


Harry Potter

AND THE
ORDER
OF THE PHOENIX™

THE VIDEOGAME MANUAL





**⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER
ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- ✎ dizziness
- ✎ altered vision
- ✎ eye or muscle twitches
- ✎ loss of awareness
- ✎ disorientation
- ✎ seizures
- ✎ any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure


- ✎ Use in a well-lit area and keep as far away as possible from the television screen.
 - ✎ Avoid large screen televisions. Use the smallest television screen available.
 - ✎ Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - ✎ Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ✎ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation
 - ✎ Do not bend it, crush it or submerge it in liquids.
 - ✎ Do not leave it in direct sunlight or near a radiator or other source of heat.
 - ✎ 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.
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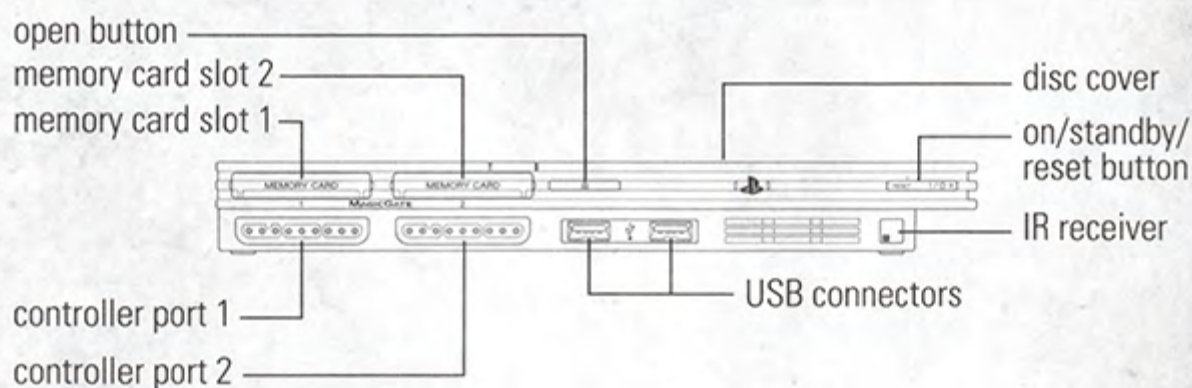
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

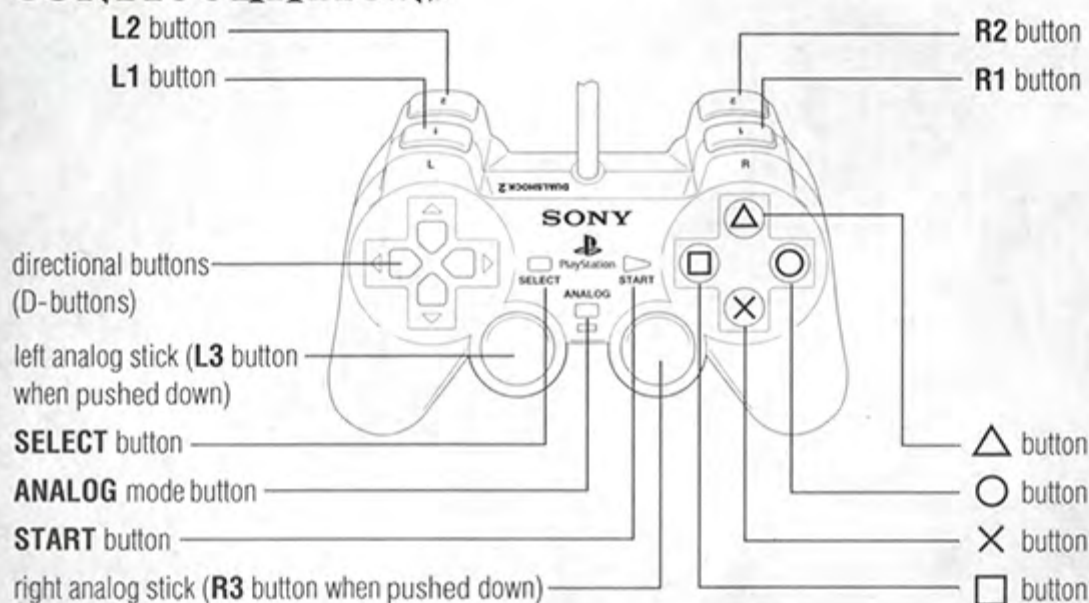


GETTING STARTED



- ✦ Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
- ✦ Check that the system is turned on (the on/standby indicator is green).
- ✦ Insert the *Harry Potter and the Order of the Phoenix*™ disc in the system with the label side facing up.
- ✦ Attach game controllers and other peripherals as appropriate.
- ✦ Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



