
Harry Potter
AND THE SORCERER'S STONE™
TEEN
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CONTENT RATED BY ESRB
Mac
EA GAMES™
ASPYR™
Authorized Electronic Arts™ Distributor
TM

Basic Gameplay Controls

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

MENU CONTROLS

Highlight menu items	Move the mouse over the item
Cycle choices/Move sliders	Click and hold mouse button then drag slider or click mouse button on slider bar
Select/Go to next screen	Click mouse button on option or Next Page
Return to previous screen	Highlight back arrow and click mouse button

BASIC GAMEPLAY CONTROLS

ACTION	CONTROL
Move/Rotate view	Arrow keys
Jump	CTRL or mouse button
Use Wand	Click the mouse button, move the mouse to highlight a target, release the mouse button to cast
Action/Talk To	Walk up to the person/object using the arrow keys
Look Around	Move the mouse
Pause Game/View Pause Menu	ESC

✦ When engaged in a duel with some adversaries, the rotate view controls allow Harry to strafe left and right instead.

NOTE: In addition to these basic moves, Harry Potter and the Sorcerer's Stone™ **includes many other enhanced control features that can help change the outcome of any game. For more information about additional gameplay controls,** ➤ Broomstick Practice and Quidditch™ **on p. 9.**

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Introduction

Welcome to *Hogwarts School of Witchcraft and Wizardry*, where a world of magic and adventure awaits you. In the role of Harry Potter™, casting spells and exploring this magical new realm, you'll see right away that this is a far cry from the humdrum existence to which you've become accustomed.

With friends to be made and an enormous, magical world to be explored, you'll need all your wits about you if you're to succeed at Hogwarts. Be sure to keep your eyes open for all manner of useful items, including a large collection of Famous Witches and Wizards cards. Collect items and learn your spells and you'll soon be on your way toward completing your challenging quest.

There will be help on hand from the likes of Hagrid, Hermione, and Dumbledore. And you're going to need it if you're to triumph over all sorts of adversaries, from Draco Malfoy™ and his henchmen Crabbe and Goyle to unimaginable magical creatures bent on stopping you at all cost. Get by them all and perhaps you'll be ready to take on 'You-Know-Who'!

FOR MORE INFORMATION about the Warner Bros. film, *Harry Potter and the Sorcerer's Stone*, go to **www.harrypotter.com**.

Installing the Game

Insert the **Harry Potter and the Sorcerer's Stone** CD into your CD-ROM drive. Double-click the icon on your desktop and double-click the **"Harry Potter Installer."** Read the Installation Notes.

After the installation process, a new folder named **"Harry Potter"** will be created on the drive you selected in the installer. Please be sure to check out the file called "Read Me" for the latest news on the game.

Setting Up the Game

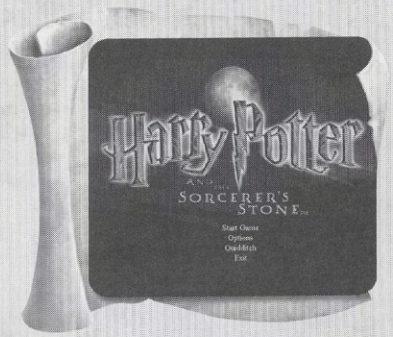
Place the game CD in your Mac's primary CD/DVD drive and follow the on-screen installation instructions.

Starting a Game

To Start a New Adventure:

1. Play Harry Potter and the Sorcerer's Stone by double-clicking the "HarryPotter" application on your hard drive.

Main Menu



START GAME: Begin your adventure, continue a saved adventure or replace a saved adventure and start a new game

OPTIONS: Adjust gameplay options.

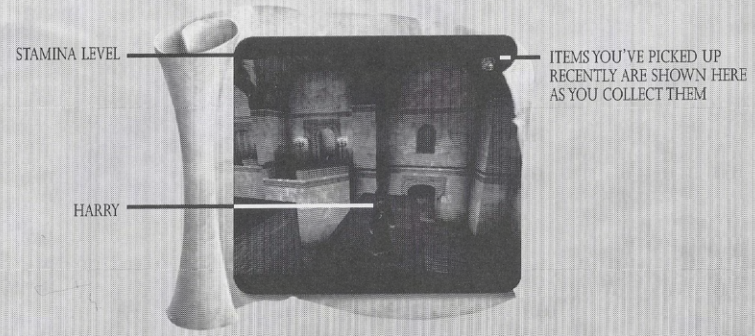
QUIDDITCH: Broomstick Practice and Quidditch matches whenever you want! For more information, including Broomstick controls.

- ✦ Bonus Quidditch League and Broomstick Practice become available only after you have unlocked these features in the full game.

EXIT: Exit *Harry Potter and the Sorcerer's Stone* and return to your desktop.

Game Screen

After meeting Albus Dumbledore™ in the entrance hall, waste no time in setting off to explore Hogwarts' darkest recesses.



- ✦ To start a conversation, walk up to the people you encounter.
- ■ Certain onscreen icons only appear when needed.

