

Nintendo

GAME BOY COLOR

CGB-BHVE-USA

Harry Potter

AND THE
SORCERER'S
STONE™



INSTRUCTION BOOKLET



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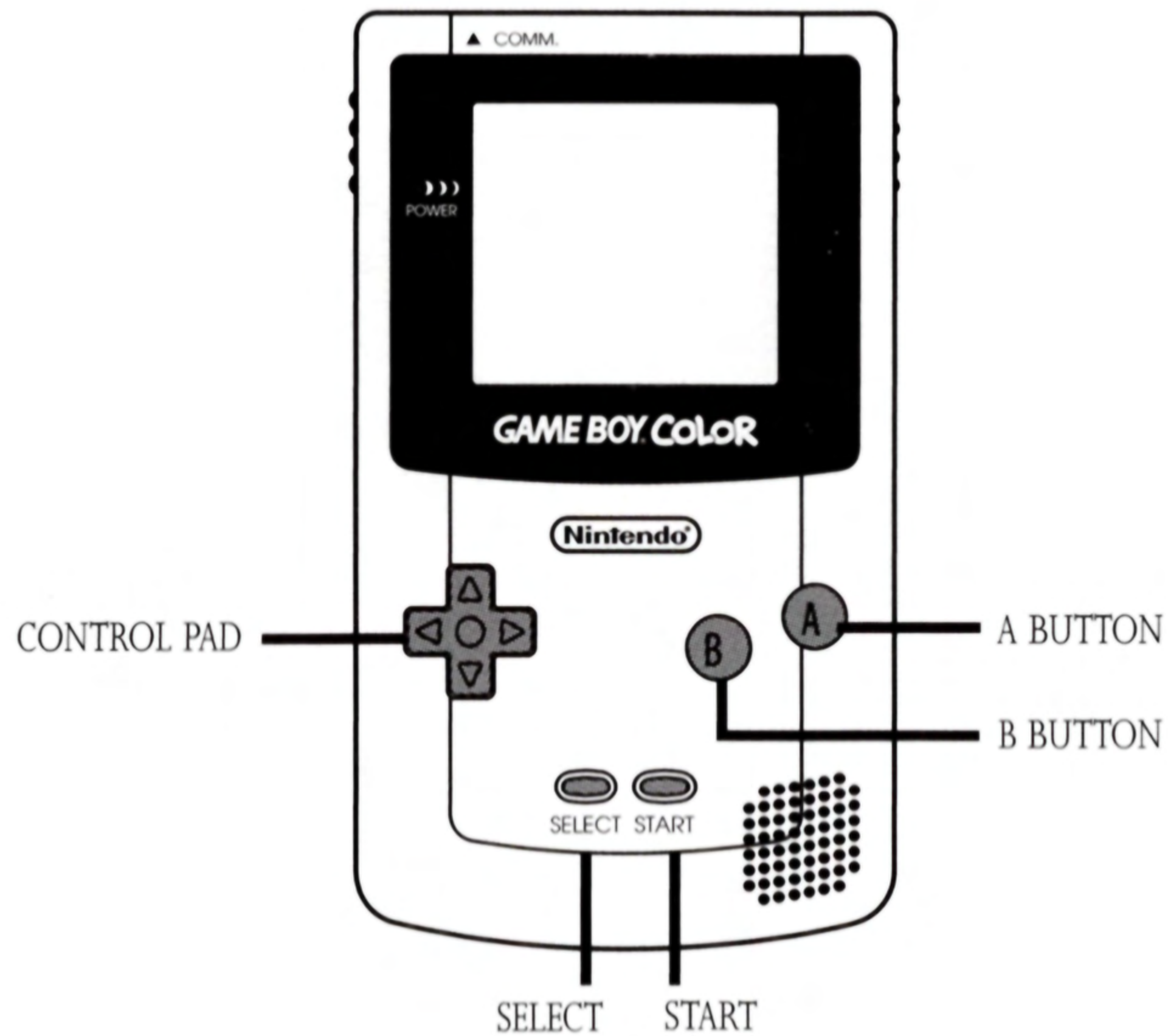
Starting the Game

1. Turn OFF the **POWER** switch on your Nintendo® Game Boy™ Color. Never insert or remove a Game Pak when the power is ON.
2. Insert the Harry Potter and the Sorcerer's Stone™ Game Pak into the slot on the Game Boy® Color. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo logo and legal screens appear.
4. Press **START** or the **A** Button to advance to the Title screen.
5. Press **START** to advance to the Main menu screen where you can begin the game (see p. 6).