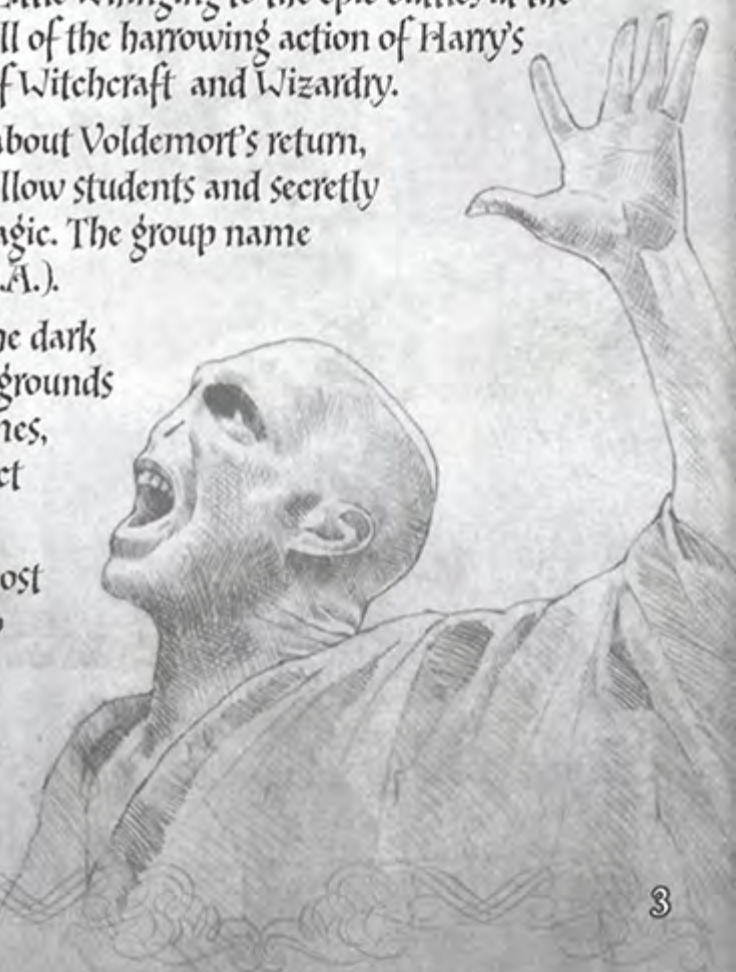
HARRY'S MOST DANGEROUS YEAR YET

From the Dementor™ attack in Little Whinging to the epic battles at the Ministry of Magic, experience all of the harrowing action of Harry's fifth year at Hogwarts School of Witchcraft and Wizardry.












With the wizarding world in denial about Voldemort's return, Harry recruits a small group of his fellow students and secretly trains them in practical defensive magic. The group name themselves 'Dumbledore's Army' (D.A.).

Take up Harry's wand and explore the dark corridors, secret rooms and extensive grounds of Hogwarts. Compete in Mini-Games, talk to enchanted portraits and perfect your spell-casting.







So sharpen your wizarding skills, boost your courage and prepare yourself to battle Lord Voldemort™ and his fearsome Death Eaters, in Harry's most dangerous and demanding year yet.



COMPLETE CONTROLS

Move/Sidle/Climb	Left analog stick (tap the  button to move faster when sidling or climbing)
Run	Hold the  button while pressing the left analog stick
Take out wand/Put wand away	 button
Cast spell	Right analog stick (see p. 6 for specific wand gestures)
Change target	Right analog stick  /  or  / 
Talk to character/Action button	 button
Center camera behind Harry	 button (tap)
First-person camera	 button (press and hold)
Target person (wand out)	 button

MARAUDER'S MAP CONTROLS

View Marauder's Map	 button
View map destinations	D-buttons 
View tasks	D-buttons 
Scroll through destinations or people	D-buttons  / 
Select a location or person on the map	 button

