



NTSC U/C

PlayStation®



Harry Potter

AND THE
SORCERER'S
STONE™



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.

Health Warning

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.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.



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.

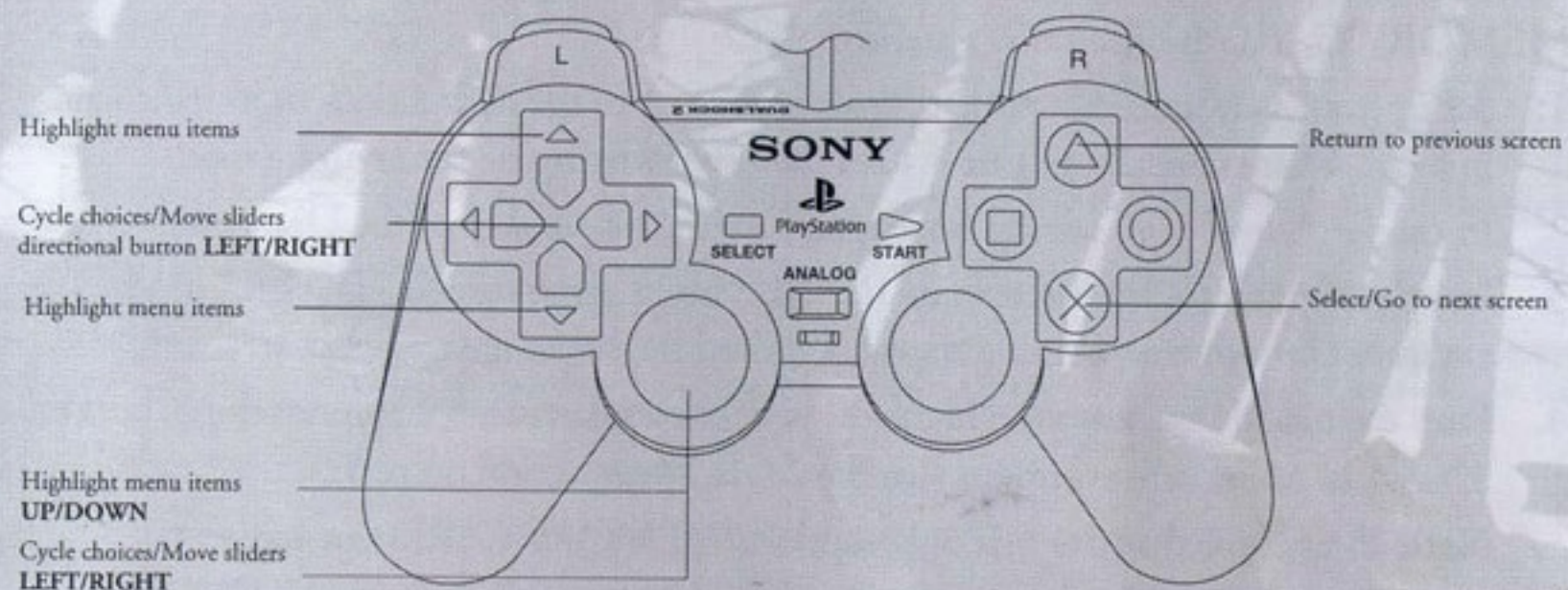
1. Set up your PlayStation® game console according to the instructions in its instruction manual. **Make sure the power is OFF before inserting or removing a disc.**
2. Insert the *Harry Potter and the Philosopher's Stone*™ disc and close the Disc cover.
3. Insert game controllers and turn on the PlayStation 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 X 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	House Points	8
Menu Controls	2	Quidditch	9
Basic Gameplay Controls	3	Items and Obstacles	11
Introduction	4	Status Screen	12
Setting Up the Game	5	Options Screen	12
Main Menu	5	Saving and Loading	13
Starting a Game	6	Character Descriptions	14
Game Screen	7	Credits	16
Famous Witches and Wizards Cards	8		

MENU CONTROLS



BASIC GAMEPLAY CONTROLS

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

ACTION

Move Harry

Flipendo Knockback jinx

CONTROL

directional button or left stick

X button (Hold down X 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.