NOTE: From the Main menu, select the Language Select option to choose the language you want for your game. For American English, select ENGLISH US from the Language Select screen.

NOTE: This Game Pak only works with the Game Boy® Color and Game Boy® Advance Video Game Systems.

Complete Game Controls



Complete Game Controls (continued)

Menu Options

ACTION	CONTROL
Highlight Option	Control Pad
Select Option	A Button
Previous Screen/Cancel	B Button

Game Controls

ACTION	CONTROL
Move	Control Pad
Action button	A Button
Display description of Harry's location	SELECT
Hide description of where you are / Un-pause game	B Button
Pause / In-game Menu screen	START

Welcome, Young Wizard!

Welcome to Hogwarts™ School of Witchcraft and Wizardry. As the gifted young wizard-in-training, Harry Potter™, you are about to take your first steps into this magical world—a place far away from the humdrum existence of unsuspecting nonmagic folk everywhere.

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. Use them correctly and their magical powers may prove to be the difference in successfully accomplishing your quest.

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

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

And for more info about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

Getting Started

Your adventure begins at the Main menu. Start a new game, load a game in progress, select/change a language or access the bonus games.

◆ To get to the Main menu, press **START** from the Title screen.

Main Menu Screen



- ◆ To start a new adventure, highlight NEW GAME, then press the **A** Button. The Select A File (New Game) screen appears.
- ◆ If you've saved previously, highlight LOAD GAME and press the **A** Button. The Select A File (Load Game) screen appears.

NOTE: Bonus games become available only after you have unlocked them in the full game.

NOTE: Default settings in this manual appear in bold type.

New Game Screen

You can start a new game or overwrite a saved game.

To Begin a Game:

1. Select NEW GAME from the Main menu screen and press the **A** Button.
 2. Now, highlight an UNUSED slot and press the **A** Button. The book opens and the game begins.
- ◆ To overwrite a game, highlight the game and press the **A** Button. Select 'YES' and press the **A** Button.
 - ◆ To move between slots, press the Control Pad UP/DOWN.

NOTE: Remember that you must save your progress before you switch off your Game Boy Color console. See **Saving an Adventure** on p. 23

Harry's World

Exploring a new world can be overwhelming, but read the following instructions carefully and you'll be casting spells, collecting Famous Witches and Wizard cards, and using all manner of distinctly magical items in no time at all!

Deck Selection

Famous Witches and Wizards Cards

When you begin a new game you choose a deck of Famous Witches and Wizards cards. Each deck contains a selection of notable witches and wizards from throughout history. Of course, like everything in Harry's world, these cards aren't boring, like baseball cards. They're far more interesting and useful. By using combinations in your Folio Triplicus (see p. 18) with the correct cards, you'll be able to conjure up some fantastic card magic.

- The cards are scattered around Hogwarts, but may also be in the possession of other characters in the game.
- To collect ALL the cards, you'll have to use your Game Boy™ Color IR port or Game Link Cable to trade cards with your friends. For instructions on how to trade, see Wizard Card Collecting Club on p. 18.



Game Screen



Game Controls

CONTROL PAD

Press the Control Pad to move around.

ACTION BUTTON

Throughout your adventure, you may need or want to interact with the environment. To talk to people, open doors, search for items and more, press the **A** Button to perform the desired action. Press the **A** Button again when talking to people to close the dialogue window.

START

Press **START** to pause the game and to view the In-Game menu. See In-Game Menu on p. 14 for more on the options you can choose.