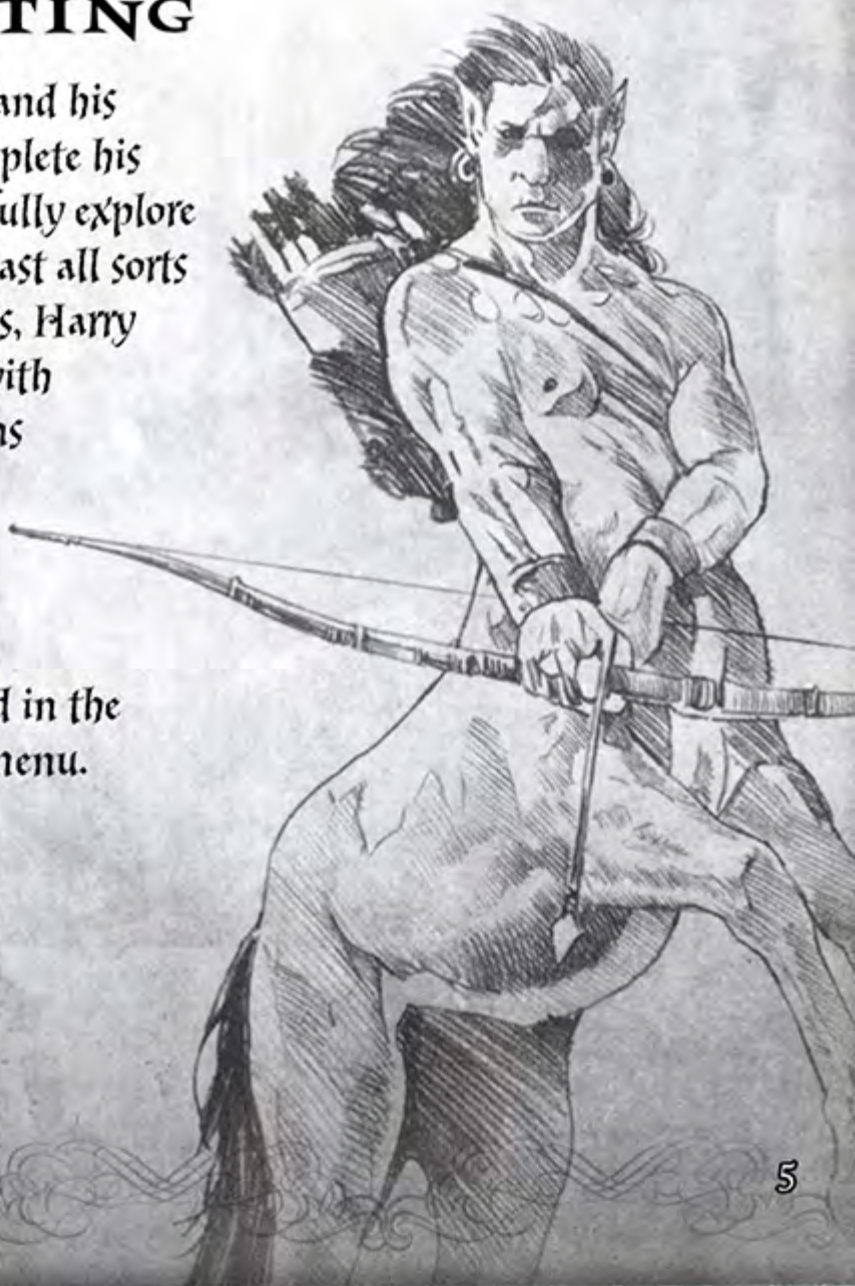


SETTING UP THE GAME

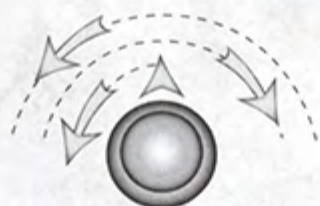
From the Main menu, you can start a **NEW ADVENTURE** or select **CONTINUE ADVENTURE** to pick up where you left off in a saved game. Before you start, you must choose a **Difficulty** setting and turn the following options **ON** or **OFF**: Subtitles, Vibration, Screen Type and Autosave.

SPELL-CASTING

To defend himself and his companions, complete his tasks and successfully explore Hogwarts, Harry must cast all sorts of spells. To master spells, Harry must perform gestures with his wand, which he learns throughout the game. If you forget how to perform a spell, you can review all the spell gestures you have learned in the **Spell List** on the **Pause** menu.