TIP: Press the ESC button to pause the game and view the details of your Report Card.

STAMINA INDICATOR



If the lightning bolt stamina indicator reaches the bottom, you faint and you must begin again from the last save point in the game.

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

Essential Information for New Students

The information in this section provides a sampling of the sort of things you'll encounter as you get to know your 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 FLAVOR 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.

■ If you collect enough beans, you'll be able to trade them with other students.

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 house 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 gives you a boost.

OBSTACLES

To explore Hogwarts properly, you 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 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 faint and must restart from the last save point.

■ If the AUTO JUMP option is activated from the Options menu, it eliminates



the need to press CTRL 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 climb up or over.

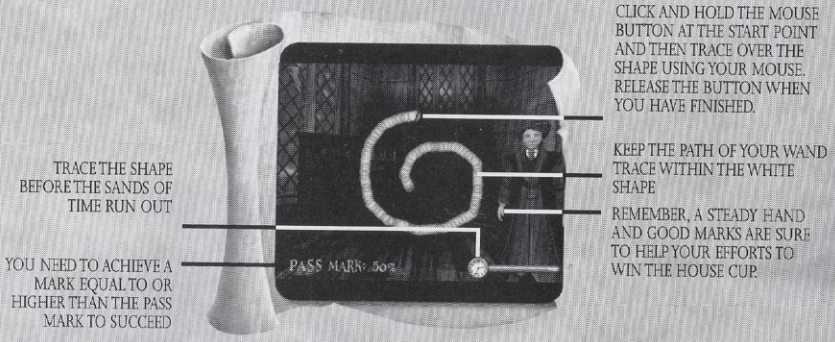
■ Only certain obstacles can be climbed or jumped.

Learning and Casting Spells

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

LEARNING A SPELL

✦ To learn a spell, you must trace the same shape as your teacher within a time limit. If you successfully cast a spell with a high level of accuracy, you win more house points.



■ You may find that it is easier to trace the spell if you adjust your Mouse Speed in the Options screen .

CASTING

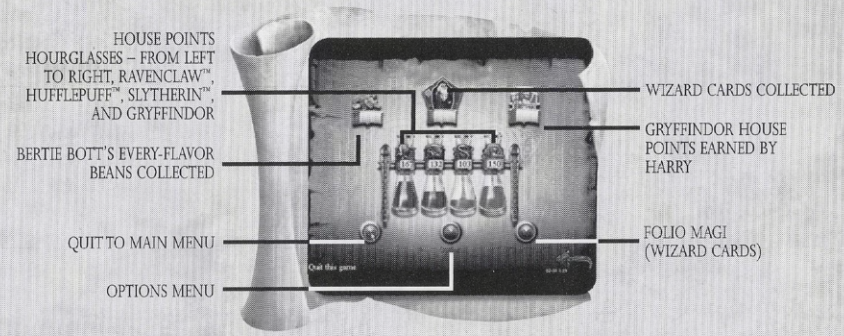
Follow these three easy steps after you've learned a spell.

1. Click and hold the mouse button 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. 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 Cup competition, view your Folio Magi, change options or just take a break, press ESC during gameplay and your Report Card appears.

■ The game is paused while the Report Card menu is open.



HOUSE POINTS



As a member of Gryffindor House, you can earn House Points in lessons and throughout your adventure. Collect enough house points and Gryffindor can win the House Cup.

FAMOUS WITCHES AND WIZARDS CARDS



Famous Witches and Wizards cards are collectibles that can be found throughout your adventure. Collect a fine set 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. Then click the Folio Magi (Wizard Cards) button. The Folio Magi appears. Click the arrows at the bottom of the page to view more of your collection.

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

Broomstick Practice and Quidditch



Quidditch is an exciting sport and it also teaches players invaluable broom-handling skills that may be handy away from the pitch.

■ After completing Broomstick Practice the first time, you can practice again by accessing BROOMSTICK PRACTICE from the Main menu.

■ After you complete your first Quidditch match, you can take part in a Quidditch league from the Main menu by selecting QUIDDITCH LEAGUE. This pits you against increasingly harder teams as you progress through the competition.

Broomstick Controls

Speed up	A
Slow down	Z
Steer	Arrow keys/Mouse

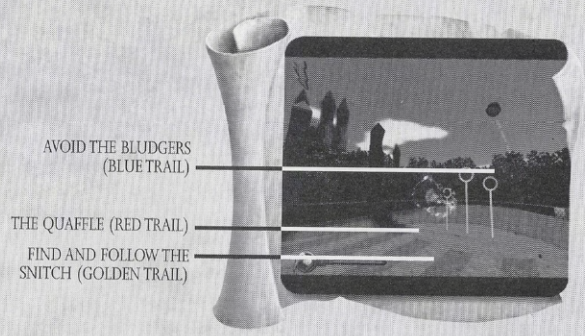
■ You may find broomstick flying easier if you invert the controls for the Broomstick in the Options menu. You can reach the Options menu from the Main menu or the Report Card menu. Check the box beside INVERT BROOM CONTROL to reverse the UP/DOWN arrow key commands while flying.