Your First Steps into the World of Wizardry

Your first stop is Ollivander's Wand shop, where Hagrid will greet you. A wand is the essential tool for every wizard—without a wand, you are powerless against any creatures you encounter in your adventure.

Magical Encounters



In the game world, you'll notice strange effects spiraling in the surrounding environment. Almost certainly this indicates that a magical encounter is close at hand. If you encounter a magical creature, you'll have to scare it off with a well-cast spell or two, otherwise they might hinder your progress.

SELECT TO CHOOSE A SPELL

SELECT TO CHOOSE THE ITEM YOU WANT TO USE. SEE ITEMS ON p. 16

SELECT THIS OPTION IF YOU CAN'T SCARE A CREATURE AWAY. SOMETIMES WHEN YOU SELECT IT, YOU CANNOT FLEE. IN SUCH CASES, YOU MUST STAY AND FINISH THE ENCOUNTER

Spell
Card
Item
Flee

SP: 37/40
MP: 10/20

HARRY

MAGICAL POINTS

SELECT TO CHOOSE A MAGICAL CARD COMBINATION FROM YOUR COLLECTION. SEE FAMOUS WITCHES AND WIZARDS CARDS ON p. 13

STAMINA POINTS
NOTE: NUMBERS THAT APPEAR ABOVE EACH CHARACTER'S HEAD INDICATES LOSS OF STAMINA

SPELLS

Your spells are your arsenal against the creatures trying to stop you from completing your quest. Early in your adventure, you'll only have two spells to choose from. In time, though, you'll learn many more.

To Cast a Spell:

1. Highlight SPELL and press the **A** Button to choose an available spell.
 2. Press UP/DOWN on the Control Pad to highlight a spell, then press the **A** Button. A cursor appears next to the target of the spell indicating that you're ready to cast the spell.
 3. Press the Control Pad to point the cursor at the creature you want the magic to work on. Then press the **A** Button to cast the spell.
 4. If you've chosen an effective spell, the creature's stamina will be reduced and it'll flee. If it hasn't fled, you can try the spell again or try another option.
- If more than one creature appears on the screen, you can cast another spell by moving the spell cursor to a different creature.
 - If all creatures flee, the Reward screen appears and you gain useful Experience Points (EXP), money in the form of silver Sickles, and sometimes even magical items!
 - Your Magical Points (MP) drop as you cast spells. When selecting a spell, the cost of each spell is shown to the left of the spell's name.

FAMOUS WITCHES AND WIZARDS CARDS



Aside from being the envy of all your wizard friends, you'll find that with practice (and a little trial and error), you'll be able to use all sorts of powerful magic to get out of tight situations. To successfully use the cards, you must choose a complete combination or they will not produce an effect.

Collecting Combinations For Successful Card Magic

When you find the cards required for a combination, you can unleash some powerful spells indeed. (For more information, see Folio Triplicus on p. 18.)

- Many characters you meet have card combinations in their possession. Approach them and they might be willing to share with you.
- Remember that searching for items can often reap rewards. You never know when and where you're going to find a useful magic card combination.

To Use Witches and Wizards Cards in a Magical Encounter:

1. Highlight CARD and press the **A** Button to access your available combinations.
 2. Move the cursor to select a combination that you have completed.
 3. Press the **A** Button to select the combination.
- If a card effect is created using commonly available cards, they are burnt and cannot be re-used. Rarer cards do not get burnt when used.

In-Game Menu

Press **START** to pause the game and to view the In-Game menu. You can check your status, the items at your disposal, and review the spells you've learned. You can also equip yourself with the items you need to complete the adventure (if you've found them, that is).

- ◆ To scroll through lists or move the highlight cursor, press the Control Pad.
- ◆ To select a highlighted option, press the **A** Button.

Status/Equip Screen

Use this screen to put on or use items you have bought, to check your overall status, and to check how much money you have.

- Notice that when you're equipped with a particular item, you improve (or decrease) particular attributes.

