

XBOX

# Harry Potter

AND THE  
PRISONER  
OF AZKABAN™



#### **ABOUT PHOTOSENSITIVE SEIZURES**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

#### **OTHER IMPORTANT HEALTH AND SAFETY INFORMATION**

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

#### **AVOID DAMAGE TO YOUR TELEVISION**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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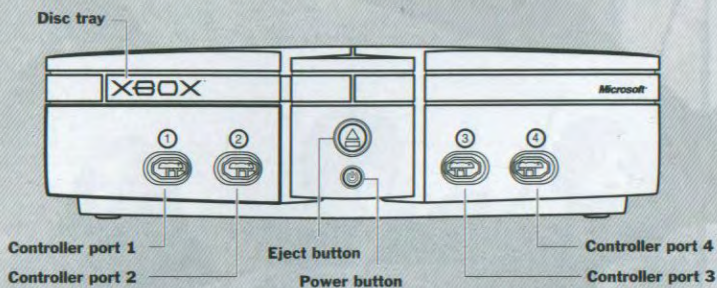
A black and white photograph of three Harry Potter characters in a hallway. On the left is a young boy (Ron Weasley) with a surprised expression, holding a wand. In the center is Harry Potter with his signature glasses, pointing his wand forward. On the right is a girl ( Hermione Granger) holding a wand. They are all wearing dark robes and are positioned in a brightly lit hallway with arches in the background.

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Note: For more on the EA GAMES™ range of Harry Potter video games, visit [www.harrypotter.ea.com](http://www.harrypotter.ea.com)

# USING THE XBOX VIDEO GAME SYSTEM



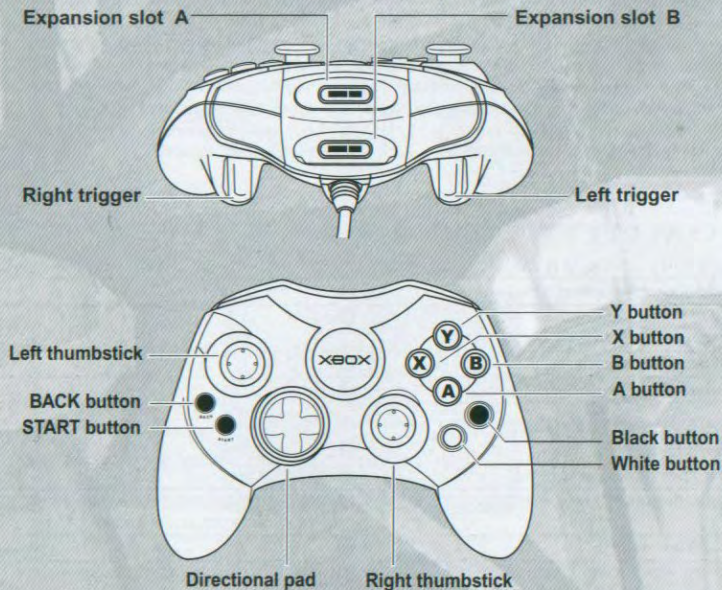
1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Harry Potter and the Prisoner of Azkaban* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Harry Potter and the Prisoner of Azkaban*.

## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Harry Potter and the Prisoner of Azkaban*.

## INTRODUCTION

After a dreadful summer with the Dursleys, Harry Potter can't wait to start his third year at Hogwarts School of Witchcraft and Wizardry. Events take a strange turn, however, when Harry discovers that Sirius Black, the man believed to have betrayed Harry's parents and thus responsible for their murders, has escaped from the wizard prison Azkaban. Black appears to be seeking revenge on Harry for thwarting "You-Know-Who", while the Dementors, Azkaban prison guards sent to Hogwarts to protect the school and recapture Black, affect Harry in a disturbing way. With the help of Ron and Hermione, Harry is intent on unraveling the mystery surrounding Sirius Black and his escape from Azkaban.

## COMPLETE CONTROLS

### MENU CONTROLS

Highlight menu option	<b>L</b>
Select highlighted option/ complete action/toggle option setting	<b>A</b>
Adjust selected option	<b>L</b>
Go back/cancel	<b>B</b>

### GAME CONTROLS

Move character	<b>L</b>
Cast spells (when assigned)	<b>X / Y</b>
Action Button (context sensitive)	<b>A</b> (the function of this button changes as you get close to objects and people)
Character swap	<b>B</b>
Center view behind character/ targeting button (change targets)	<b>R</b> (pull repeatedly to cycle through targets)
Take a closer look/sneak-a-peak in 'sneak' mode	<b>L</b> ←
Camera 'look around'	<b>R</b>
Pause game/in-game options	<b>▶</b>
Open Inventory, map, task and quest screens	<b>◀</b>
Call companion	<b>L</b>

### FLYING CONTROLS

Move	<b>L</b>
Flap wings	<b>B</b>

## SETTING UP THE GAME

### MAIN MENU

- NEW GAME Highlight and press **A** to begin your adventure.
- LOAD GAME Highlight and press **A** to continue a previously saved adventure.
- BONUS ACTIVITIES Play unlocked Mini-Games and access special features.
- OPTIONS Adjust a variety of game settings (see *Options* on p. 10).