NON-COMBAT SPELLS



Wingardium Leviosa

Used to lift and move an object.



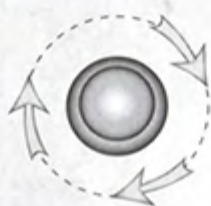
Accio™

Used to pull an object towards you.



Depulso

Used to push an object away from you.



Reparo

Used to repair a broken object.



Reducto

Used to smash an object.



Incendio

Used to set an object on fire.

DUELING (COMBAT) SPELLS



Stupefy

Used to stun an opponent.



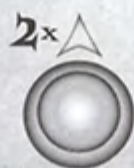
Rictusempra

Tickling Charm to be used against animate objects.



Expelliarmus

Used to disarm an opponent.



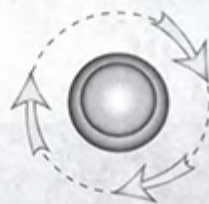
Protego

Used to deflect any spell cast at you.



Levicorpus

Will levitate an opponent briefly in the air.



Petrificus Totalus

Used to paralyze an opponent.

DUMBLEDORE'S ARMY

Since Umbridge™ won't allow the students to practice any Defense Against the Dark Arts (DADA) spells, Hermione convinces Harry to take matters into his own hands. Harry and a small group called Dumbledore's Army (the D.A.) meet secretly in the Room of Requirement. The spells they learn there will also prepare the young wizards for their O.W.L.s and for a confrontation with Voldemort and his Death Eaters.

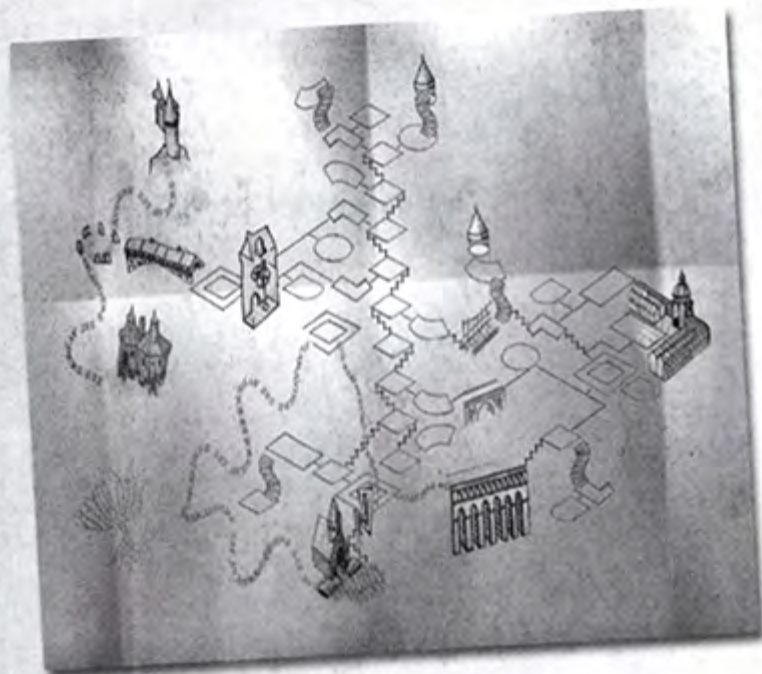
Explore Hogwarts with Harry to recruit all the members of the D.A., then teach them Defense Against the Dark Arts in the Room of Requirement.




DISCOVER HOGWARTS


When Harry isn't training other students or practicing Defense Against the Dark Arts, he can explore Hogwarts to discover some of its magical secrets.


MARAUDER'S MAP





Use the Marauder's Map to find characters, tasks and locations in the game.

Press the  button to access the map.

Press the D-buttons  to view locations on the map.

Press the D-buttons  to see the active tasks on the map from the tab to the right of the map. Then select the name of the person you want to find and see where they are in the castle.

Press the D-buttons  to scroll through either list.

Press the  button when you have a task or destination highlighted to see where it is on the map in relation to Harry's current location.

TIP

If you get confused about which way to go, access the Marauder's Map and pick the location or task you wish to locate. Then return to the game and follow the direction of the footprints – they'll point you in the right direction.



DISCOVERABLES

There are many items that Harry can interact with scattered throughout the castle. Try casting spells on various items. When Harry uncovers these items, he earns Discovery Points. When he earns enough Discovery Points, he unlocks different items in the Room of Rewards.