The diagram shows a 'Status/Equip Screen' with a wizard character in the center. The screen is divided into sections for 'Level', 'Experience', 'Next Lvl', 'Sickles', 'Stamina', 'Magic', 'Strength', 'Defence', 'Agility', 'Magic Str', and 'Magic Def'. Each attribute has a corresponding value or bar. Lines connect these attributes to descriptive text labels on the left and right sides of the screen.

Attribute	Value	Description
Level	1	YOUR MAGIC LEVEL
Experience	0	THE MORE EXPERIENCE YOU HAVE, THE HIGHER THE LEVEL OF WIZARDRY YOU CAN ATTAIN
Next Lvl	100	HOW MUCH EXPERIENCE YOU NEED TO REACH THE NEXT LEVEL
Sickles	100	HOW MUCH MONEY YOU HAVE
Stamina	40/100	WATCH THAT THIS DOESN'T FALL TO 0 OR YOU WILL FAINT
Magic	20/100	THE AMOUNT OF MAGICAL POWER YOU POSSESS
Strength	10	HOW MUCH STRENGTH YOU HAVE
Defence	5	YOUR ABILITY TO PROTECT YOURSELF IN A MAGICAL ENCOUNTER
Agility	5	YOUR ABILITY TO GET THE FIRST STRIKE IN A MAGICAL ENCOUNTER
Magic Str	10	YOUR MAGICAL ATTACK POWER
Magic Def	5	YOUR MAGICAL DEFENSE POWER

EQUIPPING HARRY

You need to carry, use or wear certain items to help you succeed in your adventure.

To Use Your Item Inventory:

1. Press **START** to open the In-Game menu. Now, highlight STATUS/EQUIP and press the **A** Button. The Status/Equip screen appears.
 2. Press the Control Pad to move the cursor to the desired area of Harry's body. Press the **A** Button. The items that can be used in that particular area of Harry's body appear.
 3. Highlight the item you want to use and press the **A** Button. The item is now in place and the In-Game menu appears.
- If you don't have any items available for that area of Harry's body, press the **B** Button to return to the In-Game menu screen.

Items

You can view and use the items Harry has collected in the Item inventory.

- ◆ Press the Control Pad to highlight an item and scroll through the list.
- ◆ Press the **A** Button to use an item. If you cannot use the item, press the **B** Button to return to the In-Game menu.

Ingredient Encyclopedia

You are given the Ingredient Encyclopedia when you begin Herbology Class. This is an extremely valuable resource for learning about the various herbs and ingredients found and widely used in the magical world. It also acts as an inventory for all the ingredients you have in your possession.

■ You can also refer to, and use, recipes that you have learned here.

To access your recipe book, press the Control Pad to highlight the book and press the **A** Button. To use a recipe, press the **A** Button.

THE CAULDRON

The Cauldron is the cornerstone of your potion making, but only if you mix the right ingredients in the right order in the right sort of cauldron.

To Use a Cauldron:

1. Once you've chosen a cauldron from Harry's Items inventory, the Cauldron screen appears.
2. Press the Control Pad to highlight the first ingredient you want to use and then press the **A** Button. Continue until you've chosen two or three ingredients.
3. Now, press **START** to mix. If you've successfully mixed a potion, it will be added to your Items inventory. If not, nothing happens and you've lost the ingredients.

Wizard Card Collecting Club

Use the Wizard Card Collecting Club to trade cards with your friends. Only by collecting the full set can you unlock all the secrets of Harry Potter and the Sorcerer's Stone!

◆ To start trading, approach a desk and press the **A** Button. See Trading Cards on p. 19.

Folio Triplicus

The Folio Triplicus is the collection of your magical card combinations. These combinations will prove very beneficial in magical encounters, so get them any way you can—trade with friends, talk to people you meet during your adventure, and leave no stone unturned or door unchecked. If you conduct a thorough search—and with a little luck—you may be able to collect the full set of combinations. The extra knowledge gained will surely help you succeed in your difficult quest.

◆ To scroll through the combinations, press the Control Pad.



Grayed-out images of the cards indicate that you have the combination, but not the cards necessary for using it.