## PLAYING THE GAME

### GAME SCREEN



Active companion  
control indicator

Stamina bar

Note: For details on assigning spells and items to buttons, see *Inventory* on p. 9.



## COMPANION PLAY

This adventure is Harry's most difficult yet – so he'll need all the help that Ron and Hermione can give him.

Each companion has special abilities, skills and spells that may be used to carry out tasks and solve puzzles. If one companion cannot complete a task or puzzle, try swapping to other companions and see if they're more successful (they may tell you that they can help!).



### HARRY POTTER

Harry Potter, "the boy who lived", survived an attack by the dark wizard, Lord Voldemort. Harry's athletic prowess is useful when it comes to climbing and jumping gaps.

### RON WEASLEY

The sixth of Arthur and Molly Weasley's children to attend Hogwarts and a loyal friend to Harry. Ron's curiosity makes him a natural explorer and he can find passages that others might miss. In addition, Ron's fondness for items from Zonko's, the magical joke shop, means he's an expert with Stink Pellets and more!



### HERMIONE GRANGER

Hermione's bravery and intelligence can prove invaluable. She is a gifted spell-caster and meticulous with her studies – both of which can help in a variety of ways. Hermione is also nimble and agile when it comes to treading where others may be less able.



## RUNNING, WALKING AND SNEAKING ABOUT

- Move **L** fully in the direction of travel for swifter progress.
- Half-move **L** to travel at a slower, walking pace.
- Push up against certain walls to 'Wall Sneak' (creep along walls and ledges quietly).
- To step away from a wall, press **A**.


## INTERACTING WITH THE WORLD

- Move in close to people and objects to see if you can interact with them. If you can, the on-screen Action Button (**A**) tells you what to do.
- Approach and explore unfamiliar objects – this can be extremely useful in your adventure.
- You can push and pull heavy objects to clear the way, or use them to help you climb.

**Note:** Remember, some items may be too heavy for one companion to move. You might need to call one of the other companions to help using the Call Companion Button (**L**).

## JUMPING, CLIMBING AND HANGING

When every door you've tried is locked and cupboards contain no vital clues, sometimes the only way out of a situation is to climb...

- Harry can climb up and down chains. Press the Action Button (**A**) to make him take hold of one.
- Slowly walk towards a ledge in order to hang from it.
- To drop from a ledge (when hanging from it), press **A**.
- To climb up onto a ledge when hanging from it, move **L** .
- To leap across a chasm, run Harry towards it (his athletic ability allows him to leap across chasms that the others cannot clear).

**Note:** There are a number of different ways to explore. Watch the on-screen Action Button (**A**) as you step up to walls, doors and other objects.



## SPELLS AND CHARMS

Note: Some spells are already known by all the companions, while others must be learned at Hogwarts.



Flipendo

Knocks objects and creatures backwards.



Expelliarmus

Duelling spell used to disarm an opponent.



Carpe Retractum

Harry can use this spell to pull objects, and to pull himself toward objects.



Draconifors

Hermione can use this spell to transfigure Draconifors dragon statues.



Expecto Patronum

Harry can use this protective charm to fend off Dementors. This highly advanced magic is well beyond Ordinary Wizarding Level.



Glacius

Hermione can use this spell to freeze water, create ice blocks and defend against certain creatures.



Lumos Duo

Ron can use this wand-lighting charm.



Reparo

Hermione can use this mending charm to repair damaged objects.

## CASTING SPELLS

Note: Before you can cast a spell, you need to assign it to a controller button. See *Inventory* on p. 9 for information on how to assign spells.

### To Aim a Spell

1. Face the desired target then pull and hold **R**. If you can aim at the target, a sparkling indicator appears around it.
  2. As soon as you've aimed, press the chosen Spell Button and the spell is cast.
- Press **A** to try to dodge projectiles or spells while targeting.

Note: Keep **R** pulled until you cast the spell or you may miss the target!

### TARGETING MULTIPLE OBJECTS

If you encounter multiple opponents, you can target each of them in turn. Pull **R** repeatedly to cycle through potential targets.

### SUCCESSING IN THE SPELL CHALLENGES

In each Spell Challenge there are a number of Challenge Shields to find. Finding all of these Shields helps you achieve the highest possible marks.