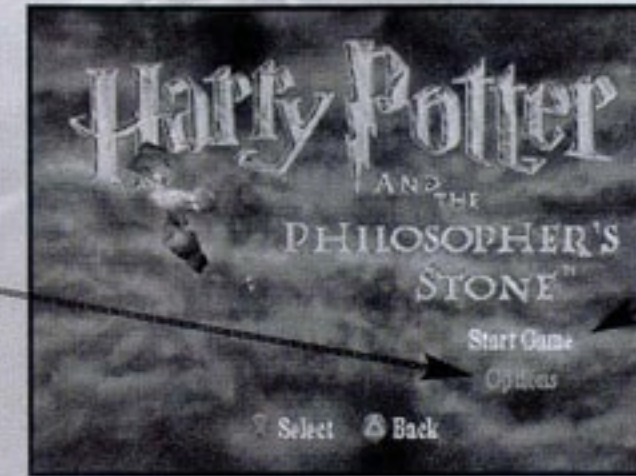
But fear not, with allies such as the lovable Hagrid, the clever Hermione, and the wise headmaster Albus Dumbledore™ on hand, you'll be ready to take on 'You Know Who' before you can say – *Wingardium Leviosa!*

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

ΜΑΙΝ ΜΕΝΥ



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 **X** 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.

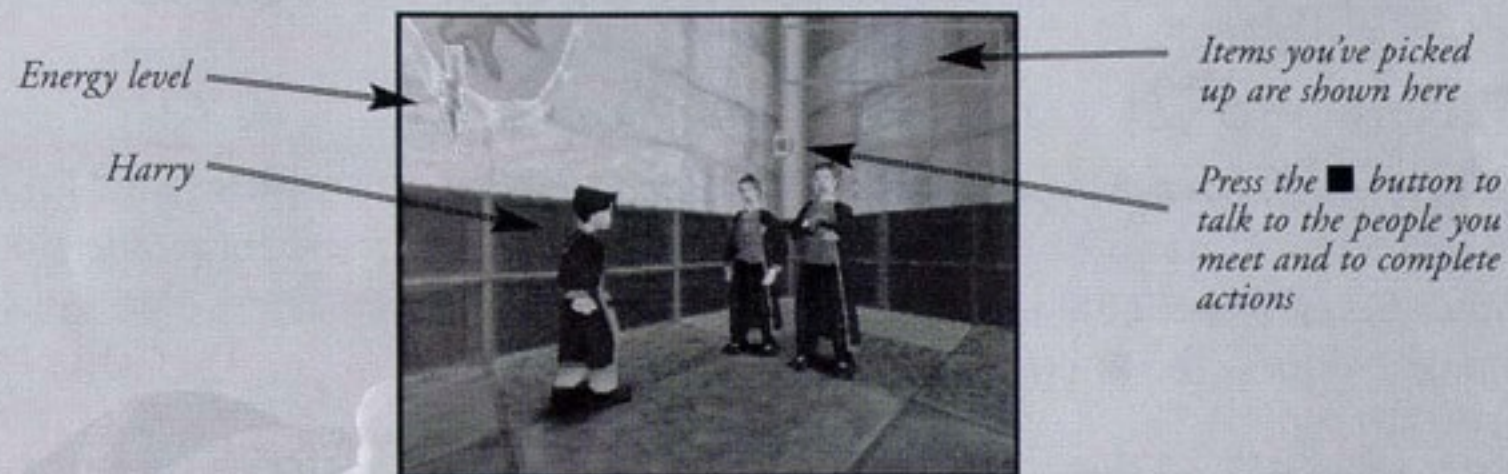
- The first time you play, a *Harry Potter and the Philosopher's Stone* save game block is created on your **MEMORY CARD**. If your **MEMORY CARD** is new, it will need to be formatted. Follow the on-screen instructions to do this.

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.