The Rules of Quidditch

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

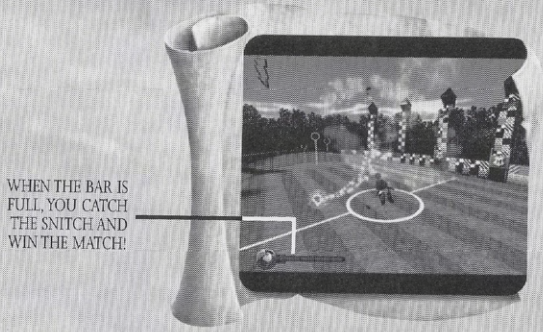
QUIDDITCH PLAY

Follow the Snitch and avoid the Bludgers



■ After you've spotted it, you must chase down the Golden Snitch, following its golden trail. You must try to stay with it until the bar is full. Then you can reach out and catch it.

■ When you're within arm's length of the Snitch, the Catch Bar begins to fill.



■ Remember to avoid the Bludgers and the other players at all costs. If you collide with anything, your stamina suffers.

■ If you faint during the Quidditch league (Quidditch League from the Quidditch menu), your team forfeits the match and the opposing team wins. If you faint during Quidditch matches within the main game, you restart the level.

Options

Choose the options you want to adjust.

✦ To access the Options screen while playing, press ESC then highlight the OPTIONS button and click the mouse button.

✦ To access the Options screen from the Main menu, highlight the OPTIONS button and click the mouse button.

VIDEO

RESOLUTION Choose a screen resolution from a number of presets.

■ The game automatically sets default options based upon the graphics card and drivers in your MAC.

COLOR DEPTH	Choose between 16-bit and 32-bit color.
TEXTURE DETAIL	Choose between HIGH, MEDIUM, and LOW.
OBJECT DETAIL	Choose between VERY HIGH, HIGH, MEDIUM, LOW, and VERY LOW.
BRIGHTNESS	Click the mouse button on the bar to adjust screen brightness.

■ Depending on your MAC's technical specifications, you may find that the game's performance suffers if you set the detail options too high. Your MAC automatically attempts to choose the optimum specification upon installation. However, adjusting the settings above may improve the game's performance.

AUDIO

MUSIC VOLUME	Click the mouse button on the bar to adjust the music level.
SOUND VOLUME	Click the mouse button on the bar to adjust the volume level of the sound effects.

CONTROLS/FLYING CONTROLS

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

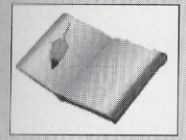
■ The computer remembers up to two key bindings for each action so bind the same key again if you want to set a control to just that key only.

MOUSE SPEED	The further you click and drag the slider to the right, the more sensitive the mouse is to your input.
INVERT BROOM CONTROL	When CHECKED, this reverses the UP/DOWN controls depending upon your preference.
AUTO JUMP	When CHECKED, you automatically jump when encountering a gap.

Saving and Loading

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

To Save an Adventure:



TO SAVE AN ADVENTURE, YOU MUST FIND A SAVE POINT IN HOGWARTS – LOOK FOR A WEIGHTY MAGICAL BOOK. WALK UP TO THE BOOK, AND THE GAME SAVES.

To Start a Saved Adventure:

1. The next time you load **Harry Potter and The Sorcerer's Stone**, highlight **START GAME** and click the mouse button. The Game Select screen appears.
2. Click on the game slot of your choice (each slot with a saved game states Load Game). Highlight **LOAD GAME** and click the mouse button.
3. Load Game appears at the bottom of the screen. Highlight **LOAD GAME** and click the mouse button.
4. The game loads and you continue from the last point at which you saved.

Replacing a Saved Adventure:

1. The next time you start the game, highlight **START GAME** and click the mouse button. The Game Select screen appears.
2. Highlight **LOAD GAME** for the game you want to delete and click the mouse button. Now, click on **REPLACE GAME** and a new game begins.
3. Highlight **REPLACE GAME** and click the mouse button. A new game begins.

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Aspyr Credits

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Extra special thanks to Interactive Ensemble, Suellen Adams, all of the Mac Beta testers, Warner Bros. and Electronic Arts.

Technical Support

Internet

http://www.aspyr.com/support

Our support section of the web has the most up-to-date information available, including patches that can be downloaded free-of-charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date. One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our web site's Support Page.

E-Mail

support@aspyr.com

You can also email our Technical Support representatives directly at the email address provided above. Please ensure that you include all of the bulleted information asked above for the computer you are running the program from. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

Phone

(512) 708.8100
(512) 708.9595 fax

Contact a Technical Support Representative at the number provided above, between the hours of 9:00am and 6:00pm (Central Standard Time), Monday through Friday, except holidays. When calling, please make sure you are in front of your computer with the power on and all the bulleted information asked above.

Snail Mail

Aspyr
Technical Support
PO Box 5861
Austin, Texas 78763

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Notes

Notes



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