## INVENTORY

Move among the sections of the Inventory	<b>L / R</b>
Highlight item	<b>L</b>
Select highlighted option/complete action/ close book	<b>A</b>
Assign the highlighted spell or item	<b>X / Y</b>
Open/close Inventory	<b>◀</b>

The spells Harry, Ron and Hermione have learned and the items they have found are stored in the Inventory. Go there to assign items and spells to **X** or **Y**.

Note: Press **E** to cycle through the Inventory by character.

### To Equip a Spell or Item:

1. Highlight the spell or item you want to equip, then press **X** or **Y**.
2. When you return to the game, the item or spell is assigned to the selected button, its symbol appears on the on-screen controller.
3. Press the relevant button to cast the spell or use the item.

Note: For more information about the spells, see *Spells and Charms* on p. 8.

## TASKS

In order to progress through the game, Harry, Ron and Hermione must all complete certain tasks. Check this list regularly, day and night, to keep your adventure on track. Remember that the companions need their rest, so make sure they get a good night's sleep each night. The Sleep Icon flashes up on the screen when it's time to end the day. Go to the Task screen and select the Sleep Button.

## QUESTS

The Quests section shows all the items that the companions have found. Here you can check your collector's cards, see what items have been collected and find out the current Gryffindor house points total.

### FOLIO UNIVERSITAS

Collector's cards detail the famous (and infamous) characters and creatures from magical history and are hugely popular with young wizards-in-training. You can find collector's cards around Hogwarts, or you can buy them from Fred and George's shop on the sixth floor of Hogwarts. They can then be stored in the Folio Universitas.



### FOLIO BRUTI

The Folio Bruti contains valuable information Harry, Ron and Hermione have collected about magical creatures. Information is added when you find loose pages around Hogwarts. Check here for clues on how to defeat magical creatures.

### CHALLENGE SCORES

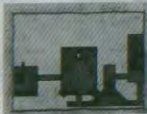
Look here for a record of how the companions have done in their Challenges.

## HERMIONE'S STATUE LIST

There are some interesting statues around the school that Hermione may be interested in.

## MAPS

Consult the maps section in the Inventory if you lose your bearings. You can only consult a map of the area that the companions are currently in.



## PAUSE MENU

Press **ESC** to pause the game and open the Pause menu.

RESUME GAME	Return to current game.
SAVE GAME	Save current game (see <i>Saving and Loading</i> below).
OPTIONS	Adjust game options (see <i>Options</i> below).
QUIT GAME	Quit current game.

## OPTIONS

You can select game options from the Main menu or the Pause menu.

**Note:** Default options appear in **bold** font in this manual.

FLYING CONTROL	Switch between <b>NORMAL</b> and <b>REVERSE</b> . In <b>NORMAL</b> mode move <b>UP</b> to fly down and move <b>DOWN</b> to fly up. <b>REVERSE</b> is the opposite.
VIBRATION	Switch Vibration <b>ON/OFF</b> .
SUBTITLES	Switch on-screen text <b>ON/OFF</b> .

## GAME MODES

### BONUS ACTIVITIES

Life at Hogwarts isn't all work – there are exciting activities too. To have some fun, select **BONUS ACTIVITIES** from the Main menu. These include the Duelling Club, Owl Racing and Hippogriff Flight Challenge. Bonus Activities may not be available until you have unlocked them.

## SAVING AND LOADING

### Saving a Game

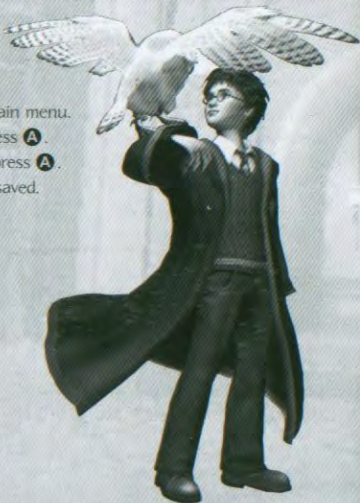
1. Press **ESC** during a game and highlight **SAVE GAME**, then press **A**.
2. Highlight the slot you want to save your game to and press **A**.
  - If there are no empty slots, you must highlight an old saved game and save your new game in its place. If you are sure you want to overwrite the old game, highlight **YES** and press **A**.
3. The game is saved. Press **B** to go back to the previous menu and then **ESC** to continue.

**Note:** If you exit *Harry Potter and the Prisoner of Azkaban* without saving, you lose all progress made during that session.

### Loading a Game

**Note:** You can only load a saved game from the Main menu.

1. Highlight **LOAD GAME** from the Main menu and press **A**.
2. Highlight the slot that your saved game is in and press **A**.
3. The game loads to the last save point before you saved.



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