music. |
| **SOUND EFFECTS VOLUME** | Set the volume for sound effects. |
| **SPEECH VOLUME** | Set the volume for the in-game speech. |

**Note: Changes to settings can be saved by selecting SAVE GAME from the in game options.**

# OPTIONS

## IN GAME OPTIONS

✦ Press the **START** button to access the options.

| | |
|---|---|
| **CONTINUE** | Select to return to your adventure. |
| **SAVE GAME** | Select to save your progress in the current game (see *Saving a Game* on p. 20). |
| **FLYING CONTROL** | Switch between **NORMAL** and REVERSE broomstick techniques. (In NORMAL mode press the left analog stick ⇧ to fly down and press the left analog stick ⇩ to fly up. REVERSE is the opposite.) |
| **CAMERA CONTROL** | Switch between **NORMAL** and REVERSE camera modes. (In NORMAL mode press the right analog stick ⇨ to rotate the camera right and press the right analog stick ⇦ to rotate the camera left. REVERSE is the opposite.) |
| **VIBRATION** | Switch Vibration **ON**/OFF. |
| **SUBTITLES** | Switch on-screen text **ON**/OFF. |
| **SOUND EFFECTS VOLUME** | Set the volume for sound effects. |
| **MUSIC VOLUME** | Set the volume for background music. |
| **SPEECH VOLUME** | Set the volume for voices. |
| **QUIT TO MAIN MENU** | Return to the Main Menu to begin a NEW GAME or CONTINUE a previously saved game. |

**Note: Changes to settings can be saved by selecting SAVE GAME from the in game options.**

# CASTING SPELLS



Hold the **R1** button to mark the target with the sparkling indicator

At first, you can only cast very basic spells at Ollivanders Wand Shop. After reading Miranda Goshawk's famous *The Standard Book of Spells*, you can learn how to cast the perfect spell.

**Note: Before you can cast any spell, you need to assign it to your controller buttons. See *Inventory* on p. 15 for information on how to assign spells.**

## TO AIM A SPELL

**1.** Face in the direction of the desired target then press and hold the **R1** button. If you can aim at the target, a sparkling indicator appears around it.

**Tip: You don't always need to press the R1 button, but you always need to face the target.**

**2.** As soon as you've aimed, press the chosen spell button and Harry casts the spell.

✦ Press the ✖ button to try to dodge any projectiles or spells.

**Note: Keep the R1 button held down until the spell is cast or you may miss the target!**

## TARGETING MULTIPLE OBJECTS

If Harry encounters multiple opponents, you can target each of them in turn as long as they are in front of Harry. Press the **R1** button repeatedly to cycle through the potential targets.

**Tip: Try spells on everyday objects. A well-aimed Flipendo or Incendio could reap valuable rewards!**

## ADVANCED SPELL CASTING

As Harry progresses through his classes, he'll come across many challenges, which could help him learn new spells. Each additional spell can open up gateways to new realms and adventures.

### How To Cast A Perfect Powered-Up Spell:

**1.** First, make sure Harry has a copy of *The Standard Book of Spells* in his Inventory. Without it, Harry cannot cast a fully-charged spell.

**2.** Press and *hold* down the spell button (the ● button, ◉ button or △ button).

**3.** Allow the spell power to build up and then release it to cast the spell.

If you release the spell button at the right time Harry performs a 'Perfect Cast' – the most powerful version of that spell.

Observant wizards-in-training keep one eye on the color of a powering spell to maximize their chances of casting perfectly. Be careful not to hold the spell button down too long as the spell may backfire on Harry.

## SPELL HINTS:

✦ Look for the spell symbols on objects around Hogwarts and try the corresponding spells when you can.

✦ If a spell doesn't seem to work as well as it should, try increasing the power of the cast.

## SUCCEEDING IN THE SPELL CHALLENGES

In each Spell Challenge there are a number of Challenge Shields to find. Finding all of these Shields will help you achieve the highest possible grades. View the School Record in the Remembrall to check Harry's progress.

**Tip: Some Challenge Shields may be hidden behind certain magical barriers or beasts – Harry can go back and improve his grades once the required spells have been learned. Remember, Slytherin may win the House Cup if Harry doesn't do well.**

### Potion Vials

Use potion vials as containers for your potions. Attend Potions class and mix potions to earn these vials.

**Tip: Cauldrons can often be found in secret areas around Hogwarts – use them to refill your potion vial.**

### Bean Pouch

An essential bag that allows Harry to carry more of the wizard sweet, Bertie Bott's Every Flavor Beans.

### Stink Pellets

Harry can throw these diminutive items, much beloved by Fred and George Weasley, to create a cloud of stinking green smoke that can distract and confuse.

### Dungbombs

As their name suggests, these are very unpleasant 'novelty' items that can be used to create a distraction. When they explode, they emit a most distasteful odor and thick smoke.

**Tip: Some creatures you come across may actually like the smell of Dungbombs.**

### Nimbus Two Thousand

A superior racing broom you can equip to fly in permitted areas of Hogwarts' grounds.

## DAY AND NIGHT AT HOGWARTS: THE PASSAGE OF TIME

Days are taken up with lessons; this is your chance to learn new spells. At night though, you can explore with Hermione and Ron, trade cards and shop at Fred and George's. You could even take on extra tasks, such as those that are on the notice board (see *The Gryffindor Notice Board* p. 13).

Be warned that after nightfall strange things can occur. Remember, the school corridors are out of bounds after dark, so watch out for Prefects and other, scarier dangers. Remember too that Harry needs his sleep. So make sure he gets his head down each night. The Remembrall flashes up onscreen when it's time for Harry to end the day.