TIP

You may come across broken objects as you explore the castle. Cast a quick *Reparo* spell to set things right in no time.

TASKS

To get around Hogwarts and to assemble Dumbledore's Army, Harry will need to talk to students, teachers, portraits, ghosts and gargoyles and complete various tasks for them. Complete the tasks they assign and they may reward you!

HOGWARTS PORTRAITS

The enchanted portraits dotted around Hogwarts guard hidden shortcuts that Harry can use to quickly go from one area of the castle to another. However, to get past a portrait, Harry will need to learn its password by completing a task or a puzzle.

TIP


Look for pairs of portraits. If you find the same portrait in two different areas of the castle, there is usually a shortcut from one area to the other. But you have to know the password to use it.





WIZARD GAMES


Test your skills against the top players in every Hogwarts house. If you can outplay the best at Exploding Snap, Gobstones or wizard chess, you earn Discovery Points.



WIZARD CHESS

Wizard chess is much like Muggle chess, except the game pieces follow the commands of the players and actually engage in battle to destroy the opposing pieces. Approach a pair of students playing wizard chess and press the  button to challenge one of them to a game.

- ✦ Press the right analog stick to move the highlight and then press the  button to select that piece.
- ✦ Press the right analog stick to move the highlight and then press the  button to select a position to move the piece to.
- ✦ Press the left analog stick to reposition the camera to get a better view of the board.

GOBSTONES

Approach a pair of students playing Gobstones and press the  button to challenge one of them to a game.


- ✦ To flick a Gobstone, press the right analog stick  and then press the right analog stick . The further down you press the right analog stick, the harder the stone is flicked.
- ✦ Press the left analog stick to reposition the camera and aim your shot.




There are three ways to play and win at Gobstones. Harry's opponent sets the rules before the game begins.


Traditional Rules	Knock more Gobstones out of the ring than your opponent.
Snake Pit Rules	Get your Gobstones closer to the pit than your opponent.
Jack Stone Rules	Get your Gobstones closer to the jack than your opponent.

EXPLODING SNAP

Approach a student playing Exploding Snap and press the  button to join the game.

There are two ways to play Exploding Snap. In one version you match pairs:

- ✦ Press the left analog stick to move the highlight.
- ✦ Press the  button to select a card. When two of the same cards are uncovered, you win those cards.

In the other, you win the revealed stack of cards by slapping down (press the right analog stick ) when two of the same cards appear back-to-back.

ROOM OF REWARDS

Once Harry earns Discovery Points, he finds the Room of Rewards. In the room, he can see the rewards that he's unlocked and also what he needs to do to unlock the unavailable content.





PAUSE MENU AND OPTIONS

Most game options are self-explanatory. Those that require clarification are explained below.

GAME INFORMATION

From defeating other players in the wizard games, to obtaining all of the portrait passwords, there are many things to do in *Harry Potter and the Order of the Phoenix*. This screen shows you what you've achieved and the challenges that you have yet to complete.

SPELL LIST

If you forget how to cast any of the spells in the game, you can review the gestures from the Spell List.

- ✦ Press the D-buttons ◀/▶ to alternate between Non-Combat Spells and Dueling (Combat) Spells.

ENDLESS DAY

If you haven't found all of the discoverables (you can see what you need to find on the Game Information screen in the Pause menu), you can continue your game in the ENDLESS DAY when the narrative game is complete to focus solely on finding all of the goodies.

OCCUMENCY

In addition to all of his other coursework, Dumbledore™ asks Harry to study this subject with Professor Snape™ to learn how to block other wizards from seeing his thoughts and memories.

- ✦ Use your wand to force Snape's wand back to center by repeatedly pressing the right analog stick in the direction you want to move Snape's wand.

SAVING AND LOADING

Harry Potter and the Order of the Phoenix uses an autosave feature. When you start a game, you have the option to disable autosave.

- ✦ A memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 is required to save.
- ✦ To save your game, from the Pause menu, choose SAVE ADVENTURE. Then select a game save slot and press the **X** button. Once you've successfully saved, press the **X** button to confirm. Choose CONTINUE to re-enter the game.
- ✦ To load a game, from the Main menu, choose CONTINUE ADVENTURE. Select the game you want to load from the list and press the **X** button.









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