A checked box means that you have the combination and all the required cards. You can use it whenever you want.

Folio Magi

The Folio Magi is your total collection of Famous Witches and Wizards cards. It can be accessed at any time from the In-Game menu.

- ◆ To open the file to see an Overview of the cards you've collected, highlight FOLIO MAGI and press the **A** Button.
- ◆ To view details, press the Control Pad to highlight a card, then press the **A** Button. You may then cycle through the details of all the cards by type.
- ◆ To return to the Overview screen, press the **B** Button.

WIZARD TIP: The last card you've found flashes in the Folio Magi Overview screen.

Trading Cards

To Trade Cards:

1. Find a friend with whom you want to trade Famous Witches and Wizards cards. Each person should go to the Wizard Card Collecting Club in Hogwarts.
2. Establish a connection between the two Game Boy™ Color systems using the Infrared COMM ports or a Game Link® Cable (sold separately).
3. Approach the Trading Desk and press the **A** Button. The Trading Screen appears.

4. Highlight CHOOSE CARD, then press the **A** Button. Now choose a card using the Control Pad and press the **A** Button again. The card appears in the top blue box.
5. Once you are both happy with the cards offered for trade, highlight TRADE and press the **A** Button. A green light appears beside your offer.
 - The red box contains all the cards that your friend is willing to trade for your card(s).
6. Once both players highlight TRADE and have pressed the **A** Button, the trade is completed. Remember to ensure that your Game Boy® Color systems Infrared COMM ports are aligned, or use a Game Link® Cable.

Trading Multiple Cards for One Special Card

If you agree with a friend that a certain card is worth more than one card, you can give cards away for “free” to make up the difference.

- ◆ Highlight and select TRADE with no card selected, while the other player highlights a card and then selects TRADE. You’ll receive the card.

A Selection of Magical Items

As you travel through the wizard world, you'll discover all sorts of magical things. When you find, buy or are given an item, that item appears in the ITEM inventory. The list below, though not a complete list of all the items available, gives you an indication of what's available in the game.

Remember, some items are very hard to find, so look around thoroughly.

WIZARD NOTE: Many items are single use only – use them once and they're gone forever. However, certain items can be re-used, or removed for use later. Items of clothing and other equipment can be put on and taken off in the Status/Equip screen.

HARRY'S WAND: The wand you get at Ollivander's during your first visit to Diagon Alley. All wizards must have a wand in order to cast spells. The wand chooses the wizard, as they say, so a wizard can use only his own wand and not someone else's to cast spells. It cannot be sold or discarded.

SICKLES: Wizard coins, made of silver and used in all wizard transactions.

WIZARD SWEETS: Eating Wizard Sweets boosts your energy and thereby restores a small amount of lost SP. There are many types of Wizard Sweets that can be purchased or discovered throughout the game world.

POTIONS: There are many potions that can be found, purchased and mixed. The effects of these potions are varied.

CAULDRONS: There are many types of cauldrons available. Visit the caldron shop in Diagon Alley for a selection.

WIZARD NOTE: Different potions are concocted in different cauldrons. Generally, the more powerful a potion is, the higher grade the cauldron it was made in.

CLOTHING: All types of clothing, even the lowest level items, boost your attributes. However, some items used in certain situations may have a negative effect on some of your attributes. You must purchase gloves, a pointed hat, 3 school robes and a winter cloak before leaving Diagon Alley.

POTION KIT BAG: Essential equipment for making potions. You must buy one before leaving Diagon Alley.

BROOMS: Brooms do not appear in the Item inventory.

Saving an Adventure

To Save an Adventure:

1. Press **START** to open the In-Game menu.
2. Highlight SAVE GAME and press the **A** Button. The game is saved to the current slot.

Continuing a Saved Adventure

The Load Game screen allows you to resume your adventure at any time.

To Continue a Saved Adventure:

1. Select LOAD GAME from the Main menu screen.
2. Press the Control Pad UP/DOWN to highlight the saved game, then press the **A** Button. Your game loads and you can continue the game where you last left it.

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