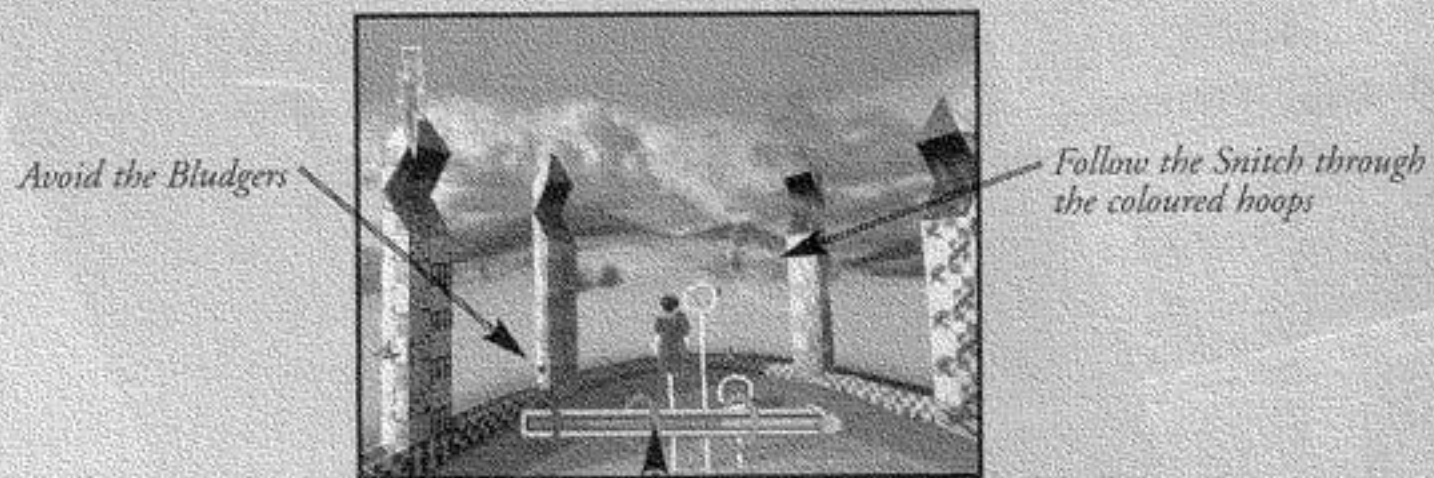
Note: Before you can ride your broomstick, you must complete the Broomstick Tutorial.

BROOMSTICK CONTROLS

X 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).

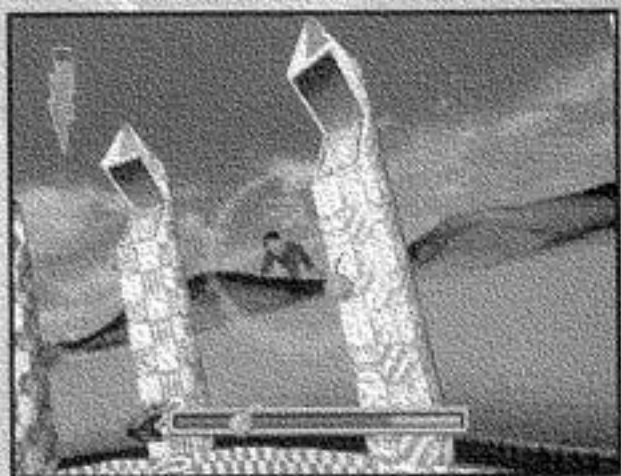
AIM OF THE GAME



Blue bar before opposing Seeker appears. Red bar while duelling with opposing Seeker. Gold bar in the final chase down

- 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 X 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.

CREDITS

WARNER BROS. INTERACTIVE ENTERTAINMENT

Production Team: Brett Skogen, Louise McTighe, **Marketing:** Jim Molinaro, Susan Montague, Jason Ades

WBIE Special Thanks: Michael Harkavy, Philippe Erwin, Scott Johnson, Heidi Behrendt, Sandy Yi, Catherine Trillo, Lisa St. Amand, Julie McNally Cahill, Lisa Singer, Jim Molinaro, Susan Montague