# ITEMS

## Chocolate Frogs

These delicious but jumpy confections are so good that they impart incredible stamina-boosting properties to the lucky person who eats them.

**Note: Chocolate Frogs are not stored in the Inventory – they must be consumed.**

✦ **To eat a Chocolate Frog**, walk Harry over it.

## Bertie Bott's Every Flavor Beans

These delightful wizard treats come in almost every flavor imaginable, including more than a few flavors you might not have dreamt possible!

**Tip: Take beans to Fred and George's shop at Hogwarts to trade for other interesting and useful items.**

## Pumpkin Pasties

Pumpkin Pasties are a traditional and popular wizard snack that'll give Harry a helpful boost of energy to a flagging stamina bar.

## Cauldron Cakes

Students at Hogwarts enjoy these by the stack! Harry's stamina bar gets a welcome boost if he picks up one of these renowned delicacies.

## Eeylops Premium Owl Treats

They're "the best thing for a happy, healthy owl." Feed these tasty morsels to Hedwig to encourage her to do things for Harry.

**Note: Owl Treats appear in the Quests section of Harry's Remembrall and are equipped automatically when Hedwig is hungry.**

# USING HARRY'S REMEMBRALL

Press the **SELECT** button to open and close Harry's Remembrall.

Help on your adventure comes in the guise of the Remembrall. Open this magical object for a reminder of crucial information and to view and use the items Harry collects.

✦ To discover the secret of the Forbidden Corridor, familiarize yourself with the Remembrall's features and check back frequently!

## REMEMBRALL CONTROLS

| ACTION | CONTROL |
|---|---|
| Move among the sections of the Remembrall | L2/R2 buttons |
| Highlight item | D-button |
| Select highlighted option/ complete action/close book | ✖ button |
| Assign the highlighted spell or item | ▣ button, ⬤ button and ▲ button |
| Open/Close Remembrall | **SELECT** button |

# TASKS

In order to progress through the game, Harry must complete certain tasks. Check this list regularly, day and night, to keep your adventure on track. As you complete each task, it is added to *Completed Tasks & Hints*. Check this to keep track of your progress.

## NEW TASKS

Every time a new task is added to the Tasks, the Remembrall flashes in the bottom left of the screen. Take a moment to press the **SELECT** button and look at the Tasks.

# THE GRYFFINDOR NOTICE BOARD

In the Gryffindor common room there's a notice board with tasks that Harry can choose to take on. These are optional but you might gain extra Witches and Wizards Cards along the way, which could help Harry win the House Cup!

# QUESTS

The Quests section of Harry's Remembrall shows all the items that Harry has found. Look here to check on your Witches and Wizards Card collection, to view information on spells, see what items Harry's collected, and for the current Gryffindor House Points total.

## FOLIO MAGI

Young wizards-in-training like to collect Famous Witches and Wizards Cards. These cards depict the most eminent or notable mages throughout history in vivid detail. You can find the cards, singly or even in packs, around Hogwarts. Or you can buy packs from Fred and George. The Folio Magi is where they are stored.

### Trading Witches and Wizards Cards

Approach students in corridors and other communal areas to engage in one of Hogwarts students' favorite pastimes after Quidditch – Witches and Wizards Card trading. This is the way to exchange your duplicates and complete the pages in your Folio Magi.

✦ If you have the cards they're after, you might find some real rarities and complete Harry's collection! But remember that not everyone will want to trade.

## FOLIO BRUTI VOLUME 1

The Folio Bruti Volume 1 contains all the information a young wizard-in-training needs regarding all the magical creatures Harry has encountered. Check back for any insights or clues on how to defeat them.

## COMPLETED TASKS & HINTS

Completed Tasks & Hints contains all sorts of useful hints to help in Harry's adventures. Look here too for a list of his completed tasks so far.

## SCHOOL RECORDS

Look here for a record of how Harry has done in his Challenges.

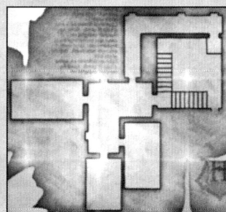## THE STANDARD BOOK OF SPELLS (GRADE 1)

Harry needs this book in his Inventory to cast a perfect spell.

## SPELL BOOK

Check here for a description of the spells Harry has learnt so far.

## MAPS

Consult the Maps section in Harry's Remembrall if you lose your bearings – the 'Harry' icon shows where Harry is in the current level. You can only consult a map of the area Harry is currently in.

**Disclaimer: It should be noted that though our mapmakers are skilled in their craft, even they may not be aware of the many secret rooms scattered throughout the magical world.**

## INVENTORY

The Inventory is where items and spells Harry has found and learned are stored. Go to the Inventory to assign items and spells to the ⬢ button, ⬤ button or ▲ button on your controller.

**Tip: If Harry is running low on items, remember that Fred and George's shop is a great first stop for many items, from the useful to the downright essential.**

## TO EQUIP A SPELL OR ITEM

1. Use the D-button to highlight the spell or item you want to equip, then press the ⬢ button, ⬤ button or ▲ button (NOT the ✗ button).
2. When you return to the game, the item or spell is assigned to the button so you can see its symbol on the onscreen controller.
3. Press the relevant button to make Harry cast the spell or use the item.

**Tip: Any spell or item no longer needed is returned to the Inventory. Since you can only assign up to three spells or items, try to allocate only regularly used ones to the buttons.**