ARGONAUT GAMES

Production Team: Jamie Walker, Seb Canniff, Peter Jones, **Programming Team:** Ben Wyatt, Aaron Fothergill, Dan Laufer, Harris Bernardez, Richard Bush, Tom Kermode, **Design Team:** Stephen Jarrett, Anna Larke, Ed Persey, Jake Fearnside, Lorne Campbell, Matt Ekins, **Art Team:** Wayne Billingham, Gary Bendelow, Frances Castle, Neil Crosbourne, Peter Dobbin, Mick Hanrahan, Adam Hill, Vanessa Pouillard, Shelley Johnson, James Norman, **Audio Team:** Justin Scharvona, Richard Griffiths, Jason Bringans, Karin Griffin, Chris Sweetman, **QA Team:** Richard Pareja, Ian Ball, Dom Andoh Jnr, Simon Belton, Jason Kanzen, Germaine 'King' Mendes, **Special thanks:** Tanguy Dewavrin, Mark Jagger, Oliver Neary, Jani Peltonen, Herman Serrano

ELECTRONIC ARTS

Production Team: Mike Cooper, Wayne Frost, Jeff Gamon, Chris Gray, Simon Harris, Danny Isaac, Duncan Kershaw, Owen O'Brien, Rob O'Farrell, Colin Robinson, **Art Team:** Ross Dearsley, Lennie Graves, Rachel Huntington, John Miles, Adrian Crofts, **Additional Artwork:** Neil Bushnell, Selina De Sanatos, **Script and Dialogue Editing:** Guy Miller, Simon Phipps, **Audio Team:** Adele Kellett, Nick Laviers, Bill Lusty, Dominic Smart, **Music Composed and Performed by:** Jeremy Soule, **QA Department:** Abraham Audu, Matt Bennett, Ben Barker, Richard Diaz, Ross Douglas, Bruce Glazier, Andy Hall, Glenn Harris, Richard Hylands, Piers Langridge, Giro Maioriello, Lee Mandeville, James Melling, Andy Miller, Dan Mist, Joe Nunn, Matthew Patch, Blake Robinson, Pete Samuels, Jon Trumper, Darren Tuckey, Richard Wilderspin, Stu Williams, James Willis, Andy Bussell, **QA Technical:** Wayne Boyce, Joe Grant, Donna Hicks, Marcus Purvis, **European Studio Marketing:** Murray Pannell, Roy Meredith, Sara Hobson, **Localisation Project Managers:** Carole Celle, David Lapp (Europe), Fuzuki Ninomiya and Tomomi Arakawa (Japan), **Documentation:** James Lenoël, **European Production Manager:** Martina Gadringer, **Account Executive:** Candice Westman, **Production Planner:** Daniel Monahan, **Pack Design:** Vyn Arnold, **Documentation Layout and Co-ordination:** Joanna Taylor, **Web Localisation Co-ordination:** Petrina Wallace, Ai-Lich Nguyen, **Voice Talent:** Gregg Chillin, David Coker, Allan Corduner, Chris Crosby, Gary Fairhall, Eve Karpf, David de Keyser, Jonathan Kydd, Victoria Robinson, Joe Sowerbutts, Harry Robinson, Emily Robinson, **Public Relations:** Anna Marie Stein (Worldwide), **Materials Co-ordination:** Piers Dodd, **Studio Ops:** Anne Miller, Phil Jones, **European CQC:** David Fielding, Andrew Chung, Fabio Mastrangioli, Ben Jackson, Paul Richards

Special Thanks: Diane Nelson, Jason Lord, Bruce McMillian, Chuck Clanton, David Byrne, John Lawrence, Lisa Stokes, Lisa Watt, David Heyman, Christopher Little, Danny Bilson, Paul DeMeo, Paul Marsden, Simone Weiss at Sony DADC, J.K. Rowling.

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS TO THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LTD, CUSTOMER SERVICES, PO BOX 181, CHERTSEY, KT16 0YL, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES. THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd.

If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on uk-warranty@ea.com Please note that this is only for warranty and NOT technical queries.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, UK.

If you have any queries about this product, Electronic Arts Customer Service department can help.

Customer Services have manned lines open from 9am-6pm Monday to Thursday and 9am-4:30pm Friday, and can be reached on the following number:

0870 2432435

Note: This is a National call rate line charged at 6p per minute at peak times and 2.6p per minute off peak. (These charges are correct at the time of publication) In order to improve our customer service, we will log your details into a secure database. When you are connected to a representative, you will be asked for several details, including your surname and date of birth. This information will not be shared with any external companies, or used for marketing purposes without your consent.

KEEP UP WITH THE LATEST EA NEWS!

If you want to keep up-to-date with all the news, reviews or gossip directly from Electronic Arts then why not register and get the official **EA-zine** delivered directly to your inbox. It is a quick and simple process and will keep you in the "know" as to what is new and hot from the EA Studios. Simply go to:

<http://register.ea-europe.com/>

And while you're on-line, check out the UK web site at <http://www.uk.ea.com> for more in-depth news and reviews on our games. Here you will also find Technical Support, Downloads and details of what can be found on our **Official EA Hints & Tips** line.

So why not log on and see us today!

24-HOUR HINTLINE - GAMEPLAY HINTS AND TIPS

Stuck? It happens to the best of us. Then call our **Official** hintline for hints, tips and cheats. If you want to make sure your game is included on the hintline before you call, feel free to check out our web site at <http://www.uk.ea.com> or call Customer Services – we'll be happy to give you a list of all games included on the hintline. However, please remember that Customer Services cannot give out hints or cheats directly.

The Electronic Arts Hintline number is:

09067 53 22 53

Or, for Republic of Ireland residents:

1560 923 580

Note: This is a premium charge line (calls cost 75p per minute). Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.



Software and Documentation © 2001 Electronic Arts Inc. All rights reserved.

Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. Certain technology © 2001 Argonaut Software Ltd. All other trademarks are the property of their respective owners.

HARRY POTTER, characters, names and related indicia are trademarks of and © Warner Bros.
(s01)

DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

PlayStation and the PlayStation logos are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

Customer Service Numbers

Games Hotlines

• Australia	1902 262 662	1902 26 600**
<small>**Sexus calls are charged at \$1.65 per min inc. GST 7 days a week 10am - 8pm. Calls from public or mobile phones are higher. If you are under 18 years of age parental consent is required.</small>		
• Belgique/België/Belgien	011/301 306	Please contact your local distributor
• Danmark	+45 33 26 68 20	80 88 07 89
• Deutschland	01805 / 766 977	0190 - 787906**
<small>**2,42 DM/Min., Kinder und Jugendliche unter 18 Jahren dürfen nur mit Erlaubnis ihrer Eltern anrufen.</small>		
• España	(91) 754 55 40	
• France	0803 843 843	08 36 68 55 15**
<small>** (0,21FF la minute)</small>		
• Greece	(00 301) 6777701	Please contact your local distributor
• Ireland	(01) 4054022	1 560 923 580**
<small>**Calls are charged at 75p per minute. Please ask the permission of whoever pays the bill before you call.</small>		
• Italia	147 828384	Please contact your local distributor
• Nederland	0495 574 817	00800 940 55555
• New Zealand	(09) 415 2447	0900 58885*
<small>* Gameviz calls are charged at \$1.99 per min inc GST 7 days a week 9am - 8pm. Calls from mobile or public phones are higher. If you are under 18 years of age parental consent is required.</small>		
• Norge	2336 6600	800 13 897
• Österreich	0450 199 000 500*	0049 2408 940 555
<small>* Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.</small>		
• Portugal	(01) 318 7450	Please contact your local distributor
• Schweiz/Suisse	0900 55 20 55	0900 - 55 40 20**
<small>** Spf 2,00Min. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen</small>		
• South Africa		+27 11 516 8300
• Suomi	0600 411911*	Please contact your local distributor
<small>* 4,70 keskihintä + ppm avoinna aik 17-21*</small>		
• Sverige	08-587 610 00	Please contact your local distributor
• UK	08705 99 88 77	09067 53 22 53*
<small>*Calls are charged at 75p per minute. Please ask the permission of whoever pays the bill before you call.</small>		

Please call these Customer Service Numbers only for PlayStation Hardware Support.